

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

JULY 2017



STRIKING BACK AGAINST CHAOS

PRIMARIS SPACE MARINE REIVERS, CAPTAINS & LIBRARIANS

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team@whitedwarf.co.uk



We hope you enjoy the issue!

MEET THE WHITE DWARF TEAM

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

MATT KEEFE

Editor

This month, Matt started a Tzeentch warband for Warhammer Age of Sigmar: Skirmish. Did he finish? Click [here](#) to find out.

Matt's highlight this issue:

"Tactica Imperialis. There's a ton of nuance under the simplicity of the new Warhammer 40,000 rules. The Tactica feature really shows it."



MICHAEL WIESKE

Production Editor

Alongside the usual word-wrangling, Michael was one of several members of the team to paint a warband for Warhammer Age of Sigmar: Skirmish this month.

Michael's highlight this issue:

"The interview with the design team. I haven't read it yet but it sounds great..." (Er... – Ed)



MELISSA HOLLAND

Digital Editor

Mel produces the digital edition of White Dwarf which, she says, the luckiest amongst you happen to be reading right now. She also looks after our Facebook page.

Mel's highlight this issue:

"I like the Battle Report – I liked seeing Dan and Matt play. They seem to have a similar sense of fun."



MATTHEW HUTSON

Lead Designer

As well as designing a good half of the magazine, Matt went big on painting this month, producing a Realm of Battle board and more.

Matt's highlight this issue:

"Dan's interview with the miniatures designers, because of the insight it gives me into the miniatures design process."



BEN HUMBER

Designer

Among other things, Ben designed this month's Battle Report, including the orky map. See, maps in Battle Reports – everyone loves them.

Ben's highlight this issue:

"I like the new green background in Hall of Fame. And I really like the Battle Report because I like seeing people's own armies."



SHAUN PRITCHARD

Reprographics Operative

Shaun gets White Dwarf in tip-top shape ready for print each month. He especially enjoys putting models on white backgrounds.

Shaun's highlight this issue:

"Illuminations. As someone who's fairly new to Age of Sigmar, the art is really exciting – it feels like the basis for a storyline."



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DAN HARDEN

Staff Writer

Amongst the other articles on his slate this month, writer Dan handled interview duties with the Citadel design team.

Dan's highlight this issue:

"Playing the Battle Report. Me and Matt created an awesome scenario, had great fun, and Matt is a really awesome opponent."



STUART EDNEY

Staff Writer

With Dan consumed by the dice-rolling frenzy of playing in this month's Battle Report, it fell to Stuart to chronicle the events.

Stuart's highlight this issue:

"The Golden Demon: Horus Heresy stuff. I really, really love that Titan. There's some absolutely beautiful freehand on it."



MARTYN LYON

Photographer

On top of his usual photographic duties, Martyn took a hand in guiding this month's Illuminations.

Martyn's highlight this issue:

"Army of the Month. I really like Stormcasts and there's nothing more impressive than a Stormhost ready for war – and the sheer amount of models."



JONATHAN STAPLETON

Photographer

Now settled in with the team, Jonathan tackled this month's Battle Report – his first – as well as Hall of Fame and more.

Jonathan's highlight this issue:

"Hall of Fame. Magnus is such an impressive model we wanted to show him off properly, so we spent a while working up a new look."



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What's going on in the worlds of Warhammer? Find out here.

CONTACT

The letters page. Get in touch and have your say.

TEMPORAL DISTORT

A short hop back to 2011. It feels like it was yesterday...

HALL OF FAME

He was voted your favourite miniature of 2016, earning him a spot in the vaunted Citadel Hall of Fame. But who is it?

CREATING LEGENDS

We sit down with select members of the miniatures design team and ask them what it really means to sculpt Citadel miniatures for a living.

A TALE OF FOUR WARLORDS

Four months into the series, our four warlords show off their latest creations and get to grips with the new edition of Warhammer 40,000 as they play their first games.

GOLDEN DEMON: THE HORUS HERESY

Five cracking entries from the Vehicle category, plus an interview with Richard Gray, the category winner.

ILLUMINATIONS: THE ART OF WAAAGH!

This month's Illuminations are very green. No, they're not environmentally friendly, they're orruks!

TACTICA IMPERIALIS

The first in a new series, all about playing games of Warhammer 40,000.

DA TALE OF BADRUKK'S LOOT

The Orks take on the T'au in this month's Battle Report in a narrative scenario written by the players.

WAR IN THE SHADOWS

Want to know more about Warhammer Age of Sigmar: Skirmish? This is the article for you.

THE UNBOUND STORM

A colossal army of Astral Templars Stormcast Eternals painted by Brush-master General James Karch.

A NEW ARMY FOR A NEW ERA

Six hobbyists start work on new armies for Warhammer 40,000. We bring you the results.



PAINT SPLATTER

Painting Space Marines quickly and easily, both good and evil. Plus, a stage-by-stage guide for the new Librarian.

REALMS OF BATTLE

Combining and painting Realm of Battle Gameboards, plus advice on playing missions and painting guides.

BLANCHITSU

John Blanch fans Martin Grandbarbe and Helge Wilhelm Dahl show off their warbands.

ARMoured ASSAULT

A Parade Ground of armoured vehicles including tanks, flyers and Dreadnoughts.

READERS' MODELS

A Selection of miniatures painted by you, our readers. Plus, a showcase of models painted by Graham Shirley.

IN THE BUNKER

What we've been up to in the White Dwarf hobby room.

An Astral Templars army by James Karch graces our pages this month.



COVER FEATURE:

PAINTING AND MODELLING

Love collecting and painting Citadel Miniatures? You'll find plenty of both in this issue!

A TALE OF FOUR WARLORDS

GOLDEN DEMON: THE HORUS HERESY

THE UNBOUND STORM

A NEW ARMY FOR A NEW ERA

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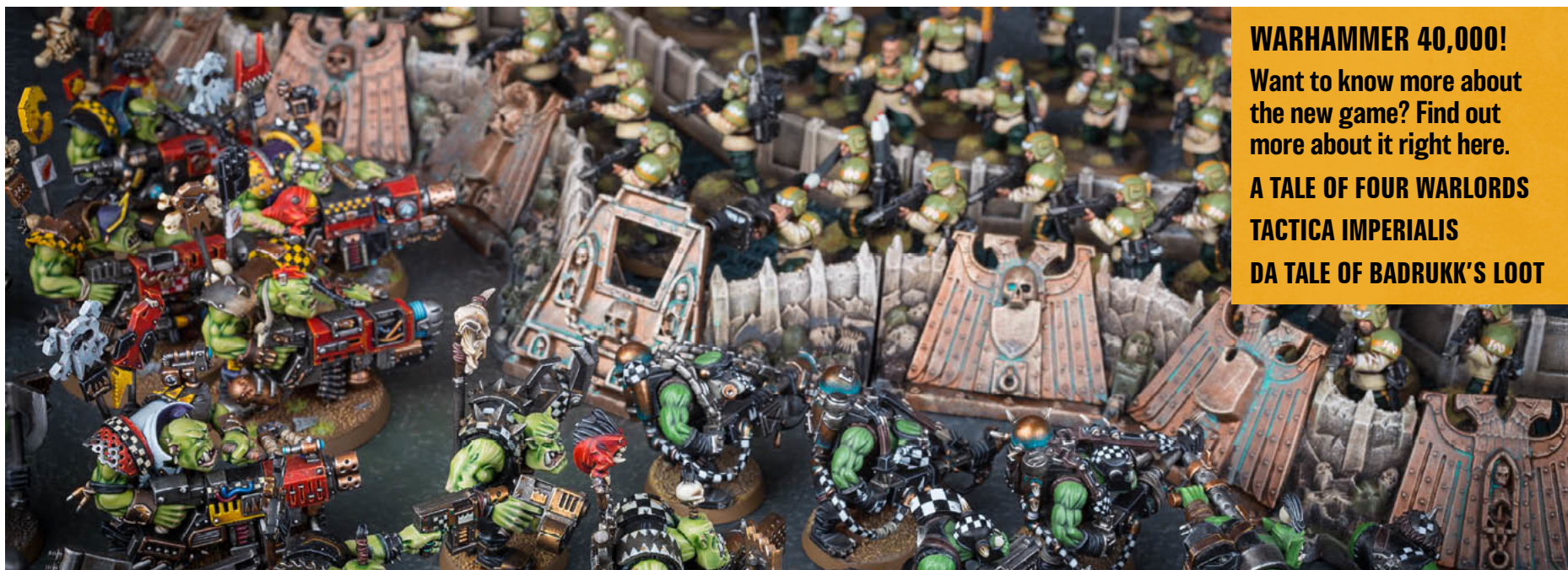
WARHAMMER 40,000!

Want to know more about the new game? Find out more about it right here.

A TALE OF FOUR WARLORDS

TACTICA IMPERIALIS

DA TALE OF BADRUKK'S LOOT



WHITE DWARF™

JULY 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?



FIRST STRIKES AND SECOND WAVES



With a new edition of Warhammer 40,000 released just a couple of weeks ago – and a brand-new boxed set in the form of Dark Imperium – this month sees an updated range of starter sets. Now, we know a lot of our readers have been around quite a while and might not be so in need of the ‘starter’ part but take a look at the amazing new models that come along with them – yet more Primaris Space Marines and Death Guard, distinct from the amazing offering in the Dark Imperium set, and including a brand-new troop type for the Primaris Space Marines, the Reivers. And don’t worry – you can get them on their own as some great-value Easy to Build sets, too.

In a way, we’re all beginners again at the moment with a new edition of the rules so freshly released, and so in this issue we’ve got a new (or, rather, returned) series of tactics articles – *Tactica Imperials* – where we get to grips with some of the nuances of the new rules. This time out, it’s a comprehensive look at what’s new in the game and how to get the most out of it. It’s a great read and you can check it out beginning [here](#).

Elsewhere we’ve got a feature-length interview with some of the members of the Citadel design team, the folks who design and make our amazing Citadel miniatures. We think it’s likely to be a bit of a favourite and you can read it over [here](#). And that’s barely scratching the surface – turn the page to see what else we’ve got in store and enjoy the issue!

Matt K



PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



NEW WAYS TO GET STARTED

With last month's launch of the new Warhammer 40,000 there's never been a better time to get into the game! To make your introduction to the grim darkness of the far future as easy as possible, we have three new starter products to show you this month.

MANY WAYS IN

The three starter products presented here are probably the best way to get into Warhammer 40,000 if you haven't played it before, but they're not the only way. If you have your eye on another army, you can always pick up the Warhammer 40,000 rulebook and one of over 15 Start Collecting! sets.



KNOW NO FEAR

As an introduction to Warhammer 40,000, Know No Fear has everything you'll need to get playing straight away. The set includes two starter armies – Primaris Space Marines (comprising a Primaris Captain in Gravis armour, five Intercessors, five Hellblasters and three Inceptors) and Death Guard (comprising a Lord of Contagion, five Plague Marines, 10 Poxwalkers and the Foetid Bloat-drone) – and a 96-page book introducing all aspects of the hobby, with painting guides, background to the Dark Millennium and introductory training missions (not to mention the complete Warhammer 40,000 core rules and datasheets for every unit included in the box).

Armed with this knowledge, you'll be able to play through the six training missions, which form a mini-campaign that culminates in a battle using every single thing inside the set, including the 2' x 4' double-sided gaming mat and the cardboard bunker (cunningly disguised as the box). It really is the top way to get your start in the grim darkness of the far future.





GETTING STARTED

We all have to start somewhere, and there's never been a better time, or easier ways, to get into the Games Workshop hobby than right now. Take a look below to see three new ways to dive into Warhammer 40,000!



PRIMARIS OFFICERS

The Primaris Space Marines are on the march this month – we've a brace of characters to show off [here](#), the Primaris Librarian and the Primaris Captain, as well as Easy to Build Primaris Space Marines [here](#).



THUNDER & BLOOD

This month's action isn't all in the far future – the Mortal Realms echo with the sounds of carnage and war in the new starter set for Warhammer Age of Sigmar – Thunder & Blood, which you can get a closer look at [here](#).



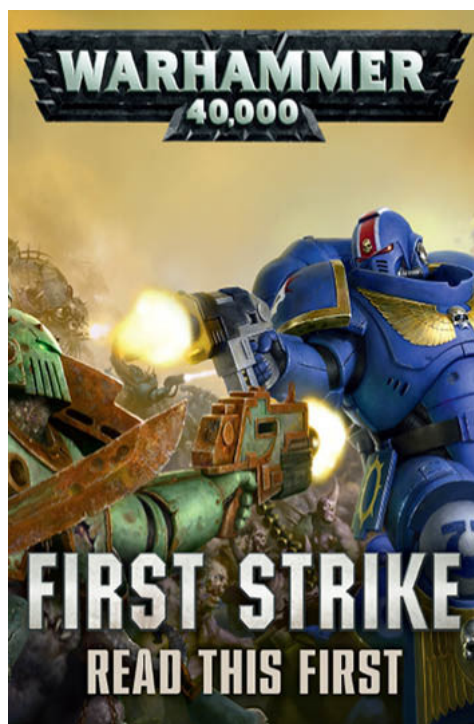
GETTING STARTED WITH WARHAMMER 40,000

With this great-value magazine, you can take home the perfect primer for a new hobbyist, stuffed to the gills with articles to explain the history of the Warhammer 40,000 galaxy, the factions dwelling in it and a look at how to play the game, from a step-by-step walk through the core rules (and the core rules themselves) to a battle report and a mission you can play at home when you get your first models. It even comes with an Easy to Build Primaris Space Marine to start off your collection – it doesn't even require glue. You can simply push your first battle-brother together and get painting.



FIRST STRIKE

If you're raring and ready to get into Warhammer 40,000 but are looking for something a little more compact than Know No Fear, First Strike will get you ready for war in no time. Whilst it has fewer miniatures than its bigger brother (three Intercessors and three brand-new Reivers fighting three Death Guard Plague Marines and six Poxwalkers), it still contains everything you need to start playing games. Similarly to Know No Fear, the box comes with a double-sided 2' x 2' gaming mat, a cardboard terrain piece and a book with lots of back story, painting tips, rules and training missions to get you started. First Strike will take you from a raw neophyte to seasoned veteran before you know it!



DON'T WAIT TO PLAY

To help get you onto the battlefield straight away, the miniatures in Know No Fear, First Strike, and in the four Easy to Build sets on the next page are all made from coloured plastic – blue for the Primaris Space Marines, and green for the Death Guard. So no paint is needed – until you're ready.





PLANET WARHAMMER

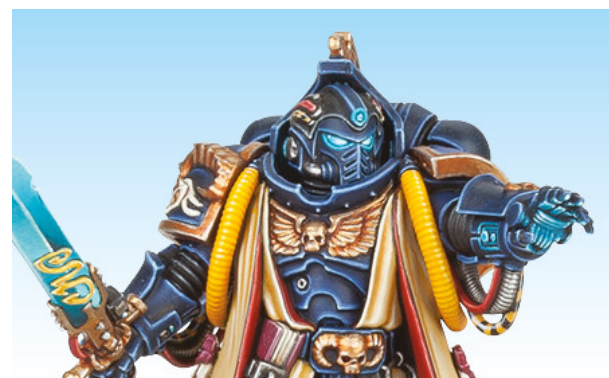
WARHAMMER 40,000 REINFORCEMENTS



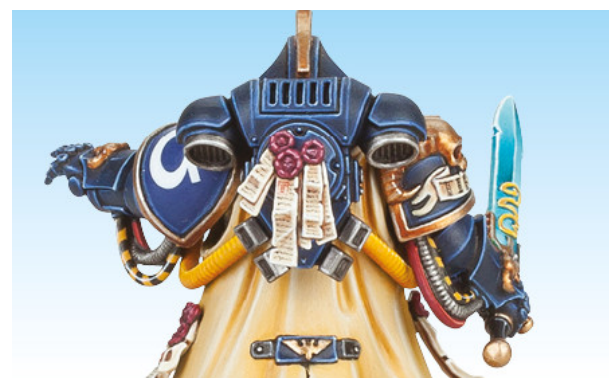
The Primaris Librarian comes with two heads, including the first ever Librarian helmet made in plastic (1).

Primaris Librarians are clad in a variant of Mk. X Tacticus armour, reinforced with hexagrammic wards (2) and crystalline circuitry to boost their powers.

Force weapons are one of the signatures of the Librarian (3), combining the deadly edge of a power sword with the Librarian's titanic psychic might.



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SPACE MARINES PRIMARIS LIBRARIAN

Bulwarks of psychic might, Primaris Librarians combine the gene-forged strength of a Primaris Space Marine with the warp-borne powers of a psyker, creating warrior-mystics with few equals. Whilst the process of becoming a Space Marine is a gruelling and intensive one, it is magnified a thousandfold for aspirants selected for the Librarian, for they are under constant threat by predatory warp entities. Those rare few who survive become superlative warrior-sages, guardians of a Chapter's most sacred lore and scholars whose counsel all Chapter officers seek out. But knowledge is not their sole weapon – they can wield the currents of the warp with terrifying skill, scouring hordes of foes with

otherworldly lightning or imbuing their battle-brothers with supernatural power in battle.

The Primaris Space Marine Librarian continues the clean, austere aesthetic of the Primaris Space Marines, adding to it the trappings of his office – the ram skull symbol of the Librarian sits upon his vambraces, belt and pauldron, and scholarly robes cover much of his armour. At his hip hang a locked tome of Chapter lore and the traditional keys of the Librarian. Most important of all the Librarian's wargear is the psychic hood around his skull – this vital piece of technology protects the Librarian from enemy psykers and the fell influence of the warp while augmenting his own psychic powers.

FIVE THINGS WE LOVE IN... JULY

5 The Crimson King himself, Magnus the Red, is the subject of this month's Hall of Fame [here](#). The perfidious One-eyed King of Prospero has been granted this honour because he was voted as 2016's Readers' Model of the Year, thanks to you, readers!

4 Warhammer Age of Sigmar: Skirmish has captivated White Dwarf, as you'll be able to see [here](#), with all manner of warbands being concocted and lunchtime battles being fought.

MUNITORUM REPORT: SPACE MARINES THE HIGHS AND LOWS OF THE EMPEROR'S OWN ANGELS OF DEATH

HIGH: GREAT CRUSADE

Wrought from secret gene-sciences by the Emperor's own hand, the Space Marines are first unleashed on the galaxy, conquering all for the greater glory of Mankind, as is their purpose.

HIGH: SECOND FOUNDING

Following the end of the Horus Heresy, Guilliman lays down the Codex Astartes, splitting the Legions into thousand-strong Chapters, giving rise to countless new warrior brotherhoods.

HIGH: ULTIMA FOUNDING

Following his return, Guilliman bids Archmagos Cawl to send forth the Primaris Space Marines, the result of 10,000 years of labour, to help defend the Imperium in the wake of the Great Rift opening.

LOW: HORUS HERESY

After Horus turns his back on the Emperor, half the Space Marines declare war on the Imperium in a bloody civil war. The scars of this fratricidal conflict are still felt 10,000 years later.

LOW: CURSED FOUNDING

The largest Space Marine Founding since the Second Founding, the 21st or 'Cursed' Founding leads to the formation of new Chapters afflicted by genetic degradation and ill fortune – such as the Black Dragons and the Lamenters.

SPACE MARINES PRIMARIS CAPTAIN

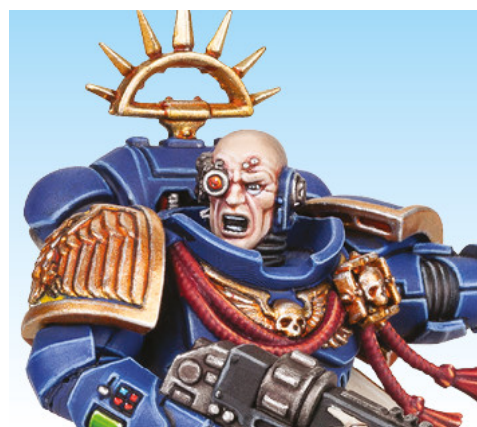
Commanders of a Company of a hundred of Mankind's finest warriors, the Primaris Space Marine Captains lead their fellows in the endless wars against the alien, the mutant and the heretic. Though they are clad in artisan-crafted variants of Mk. X armour and armed with their pick of the Chapter armouries, the most deadly weapon of Primaris Captains are the warriors under their command – through the leadership of a Primaris Captain, a Space Marine strike force becomes an exponentially more potent instrument of war.

Inside the box you'll find a Primaris Captain in Mk. X Tacticus armour, with a choice of heads and bolt rifles and different left hands – either pointing toward the enemy or holding an ornate power sword.

The Primaris Space Marine Captain comes with two heads, one without a helm (1), the other helmed with the option of adding a crest.

Many are the variants of the Cawl-pattern bolt rifle – the Primaris Space Marine Captain comes with two, the stalker bolt rifle with integrated sights and a straight magazine, designed for picking off individual enemy targets, and the auto bolt rifle (2), capable of delivering a punishing volley of fire thanks to its rapid autoloader and high-capacity box magazine.

The right pauldron (3) is, as is befitting for the rank of Captain, shaped into the Imperial aquila. His left shoulder pad is left blank so you can add your own Chapter iconography, or even replace it with any of the existing Space Marine shoulder pads, including shoulder pads from the Space Marine upgrade kits.



1



2



3



PLANET WARHAMMER

EASY TO BUILD PRIMARIS REIVERS

Seasoned warriors who strike where the enemy is weakest, the Primaris Space Marine Reivers are equipped not only to function as paramount infiltrators, but to shatter enemy morale – with death's-head masks and voice-distorting helm-speakers, their surprise assaults can cause even the most disciplined foe to quail in terror. This brilliant box contains two Reivers and a Reiver Sergeant as Easy to Build miniatures.



Reivers wield heavy bolt pistols (1), large-caliber sidearms with the same level of stopping power as a bolt rifle.

The light Mk. X Reiver power armour variant is optimised for covert operations, the power plant (2) giving off little waste heat or noise.

As saboteurs and shock troops, Reivers typically carry an array of close-quarter wargear (3) such as grenades (including infantry-stunning shock grenades), combat knives and spare ammunition clips.

The combat knives wielded by Reivers (4) are huge – in the hands of Imperial Guardsmen, they'd be swords.



EASY TO BUILD PRIMARIS INTERCESSORS

The shining exemplars of the Adeptus Astartes, the Primaris Space Marine Intercessors are the fighting heart of many Space Marine strike forces – indefatigable and tireless warriors armed with the very best weapons and armour Mankind can craft. Within this set are three Easy to Build Primaris Space Marine Intercessors armed with bolt rifles – two battle-brothers and a sergeant – each with brand-new poses.



Intercessors each carry a Mk. II Cawl-pattern bolt rifle (1), a powerful firearm with greater armour-breaching ability than the standard boltgun patterns.

The Mk. X helm (2) can be removed in multiple stages, or as one piece, for ease of mag-locking to an equipment belt.

The powerplant (3) of a suit of Mk. X Tacticus armour is based in part on the traditional power armour designs, but benefits from centuries of refinement to increase power output and efficiency.

Auspex scanners (4) are portable devices capable of revealing the location of hidden foes.



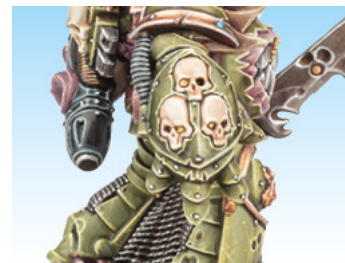
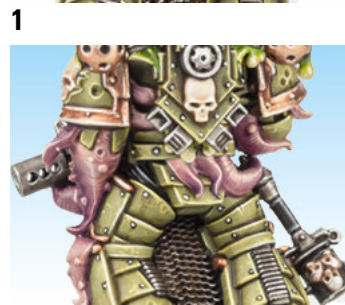
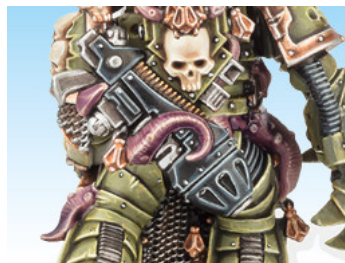
EASY TO BUILD

The four kits shown here are all designed to be easy to build. Each is made in coloured plastic – blue for the Primaris Space Marines and green for the Death Guard – and each model comprises no more than six or seven parts at most (including the base). All of the kits shown here can be 'push fit' assembled – no glue is required to put them together. The models shown here are also available in the First Strike starter set, shown [here](#).



EASY TO BUILD PLAGUE MARINES

Grotesque and hateful abominations, Death Guard Plague Marines were once amongst the exemplars of the Emperor's Astartes Legions, but since the Horus Heresy they have become some of the most monstrous of the Imperium's foes. This set contains three Easy to Build Plague Marines – one armed with a boltgun, one with a blight launcher, and a Plague Champion with power fist, plague knife and plasma gun.



The Plague Champion of the set bears a plasma gun (1), the ancient design harking back to the Great Crusade and the Horus Heresy.

Set into the Champion's power fist is a trio of skulls (2), a gruesome mark of devotion to the Dark God Nurgle.

Each and every Plague Marine is touched by mutation in some way – in this case, beneath the rusting power armour, the Plague Marine is a heaving mass of foetid pseudopods (3).

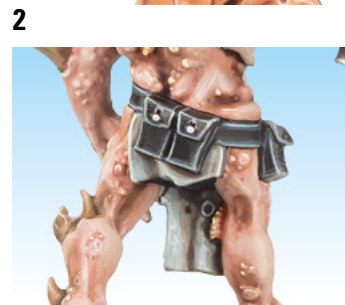
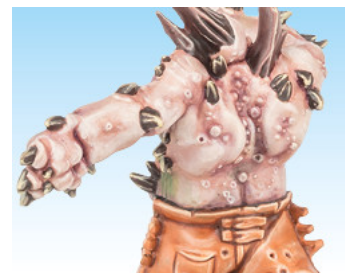
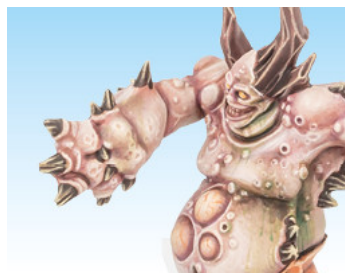
The blight launcher (4) is a creation of the dank weapon-shops of the Dark Mechanicum, spreading Nurgle's hellish poxes as a truly spiteful weapon.



EASY TO BUILD POXWALKERS

Festering hordes of Poxwalkers are frequently found in the company of Death Guard warbands, composed of once-human victims afflicted with the nightmarish Walking Pox and turned unwillingly to the dark work of the Chaos God Nurgle, Lord of Plagues.

This set contains six unique Easy to Build Poxwalkers, the infectious seed of a new and terrifying Death Guard warband – or a great addition to a growing horde of ghoulish horrors.



The unfortunates afflicted with the Walking Pox are twisted in different ways, for it is less of a mortal disease than a warp-borne taint. Some balloon with rot and corruption (1 and 2), their corpulent forms studded with a riot of horns and keratin growths – which make deadly natural weapons.

Others are emaciated as their musculature warps and weaves into tumorous tentacles (3), writhing at the air like hellish, lolling tongues.

Many Poxwalkers still have traces of their previous lives about them (4), from the ammunition pouches of corrupted Imperial Guardsmen to the civilian workers' garb.



HOBBY SUPPLY DROP

FIVE THINGS WE LOVE IN... JULY

3 This month we got board silly and put together a **Realms of Battle** article on... the **Realms of Battle** board. A gaming board is a big purchase, but it's a very useful one to make for any hobbyist, and we show you just what you can do with the different sets available.

2 The interview! Previous instalments – with Jes Goodwin, David Soper, John Blanche, and the Design Studio's art team, have proven popular, so this month, Dan descends to the lair of the Citadel design team – the miniatures designers – to talk to them about their work, their inspirations, the makings of a Citadel miniatures and what it's like to be a part of the team making the world's greatest miniatures.

OPEN WAR CARDS

The new Warhammer 40,000 now offers three ways to play your games, one of which is Open Play, where each opponent can use any amount of models without limitations. The Open War Cards set is designed to create fun and varied Open Play missions on the fly and contains 48 cards split into three different decks, with 12 different deployment options,

objectives and 'twists' each – adding special rules and objectives to your battles. Two smaller decks with six ruses and six sudden death objectives see play when you're outnumbered. All in all, there's 62,208 different games possible with this deck – enough to keep you going until the 41st Millennium!





PLANET WARHAMMER

THE REALMS AWAIT...



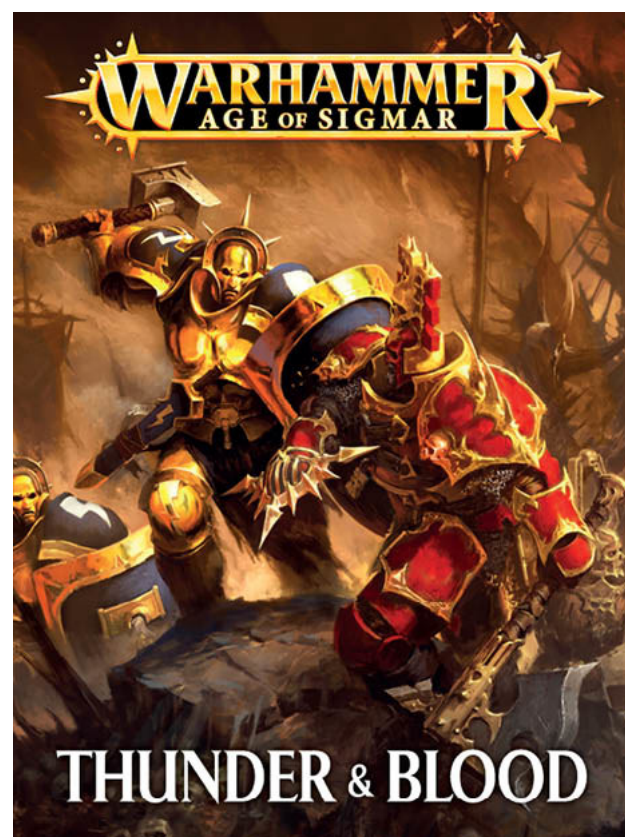
MANY PATHS

As with Warhammer 40,000, there are plenty of ways to get started with Warhammer Age of Sigmar – from the Getting Started with Age of Sigmar magazine, to the mighty Warhammer Age of Sigmar Starter Set, there's plenty of options. Between those two are Storm of Sigmar – a smaller set perfect for younger hobbyists – and now Thunder & Blood. Whatever path you choose, hobby glory awaits you!

THUNDER & BLOOD

It's not only Warhammer 40,000 that has new starter sets this month – if you've not yet leapt into the Age of Sigmar, there's a new option for you: Thunder & Blood! It's absolutely crammed with miniatures, with two forces within. The Stormcast Eternals boast 10 Liberators, three Prosecutors, three Retributors and a Lord Relictor, whilst the Khorne Bloodbound can field 20 Bloodreavers, five Blood Warriors, a Khorgorath and a Bloodstoker. Thunder & Blood is a top starter set for any aspiring Warhammer Age of Sigmar hobbyist, and has everything you need to get playing games straight away – even a double-sided 2' x 4' battlemat and cardboard scenery, as well as dice and a range ruler.

Thunder & Blood includes a 96-page book containing the background of the world of Warhammer Age of Sigmar, model painting guides, the annotated core rules of the game and four beginner-friendly battleplans that outline games you can play with your new models. There's never been a better time to start gaming!



IN STORES NOW

KHORGOS KHUL & BLOODSECRATOR

Savage beyond measure, the Bloodbound of Khorne are amongst the Blood God's most hateful mortal servants. The wild-eyed Bloodsecreators are touched by a spark of their god's madness, but even they pale before the might of Khorgos Khul, perhaps the savage Bloodbound lord to walk the Mortal Realms.

This set contains both Khorgos Khul (which can also be used to represent your own warhorde's Mighty Lord of Khorne) and a Bloodsecrator. Originally only to be found inside the Warhammer Age of Sigmar Starter Set, you can now get your hands on the two as a separate boxed set for the first time.



VANDUS HAMMERHAND

One of the greatest heroes of the Age of Sigmar is Vandus Hammerhand, Lord-Celestant of the Hammers of Sigmar. Atop his mighty Dracoth Calanax and wielding the hammer Heldensen, he has proven the scourge of the legions of the Dark Gods time and time again.

Originally released as part of the Warhammer Age of Sigmar Starter Set, you can now get your hands on Vandus Hammerhand by himself for the first time. This miniature can not only be painted as Vandus himself, but as a Dracoth-mounted Lord-Celestant of your own choosing as well. If you're a budding general of your own army of Stormcast Eternals, Vandus Hammerhand (and the noble Calanax) would make an excellent addition to your army of the God-King.



CLICK [HERE](#) TO SEE A FANTASTIC STORMCAST ETERNALS ARMY THIS MONTH!



PLANET WARHAMMER

LATEST FROM FORGE WORLD

Towering over his brother Primarchs stands Magnus the Red, lord of Prospero and sire of the Thousand Sons Legion. Here we take a look at the new model and talk to Miniatures Designer Sam Egan about sculpting one of the most iconic villains in the galaxy.

FORGE WORLD

These kits and the rest of the Forge World range are available directly from Forge World. To find out more visit:

forgeworld.co.uk

MAGNUS THE RED AND LEMAN RUSS

Arguably the most cataclysmic battle between two Primarchs was that of Leman Russ and Magnus the Red, whose Legions clashed on the Thousand Sons' home world of Prospero. This diorama, sculpted by Sam Egan, shows the two Primarchs as they engage in a duel of the fates, the Primarch of the Space Wolves racing across the ruins of Tizca – first city of Prospero – to get to grips with his prey – Magnus the Red. This

resin set includes Leman Russ and the new Magnus the Red model, presented on impressively decorated bases that slot neatly into a larger display base. Whether you intend to field your Primarchs on the battlefield or display them in a cabinet, this diorama is a great way to present these iconic personalities of the Horus Heresy.

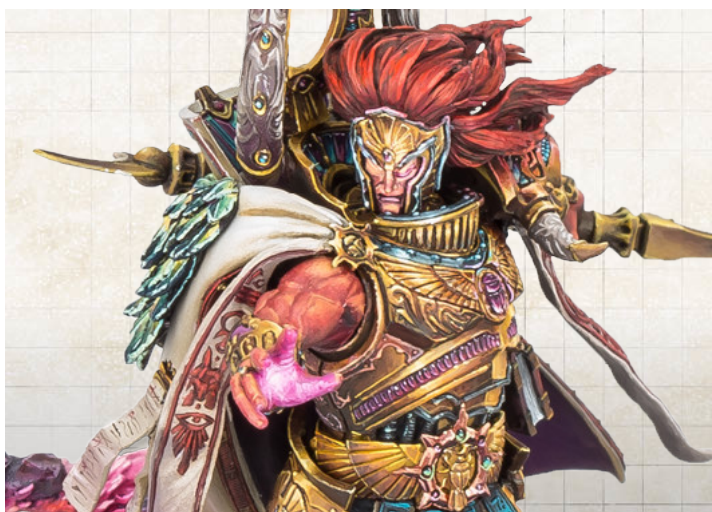


Magnus battles Leman Russ amidst the ruins of Prospero. The resin display base is available separately and features the fallen architecture of Tizca, its once grand temples and libraries now reduced to shattered masonry and toppled columns.

MAGNUS THE RED

“Magnus was the toughest Primarch for me to sculpt so far,” says Sam, who has sculpted most of Forge World’s Primarch models. “I always imagined him facing off against Leman Russ, which is why the two models are posed the way they are on the diorama base, the two turning towards each other – an almighty clash of blades and sorcery is imminent.

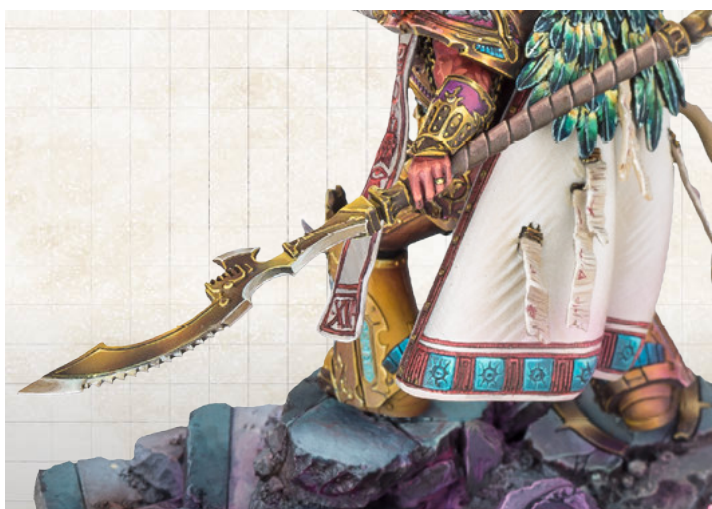
“I had two main sources of inspiration for Magnus – the new Daemon model of him and John Blanche’s artwork – they helped me immeasurably when it came to getting his look right. I wanted to capture the fact that Magnus is a really complex character. Obviously I can’t sculpt his mindset, but I can represent it in his lavish and elaborate armour and wargear. It’s in sharp contrast to Russ, whose armour is very tidy and flush – he’s a streamlined, no-nonsense killer, Magnus is a complicated sorcerer of immeasurable power.”



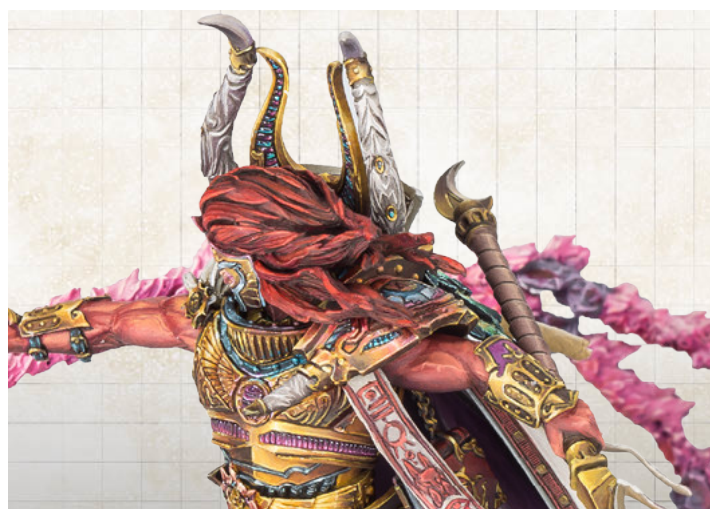
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2



3



4

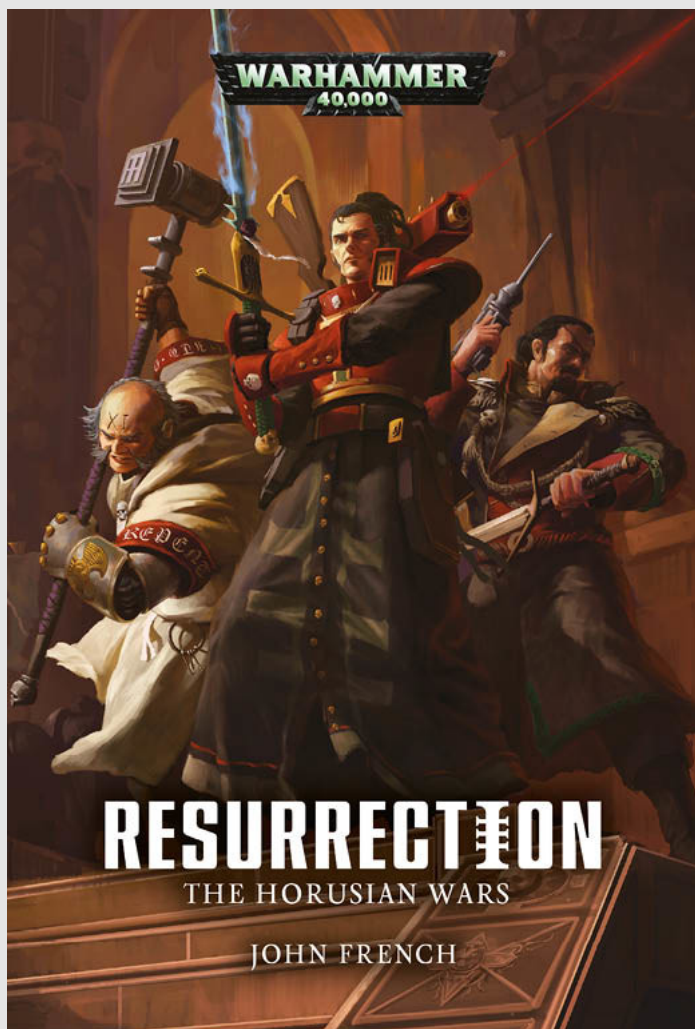
“Deciding how to sculpt Magnus’s missing eye was tricky (1),” says Sam. “In the end I opted to fill the eye socket in – it gives his remaining eye a greater intensity. I used John Blanche’s artwork as inspiration for Magnus – it helped inform lots of elements of the model, such as the feathers and parchment on his cape, the design on his armour and his billowing mane of hair (2).”

“The Blade of Ahn-Nunurta (3) is similar in design to the one Matt Holland sculpted on the Daemon version of Magnus. I wanted there to be lots of clear links between the two miniatures. His armour – the Horned Raiment (4) – also shares design cues with the Daemon version, though the horns are on his collar rather than on his chest.”



PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY



FEATURED BOOK

RESURRECTION: THE HORUSIAN WARS

By John French | Hardback | 320 pages | 15 Jul



There are many factions within the Holy Ordos of the Inquisition, but there are none as hard-line as the Puritans, and few among them are as vocal in their hatred of Chaos as Inquisitor Covenant. When heresy, rebellion and war come to the Caradryad Sector, Covenant is dispatched to uncover the cause of it and finds himself coming up against a radical Inquisitor. Yet trying to distinguish friend from foe proves to be harder than even he expected.

For fans of the Inquisition and, in particular, the classic Inquisitor game, this book is a must-read. Not only is Inquisitor Covenant the primary character, but several other characters from the game also make an appearance, including Duke von Castellan and Preacher Josef. *Resurrection: The Horusian Wars* is also available as a swanky limited edition, complete with an exclusive short story and an introduction by the author.



FARSIGHT: CRISIS OF FAITH

By Phil Kelly | Hardback | 368 pages | 08 Jul

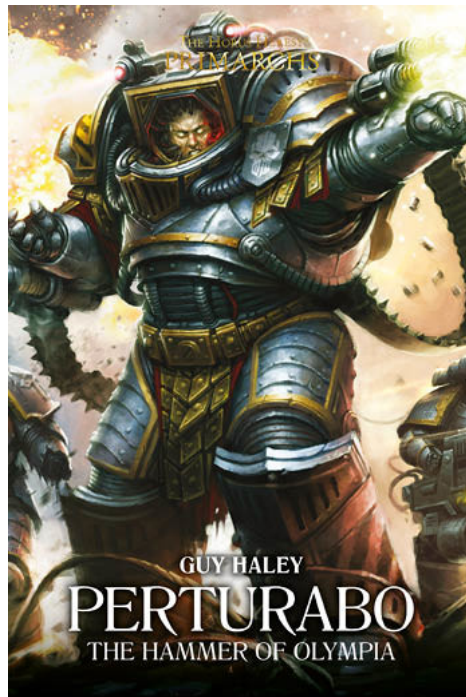
Commander Farsight was once the most promising military leader of the T'au Empire – a charismatic yet logical warrior whose tactical acumen saw him claim victory after victory for the nascent Empire. Tasked with reclaiming Vior'los and the surrounding worlds from the Imperium, he is pitched into a war with the greatest military power in the galaxy. Yet the Imperial forces arrayed before him are not the only enemies of the T'au Empire, as Farsight soon realises...

Farsight: Crisis of Faith is one of those rare books told from the point of view of the T'au, giving you an excellent insight into the society and culture of this unusually utopian race. Don't let that fool you, though, because the trials that Farsight has to go through to achieve victory are grim in the extreme. The true value of this novel, though, lies in its depiction of Farsight himself, who is nothing short of a military, political and moral savant. On top of a great story, the book also includes a map of the T'au Empire as well as an updated T'au lexicon, which helps expand upon the exciting new background presented in this book.

THE PRIMARCHS: PERTURABO

By Guy Haley | Hardback | 224 pages | 01 Jul

Perturabo is the fourth book in the Primarchs series and delves deeply into the background of one of the Emperor's most inscrutable sons. The story is delivered in a series of flashbacks that focus on Perturabo's childhood on Olympia, his awkward upbringing and discovery by his true father. Other flashbacks tell of how he brought the Iron Warriors back to Olympia to crush a rebellion, and the resulting misery and anger that saw him join the Warmaster's army in the Horus Heresy.



SHROUD OF NIGHT

By Andy Clark | Hardback | 288 pages | 29 Jul

Shroud of Night is the second novel set in the aftermath of the birth of the Noctis Aeterna, the warp rift that ripped the galaxy asunder. The hive world of Tsadrekha is the setting for the story and the unfortunate victim of a Chaos Space Marines invasion spearheaded by Khârn the Betrayer (never a good thing...). Yet the invasion also includes a warband of Alpha Legionnaires who have their own secret mission to fulfil. But can they achieve their goal before Khârn turns the world red with the blood of his foes?



THE HORUS HERESY: DARK COMPLIANCE

By John French | Audio Drama | 65 mins | 29 Jul

Will you join the Warmaster, or fight against him? For those worlds standing in Horus's path, it's a decision not to be made lightly. The story is centred around Argonis, an emissary of Horus who has arrived at the Gilded Worlds to receive their compliance. They refuse. But Argonis does not leave right away, instead recalling to his hosts the story of Accazzar-Beta, a world that also refused to join the Warmaster. This is story-telling at its best, complete with superb voice acting, space battles and sound effects.



FIVE QUESTIONS

PHIL KELLY

For this month's Five Questions, we ventured far into the T'au Empire (well, the Design Studio) to find Phil Kelly, the author of *Farsight: Crisis of Faith*. Here he tells us all about the infamous T'au Commander and what it was like writing about him.



"Farsight is at the apex of the Fire Caste when it comes to bringing it to life – he is its role in T'au society personified."

1. You've written a few stories about the T'au now, what's it like writing about them?

It's so different to writing about the Imperium. T'au society is a utopia, and it prides itself on that, but beneath the surface it's actually still pretty dark – you have to do some pretty grim things to create a utopia. The Ethereals, for example, can get up to some very shady activities and you have to get that across by implying it, not stating it.

2. Do you approach writing about the five castes differently, then?

The T'au caste system is a gift for authors. You have five distinct sub-cultures, each with their own foibles and peccadilloes. *Farsight* is at the apex of the Fire Caste when it comes to bringing it to life – he is the Fire Caste's role in T'au society personified.

3. What was it like writing about such an iconic character?

Oh, brilliant fun – he's rebellious, but a leader, too – he's also ferociously intelligent and it was great writing about a character that uses his brain as much as his weapons. He also has a strong belief in the Greater Good, but he can't help asking questions that he's not meant to know the answers to.

4. Such as?

In this book, it's like *Farsight* is walking into a haunted house, but he doesn't believe in ghosts. He's a logical and intelligent character, but foes like Daemons, which defy logic, force him to question what he believes to be true.

5. What's your favourite part of the story?

When *Farsight* conducts a one-man boarding action against a Space Marines Battle Barge. He's wearing an experimental Coldstar suit at the time and its AI is a bit sassy.



PLANET WARHAMMER

VIDEO GAME NEWS

In Speed Freeks it is your duty as a speed-crazed Ork to construct the fastest and most dangerous (for both you and your enemies) ride around. More speed, more dakka, more rokkits!

WARHAMMER 40,000: SPEED FREEKS

Waaagh! Dakka dakka dakka! Da big news in video gaming dis munf is da release of Speed Freeks, a game all about Orks and drivin' around ded fast!

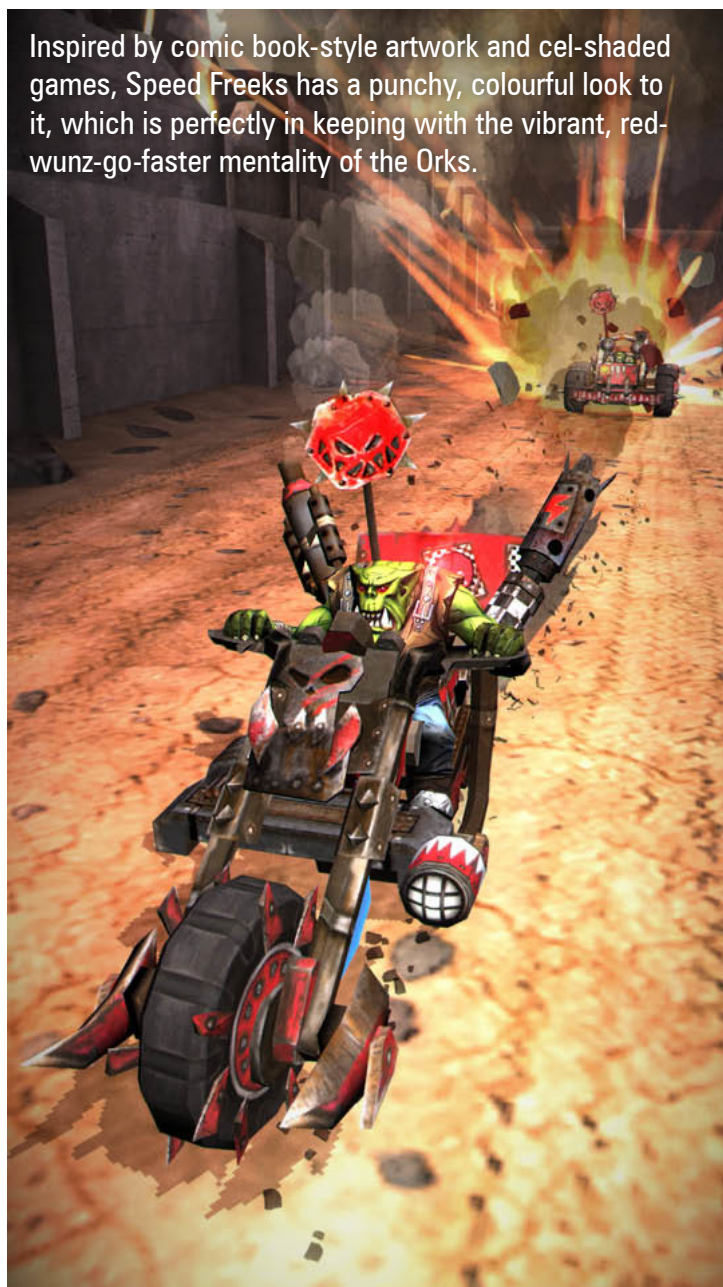
This brand-new title – out soon on Apple iPhone and iPad – puts you in the driving seats of a fleet of ramshackle, nitro-fuelled Warbuggies, bikes and trakks, all of them up-gunned with as many shootas, rokkits and blastas as you can weld onto them without them falling over. Once you're ready for Waaagh!, you can

race off into the sunset to battle other greenskin hot rods. But Speed Freeks is much more than a classic runner game – not only can you engage your enemies, you can scavenge for loot, raid enemy bases and steal their equipment and vehicle plans, build a base and defend your territory, upgrade your rides and much more besides. Keep your eyes peeled on the Apple app store for more info soon.

Miniatures Designer Maxime Pastourel created this Warbuggy for his Ork army. Our licensing team liked it so much they asked the designers of Speed Freeks to include a version of it in the game!



Inspired by comic book-style artwork and cel-shaded games, Speed Freeks has a punchy, colourful look to it, which is perfectly in keeping with the vibrant, red-wunz-go-faster mentality of the Orks.



VERMINTIDE



Did you know there are now one million players defending the Old World from the insidious Skaven? But that's still not enough to save all you pitiful man-things! Fortunately, there are two new add-ons to the game – the Lorebook (free to download for PC) and Karak Azgaraz, which is available on PC and consoles now. If you love chopping up (or burning) Skaven in intense close-quarters battle then these new releases are perfect for you. You can even play Vermintide VR on HTC Vive for a truly immersive (and terrifying) experience.

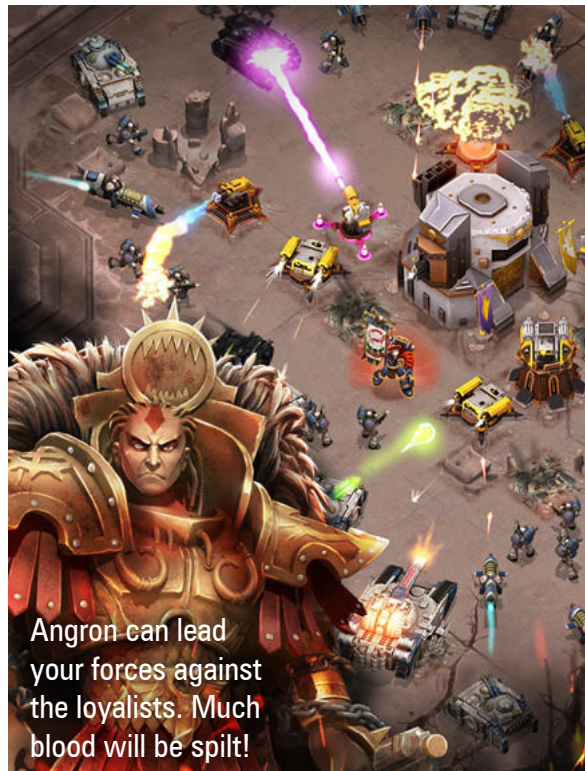


The Karak Azgaraz downloadable content includes three new levels set in the Grey Mountains. On your quest, you might even find a new weapon or two, such as the Dwarf Ranger warpick.

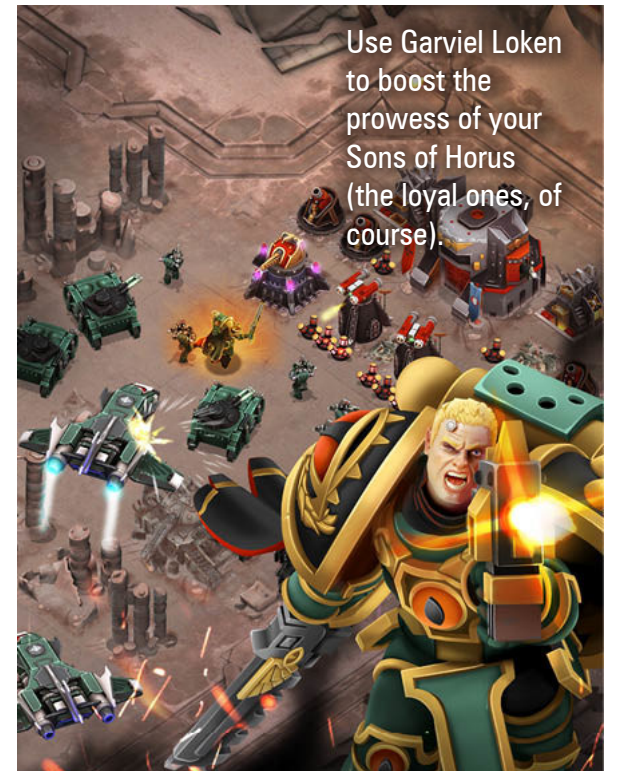
DROP ASSAULT



The Horus Heresy: Drop Assault is a fast-paced tactical game for mobile devices set during the Horus Heresy. The game has received many updates since its launch, including the Lords of War update last year that added new characters to the game, enabling you to lead your armies with notable Legion heroes or even the Primarchs themselves. The latest update adds 20 additional heroes to your Legion HQs, including Angron and Saul Tarvitz. Drop Assault is available to download now for iOS, Android and Amazon devices.



Angron can lead your forces against the loyalists. Much blood will be spilt!



Use Garviel Loken to boost the prowess of your Sons of Horus (the loyal ones, of course).

WARHAMMER QUEST 2: THE END TIMES

In 2013, Warhammer Quest was released on mobile for iOS and Android. Well, now the infamous dungeon crawl is back with a sequel – Warhammer Quest 2: The End Times. Set during the turbulent times following Archaon's invasion of the Old World, you and your motley band of desperate adventurers must delve into the dungeons of the Warhammer world to battle the denizens of Chaos and, more importantly, loot the bodies of the fallen for valuable treasures and artefacts. With all-new dungeons to explore, enemies to overcome (watch out for the tentacles) and treasure to uncover, it's a beautiful-looking game with many hours of play-time and plenty of replayability. It will be released later in the year for iOS and Android.



Giant tentacles, huge spiders, dimly lit dungeons (who lights all those braziers, anyway...?) – it's just another day in the End Times.

FIVE THINGS WE LOVE IN... JULY

1 More new miniatures for Warhammer 40,000! How could we possibly let that slip past unnoticed? This month sees the release of both the Primaris Librarian and Captain, but this is also our first glimpse at the Reivers, a new type of Space Marine trained to infiltrate the enemy lines and sow fear and confusion (and grenades) wherever they go before extracting themselves. Here in the bunker we're big fans of the Reivers, and you can read more about our thoughts on them later in the issue ([here](#), in fact). On the subject of new models, both Dan and Maxime have painted miniatures from Dark Imperium for their A Tale of Four Warlords challenge this month. We think you'll love what they've done with them.



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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SPAWN UPDATE

Hullo, Dwarfers!

I know that the four warlords for Warhammer Age of Sigmar have now moved on to other things, but I hope you will update us when (or if!) Andrew King's Vortex Beast finally manages to create a Chaos Spawn.

*Kelvin Green,
Brighton, UK*

Ha ha! Well, at the time of writing this issue (it's a cold, wet February) Andrew's Mutalith has still not created any Spawn. Andrew's been distracted by Blood Bowl of late, but he's promised to let us know if any Spawn do materialise soon.



GUESS WHO'S BACK?

As a geeky male teenager in the UK in the '90s, Warhammer was a big part of my adolescence. Between myself and my brother we had Warhammer, Warhammer

40,000, Man O' War, Blood Bowl, HeroQuest, Epic, even Dark Future! Then, during our university years, we moved away from home and the gaming dropped off until it was just a thing we used to do.

Fast forward 20 years and I was out shopping one day and I decided to pick up a Space Marines + Paint Set on a bit of a whim. I think it was the nostalgia. 18 months later, myself and a few friends are each building a Warhammer 40,000 army (see pic, below), painting up Blood Bowl teams and having regular games nights again. As a 30-something man, going through a divorce (not caused by my renewed love for the hobby, I might add), having these nights has been a big help, and the painting side has kept me going through some tough times.

It looks like we picked a good time to get back into the hobby, too, and I can't wait to see what happens next with Cypher. Here's hoping he can help me deal with those pesky Space Wolves – Thunderwolf Cavalry and Wulfen are

monstrous! And Blood Bowl's back. I've already painted an Orc and a Human team and I'm just waiting to pick up an Ogre to round out the Eilhart Eagles starting lineup, and I have plans to convert some Bloodreavers into a Norse team.

Overall, the last 18 months have had their ups and downs, but I've loved being back in the hobby and my painting is improving all the time thanks to Duncan's tutorial videos. Now, if only my tactics and dice rolls could be improved...

Tony Lightfoot, Durham, UK

Wow, Tony, it sounds like you've got a lot on your painting desk right now. If your Kastelan Robots are anything to go by then your collection must look pretty awesome. Make sure you send us some more pictures, we'd love to see what else you've painted.



LIKES AND DISLIKES

I just wanted to say how much I appreciate all your hard work and how much better the new White Dwarf is. I'm even going to take out a subscription.

I did miss Blanchitsu in this issue (March), though. Also I would rather have Warhammer 40,000 Battle Reports than Warhammer Age of Sigmar ones; the Age of Sigmar content is just wasted on me as I don't play it and don't really want to hear about it, to be honest. (Bring back the Old World!) However, that said, it's still a big improvement and you have lots to be proud of. Keep up the good work!

Corwen Broch, via Facebook

Hi Corwen. Thanks for the appreciation. And thanks for the honest feedback. Everyone has their own idea of what makes the perfect White Dwarf, and while you'll see your favourite features (like Blanchitsu) in the vast majority of issues, from time to time we will rest them for a month or so to make space for something else. Over the years White Dwarf has built up such an immense bank of different features that these days we couldn't possibly fit them all in one issue. What we try to do is offer something for everyone, even if that means you can't please all of the people all of the time (as the old saying goes). Glad to hear you're enjoying the magazine and sticking with us. You should give Warhammer Age of Sigmar a go, though – we'd be surprised if you don't find something to like.

FORGIVE AND FORGET?

I've only recently got into Warhammer 40,000 and I've started collecting Grey Knights (before I knew any of the background behind them). Since then, I have read several Black Library books and now I have a question regarding the March issue.

I noticed that with the release of the Triumvirate of the Primarch, Grand Master Voldus of the 3rd Brotherhood was included in the three new models. In this issue there is a scene depicted with an army of Ultramarines, led by Guilliman, plus a few Dark Angels led by Cypher and Grand Master Voldus with a unit of Grey Knights Terminators facing off against an army of Chaos. However, the background for the Grey Knights states that "ever since the Chapter's founding, only the Inquisition and Chapter Masters have been allowed to know of the Grey Knights' existence". Does this mean that the Ultramarines and Dark Angels present will have their memories wiped through telepathic scouring?

I also really love reading your magazine, and I'm really looking forward to learning how to play. Right now I'm just building and painting models, including two Imperial Knights, a Nemesis Dreadknight, Chief Librarian Ezekiel, Supreme Grand Master Kaldor Draigo and Grand Master Voldus. It's going to take a while...

Gavin Broady, Australia

Hey, Gavin. With regards to your question, you are right, normally those who witness the Grey Knights have their recent memories expunged. That may seem harsh, but it's important that the existence of the Grey Knights is kept a secret, for they have access to some of the most terrifying knowledge in the Imperium. Besides, it's only recent memories, not everything they've ever known. It's just the memories of the shiny silver guys that are erased. Then again, considering the state of affairs in the Imperium at the moment, the Grey Knights might just let the Ultramarines remember them! As for learning to play, well, the new rules mean that you're no more or less experienced than the next chap – there really has never been a better time for you to start playing Warhammer 40,000. Good luck on the battlefield!

YOU ARE NOW LEAVING YOUR COMFORT ZONE

Hey, White Dwarf. So, I have been in the hobby about 11 years, but I have only just recently started taking it seriously – I've only been painting about four years. Recently, I decided to try and step up my painting, so I opted to leave my comfort zone and paint the biggest

model I've ever owned – Archaon Everchosen! I've been painting him for three months so far (I'm very busy with work), but he's certainly coming along. I used Duncan's tutorial video, took notes as I watched and even tried a few new techniques such as blending with the use of medium and mixing paints in a wet palette. For all you newer hobbyists, or even veterans, I really recommend leaving your painting comfort zone once in a while – it can really open up new possibilities for you to improve. Thank you for all your awesome tutorials and painting tips. I love your magazine and I can't wait for the next issue!

Oh, and a shout-out to BC Wargamers and Warhammer Surrey for being awesome!

Sam Edmondson, Surrey, BC, Canada

Glad to hear that Duncan's painting videos are working well for you, Sam. And yes, that's some great advice to give to other hobbyists – you should always try to push your hobby skills, be they painting, modelling or gaming.



ASK GROMBRINDAL...

Hello Grombrindal. In a Battle Company, Assault and Devastator Squads are 10 men strong, yet when they employ Centurion Battle Suits, the unit only includes six men. What do the other four Space Marines from the squad do? Do they get the day off?

Piers Renfree, Peterborough

A day off?! I think not, youngling, the Space Marines are almost always at war, and when they're not, they're training for it. There are actually several answers to your question, though. Firstly, all Assault Marines are trained in riding bikes and piloting Land Speeders, so it might be that the other members of the squad are doing just that. Similarly, Devastator Marines are trained to drive tanks. Perhaps the other four squad members are also employed as Centurions – you can have multiple squads of them in an army, after all. Lastly, it might be that the squad is under strength – if a squad isn't depleted when it enters a theatre of war, it might well be soon after it engages the enemy.

Grombrindal

GREATEST HITS

I was thinking earlier, we readers have got several months' worth of useful rules from White Dwarf, but only a limited amount of storage space.

What are the chances of being able to buy a yearly compendium eBook of all the rules released throughout the year, organised by game system? It'd be a big help for those of us who can't afford to keep every issue for space reasons.

*Paul Page,
via Facebook*

Hi Paul. You never know – we'll certainly consider it. Some of the rules we publish do eventually feature elsewhere (in some of the digital editions of our various games and books, for instance).

You could always think about cutting out the pages you want and keeping them in a folder or something. Although, needless to say, we think every issue of White Dwarf is worth saving...



TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This month, it's March 2011 and a spider-haunted White Dwarf 375.



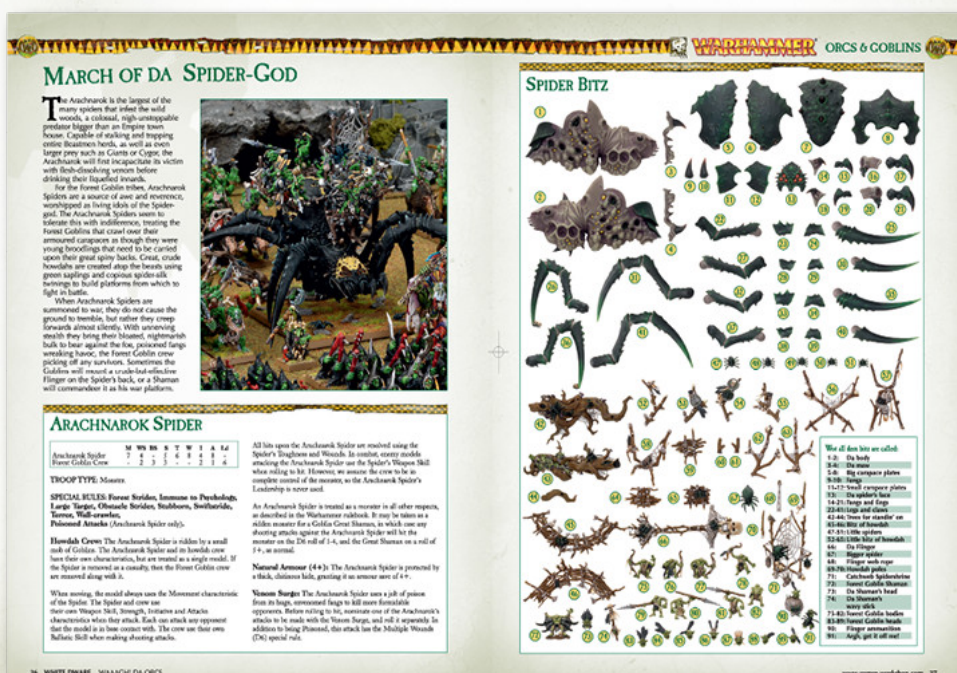
Back to 2011 and an issue crammed with content for Orc and Goblin fans. Indeed, this decidedly greenskin-flavoured issue could only have been orkier if it'd had Waaaagh!ch 2011 written on the cover (Groan... – Ed). New reinforcements arrived in the shape of the Savage Orcs (which have since become the Bonesplitterz in the Age of Sigmar), while the centrepiece of the new Warhammer Armies: Orcs & Goblins was the very stuff of nightmares for arachnophobes – the Arachnarok Spider. Despite being the size of a dragon, the almighty arachnid managed to scuttle into all corners of the magazine. It didn't help that Duncan Rhodes offered a painting guide for the fiend, with a good look at the clusters of pitiless eyes, masses of fangs and juddering pedipalps...



EIGHT-LEGGED TERRORS

A big new monster kit is often cause for celebration, and there were plenty of features around the new Arachnarok Spider for greenskin warlords to get excited about. In between the Battle Report and painting guides, White Dwarf presented a good long look at the new monster, including full rules for using it in games of Warhammer – so you could dread facing one of these beasts at your local gaming club even more.

Also, hellishly, there was a full breakdown of the parts in the kit – from the drooping, pallid mass beneath its abdomen to its innumerable, piercing eyes. And, of course, all the 'tiny' (read: dog-sized) spiderlings as well...



CREEPING CRAWLIES

This month saw a bumper-sized Battle Report in the offing, with four players around the table. Matt Ward and Matt Hutson stood fast against the greenskins as the Bretonnians and Dwarfs, respectively, whilst Jervis Johnson and Nick Bayton took the chance to daub themselves emerald and offer up some sacrifices to Da Spider-God...

Despite having no less than three Arachnaroks and 30 Spider Riders, the greenskins (and their eight-legged allies) were smooshed into the dirt – in part thanks to the finest flowers of Bretonnian knighthood under the command of Matt Ward, but mostly because Matt Hutson had enough sense to bring plenty of Dwarf firepower and runecrafting.



THAT'S SO RANDOM

Jervis's monthly column, Standard Bearer, opined on the matter of the humble D6 and the nature of randomness and chance in game mechanics – even going so far as to suggest that dice are not inherently malicious things that remember every slight. He might be right, but if you've seen some of the dice rolls in the bunker lately, you may be forced to disagree!



WAR EVERLASTING

Adam Troke recounted the final days of the Studio Armageddon campaign – a group effort that saw each participant turning their skills to the project. There was a brief look at the 'historical' armies that took part – from which the players were allowed to draw their forces, for the campaign was in many ways a historical retelling.

The article (and the campaign) ended with a glorious 10-player Apocalypse game – with forces from no less than five Ork Waaagh!s, three Space Marine Chapters and two Imperial Guard regiments crammed onto the gaming table, it was a fitting finale to five weeks of historical carnage. The Imperium won, so the tale goes, but the margin of victory was narrower than you'd think...



HALL OF FAME

MAGNUS THE RED



The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, our inductee into the Hall of Fame is the model voted Miniature of the Year 2016 - it's Magnus the Red!



For the last few years, we've put out a call to hobbyists around the world to tell us their favourite miniatures of each past year. As you may well have seen on the Warhammer Community website, the model voted Miniature of the Year 2016 was Magnus the Red and, as promised, he has now been inducted into the Citadel Hall of Fame. But what makes the Crimson King such an iconic model?

"Magnus has been an interesting ride for me," says Matt Holland, the model's designer. "It was an honour and an amazing opportunity to sculpt the first plastic Primarch, and for it to be Magnus was the icing on the cake – I've thought he is the best part of the Horus Heresy story since I dived into it during my time working on the Space Wolves. I'll be honest, though, it was scary working on him – I was worried he was going to be a love-hate kind of model that would split people's opinions, but he seems to

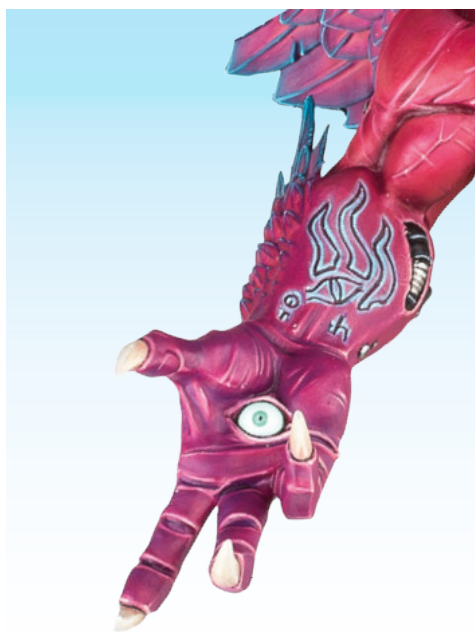
be very popular. Something that people keep saying to me is that they kind of knew what the Daemon version of Magnus looked like in their heads – mostly based on the Black Library and Forge World artwork – but it wasn't until they saw the model that they realised that was exactly how he should look. It was the reality outstripping the dream, for them, which is very humbling to hear.

"The options that come in the kit seem to appeal to hobbyists, too. It's unusual to get options for a special character, but they were all inspired by the background and character of Magnus and the nature of Tzeentch – everything in the kit has been really carefully considered from that point of view. To be honest, when you spend six months thinking about Tzeentch all day you start coming up with some crazy stuff, and I poured all of that into the creation of Magnus." 🐉



MATT HOLLAND

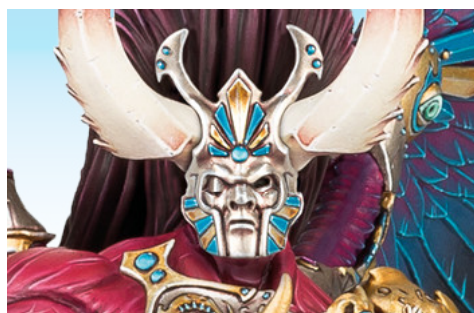
Magnus is not Matt's first model to enter the Citadel Hall of Fame – last year, the XV104 Riptide was inducted into the hallowed halls. While Matt tends to work on armies such as the T'au and Orks (he loves big stompy robots), he's clearly done a great job with Magnus, the first Primarch model for Warhammer 40,000.



1



2



3



4



5



6

"Eyes are a key component to the model," says Matt. "Magnus is covered in them, showing he knows and sees all. The eye in the centre of his hand (1) is a take on the Hamsa – a warding against the evil eye. It clearly didn't work out for Magnus."

On the subject of eyes, Matt sculpted the model with three different faces – a disdainful grimace, one with a cyclopean eye like the classic Epic miniature (2) and an impassive mask with his missing eye covered over (3).

The swirling globes on the Blade of Magnus are the manifestation of his psychic power (4), no doubt ready to be hurled at the enemy.

Magnus's appearance features much of the imagery common to Tzeentch's followers, such as clawed and feathered legs (5), and ornate armour covered in bird skulls, glyphs and horns (6), not to mention all those eyes.

THE WHITE DWARF INTERVIEW

CREATING LEGENDS

The Citadel miniatures design team are the visionaries, sculptors and creators behind the greatest fantasy miniatures in the world. Here we sit down with seven of their number to chat about their work and what it means to be a Citadel miniatures designer.

The Citadel design team are responsible for designing and creating the vast range of miniatures released every year by Games Workshop. In the last three years alone, the team's 30 members have sculpted no fewer than 130 new plastic kits, making close to 200 different units for us to build, paint and play games with – that's quite an achievement, and they show no signs of slowing down, either. To find out more about designing Citadel miniatures, we prised seven members of the team from their desks and their latest projects to ask them what they do every day.

So, a nice simple question first – what does a Citadel miniatures designer do, exactly?

Darren Latham: At the simplest level we create fantasy miniatures for the worlds of Warhammer and Warhammer 40,000. We have

CITADEL MINIATURES

Citadel miniatures started life back in the 1970s, when flares and disco were all the rage. Founded by Bryan Ansell, Citadel formed a partnership with Games Workshop in 1979 and so history was born. You can see the Citadel logo on every box of miniatures to this day.

the exciting – scary at times – job of sculpting the miniatures for the games that hobbyists play all over the world, the models they build and paint every day.

Tom Walton: We create heroes, legends and stories. We bring to life fantastical characters around which entire worlds and universes are built. For us, it's not just the physical process of sculpting a miniature, it's about creating the narrative that surrounds and defines it. Each Citadel miniature is a physical representation of an aspect of the universes that we've developed over many decades. One of my favourite examples is Darren's Ulrik the Slayer. You can tell at a glance that he's a Space Wolf, he has all the iconography, but he's not rushing headlong at the enemy like you'd expect, he's standing stoic and proud, hand on his crozius. That model tells such a great story – you can read it like a book. ►

From left to right: Gaku Matsubayashi, Aly Morrison, Tom Walton, Christian Hardy, Darren Latham, Sergi Torras and Seb Perbet discuss with Dan what it means to sculpt Citadel miniatures for a living.





TOM WALTON

Tom Walton joined the design team 10 years ago, having originally been employed as a researcher. He has worked on some of the largest kits we've done to date, including the Imperial Knight, the XV104 Riptide, the Ghostkeel and the Wraithknight.

"My journey was pretty different to the rest of the design team. I did a degree in product design and manufacturing engineering and I was originally employed by Games Workshop as a researcher and developer looking into digital design. Essentially, we wanted to see if it was possible to make plastic kits using computers instead of modelling putty. Working closely with Colin Grayson, Alex Hedström and Aly, the first piece we created was the Tyranid Trygon – that was the experimental piece to see if it would work. And it did! Once my research ended, I was offered a job in the Studio designing models. I had the engineering knowledge, but not the artistic side, so I kind of learned the skills in the opposite direction to everyone else."



The XV104 Riptide is one of Tom's creations and a great example of how several members of the design team work together on a project. While Matt Holland came up with the original concept for the Riptide and built the mock-up models, it was Tom and Dale Stringer who actually sculpted the kit between them.



► **Seb Perbet:** We take ideas, alien races, weapons, mythical creatures and monsters, and make them into physical objects – compelling and exciting miniatures that people want to own. It's about establishing an emotional connection with something that is so much more than a piece of plastic – they're heroes and villains of countless wars in fantasy worlds.

Sergi Torras: The models we create have to fit with the universes that have been established over the last four decades, too. We can't just sculpt a random guy with a gun and hope that he fits in somewhere – we have to be respectful of everything that's come before. I'm quite new to the team, and already I've learned how important that factor is when sculpting a new kit. A model has to be identifiable quickly and easily – an Ork, say, or a Stormcast Eternal – you need to be able to tell what it is across a gaming table. It can't deviate too far from that army's design aesthetic and heritage. Take the Kharadron Overlords – they are such a

THE CITADEL MINIATURES DESIGN TEAM

We spoke to seven designers, but there are actually 30 of them. Here they are!

Alex Hedström
Aly Morrison
Brian Nelson
Christian Hardy
Colin Grayson
Dale Stringer
Darren Latham
David Waeselynck
Ed Cottrell
Gaku Matsubayashi
Israel Gonzales
Jes Goodwin
Joe Tomaszewski
Mark Harrison
Martin Footitt
Matt Holland
Maxime Corbeil
Maxime Pastourel
Mike Fores
Neil Langdown
Nic Ho
Oliver Norman
Samir Battistotti
Seb Perbet
Sergi Torras
Steve Buddle
Steve Party
Tom Walton
Tom Harrison
David Ferri



THE WHITE DWARF INTERVIEW

DID YOU KNOW?

In the olden days, Citadel miniatures often had 3-ups, a model made at three times its actual size and then shrunk down to make the kit. The 3-up of the Land Raider was so large and heavy it could only feasibly be made as a 2-up without becoming a small coffee table, while the Aleguzzler Gargant (it was a Giant in those days) had to be cast in a bin it was so big.



departure from the Dwarf models of old, but they're still undeniably descended from Warhammer Dwarfs, both in the background and in the design of the miniatures. Even now, after a year of training, I am still getting to grips with that – I think it's a life-long process, achieving that level of understanding about what makes a great Citadel miniature.

That sounds like a lot of responsibility!

Tom: It is! There's a big responsibility for us to make sure every part of every model looks right, that it fits alongside all the other models in the range. We even factor in potential models – those that haven't been designed

yet. Will what we're working on now enable them to be a possibility in the future? We have to bear all that in mind while making sure the current model we're working on looks cool, feels exciting and fits in with the background of our worlds and the stories in our books. On top of that, we also have to make sure it all fits on a plastic sprue, which is no mean feat either.

Seb: We're artists, conceptualisers, designers and engineers all rolled into one.

Aly Morrison: In the past we weren't. Back in the day when everything was in black and white, we would be asked to sculpt a model – we used to make them out of Chavant, which ►

SHOWING OFF THEIR MOVES

We all know that our miniatures don't actually move (except in our minds...), but they all have a 'dynamic' to them. "Every model has a flow of energy to it, a life, a dynamic," says Darren. "But that dynamic is different for every model and it helps explain, if not define, the narrative of the model, the background behind it and its character. Archaon, for example, is a lord of Chaos and he must be presented as such, dominating all around him. The Celestant-Prime, on the other hand, is a pillar of purity and virtue in a storm of wrath – two very powerful models, presented very differently."

"A Harlequin is a prime example of a model full of life and energy," says Tom. "We wouldn't sculpt a Harlequin Trouper standing still because it doesn't fit their background – they are an ever-moving blur of colour and blades. The Death Jester, though, he's crouching – he's stalking his prey, like death incarnate. The way a model is posed is crucial to conveying the story behind the character. You can tell a Death Jester is a Harlequin, but he clearly fights in a different way to the rest of the Troupe."

Tom's example of the acrobatic Harlequin contrasts with the casual arrogance of the Darkoath Chieftain – another model whose pose conveys so much of its character. He's a killer, but his leering grin and relaxed stance suggests he's willing to stare you out first! The Celestant-Prime combines both action and immobility – the celestial storm swirling around him suggests motion and action while the Prime himself is more like a statue, a beacon of hope.



THE SPACE MARINES – 30 YEARS OF CONTINUED DEVELOPMENT

“Space Marines are a great example of the development of a classic design,” says Aly. “The very first Space Marine was sculpted, almost on a whim, by Bob Naismith, whose design led to the creation of the Space Marines we have today.

“The kit that properly established the look and design ethos of the Space Marines, though, was the old RTB01 kit. They’re clearly a different quality of miniature to the Primaris Space Marines we have today, but you can still see the similarities in their design – the iconic elements

that make up a Space Marine are clearly evident. They have large, rounded shoulder pads, flared greaves to protect their shins and feet, armoured gauntlets and that unique backpack that you can just see peeking above their shoulders. There’s a mass and solidity to them that always been present in their design. Even the bolter has retained its spirit, if that makes sense. It’s changed its appearance over the years, but you can tell it’s still the same weapon.”



RTB01 SPACE MARINES
The classic RTB01 plastic kit came out in 1987 to support the release of Warhammer 40,000 Rogue Trader. Aly actually worked on some of the Space Marines from this era!



2ND EDITION PLASTICS
During the '90s, Space Marines had an overhaul. Gone was the pointed battle helm to be replaced by a more menacing visage. This miniature appeared in the boxed game in 1993.



METAL HYBRIDS
At the same time, metal Space Marines were released that could be given a wide range of plastic arms. This gave hobbyists more assembly options than ever before.



TACTICAL MARINES
New ideas, technology and design improvements resulted in the Tactical Squad. First released in 1997, the kit was updated in 2004 and entirely redesigned in 2013.



PRIMARIS SPACE MARINES
The Primaris Space Marines show another design evolution of the Space Marines, but at the heart of each model is a legacy that stretches back over 30 years.



► is like plasticine but evil – which would get taken away and made into a mould. You’d eventually get the master model back, which might, if you were lucky, look something like what you sculpted! In those days we were just the middle part of the miniatures making process. Now we have a much wider role, encompassing concept design through to drafting the sprue. When we’re not creating miniatures, we’re finding new and better ways to engineer them. The funny thing is, you know when you’ve engineered a kit well because no one notices! A hobbyist will build the model and love it for what it is, not for how we managed to fit it on a sprue.

But how do you know when you’ve created a great Citadel miniature?

Tom: For me, it has to draw me into its world. I have to be able to look at the model and know what it does and how it acts. The model has to have a flow, a look to it that’s representative of its race and its role in the universe. Harlequins and Witch Aelves are leaping all over the place, all lithe and athletic, while an Imperial Knight looks slow and heavy and invincible. If the miniature evokes an emotional response, you know you’ve got something good going on.

Aly: We have a test in the Studio – if you sculpt a plane or a big gun, you know you’ve done it right when someone picks it up and flies it around the room or pretends to fire it. That means you’ve captured their imagination, that

the story behind the model is bang on. All of a sudden you’re in the pilot’s seat or at the gun controls – it’s not a plastic model any more, in your imagination it’s real. In your head that unit of 10 Space Marines is the vanguard of an entire Company going to war.

Christian Hardy: When people want to paint them. My first kit working for Games Workshop – the Gryph-hounds – has only just come out, but I’m amazed at all the different ways in which people have painted them. How I imagined I would paint them is nothing compared to what the guys in ‘Eavy Metal did with them, or what hobbyists in the real world have created.

Sergi: It’s when the model respects the heritage of everything that has come before it and expands upon it. When a model like, say, the Riptide, fits so seamlessly into the T’au range. Or Eldar kits – we’re making new Eldar all the time yet there are models in that range that are now 25 years old. And they’re still on sale today alongside the kits that came out in February.

How do you ensure a new model fits with an already well-established range?

Tom: Well, using Sergi’s example of the Riptide, we went through quite an extensive process. In our team we have a chap called Matt Holland – he is Mr. T’au. When it came to designing new T’au units a few years ago, he

THE TINIEST DETAILS

The smallest detail on a miniature can sometimes define an entire race. When the Wood Elves received new models in 2005, many featured impish creatures called Spites, the physical embodiment of Athel Loren. When the Treelord came out in 2014, the Spites were redesigned, changing from imps into magical critters. They became a defining feature of the Sylvaneth in 2016 with the release of the Kurnoth Hunters.



THE WHITE DWARF INTERVIEW



Christian joined the Citadel design team just over two years ago and, at the time of this interview, he'd just had his first kit released – the Gryph-hounds. He's already hard at work on his next piece, but you'll have to wait to see what it is...

"I started collecting Citadel miniatures when I was nine but I was a poor gamer, so I focused on painting. I started sculpting my own models when I discovered Green Stuff and, after school, I did freelance design for a while, but I always wanted to be here – what we do is so different to anything else in the world. I sent in some of my Golden Demon-winning entries as examples of what I could do and was hired on the same day as Maxime Corbeil."



CHRISTIAN HARDY

Christian joined the Citadel design team just over two years ago and, at the time of this interview, he'd just had his first kit released – the Gryph-hounds. He's already hard at work on his next piece, but you'll have to wait to see what it is...



The Gryph-hounds are the latest addition to a growing family of gryph-creatures that includes Demi-gryphs and Gryph-chargers. One of the Gryph-hounds' key features is their double tail, inspired by the twin-tailed comet.

Sergi joined the design team a year ago and has spent the last 12 months in intensive training, learning what it means to make Citadel miniatures. Sergi hasn't had a miniature released yet – we're waiting eagerly to seeing what he's been working on.

SERGI TORRAS



"My hobby began when I was seven with HeroQuest. I always wanted to work for Games Workshop, but my family kept telling me to get a 'real job'. When I hit 30, I realised I wasn't happy and decided to follow my dream – I bought a new computer and started learning to sculpt. After three years of practice I got the call I was waiting for!"



came up with most of the concepts and mock-ups and pitched a bunch of ideas to the team, complete with a ton of background to explain what all the new units did, how they worked, what their weapons were and so on. The Riptide was the one that we liked the most and felt fitted best with the existing range. Matt then handed the project on to myself and Dale Stringer and we interpreted it in our own way and sculpted the kit. Much of the look of the kit was derived from existing T'au miniatures, such as the style and shape of the shield generator, the secondary weapons systems and the design of the legs. But there were other elements that furthered that design aesthetic, such as the nova reactor, the new jet pack, the sensor array (head) and the ion accelerator. The gun especially helped to develop the ion weapon suite and opened the door for more weapon families to be created in the future.

Aly: It's also about giving the kits more options than ever before. The Riptide, the Wraithknight, the Imperial Knight – all of them are more posable than anything we could do in the past, and they're becoming more and more involved all the time. The trick is to make those options available, while encouraging hobbyists to build their models the way we envisioned them. The Imperial Knight, for example, does not run, it strides purposefully. The Wraithknight, though, is like a really big Eldar – it's mobile and graceful and the kit reflects that background.

What about redesigning an older kit, does that follow the same process?

Gaku Matsubayashi: Renewing existing ideas is one of the biggest things we do. Before I worked for the company I was always impressed with how the miniatures designers developed old kits into new ones. The most impressive transformation in my opinion is the ►

DARREN LATHAM



"When I was little I recall my brother bringing home a copy of White Dwarf. The moment I saw the miniatures in it, I wanted to paint them. I actually trained to be an art teacher, but I always wanted to be part of 'Eavy Metal. After university I worked in Games Workshop Leicester before landing my dream job in 'Eavy Metal, where I stayed for ten years! One day, my manager suggested I give sculpting a go – it was a path that many painters had taken before me. I never thought I could do it, but Seb took me under his wing and I'm still here!"

The Skitarii were an army long envisioned by Lead Designer Jes Goodwin. Darren worked with Jes on the project and sculpted the Skitarii Vanguard based on concept sketches done by him, turning 2D drawings into 3D designs and then, finally, miniatures. The Skitarii have a look unlike anything the Design Studio had ever created before, though familiar details such as the Adeptus Mechanicus symbol, purity seals, sensors and bionics helped tie them to the design aesthetic of the Imperium in the 41st Millennium.





SEB PERBET

Seb has worked for Games Workshop for 15 years. He joined the 'Eavy Metal team in 2002 and became a miniatures designer in 2004. His latest works include Archaon Everchosen and Alarielle.

My first miniature was one of Aly's Hobgoblins from 1983. My mum actually bought it for my brother – who was five – then realised it was made of lead so hid it in a drawer. I was fascinated by it when I found it. I went to a Games Workshop and soon got into painting, but I loved converting, too – it was a hacksaws and adhesive putty kind of affair, but it was a landmark moment for me.

When I found Green Stuff, that was virtually all I bought! I loved letting my imagination run free and coming up with new ideas for models. By that time I'd left school and I managed to get a job in 'Eavy Metal, but I always wanted to move on to sculpting and did so a few years later. 'Eavy Metal seems to be a very good proving ground for future sculptors."



"Seb is phenomenally good at creating concept sketches," says Darren. "He can whip up a design in minutes – it's such a privilege to watch him work."

To put this into context, Seb's sketch of Guilliman, to the left, was done in about 20 minutes, based on Jes Goodwin's concept work. "It helps me figure out the basic look and flow of the model," says Seb. "Every miniature has a golden angle – the perfect pose that explains everything you need to know about it. For Guilliman I had to make sure that you would be able to see all of him without his sword and power fist getting in the way. I find a quick sketch helps me solidify that idea before I start sculpting."



► Skaven Screaming Bell, though recently I was given the opportunity to create new models for the Genestealer Cults range. It was a real honour to take some classic Citadel designs – they're still really well loved – and bring them into the modern age as plastic kits. You can still see the influence of the original model, though – we're always referring back to past miniatures to ensure we're not trampling all over the great work that's already been done.

What's it like creating completely new models, such as the Skitarii and Kharadron Overlords?

Seb: It's why I got into sculpting miniatures in the first place – I love bringing new ideas to life. Every miniature we make adds something new to our universes, but creating a whole new army is very exciting and rewarding. It's liberating, actually, sitting down with the team and brainstorming lots of new ideas and figuring how they fit with the armies and worlds we already have. A lot of research, concept work and development goes into capturing just the look we're after. Often an idea will go through several iterations before we're happy with what we're about to create.

Darren: That's the great thing about the design

team – that we are a team. There are always other designers to chat to and consult when you're working on a project. I can turn round and ask Seb, say, for feedback and implement it straight away. That's one of our greatest strengths – why we make the best miniatures – because the best minds for the job are sitting all around us. When I started work on the Skitarii project with Jes a few years back, he had a vision for the army – he was looking at the whole range at the same time, not individual miniatures, and figuring out how they would fit in with the background of Warhammer 40,000. What would be their hook, their design aesthetic that identified them as cyborg human warriors from Mars? There was artwork that captured the feel of the Adeptus Mechanicus, which Jes developed into concept sketches, almost blueprints, of what the miniatures could look like, and then I went away and started sculpting them. It was incredibly liberating, but there was such a degree of responsibility involved. We were embarking on a project that would hopefully define an entire race for the next... well, forever!

How do those concepts become miniatures?

SEEDS OF INSPIRATION

Even the tiniest Citadel miniatures help to define and shape the worlds of Warhammer. The Familiars from Silver Tower are a great example of that, giving an insight into the bizarreness and insanity that surrounds Tzeentch, the Changer of Ways. These aren't the first Familiars, either – the first ones came out back in the 1980s!



THE WHITE DWARF INTERVIEW

GAKU MATSUBAYASHI



Gaku joined the Games Workshop design team five years ago. His first miniatures were for *The Hobbit: An Unexpected Journey*™, after which he worked on Khorne Bloodbound, Genestealer Cultists and some of the new Tzaangor miniatures.

“After university I didn’t really know what I wanted to do with myself until one of the staff in Games Workshop Tokyo suggested that I try sculpting as he knew I liked making models. I started by making duplicates of existing models using Green Stuff – I was entirely self-trained and it was really tough, but I was desperate to succeed – I wanted to be part of the legacy of Citadel miniatures.”

Gaku’s first miniature for Games Workshop was a Grim Hammers Captain, but his most recent work is the Genestealer Cult Hybrid Metamorphs, a re-imaging of a classic range of miniatures designed over two decades ago.



Aly: It’s a design triangle – concept, mock-up, design. But it doesn’t always start with concept sketches, an idea can begin at any point. It could be that a designer creates a figure – Space Marines started like that – and that then leads to concept sketches or mock-up designs. And the process goes round and round until it coalesces into something new and exciting. Jes did it with the Eldar all those years ago and they’re still creating design triangles!

Seb: Every designer is unique, so we all have different things to bring to the table – some of us love doing concept work, others prefer to create a mock-up on screen. We often work together, too, sculpting part of a model before passing it on to someone else to appraise and add to.

Darren: We also have a team of conceptualisers who soundboard different ideas and develop the visual language for a race or army – that means they take elements and ideas, even just snippets of a conversation about the shape of a helmet, and combine them into a portfolio of concept sketches that they then pass on to us to work with. John ►

OUT WITH THE OLD, IN WITH THE NEW

“In my opinion, the most impressive transformation of a miniature is the Skaven Screaming Bell,” says Gaku. **“The first one by Jes Goodwin established the fundamental image and the premise of the Screaming Bell. The second one by Colin Grayson took on a more complicated structure and added action to the piece. Seb created the latest version, which introduces atmosphere to the piece – the burning warpstone and the swinging bell – not to mention a whole new scale.”**



Advances in model making, not to mention grandiose visions of what miniatures could look like, have led to kits like the Screaming bell becoming more and more involved over the years. Colin’s version, shown left, established the ramshackle nature of Skaven constructs that would become their hallmark. You can clearly see it’s influence on Seb’s version, below.

ALY MORRISON

Aly is one of the longest-serving members of the Citadel design team, having joined the company in 1983 (which was before some of the chaps in the team were born, as he's more than keen to point out to them every now and again).



"In 1975 I was really into role-playing games, but no one made models for them, so I started sculpting them for myself and my friends. Then I met these two guys in a shop in London – it was called Games Workshop. They started selling my models and then I joined the company, it was as simple as that, really. I actually trained as a draftsman, but that didn't appeal to me. I wanted to make miniatures from a young age – my dad was an engineer and dental

technician and we made models and moulds together. We poured molten metal in the kitchen with just a pair of gloves for protection! My first model for Games Workshop was a Samurai, then I made a Wizard, then an Oni. Then, between myself and Trish Carden we set up Marauder Miniatures, a subsidiary of Games Workshop where we made fantasy miniatures. I've done so ever since!"



Aly's most recent works include the Maggoth Lords. Having sculpted Plaguebearers, Beasts of Nurgle and Epidemius in the past, Aly has a great understanding of what makes a great Nurgle model. As you can see, the Maggoth Lords fit right in with the rest of the Rotbringers range.

► Blanche and Jes Goodwin do that, too, but from a different tack – John's work captures the atmosphere and feel of the idea, while Jes's concept pieces are more technical, showing more closely what could become a miniature.

What does it feel like seeing the miniatures you sculpted hit the shelves in our stores?

Aly: It doesn't matter how many miniatures you make, that's a feeling that never goes away – it's such a thrill to see something you've created being built and painted by people. And played with, too, of course. That's the ultimate destiny of the miniatures we create – to be part of an army on a battlefield. What's weird is that the release of a model marks the culmination of our work, but it's just the first step of a hobbyist in enjoying that kit. It's a very rewarding feeling.

Christian: It's an incredible feeling knowing

COMBINING IMAGERY

Now and again, the imagery and design of two races collide. Such is the case with the Visarch, who features elements from both the Eldar and Dark Eldar ranges. The aeldari do share design elements, so the combination wasn't too radical, but the Visarch's friend – the Yncarne – also drew design elements from Daemonettes!



that something I've created will be enjoyed by people around the world, whether they paint them to play games with or enter them into competitions. Actually, it's very humbling. We spend our days imagining fantastical beings and creatures and then making them into physical objects – when our fans see them and they say "yes, that's what I've always wanted," it means we got it right.

Tom: I'm always amazed at what people can do with our kits. Even when we think of everything we can do on a kit, someone comes along and does something incredible and wholly unexpected with it. Sometimes it's a new colour scheme, sometimes it's a conversion, but I'm always in awe of what hobbyists can create from the kits we make. It just goes to show the depth and breadth of the creative minds that engage in our hobby – they never cease to surprise me. 🤖

A TALE OF FOUR WARLORDS

Four warlords intent on galactic domination are mustering their armies for war. Having passed the half-way point of our challenge, our quartet of army builders set to work on their latest kits and play their first game of the new Warhammer 40,000.



As A Tale of Four Warlords enters the fourth of its six months, our warlords have once again been hard at work crafting new units to add to their armies. Having been let off the leash to paint whatever they wanted to this month, Dan and Maxime decided to paint some of the new models from the Dark Imperium boxed set – Plague Marines and Primaris Space Marines respectively – while Chris set to work on a Wraithlord and James tackled another unit of Cadian infantry (he felt his force was getting a bit too tank heavy). Both Chris and James also painted new characters for their armies, which you can see later.

Alongside their latest model offerings, we also asked Dan and Chris if they could create some stage-by-stage painting guides for their models (just like Maxime and James did for their models in last month's magazine), showing you how they paint their Iron Warriors and Craftworld Iybraesil Windriders respectively.

This month also saw the four warlords play their first games of Warhammer 40,000 using the new rules. Seeing as both James and Dan had played a few games using the new rules already, they had a vague idea what they were doing and led the proceedings, James teaming up with Maxime to form an Imperial alliance, while Chris begrudgingly joined Dan to battle against them.

Before starting the game, the four warlords took a peek at their respective Index books and wrote army lists using the new power ratings feature to see how many models they'd painted so far. They then selected models from that list to use in the game, creating armies of around 50 power level per player. Even though neither Chris or Maxime had used the Index books before (they'd never even seen them until now), they both created army lists within 10 minutes, enabling the warlords to get stuck into their battle. You can see how they, and their armies, got on in just a few pages' time. Now, on with the show.

THE WARLORD CHALLENGES

Every month, we set our four warlords a new challenge to complete. This month, our warlords were told they could paint whatever they liked for their growing collections, be it additional units, new characters or even some of the new models from the Dark Imperium boxed set. Next month, the warlords have been set the challenge of painting a Heavy Support choice for their army.

The four armies clash on the battlefield, the forces of the Imperium taking on the dread legions of Chaos and the enigmatic Eldar.

A TALE OF FOUR WARLORDS

CHAOS SPACE MARINES

Things have taken an unpleasant turn in the Iron Warriors' camp this month. Excited by the release of Dark Imperium, Dan has been painting Plague Marines, much to the disgust of his Iron Warriors.



DAN HARDEN

Dan's spent quite a bit of time playing Warhammer 40,000 this month, though he has yet to field his Iron Warriors on the battlefield. Will his knowledge of the rules give him an advantage over his fellow warlords, though?

The Gangrenous Vanguard join Lord Ghawdex's Iron Warriors host. It is currently unknown what Legion, or even Renegade Chapter, they once fought for...

After painting silver and gold for three months, Dan decided it was time for a change. Well, a tiny bit of a change – he swapped his silver paint for grey paint and set to work on some of the new Plague Marine models from Dark Imperium.

"Having used the new Plague Marines in last month's First Blood article, I was really excited to paint some of my own," says Dan. "I didn't want them to be tainted Iron Warriors, nor did I want to paint them as Death Guard – but they had to tie in with the colour scheme of my existing Iron Warriors force as I'm a stickler for uniformity. That's why I stuck with the gold trim on the armour, but painted the rest of their armour grey – it's pretty similar tonally, but it's clearly not metallic. To further differentiate the Plague Marines, I painted all their mutations (and the bloat-bug hovering above the champion) a really bright green. I used Loren Forest for the main colour of the mutations, highlighted with Dorn Yellow. The luminescent quality to them comes from a heavy all-over glaze of Lamenters Yellow."

THE IRON TIDE

Lord Ghawdex Power Rating 7 Chaos Lord in Terminator Armour	The Megarii Power Rating 7 5 Chaos Raptors
Khârn the Betrayer Power Rating 9	Ancient Cyblec Power Rating 8 Chaos Helbrute
The Lyssatran Elite Power Rating 14 5 Chaos Terminators	The Gangrenous Vanguard Power Rating 9
The Sidonii Power Rating 9 10 Chaos Space Marines	7 Plague Marines
The Kladeii Power Rating 9 10 Chaos Space Marines	Metabaris Power Rating 19 Chaos Land Raider
	Power Level so far: 91

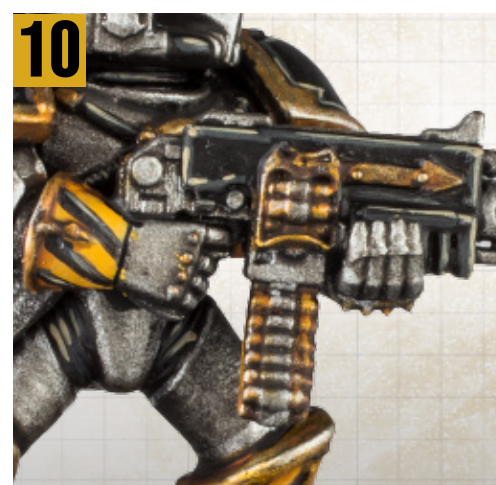
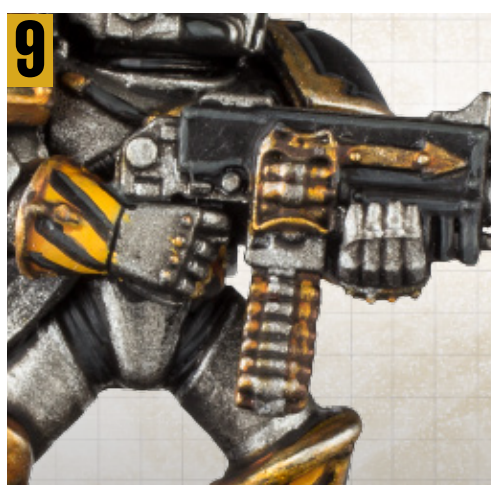
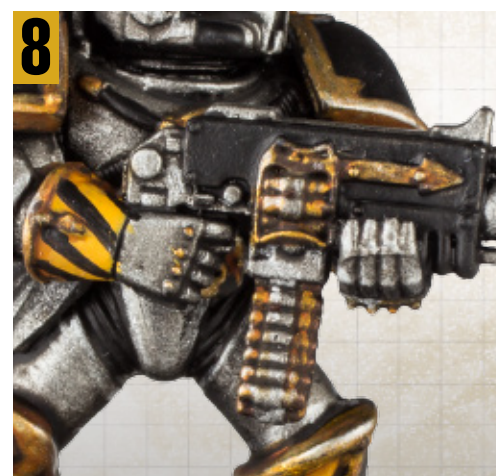
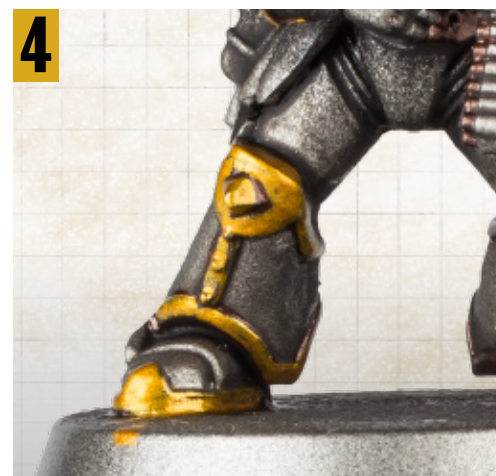
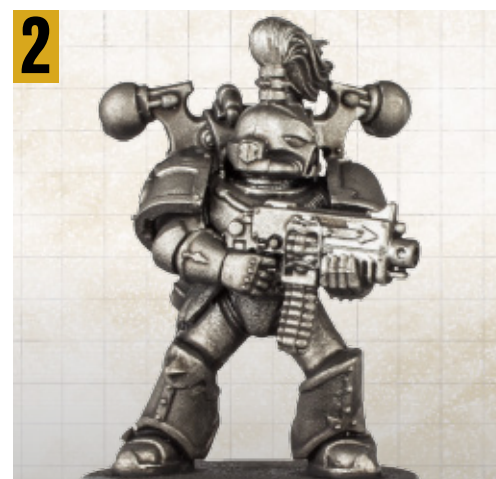
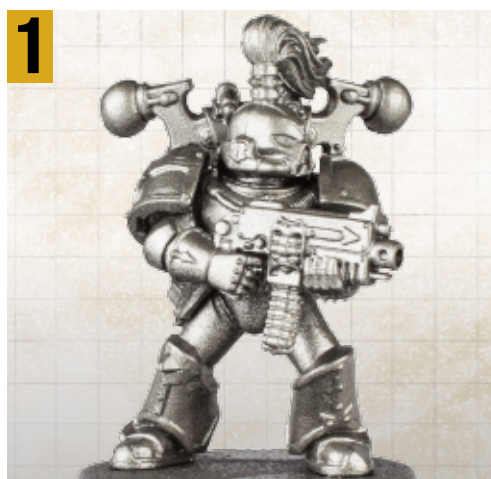
HOW TO PAINT: DAN'S IRON WARRIORS



We normally show our painting guides colour by colour (like with Chris's over the page), but Dan had a different way of painting his Iron Warriors that he found easier and more efficient.

First, he basecoated the model with Leadbelcher spray, which he applied straight over the bare plastic (1). Then he gave the whole model a heavy wash of Nuln Oil (2). Before highlighting the silver armour, he started work on the gold, applying a basecoat of Warlock Bronze (3), then a layer of Retributor Armour (4). Then, he highlighted both the gold and the silver areas at the same time using Runefang Steel (5). Dan didn't highlight all the silver areas, though. He left two or three armour panels on each model bare for the important (Dan would say essential) application of chevrons and hazard stripes. These areas he basecoated Averland Sunset (6). The yellow paint dry, Dan then shaded both the yellow areas and the gold armour trim with Seraphim Sepia (7). Not only did this give the gold a more tarnished look, it also created a smoother transition between the layers of paint.

The last main stage of the model was the black. Dan basecoated all the black areas, such as the shoulder pads and the bolter, with Abaddon Black (8), carefully painting the chevrons on at the same time. He then highlighted the black with Skavenblight Dingy (9), then applied a last highlight of Karak Stone (10).



THE FINISHED IRON WARRIOR

The last touches to the Iron Warrior were the packs and pouches – which Dan painted Rhino Hide – and the transfers. You'll also notice that Dan has used Sector Imperialis bases for all his models. He paints them separately from the models, enabling him to drybrush them more easily, then glues them on once done. You can see how he paints his bases in our Realms of Battle article later in the issue.

A TALE OF FOUR WARLORDS

CRAFTWORLD ELDAR

Craftworld Iybraesil are joined by a powerful ally this month – the mighty Farseer Eldrad Ulthran. Alongside him strides the powerful Wraithlord Morwae Kasai, another new addition to Chris’s host.



CHRIS BILEWICZ

Chris is currently battling Dan to see who can paint the most models for their army. Little did we know, though, that Chris has also painted a Hemlock Wraithfighter, which you can see later in the issue.

Eldrad Ulthran joins the Eldar of Craftworld Iybraesil in their quest to drive the forces of Nurgle from their Maiden Worlds.

This month, Chris decided to paint two of his favourite Eldar models – Eldrad Ulthran and a Wraithlord. “I’ve wanted to paint Eldrad since the new model came out,” says Chris, “but I didn’t have the time (*or the deadline*. – Ed) until now. I painted him in darker tones than the rest of my army to reflect the fact that he’s from Ulthwé Craftworld, but many of the spot colours – the red, white and cream – are the same as on the rest of my force. I added a few freehand Eldar symbols to his robes as a final touch – I like to always put in that extra bit of effort for heroes to make them stand out as something exceptional.

“As for the Wraithlord, I’d actually never built one before and I would like this one to be the first of many! I built it with a ghostglaive because I wanted it to fight alongside the Craftworld’s Banshees – I imagine its spirit stones come from fallen Banshees – so I painted its sword the same way as theirs. As with all my models, I kept the painting really simple on the Wraithlord with the intention of adding further details in the future.”

THE PURE HAND

Farseer Kal-Morai-Pex Power Rating 9 Farseer Skyrunner	The Three Maidens Power Rating 12 3 Vypers
Eldrad Ulthran Power Rating 9	Vaul’s Vengeance Power Rating 9 Fire Prism
The Silent Breath Power Rating 5 3 Windriders	Morwae Kasai Power Rating 7 Wraithlord
The Morvael Tovek Power Rating 6 10 Dire Avengers	Shatterwing Power Rating 10 Hemlock Wraithfighter
The Wail of Morai-Heg Power Rating 8 10 Howling Banshees	Power Level so far: 75

HOW TO PAINT: CHRIS'S IYBRAESIL ELDAR

As we've mentioned before in a Tale of Four Warlords, Chris was once a Studio army painter, so he's well versed in the most efficient ways to get an army painted to a tight deadline. While working on his Windriders, Fire Prism and Vypers, he found that painting the models in sub-assemblies with different-coloured basecoats was a really easy way to get the

basic colours onto his models. Below you can see that he basecoated the hood of his jetbike and the helmet of the rider Macragge Blue, while the rider's body and jetbike chassis were undercoated Corax White. Once he'd painted each part of the model to completion, Chris then glued them all together.

TURQUOISE ARMOUR



GUARDIAN MASK



WHITE ARMOUR AND SPIRIT STONES



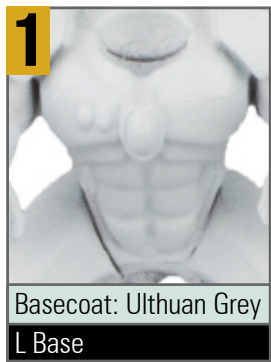
WRAITHBONE



1
Basecoat: Macragge Blue
Citadel Spray



1
Basecoat: Yriel Yellow (eyes)
XS Artificer Layer



1
Basecoat: Ulthuan Grey
L Base



6
Layer: Flash Gitz Yellow
XS Artificer Layer



1
Basecoat: Ushabti Bone
L Base



2
Basecoat: Sotek Green
L Base



2
Layer: Blood for the Blood God (eyes)
M Glaze



2
Wash: Drakenhof Nightshade
M Glaze



7
Layer: White Scar
XS Artificer Layer



2
Wash: Seraphim Sepia & Mournfang Brown
M Shade



3
Wash: Drakenhof Nightshade
M Glaze



3
Basecoat: Abaddon Black
S Layer



3
Layer: Ceramite White
XS Artificer Layer



3
Drybrush: Praxeti White
S Dry



4
Drybrush: Temple Guard Blue Layer: Temple Guard Blue
S Dry



4
Layer: Dark Reaper
XS Artificer Layer



4
Basecoat: Troll Slayer Orange
S Base



5
Drybrush: Etherium Blue
S Dry



5
Layer: Fenrisian Grey
XS Artificer Layer



5
Layer: Abaddon Black
S Layer



CHRIS'S TOP PAINTING TIPS

"Try to be neat with your drybrushing, but don't worry if you get carried away," says Chris. "Remember, you can always go back over the area with the basecoat colour to tidy it up."

"When painting the highlights on the turquoise armour, I drybrush my highlight colour on first, then apply a quick edge highlight to the most prominent areas using the same paint (or Edge equivalent). These painted highlights also help draw the eye to the focal parts of the model, such as the Guardian's head."

"The bases of your models should always complement your miniatures but never draw attention away from them. For my Eldar, I applied patches of sand to the base, then painted the whole base Dryad Bark. Once the paint was dry, I applied Agrellan Earth to the areas where I hadn't put any sand. As it dried and cracked, you could see the Dryad Bark beneath, providing depth to the cracked earth."

"Once you've applied a decal, use Lahmian Medium to seal it to the model. If you can still see the edge of the transfer, carefully apply the basecoat colour around the decal to conceal it."



A TALE OF FOUR WARLORDS

ASTRA MILITARUM

The might of the Cadian 1260th - the Dauntless - lies in its armoured vehicles, but James felt his army needed some more infantry to protect his tanks. And a Tech-Priest to repair them mid-battle.



JAMES ASHBEY
Working in the Studio has its perks sometimes – James helped playtest the new edition of Warhammer 40,000, so he knows his way around the rules pretty well. He hopes that will stand him in good stead for our team battle.

Cadian Infantry Squad 501 join the war effort this month. They're accompanied by Tech-Priest Enginseer XIV Nihil Theta, who will no doubt have plenty of tanks to repair!

"I thought, after painting the Devil Dog and Sentinels last month, that I should probably paint some more infantry for my army," says James. "There were a lot of tempting units I could have picked this month, but when it comes down to it, an Astra Militarum army always looks better with a wall of infantry advancing upon the enemy, so that's what I decided to paint. Again, I kept the colours really simple to match my existing squad, I just gave them a different unit number so I can tell them apart on the battlefield."

"Interestingly, when I wrote my army list for our game, I found that you now purchase infantry squads individually for your army, not in platoons like you used to. This makes creating an Astra Militarum army far easier and much more flexible than before and, more importantly, makes it easier for me to fit loads of tanks in my force! Which is why I painted a Tech-Priest Enginseer. He's painted in the same colours as the rest of my force, but with a little more brass to show his affiliation with the Adeptus Mechanicus."

THE CADIAN 1260TH

Algernon Bleak Power Rating 4 Lord Commissar	Kenward's Carders Power Rating 3 Infantry Squad 501
XIV Nihil Theta Power Rating 3 Tech-Priest Enginseer	Russell's Rippers Power Rating 4 3 Ogryns
Petrus 'Howitzer' Howard Power Rating 3 Company Commander	2 Squadron Power Rating 6 2 Armoured Sentinels
Relay Tent 6 Power Rating 3 Command Squad	Hot Stuff Power Rating 5 Devil Dog
Yapp's Dicers Power Rating 3 Infantry Squad 728	Mable Power Rating 11 Leman Russ
	Power Level so far: 45

SPACE MARINES

Castellan Mauger's crusade is bolstered this month by a squad of Primaris Space Marines and their Lieutenant. It is a mighty boon for the Black Templars and one Maxime is very excited about.



"Primaris Space Marines are so cool!" says Maxime. "I was really lucky to get my hands on one last month to paint for the Dark Imperium launch, and over the last few weeks I've painted the rest of the squad and a Lieutenant to lead them. It was strange painting them – they feel so familiar but they're also really different. As always, I took as much time painting them as I possibly could, but I didn't add as much freehand detail to them as my other Black Templars – after all, this is new power armour, it hasn't had time to acquire centuries of battle honours. The battle-brother with the golden bolt rifle is the designated unit marksman – it's not something that affects how the unit plays on the battlefield, but it's a cool bit of background that I really like. I also decided to paint my Lieutenant as a Sword Brother, it seemed like the perfect rank for him – a mid-level character to lead the Intercessors into battle. I gave him a white auto bolt rifle to mark him out as a champion and converted him to have a burning brazier on his backpack. It's for burning heretics, of course."

GUARDIANS OF THE OATH

Castellan Mauger Power Rating 8 Captain in Terminator Armour	Dorn's Retaliation Power Rating 15 3 Assault Centurions
Brother Mordred Power Rating 6 Emperor's Champion	Ancient Otis Power Rating 8 Venerable Dreadnought
Sword Brother Donatus Power Rating 4 Primaris Lieutenant	Infernus Power Rating 10 Stormhawk Interceptor
Squad Martus Power Rating 9 10 Black Templars Crusaders	Power Level so far: 66
Squad Remus Power Rating 6 5 Intercessors	



MAXIME CORBEIL

Maxime has been so excited about the new Primaris Space Marines he's already painting more for next month's challenge. He also found out that he can have a unit of Cenobyte Servitors in his army, which he's already keen to start painting.

Sword Brother Donatus and Intercessor Squad Remus join the Guardians of the Oath in their crusade to drive the forces of Chaos from the galaxy.

A TALE OF FOUR WARLORDS

FOUR WARLORDS, ONE BIG BATTLE

NEXT MONTH'S CHALLENGE

If you're also taking part in a Tale of Four Warlords, then next month's challenge is to paint a Heavy Support choice, be it a gun-toting infantry squad or a mighty tank. Send us some pictures of your work, too, we'd love to see what you've painted:



team@whitedwarf.co.uk

James and Maxime take the first turn and move their army up to claim as many objectives as possible (1). You'll notice that Dan's army looks quite small in this picture – that's because he kept his Chaos Lord, Terminators and Raptors in reserve, ready to drop them into the heart of the battle.

Maxime's Centurions advance on the Imperial right flank (2). Maxime deployed the rest of his army closer to the centre of the battlefield, his units anchored around Sword Brother Donatus, who enables them to re-roll wound rolls of 1.

Chris's Windrider host takes shelter behind an Imperial fortification (3). The Vypers and the Farseer – both units being able to fly – can easily traverse the tricky terrain, though the Dire Avengers, with a movement of 8", are almost as swift.

Maxime looks suspiciously at Dan's newly arrived Terminators in the centre of the board (4).

The Eldar Vypers take on the Centurions but cannot penetrate their thick armour (5).

The Raptors arrive to take on Squad 501, who are securing one of the objectives (6). The Raptors soon realise that landing that close to a Leman Russ is a recipe for disaster.

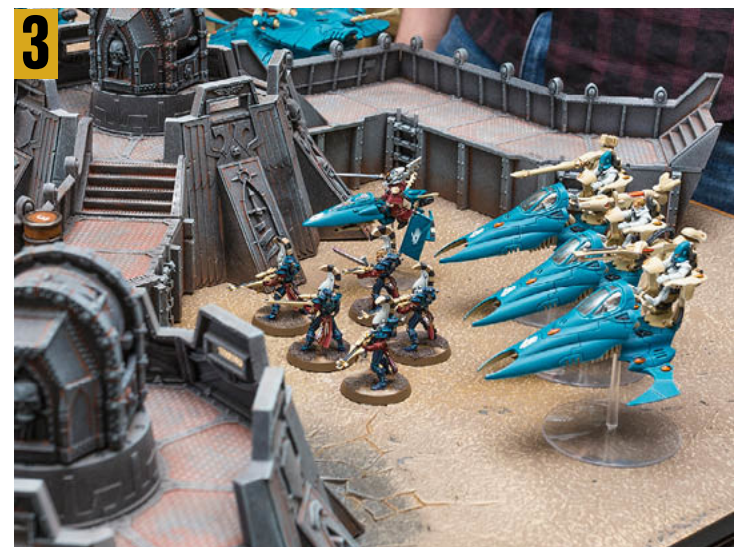
James's Ogryns race for an objective as the Chaos Terminators take on Ancient Otis (7). Even such a venerable war machine can't survive the punishment they dish out.



With the release of the new Warhammer 40,000, it seemed only right that the four warlords played a game against each other. Having each written an army list to a power level of 50(ish), they quickly got stuck into a game. The mission was simple – to take and hold the six objectives scattered around the battlefield. Every turn they would receive a victory point for each objective they held, so the more they could claim, the better.

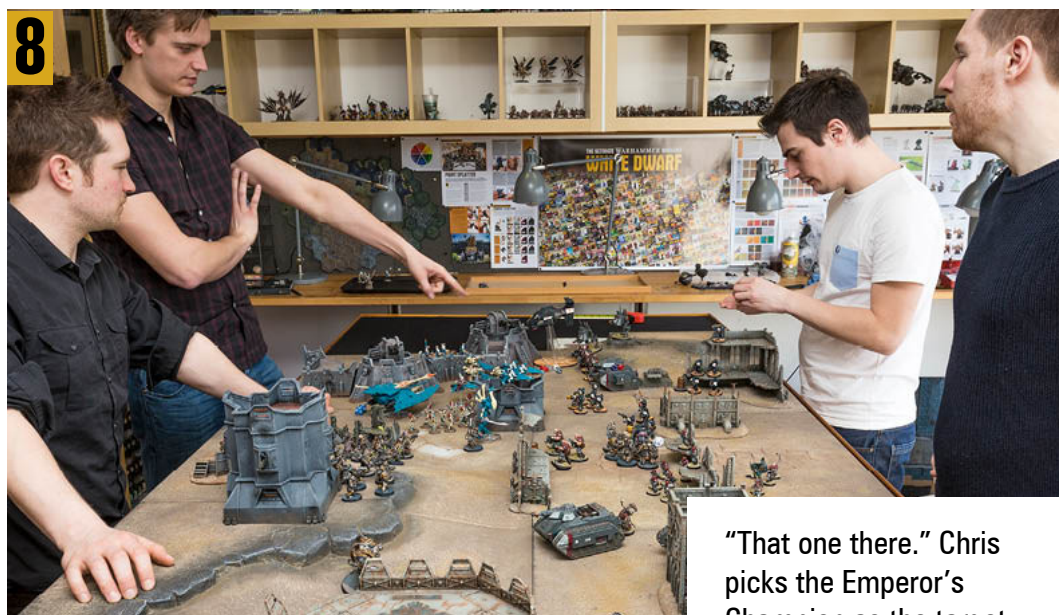
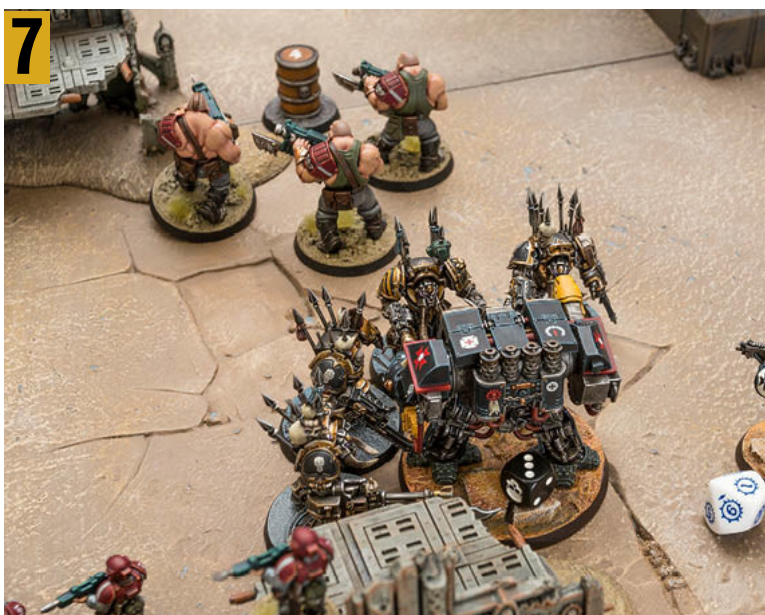
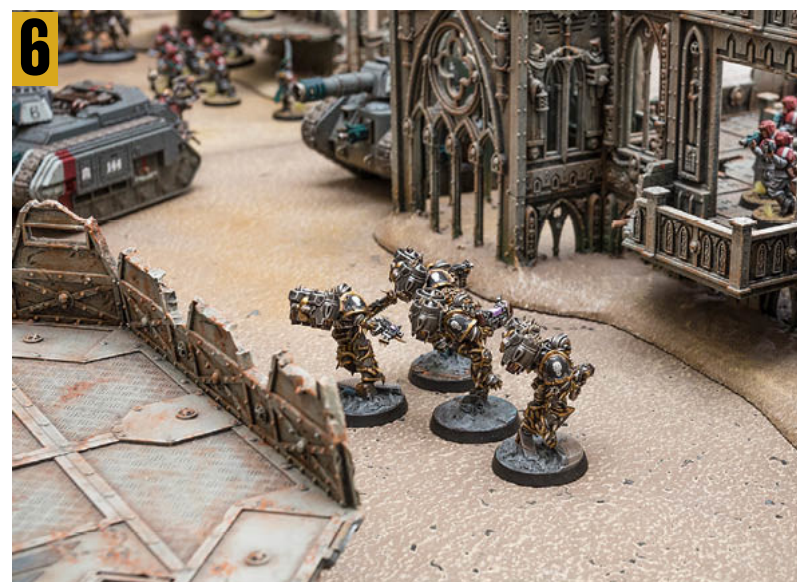
James and Chris won the roll-off to see who would go first and proceeded to charge their units straight towards Dan and Chris's waiting

forces, claiming three objectives as they went. Despite their impressive firepower, they did relatively little damage to the Chaos and Eldar forces who, bizarrely, did equally little in return when they had their turn! Then, suddenly, everyone remembered how to shoot and the carnage began in earnest. James's Leman Russ pulverised the Raptors with its battle cannon and heavy bolters while his Sentinels, combined with the fire from Maxime's Stormhawk Interceptor, managed to blast apart all three Vyper Jetbikes. They also badly damaged the Wraithlord, but not enough to stop its advance.

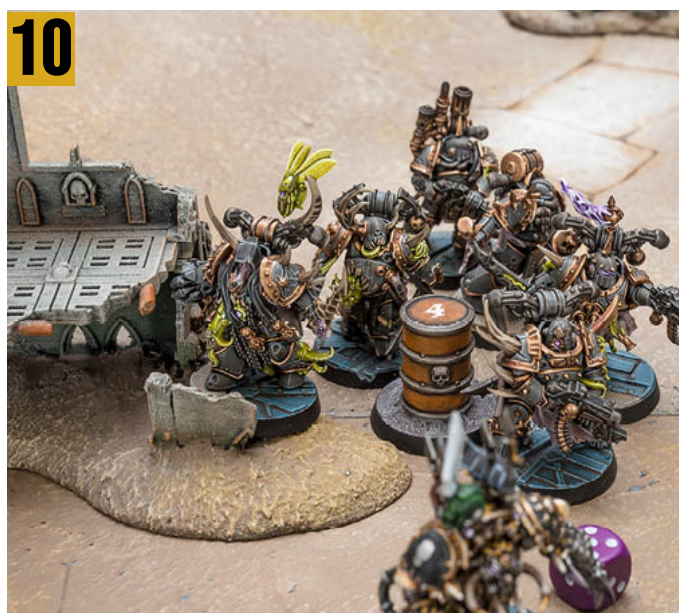
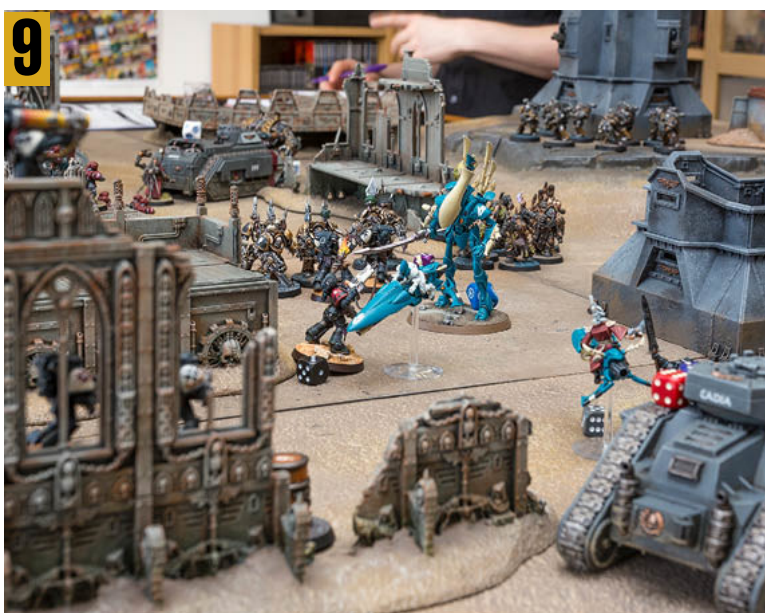




In return, Dan and Chris decided to get their units into combat. The Chaos Terminators charged into Ancient Otis and tore the war machine to pieces before laying into the Intercessors. Lord Ghawdex shredded Russell's Rippers, James's Ogryns, while Chris's Banshees charged the Assault Centurions. Despite feeling the heat from their flamers, the Banshees sliced apart the Space Marines with wondrous grace. Meanwhile, Dan's Helbrute slammed into James's Devil Dog, but Enginseer Nihil Theta was clearly good at his job, repairing it faster than the Helbrute could break it. After five battle rounds, all four armies were thoroughly battered, the game ending in a draw with both sides claiming 11 victory points. 🐼



"That one there." Chris picks the Emperor's Champion as the target for his Farseer's psychic powers (8), before the two characters engage in close combat (9). Both survive the fight, much to Maxime's frustration (he rolls many 1s). Meanwhile, the Wraithlord fails to get to grips with the Primaris Lieutenant.



Lord Ghawdex eviscerates the Ogryns with his lightning claws. The Plague Marines then move up to take and hold the central objective (10).

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 some of the best entries from the vehicle category of Golden Demon: The Horus Heresy.



GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines, 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, VEHICLE CATEGORY
WARHOUND TITAN BY RICHARD GRAY**

THE WORK OF A MASTER ARTIFICER



1



3



2



4



5

The Titan features many skull designs, all hand painted by Richard (1). Many of them also feature the horns of a ram (2), the original emblem of the Legio Mortis, now corrupted by Chaos.

The Warhound's carapace features a Death's Head moth painted over a horned skull (3). Note the faint Mechanicum symbol etched into the skull.

Chains and vine-like filigree are a common motif on the Titans of Legio Mortis (4). "I saw them on the Forge World transfer sheet and wanted to replicate the idea on the Warhound," says Richard. "My favourite is the dream catcher made of chains on the side of the war engine's carapace (5)."



Richard Gray: The reason I painted a Warhound was because I wanted to paint something big with lots of space for freehand artwork. I also have a passion for robots with large guns! The colour scheme is a by-product of me wanting to paint a moth on the model. The Legio Mortis has a more common name, the Death's Heads, and there is a moth called the death's-head moth, so it was a perfect fit for me. While the colours are based on the Legio Mortis colour scheme, I wanted the Titan to be really dark, moody and dirty so that it looked like it had seen lots of action over many millennia. This was achieved

"For me, Titans are ancient gods of war and should be represented as such..."

by applying lots of surface weathering to keep the model looking dull and foreboding. I originally painted all the metal trim a shiny gold, but it was so bright that it overpowered the model. The gold had to go and I swapped it for bronze to reinforce the dark look.

For me, Titans are ancient gods of war and should be represented as such, with lavish art on them that tells the enemy that they bring death! I tried very hard to make the freehand match the style of the Legion. It was a delicate balance as it couldn't be garish or just painted on for the sake of it. Each section of freehand needed to be unique, while staying true to the Legion; there was a lot of research involved. Skulls were a strong theme among the freehand pieces. All the freehand has little flourishes and details to make it individual –

and even the rose on the side of the carapace has a skull in the centre of it! I often get asked how I come up with freehand designs; sometimes I do a rough sketch so I have something to work from, but mostly I just have an idea in my head that I follow. I also use various reference images while painting so that I get elements like the proportions of the skulls right.

As for the base, I had never tried anything so large and complicated before. I wanted a sense of narrative to the piece, with the Titan pushing the tree over – you can just see its roots being ripped out of the ground. Water is running from the base of the tree, and beneath you can see skulls that have been uncovered. The bottom of the tree is actually all sculpted so that I could hide the real branch that's pinned to the wooden base. The ground is just sand mixed with glue and painted! I had to be careful with the water effect, though, as it almost didn't dry in time for the event!

TOP TIPS FROM THE JUDGES

"When judging Golden Demon, we scrutinise every part of the model," says Borja. "That means even those hard-to-reach bits behind pipes and cables, or the insides of capes, have to be perfectly painted. If you miss those areas, it will be noticed – it'll mean that the model isn't truly finished."

"We've noticed this a lot over the years," says Max. "People concentrate on the fun bits of the model, or the focal parts, the bits they think will win a trophy for them, but they neglect some of the less exciting bits. Don't! Every part of a model is important when painting at competition level."



WHAT THE JUDGES SAID

The judges for this event were 'Eavy Metal's Anja Wettergren and Max Faleij, plus Borja Garcia de Diego, one of Forge World's resident painters.

"The wow factor of this entry is off the chart," says Max. "Richard's level of painting is so impressive, it's always smooth and sharp and he's picked his colours well, too – red and black evoke a great warlike atmosphere, while the colours he used on the base have a more natural tone that contrasts with the Titan. Of course, it's hard to talk about Richard's entry without mentioning the incredible freehand iconography that he's painted on nearly every armoured panel. It really is an impressive feat showing extraordinary dedication."

GOLDEN DEMON

LEVIATHAN OF THE VIII LEGION

“My main inspiration for this Dreadnought was the illustration on page 292 of The Horus Heresy Book Six: Retribution,” says Neil. “I wanted to paint the Leviathan to look exactly like it, converting the model slightly to include hanging skulls on chains and pyramidal spikes on the upper hull. I even pinned little tarot cards on the shoulder pads, just like on the image, and tried to match the iconography as closely as possible, right down to the white stripe on the helmet. With regards to painting it, my goal was to make the armour look reflective, like it was highly polished, almost glass-like. I liked the idea of it shifting in colour really rapidly from black to blue, like the Dreadnought is stepping from the shadows, which is perfectly fitting for the Night Lords.”

WHAT THE JUDGES SAID

“The blue armour on Neil’s Dreadnought is superbly painted – it looks really well polished and smooth,” says Anja. “His freehand and minor conversion work is appropriate for the model and helps evoke the look and feel of the Legion without going over the top.”

SILVER, THE HORUS HERESY, VEHICLE CATEGORY

NIGHT LORDS LEVIATHAN DREADNOUGHT BY NEIL HOLLIS

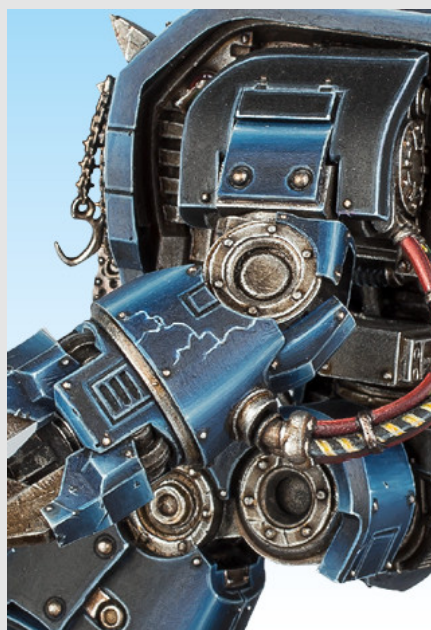


UP CLOSE WITH THE TERROR WEAPON

Neil painted the blue areas using the same technique as for non-metallic metals (1). The points where light would reflect off the polished armour are highlighted almost to pure white, while the areas in-between are shaded to black.

The iconography on the Dreadnought’s hull is taken from The Horus Heresy Book Six (2).

The warm yellow hazard stripes around the grav-flux bombard contrast with the cold colours on the rest of the model (3).



LEVIATHAN OF THE XII LEGION

"I'm planning on starting a World Eaters army soon because I love their colour scheme," says Ben. "I love the white and red combination as the hot and cold colours really complement each other. I needed to make the white interesting, so I started with a basecoat of Dark Reaper and built it up using blue-greys, finally finishing with pure white. The red I wanted to be a deep blood red, and I carefully built up the highlights using an airbrush, which helped me achieve the transition between light and dark. The thing I was most pleased with was how well the World Eaters transfer on the armour came out. It took quite a bit of work to split the decal in half, cut it to fit around the bodywork and apply it symmetrically, but I'm really happy with the end result."



BRONZE, THE HORUS HERESY, VEHICLE CATEGORY

WORLD EATERS LEVIATHAN DREADNOUGHT BY BEN POYNTER



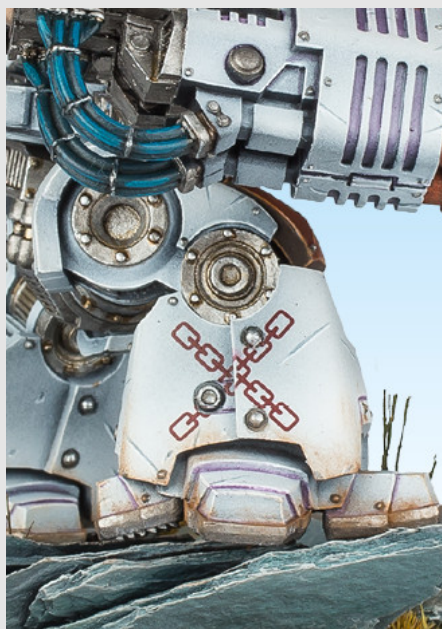
WHAT THE JUDGES SAID

"The white armour is so tidy and well blended," says Borja. "It's hard to get white looking good and people often let other colours such as red do the heavy lifting on a model, leaving white or black as an afterthought. Ben clearly devoted a lot of time to making it perfect."

THE EATER OF WORLDS



1



2



3

Here you can see the incredibly smooth red armour that Ben has achieved on the Leviathan's hull (1) and the skilfully applied Legion transfer.

Ben's made good use of the World Eaters transfer sheet from Forge World for the icons on his model (2).

The base, despite being grey slate, has a warm tone to it, which contrasts well with the cold white armour of the Dreadnought's feet and legs (3).

GOLDEN DEMON

THE GIANT OF HOUSE CADMUS

This impressive Knight was painted by Alistair Armes in the green-and-yellow colour scheme of House Cadmus, the heraldry of which can be seen on armoured panels across the model. A pair of white stripes down the carapace marks out the Knight as a Baron – a great use of the Warhammer 40,000 background by Alistair – and also helps to break up the colour scheme, which is always an important factor to consider when painting a kit of this size. The gold band across the carapace helps draw attention to the Knight's head.



VEHICLE CATEGORY
ACASTUS KNIGHT
PORPHYRION
BY ALISTAIR ARMES

OVERLORD OF HOUSE CADMUS

Alistair applied lots of minor scuffs and scratches to the Knight's armour to give it a battle-worn appearance (1).

From the back you can see the Knight's reactor, nestled amongst the armour panels (2).

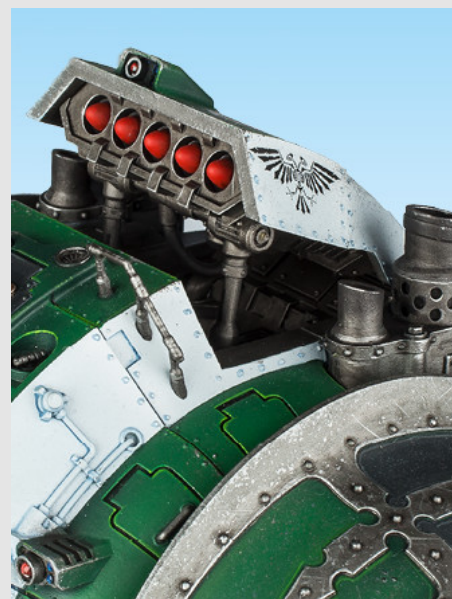
Alistair used red as a spot colour across the Acastus Knight Porphyron on lenses, targeters and the missiles loaded into its carapace (3). A transfer finishes off the missile pod array.



1



2



3

VEHICLE CATEGORY

SICARAN BATTLE TANK

BY LEE HADFIELD

THE HAMMER OF DORN

Lee Hadfield painted this Sicaran Battle Tank in the colours of the VII Legion, the Imperial Fists. Lee broke up the Sicaran's yellow armour with black panels, the secondary colour of the Imperial Fists, and weathered the tank with plenty of well-placed battle damage. Importantly, Lee hasn't gone over the top with the weathering – the turret only displays occasional scuffs and paint chips, while the lower hull features dirt and deep gouges appropriate for an area in direct contact with the battlefield. ☠



ARMoured MIGHT OF THE VII LEGION



1



2



3

Laurel wreaths are an honour marking of the Space Marines – Lee has painted one around each of the tanks's sponsons (1).

The face is normally the focal point of a model, but tanks don't usually have faces. Instead, Lee painted the panel beneath the cockpit black and painted on freehand designs to draw the viewer's eye (2).

Rusty streaks tie the colours of the tank together and speak of many battles won (3).



ILLUMINATIONS

THE ART OF WAAAGH!

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This issue, we turn our gaze to the artwork of the greenskin menace, from the brutal orcs of the world-that-was to the hulking orruks of the Mortal Realms.



ILLUMINATIONS



We start with Adrian Smith's depiction of an Orc Warboss (above). "It's a perfect encapsulation of a greenskin," says artist Alex Boyd. "There's no nobility to them, they're monsters, pure and simple. They have a real sense of power to them, like gorillas without the gentle side. They're not just green humans – these are creatures purely made for war."

Compare, then, Rafael Teruel's depiction of an Ironjawz Weirdnob Shaman (right), which maintains the look of an orruk whilst bringing in the notion that they are creatures of extremes – when it comes to magic, they are locuses of Waaagh! energy

"Much like classic orc shamans barely being able to contain their power, with it spitting out of every orifice," says Rafael.



Alex Boyd's Orc Warboss. "Alex does a great job of showing the unique silhouette of the greenskin species," says art manager Darius Hinks. "Orcs and orruks have a very inhuman anatomy – ape-like, with hunched, massive shoulders, long, powerful arms and heads that hang low in front of their chests."



ILLUMINATIONS



The idea of greenskins as a nomadic race has long been part of the background – the settings for the art depicting them are typically the harshest climes. Pieces such as Viktor Titov's, above, bring this idea into focus, showing orruks in one of the rare moments they're away from war – these Bonesplitterz are still fighting, just against mighty beasts, driven by a need to collect their bones.

"When it came to the Bonesplitterz piece (right)," says Johan Grenier, "I wanted to draw on the reams of classic Games Workshop greenskin art as inspiration with this piece – an unruly tide of monsters, less an army and more a migration."

"There really are few grudge matches as iconic as Dwarfs versus orcs," says Alex Boyd, in regards to the piece on the opposite page. "I wanted to portray not only the contrast between dwarfs and orcs, but also to capture the feel of a fight between equally matched ancient enemies – orcs are creatures of war, and are defined by battle."





A THOUSAND WORDS

Orc and orruk glyphs have always helped convey their war-like nature. "There's just a complete lack of grace, elegance or subtlety to anything orcs do," says Alex Boyd. "Everything they create matches themselves – big and chunky and crude." This is evident in their glyphs – indicating allegiances amongst tribes and bands, many are effectively shield designs, reflecting the greenskins' love of war.



ILLUMINATIONS





This piece by Pedro Nunez depicts the Ironjawz in their full fury, giving an idea of what it's like to be on the receiving end of an orruk attack. "While I was working on the painting I wanted to give the feeling of being at the heart of an Ironjawz charge," says Pedro. "To capture that notion of orruks being an unstoppable natural force able to sunder any fortification or break any battle line."

It also drives home the eternal greenskin idea of thuggish barbarism – no matter where greenskins are, they are always the same.

TACTICA IMPERIALIS

Tactica Imperialis is a new article that focuses on rules and tactics in Warhammer 40,000. In this, its first instalment, we get to grips with the new rules for the game, take a closer look at unique unit abilities and ask the games designers for some top gaming tactics.



The Ultramarines battle the Tyranids of Hive Fleet Leviathan. They will need all their tactical acumen to see off the alien menace, for the Tyranids are a cunning and implacable race and they have inscrutable tactics of their own.

Warhammer 40,000 Dark Imperium has been out for a few weeks now, and here in the White Dwarf bunker we've been playing as many games as we possibly can, be they Battle Reports or casual lunchtime friendlies. What we've found while pounding each other's armies to bits on the battlefield is that much of the game is still very familiar – you still get to move and shoot with your units, close combat still involves both sides hitting each other until one side emerges battered and bloody, and tactical objectives still make for a fun and frantic battle where a last-turn dash for an objective can mean the difference between victory and defeat. It's what we've come to expect from Warhammer 40,000. But there are also a lot of great changes to the game, which is what this article is all about – exploring those wonderful nuances of the new game and giving you some food for thought when fighting your own battles.

WE'RE ALL NEW TO THIS!

While reading through this article, we recommend having a copy of the rulebook and your chosen Index book to hand so that you know what we're talking about. After all, we're all new to Warhammer 40,000 now! In fact, one of the biggest things we've found about the new game is not to assume anything – we all have preconceptions about how to play a game based on years of experience, but we advise leaving them in your carry case. Start afresh and stop saying "Well, it used to work like this, so..." and you'll be fine!



Over the next few pages, we'll take a look at the new rules for the game, how datasheets work, the pros and cons of creating balanced armies and a few useful tactics and tips that should stand you in good stead in your battles. We've even enlisted the help of some of the games designers and members of the Studio team, who were more than happy to discuss their own favourite tactics. Of course, the place to start with any article about rules is the rules themselves.

WHERE DO I FIND MY RULES?

The core rules for Warhammer 40,000 are presented over 12 pages, which veteran generals will know is considerably fewer than in previous editions. This doesn't constitute a dumbing down of the rules, far from it, but rather a redistribution and slimming down of them. The core rules are designed to be the fundamental mechanics required to play a game of Warhammer 40,000. It is here that you

will find how to move a model, how to shoot its ranged weapons (if it has any) and how to fight the enemy in close combat, plus other rules such as embarking and disembarking from vehicles and taking morale tests. If you understand these core rules, you can use your models on the tabletop.

Of course, over the years, us experienced hobbyists have got used to a rule having a caveat, or a rule superseding another rule, or even just exceptions to a rule. The key to this edition of Warhammer 40,000 is reading the rules at their face value – an Occam's Razor approach, if you will, where the simplest solution to the question is the right one. If a rule says you can do something, you can. If it says you can't, you can't.

A good example of this is heavy weapons. If you move a model with a heavy weapon and then fire it, you must subtract 1 from any hit rolls made. Simple, eh? But does this heavy weapons rule apply to tanks or large monsters, for example? Why, yes – the rule is explicit in its intent, not to mention wonderfully brief and straightforward. Our advice, if you're a long-standing hobbyist, is to leave your gaming preconceptions at the door with this edition of the game – the core rules have been written to be easy to understand, not confusing; embrace this!

WHAT ABOUT THE REST OF MY RULES?

Another example: Space Marine Inceptors can fly, as can Raptors and Eldar Windriders. This means, according to the core rules, that they can move across models and terrain as if there was nothing there. Easy to understand, right? "But how does my Stormhawk Interceptor work?" asks Ben during a game in the bunker. "Clearly it's flying, but the core rules don't tell me anything else. Is it harder to shoot at it because it's flying? Can you hit it in combat? The core rules don't explain this at all!" And rightly so, Ben, rightly so. The reason for this is simple – not every flying unit works in the same way, which is why not all their rules are covered in the core rules, just the key principles. A unit of jetbikes, for example, will be zooming around just above the ground – they're fast, but not impossible to hit, either with ranged weapons or close combat ones. A Stormhawk Interceptor is a supersonic fighter – it can be dropped from orbit! – chances are, it will be flying well out of power klaw range. But how does this background information on a unit manifest as rules on the battlefield and how can Ben find them? The answer is datasheets. Every unit has a datasheet, which can be found in one of the five Index books and, in the future, codex books for each faction. For Ben to know how his Stormhawk Interceptor works, he will need to read the unit-specific rules found on the Stormhawk's datasheet...

DAMAGE!

Some weapons now deal multiple points' worth of damage, which is inflicted after armour saves and/or invulnerable saves are taken. If you fail an armour save to a weapon that causes three damage, for example, your model loses three wounds!

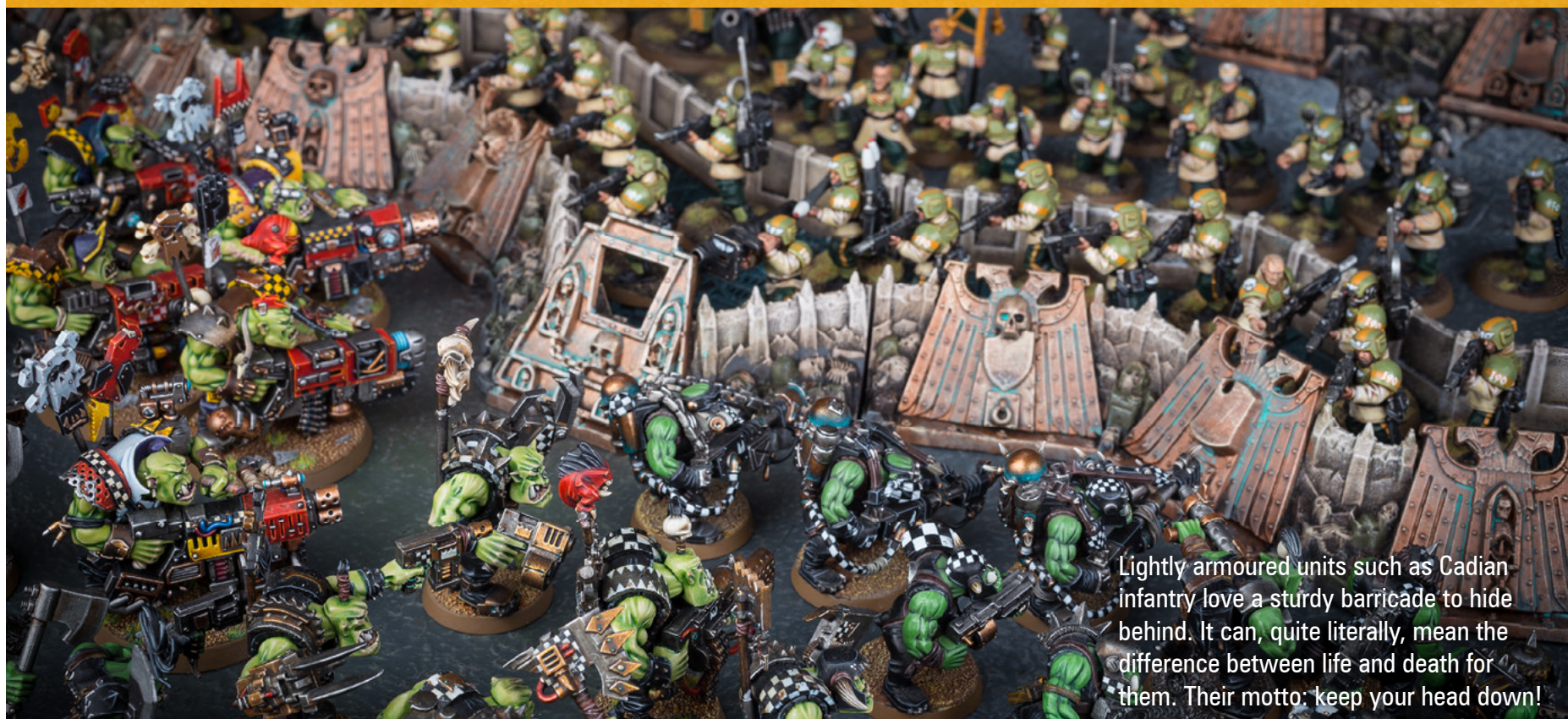
Wounds don't carry over to another model in the unit, though, so if you fire a fusion blaster at a horde of Grotz and cause six damage, it will only kill one unfortunate Grot. It just kills that Grot a lot! Our advice is to think carefully before firing weapons that cause multiple points of damage at models with only one wound on their profile – you may be wasting your shots!



TAKE COVER!

Craters, ruined manufactorums, hastily erected barricades – all of these can save the lives of your troopers. In the core rules, cover works really simply – if the whole unit's in it, add 1 to the unit's saving throws against shooting attacks. The benefit of this is huge as it can negate the effects of a weapon's AP, or at least

reduce the modifier to your unit's armour save. The downside is that, while it's tempting to keep units in cover to make the most of this bonus (also known as cowering...), it can make it hard to take objectives. The trick is figuring out how to protect your units while remaining mobile, such as using transport vehicles.



Lightly armoured units such as Cadian infantry love a sturdy barricade to hide behind. It can, quite literally, mean the difference between life and death for them. Their motto: keep your head down!

DATASHEETS AND UNIT SPECIAL RULES

DATASHEETS

Every unit has a datasheet that includes its profiles, special rules and abilities. This means that between your datasheets and the core rules, you should be able to find pretty much all the rules you need without an extensive rules hunt. Everything is easier to find, but the complexity and depth of the game hasn't been compromised.

SPECIAL RULES

Abilities that are specific to a unit are written out in full on its datasheet. This has helped ensure the core rules are kept streamlined while making relevant rules easy to find – if you want to know how a Heldrake works, you look at its datasheet in Index: Chaos. Going back to Ben's earlier query about the Stormhawk Interceptor, when he opened the

ADVANCE!

A big change to the rules is that every model now has its own movement characteristic – a nimble Howling Banshee moves twice as fast as a lumbering Ork Nob in Mega Armour, for example. But all units can also Advance if they need to move that little bit faster. They won't be able to shoot or charge, but it could help you secure a valuable objective. But wait, what's that, you can Advance and fire assault weapons? Hmmm, interesting...




Index: Imperium 1 book to the right page, he soon found the rules he was after. The model is Airborne (see below), Supersonic and it is Hard to Hit, all of which answer Ben's questions about shooting and fighting with the Stormhawk.

Chaos Heldrakes, on the other hand (or claw), do not have the same rules as the Stormhawk Interceptor. According to the Heldrake's datasheet, it is not Airborne, Supersonic or Hard to Hit. "Now wait a minute," we hear all you Chaos fans cry, "surely that's not fair!" At initial inspection, perhaps not, but being Supersonic comes at a price – a Stormhawk may be able to tear across the sky like a meteor, but it's not so hot when it comes to manoeuvring. The Heldrake has no such troubles, it can turn on a wing tip.

GENERALS, READ YOUR DATASHEETS

Datasheets are the key to understanding how your units work and how to get the most out of them. If you know your datasheets inside-out, you should be able to field your army successfully in any situation.

Continuing our example of the Stormhawk Interceptor, we thought we'd take a closer look at its datasheet. The first thing to note is that there are a few asterisks on its profile indicating variable statistics – this is a common feature to many larger vehicles. The more damaged the Stormhawk becomes, the slower it moves, the worse its accuracy becomes and the fewer attacks it has in close combat (representing its compromised structural integrity in a ramming situation). This may seem bad, but remember that your opponent will have to fire a lot of shots (or get several very lucky ones) at the Stormhawk to reduce its effectiveness. It's also worth noting that the Stormhawk must move each turn – it's move characteristic is between 20" and 60" when fully operational. Like a shark, it must keep moving or it will die! Then again, if you Advance the Stormhawk, it can rocket up to 80" across the battlefield. No one is safe.



9
POWER

STORMHAWK INTERCEPTOR

NAME

M

WS

BS

S

T

W

A

Ld

Sv

Stormhawk Interceptor

*6+*6710*83+

A Stormhawk Interceptor is a single model equipped with two assault cannons, two heavy bolters and an Icarus stormcannon.

WEAPON

RANGE

TYPE

S

AP

D

ABILITIES

Assault cannon

24"

Heavy 6

6

-1

1

-

Heavy bolter

36"

Heavy 3

5

-1

1

-

Icarus stormcannon

48"

Heavy 3

7

-1

2

Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.

Las-talon

24"

Heavy 2

9

-3

D6

-

Skyhammer missile launcher

60"

Heavy 3

7

-1

D3

Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.

Typhoon missile launcher

When attacking with this weapon, choose one of the profiles below.

- Frag missile

48"

Heavy 2D6

4

0

1

-

- Krak missile

48"

Heavy 2

8

-2

D6

-

WARGEAR OPTIONS

• This model may replace its two heavy bolters with a skyhammer missile launcher or a typhoon missile launcher.

• This model may replace its Icarus stormcannon with a las-talon.

ABILITIES

Airborne:

This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

Crash and Burn:

If this model is reduced to 0 wounds, roll a D6 before removing the model from the battlefield: on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds.

Infernum Halo-launcher:

You can re-roll save rolls of 1 for this model.

Supersonic:

Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase – do not roll a dice.

Hard to Hit:

Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Interceptor:

You can add 1 to hit rolls for this model when targeting an enemy in the Shooting phase that can FLY.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

VEHICLE, FLY, STORMHAWK INTERCEPTOR

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W

M

BS

A

6-10+

20-60"

3+

3

3-5

20-40"

4+

D3

1-2

20-25"

5+

1



The Stormhawk Interceptor would rather be engaging the enemy at range than in combat, its guns more than capable of killing most enemy aircraft. The Chaos Helderake, however, excels in close combat and becomes even better when fighting a flying unit. Good luck, Stormhawk.



Similarly, being Airborne means that the Stormhawk cannot attack another unit (unless it can also Fly) in combat. The Helderake can fight anything it can reach, and it's terrifyingly good at it. The Helderake also has the Daemonic and Infernal Regeneration abilities, which means it's not going to die easily. Suddenly not being Hard to Hit doesn't seem so bad...

ARMY SPECIAL RULES

Some special rules, such as the Canticles of the Omnissiah ability used by the armies of the Adeptus Mechanicus, are universal to that army and so are presented at the start of that faction's army list in the relevant Index book. It is a wise general who checks out their army's special abilities before a game, because they are likely to have a profound effect on the game – just see our Battle Report later in the issue for examples.

AURA ABILITIES

Then there are aura abilities. Put simply, they are abilities that affect certain models within a given range of a character, normally 6". Some auras affect all units nearby – the Aeldari Autarch's ability The Path of Command enables all friendly units within 6" of the Autarch to re-roll hit rolls of 1. The Astra Militarum Voice of Command ability, however, only affects one infantry unit within 6". That seems like a weakness for the Guardsmen until you realise

that vox operators can boost the range of that ability to 18". And Astra Militarum armies often have multiple commanders on the battlefield, too, all of them issuing orders. It pays to figure out what aura (or even auras, plural) work best for your army on the battlefield.

COMBINING YOUR SPECIAL RULES

What we've learnt when playing our games is that knowing what your units do is absolutely key to securing victory. In A Tale of Four Warlords ([here](#)), James was saddened to find out that his Leman Russ Battle Tank appeared to be a lot less effective on the move due to it mounting so many heavy weapons (remember, we talked about that earlier?). Then he read the Grinding Advance rule on the tank's datasheet and found that the accuracy of the turret gun – the battle cannon – is not affected by the tank moving. This, of course, he was very pleased about and used it to great effect to pulverise Dan's Raptors. But then he delved even deeper into the rules – had James also built a Tank Commander for his army, he could have issued the tank order Gunners, Kill on Sight, enabling the Leman Russ to re-roll 1s to hit with its shooting, even while on the move. The learning point here is not just to read a unit's special rules on its datasheet, but to figure out how that unit's rules affect, and are affected by, the units around it.

EYES IN THE BACK OF MY HEAD, MATE...

In the past, sponsons and hull-mounted weapons on vehicles were restricted to fire-arcs. Well, no longer. In the heat of battle, vehicles are always on the move, turning and pivoting to get the best angle for a shot. It's important to remember this, not only as the person using the unit, but as the person on the receiving end – it's easy to forget that a plane can now shoot behind itself!



TACTICA IMPERIALIS

BUILDING AN ARMY

So you've read the core rules and you've looked over the datasheets for the units in your collection; now you need to build an army. But assembling an army for a game of Warhammer 40,000 depends on what type of battle you want to fight. The Warhammer 40,000 rulebook now offers three ways to play – open play, narrative play and matched play.

DIFFERENT WAYS TO PLAY

In open play games, creating an army is simple – you and your opponent pick the models you want to use from your collections, set them up on the battlefield and play a game. This is perfect if you're new to the game and want to learn more about the rules. Narrative play games are based around stories, heroic actions and historical battles. Like open play battles, you can use any of your miniatures in a narrative game, but the story behind a narrative mission should go some way to informing the type and size of armies you and your opponent are fielding. The important thing to remember is that the armies do not need to be balanced in size or power – the narrative missions in the rulebook are designed to have an attacker and a defender

FORMATIONS

In the previous edition of the game, formations were a big part of creating an army. While those formations no longer exist per-se, you can recreate them using the detachments presented in the rulebook (you'll even be rewarded with Command Points if you fulfil all the detachment's minimum requirements. You could, for example, create a Space Marines demi-company or an Imperial Guard Platoon, which is exactly what Matt Hutson has done with his Steel Legion army, shown below.



and unique rules to ensure that both players have a good game.

Matched play games focus more closely on scenarios where both players use armies of an agreed size. This is done by writing an army list, which is an easy way to balance your forces for a battle. There are two ways you can do this – using power ratings (which can be found in the top left corner of each datasheet) or points values (found at the back of the relevant Index book or codex). For casual games between friends, power ratings enable you to get your models on the table quickly without worrying overly about what wargear and weapons each model has, while using points values to balance your forces takes into account every gloom prism, husk blade and killsaw. Both are great ways to create an army list, it's entirely up to you which you prefer.

FORGING AN ARMY

One benefit that we've found when picking an army is that you can make use of the Battle-forged Armies section of the rulebook. A Battle-forged army represents a force at the apex of its power – it's organised, well led and well suited to the mission. The advantage of



Matt's Steel Legion force arrayed for war. Not only is Matt's army based around a particular planet's regiments – the Steel Legion of Armageddon – it is also Battle-forged.

having a Battle-forged army is that it rewards you with Command Points – the more detachments you can create from those presented in the rulebook, the more Command Points you get. Similarly, if you can create a Battalion or Brigade Detachment, you will get more Command Points than if you fielded a smaller Patrol Detachment. Below you can see Matt Hutson's Steel Legion army, which he's painted over the last few years. He started the army during the previous edition of the rules, so his units were organised into platoons. Platoons are no longer a requirement for Astra Militarum armies but Matt still organises his force that way – it's a cool part of his army's background and he might get a few Command Points for doing it, too.

COMMAND POINTS

But what do Command Points do? Well, they give you access to Stratagems that you can use in your game. Some Stratagems are as simple as a re-roll of a dice, while others can bring down orbital bombardments. In most mid-sized games you'll find you have around six to 10 Command Points to spend throughout the battle if your army is Battle-forged. The trick is knowing when to use them. In last month's Battle Report, Robin Cruddace repeatedly rolled 1s for damage when firing his lascannons. With Command Re-rolls, he turned most of them into 5s and 6s. Dan, who he was playing against, used his Command Points to bring reinforcements in on Robin's flank. We reckon making an army Battle-forged to gain a few Command Points is well worth the effort.



THE HEROES OF ARMAGEDDON

Matt's army is led by Commissar Yarrick as the compulsory HQ choice needed to field a Patrol Detachment. If Matt had a second HQ – say, a Company Commander – he could field a Battalion Detachment, thereby gaining three extra Command Points. He does have two Platoon Commanders (they're Elites choices), though. Maybe he should give one a promotion...



TACTICA IMPERIALIS

TIPS AND TACTICS FROM THE GAMES DESIGNERS

Having looked at the rules, datasheets, unit abilities and army-building, we thought it would be fun to ask the games designers what tactics they've been developing for their own Warhammer 40,000 armies. Here are a few of our favourite suggestions.

Andy Clark: Always remember that any weapon can potentially damage any target and that weight of fire can bring down even the toughest foe. Forget everything you know about tanks and war engines being immune to small arms fire – enough lucky hits on exposed crewmen, fuel-lines, weapons sensors and the like will bring even the mightiest vehicle to a grinding halt or even blow it sky-high in a raging fireball. If you need to cause just one more wound to reduce a tank or monster's effectiveness, use everything you've got to do it!

Robin Cruddace: Command Points and stratagems can make a real difference in your battles. A command re-roll at just the right time can make the difference between scratching the paintwork on an enemy battle tank and blowing it to smithereens. An insanely brave squad in the dying moments of your

FEEL THE BURN

Nick Horth: Supercharging plasma weaponry adds extra strength and armour-piercing capability to your ranged attacks. This is good! It can also lead to the wielder bursting into flames on a roll of 1. This is bad. However, if you position a character near your plasma troops that provides the ability to re-roll hit rolls of 1, such as a Space Marine Captain, you can reduce the chance of self-inflicted fatalities. So bolstered, a squad of Hellblasters can turn even the most formidable enemy vehicle into a sizzling pool of molten metal.



battle can make the difference between ignominious defeat as the unit flees the battlefield or glorious victory as it stoically holds its ground to secure that vital objective. Knowing just when to use your Command Points, and when to save them for later, is a skill that will come with practice, but if you find that you never seem to have enough, I suggest looking at taking different types of detachments to see whether you can boost the total number of Command Points you have with a slight change of army composition; Troops-heavy detachments such as Battalions offer you far more Command Points to use than more specialised detachments like Spearheads or Outriders. On another note, taking several characters in your army can also be really beneficial, as they often enable you to make re-rolls, too. Just don't take too many or you'll have too many chiefs and not enough warriors to obey them!

Simon Grant: Make the most of the synergies available to your army. Many characters have abilities that provide an augmentative effect to nearby units that share their Faction keyword.

FLY, MY PRETTIES!

Phil Kelly: I've found units that have the Fly keyword to be very useful, especially when playing with my Tyranid army – Hive Fleet Jormungandr.

This is not just for their ability to close with the enemy and charge in quickly – an extremely valuable asset to a close assault army in itself – but for the ability to withdraw from combat in my ensuing movement phase. Any unit can do this, but flying units can shoot if they Fall Back in that phase as well. I've found it's a great tactic to fly in fast, tie up a shooty enemy unit in combat then, in the next turn, bail from combat and allow the heavy-hitting but slower-moving Tyranids to attack that unit instead. The first wave of flyers can then flap off in search of new victims. Or claim objectives if I need them to devour places instead of people!



The presence of a Captain and a Lieutenant near these Intercessors and Hellblasters can turn their already formidable firepower into a torrent of destruction. It might also stop the plasma incinerators exploding when they're supercharged, which the Hellblasters will no doubt be pleased about.



We took great pains when writing the rules to make these abilities compatible with each other. For example, the abilities of a Space Marine Captain and a Lieutenant combine to enable you to re-roll hit rolls of 1 (from the Captain) and wound rolls of 1 (from the Lieutenant) for eligible units within 6" of both of them. Given the accuracy of Space Marines and the general quality and destructiveness of their wargear, these seemingly small advantages can be brutally effective in combination with one another.

Alex Tuxford: Pistols are great! Models can now fire pistols while locked in combat, but it's worth noting that this can still only be done during your turn. One trick is to bait your opponent into charging your pistol-wielding unit. You can use your pistols to fire overwatch at the chargers – then, if your unit can hold out against the attackers for one turn, you can fire your pistols during your shooting phase in addition to using melee attacks during the fight phase. Plasma pistols have become particularly good now.

James Gallagher: I completely agree with Alex on that – I was playing a game against Simon, who had a couple of plasma pistols in one of his Space Wolves squads and used them to kill a Daemon Prince that they were in combat with. Because they killed the Daemon Prince in the shooting phase, they were then able to charge a

nearby unit of Cultists in the subsequent charge phase. Quite the reversal of fortune!

Another rule that took me a while to remember is that all units can split their fire. So you can fire your unit's bolters at enemy infantry while their lascannon-wielding squad-mate targets a tank. This means you can tool up a unit to do multiple different jobs simultaneously rather than feeling like your regular troops are going to be useless if you want to fire your anti-tank weapon at a vehicle. Of course, even the humble bolter can hurt a vehicle in the new rules, but that's clearly a less than optimal use for it when it could be blasting apart infantry.

Andy: Flamers – and any other weapon that sprays dangerous substances in which your enemies would rather not be doused – are fantastic. With their ability to hit automatically, multiple times, they're a great defence against charging enemies, a useful tool for scouring the foe from dense terrain or barricades, and in large numbers they can even make up for an Ork's terrible ballistic skill – they are the cross-eyed marksman's best friend. Suffice it to say, my Burna Boyz will be taking to the battlefield with greater regularity than ever before. I'm also going to equip lots of my Word Bearers units with them because not only are the automatic hits a good thing but the notion of incinerating Imperial shrines, scriptures and mewling priests has a definite appeal to it. ☠

TACTICS FROM THE FRONT LINE

Over the last few pages we've presented a whole load of useful tips and tricks on how to get the most out of your armies and their special abilities. Of course, you'll all be getting to grips with the new rules for Warhammer 40,000 now, too, so if you've discovered some tactics of your own then why not get in touch and let us know about them on the Warhammer 40,000 Facebook page. Simply type 'Warhammer 40,000' into your Facebook search bar and you'll find it easily enough.

DA TALE OF BADRUKK'S LOOT

Long ago, the legendary Ork Freebooter Kaptin Badrukk stashed a treasure of unsurpassed value on the human world of Pathon. Since he hid the loot, Pathon has become the T'au Empire colony of P'thun – which intends to resist the greenskin interlopers at all costs.

Once nothing but a somewhat remote Imperial frontier world, Pathon was once the scene of a great battle between the Astra Militarum and the forces of Kaptin Badrukk, Ork Freebooter extraordinaire. In the aftermath, the greenskin pirate stashed his loot and left for new fights, leaving a shattered shell of a world – ripe for annexation by the ever-expanding T'au Empire.

On the now-colony world P'thun, with a garrison of Fire caste from Vior'la, the Earth caste have made great headway tearing down Imperial ruins and clearing aside masses of battlefield debris, paving the way for the new colony. But trouble looms large on the horizon as a ramshackle horde of Ork vehicles thunders toward the T'au perimeters. Momentarily caught off guard, the Fire caste rally and man the defences against the invaders.



Peering down his gitfinda, Badrukk swore loudly through his mass of gold-plated teeth. Zoggin' T'au! Since he'd been here last, since he'd stashed his loot, the blue gitz had clearly turfed the humies out – and whilst he wasn't especially looking for a scrap today, he wasn't going to turn down one with the T'au. The gitz, for all their flash dakka, were dead thick – it was clear as day to Badrukk that if the snotty blue gitz knew what they were sitting on, they'd be mounting a more impressive defence than this...

There was, of course, a snag in the plan. Badrukk had many plans and plots in motion, and could hardly be expected to remember all the fine details. That was what grots were for, but the lucky powder grot he'd told to remember where he'd stashed his loot on this world had proved not so lucky – having come up second best against a gnasher squig in the fighting pits. Badrukk, however, wasn't stupid and had drawn a map – with a few decoy locations on it to confuse any idiot who thought they would be kunnin' by nickin' the map off him. You'd have to travel a long distance to find an ork as kunnin' as the good kaptin, and he kept it that way by being 'arder than a squiggoth with a tooth-ache.

"So where is it, kaptin?" asked one of his cronies.

"Over dere!" bellowed Badrukk. "Get a zoggin' shift on! And don't waste time krumpin' dem weedy blue gitz! We just need to grabs da loot and get the zog out of 'ere!"



THE SCENARIO AND THE DEPLOYMENT

Following a relaxed game of the new Warhammer 40,000 last month, White Dwarf writer Dan Harden and Citadel designer Matt Holland concocted the idea for a narrative game between Dan's Orks and Matt's T'au. Dan, eager to take Badrukk, his Flash Gitz and his Gorkanaut back to the gaming table, set to work spinning a tale of Badrukk hiding his loot on an Imperial world, only to come back and find it in the hands of the T'au Empire – and to compound matters, Badrukk doesn't exactly remember where he hid it...

The mission is quite simple – there are five objectives on the map, each with a chance of containing the loot, and each is on the far side of the T'au defence line. If Dan manages to get

an Ork infantry unit within 3" of a loot counter, with no T'au units nearby, they can search it at the end of their turn – on a 6+ they discover the loot and must haul it off to the nearest board edge. But as they search each objective, the rolls gets easier – to 5+ for the second, 4+ for the third, and so on, until the last one, which is certain to be Badrukk's loot if Dan hasn't found it by that point.

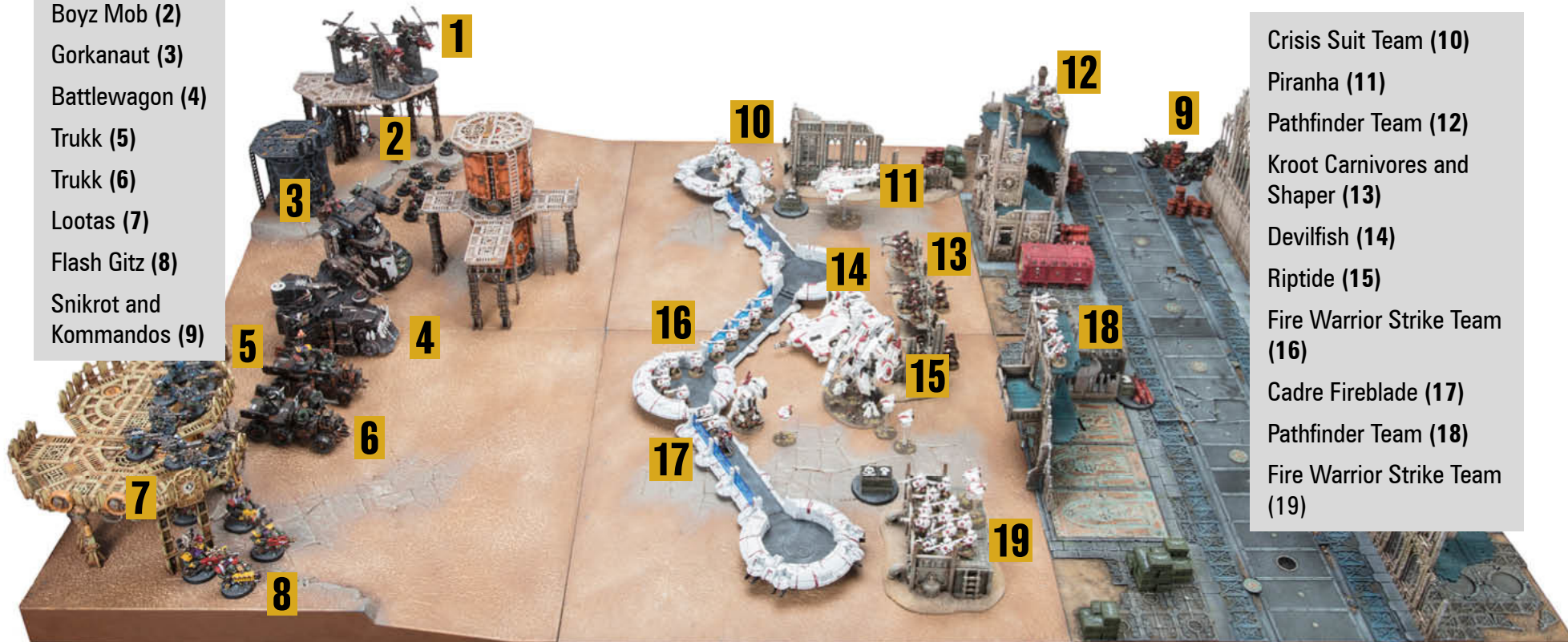
With this in mind, Dan set up most of his army inside transport vehicles – apart from a Kommando mob hidden in the north-east corner of the board. Much of Matt's force was deployed along the centre of the table, behind a Tidewall Defence Line – with a Riptide and Ghostkeel as reinforcements that'd appear in battle round 2.

FORGING A NARRATIVE

The key to Narrative Play is that it's all about telling a brilliant story on the tabletop. While Narrative Play can require a little bit of a run-up to prepare a game for, such as creating bespoke rules and victory conditions – like the ones Dan concocted for this game – it can be just as easy as adapting an Echoes of War mission from the Warhammer 40,000 rulebook. Why not give it a go for your next game?

Deployment

- Deffkoptas (1)
- Boyz Mob (2)
- Gorkanaut (3)
- Battlewagon (4)
- Trukk (5)
- Trukk (6)
- Lootas (7)
- Flash Gitz (8)
- Snikrot and Kommandos (9)





DAN HARDEN

For such an eloquent and well-read chap, Dan loves his Orks. A fan of casual and relaxed gaming, Dan takes to narrative gaming like a squig to gnashin' faces – he loves it. Whilst Dan has his own T'au Cadre, he was eager to kick some weedy gitz in with big, orky hobnail boots this time around.

Dan: Most of my Ork collection is Goff Orks, so that's mostly what my army is! The game me and Matt had in mind would obviously need Kaptin Badrukk, and if you're taking him, you'd be mad not to take a contingent of Flash Gitz and other piratical ne'er-do-wells – so that informed a lot of the other choices in my army, too.

There is one unit in particular I really wanted to take for this game – the Gorkanaut. I love it to bits – it's big and stompy and great fun to use in games – and it's sad you don't see them on the table more often! I also want to give the Lootas another go, as they have performed erratically in my games so far and I want to see if they can prove themselves against Matt's T'au.

The game plan is simple – make a dash for the loot, krump anything that gets in my way! But I'm being dead sneaky, and have a unit of Kommandos and Snikrot hiding around the back – they may prove to be my ace in the hole, or they may just get blown up by massed gunfire. We'll have to see!

DA KAPTIN'S KREW

HQ		Dedicated	
Kaptin Badrukk	5	Transports	
Zaglaw – Big Mek	5	Rustbukkit – Trukk	5
Boss Snikrot	4	Zogsaw – Trukk	5
Elites		Fast attack	
Sniklaw – Painboy	4	3 Deffkoptas	13
8 Kommandos	6	Heavy Support	
5 Nobz	11	Battlewagon	11
Fazhakka – Nob with Waaagh!		Gorkanaut	19
Banner	4	10 Lootas	12
		5 Flash Gitz	7
Troops		Total power level:	
Rok Boss's Boyz – 10 Boyz	5	126	
Krusha's Ladz – 10 Boyz	5	Command Points: 9	
Da Flash Mob – 10 Boyz	5		



MATT HOLLAND

Matt was in a unique position in this month's Battle Report, having to battle models he designed with models he also designed! A long-time T'au fan, Matt was interested in seeing how his beloved xenos would cope in the new Warhammer 40,000 – especially against Dan's Orks.

Matt: Choosing my army was pretty simple – it's everything I have painted! I can field a mix of stuff for T'au to cover all the aesthetics and tactics – like Kroot to keep any Ork assaults at bay and a Piranha to pick off any solitary characters.

The biggest threat I'm facing from Dan's army is the inevitable charge, so my battle plan is to pull back as the Orks bear down on my position and keep them at arms length – let the pulse rifles do the talking, so to speak. Hopefully I can channel the Orks into corridors of fire to whittle their numbers down before they make a charge.

I'm not that worried about Dan finding the loot – if anything, it'll be easier to defend one target instead of five! Should he find it, I can bring some really serious firepower to bear and smash Dan's transports so he can't get the loot off the table – Orks on foot aren't that quick, after all. The one thing I do fear, however, is the Gorkanaut – it's an absolute beast when it gets into close combat – so I have to stop it ever getting the chance! If it breaks my lines, it may be game over for me...

P'THUN DEFENCE CADRE

HQ		Carnivores	3
Commander	6	Dedicated	
Cadre Fireblade	2	Transports	
Elites		TY7 Devilfish	7
3 XV8 Crisis		Fast attack	
Battlesuits	11	5 Pathfinders	3
XV95 Ghostkeel		5 Pathfinders	3
Battlesuit	10	TX4 Piranha	4
XV104 Riptide		Fortifications	
Battlesuit	17	2 Tidewall	
XV104 Riptide		Droneports	10
Battlesuit	17	3 Tidewall	
Kroot Shaper	2	Shieldlines	15
Troops		Total power level:	
12 Fire Warriors		122	
(Strike Team)	6	Command Points: 9	
12 Fire Warriors			
(Strike Team)	6		
10 Kroot			

BATTLE REPORT

BATTLE ROUND 1: THEY CAME FROM OUT BEYOND THE DUNES

As the binary suns of P'thun rose overhead, Badrukk's krew stormed headlong out of the desert into the waiting T'au defenders. Bellowing and howling atop ramshackle vehicles, they surged forwards, unleashing a storm of enthusiastic (if not entirely accurate) gunfire – Rok Boss's Boyz and the accompanying Deffkopta squadron did little more than scuff the polymer coating of the T'au defence line, whilst the Loota mob stationed to the south opened fire as well. Filling the air with lead (and orky curses), they brought down a section of the Tidewall, a feat quickly matched by the lumbering Gorkanaut's rokket battery. The Fire Warrior Strike Team atop it, having already lost some of their number to the Flash Gitz' snazzguns, managed to vacate the central node before it crashed, only for more of the team to be crushed beneath the crude iron ram of the Battlewagon. A pair of survivors fell back to the lee of the nearby Devilfish.

WALL OF FIRE

A big part of Matt's force in this battle was his Tidewall Defence Network. Able to shift around, it provided handy mobile cover to Matt's army – as well as a literal roadblock to Dan's advance across the board. While Matt was expecting Dan's Orks to rip through the wall in close combat, he was almost as surprised as Dan when the Lootas and Gorkanaut managed to bring down great swathes of it, thanks to some very luck to hit rolls – helped by the sheer amount of shots both units can take.

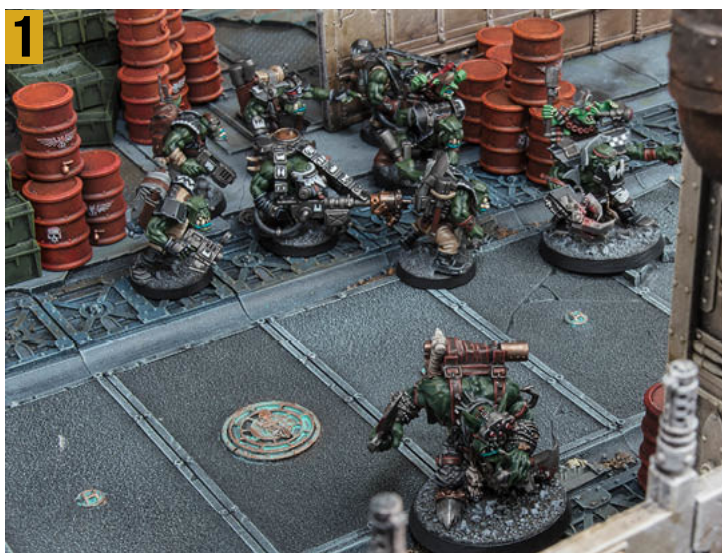


Having weathered the initial hammer blow of the Ork charge, the T'au forces fell back in orderly fashion to keep the Orks at a longarm's length. The initial T'au response was surprisingly ineffectual – pulse rifle rounds and missile volleys found their mark, but the brutish Orks shrugged off injuries, or shots blew off entirely intentional 'redundant systems'. However, the Crisis Suit Team proved their status as veteran warriors, effortlessly seeing off an assault by hollering Ork flyboyz on Deffkoptas, and – supported by the nearby Pathfinder Team – obliterating the orky flyers in a volley of concentrated firepower after disengaging.

The T'au, regarding the Battlewagon as the key threat, focused their fire upon the transport – but it weathered attacks from both the Riptide and the Piranha. The killing blow came from the T'au Commander, who brought the Battlewagon down with a stream of plasma.

Far behind enemy lines, the dread Ork infiltrator Snikrot leads a band of Kommandos to secure objectives from under the very noses of the T'au (1). Along the way, they spy a team of T'au Pathfinders serving as spotters for the greater force, and make haste to silence the T'au scouts permanently.

Yet the tables are soon turned, as the Kroot auxiliaries catch the Kommandos' scent and move to intercept them beyond the sight of their T'au allies.



2



Eager to be the first to secure an objective, the Deffkoptas charge in to shred the T'au Crisis Team (2). Despite the T'au's reputation for being easy pickings in the melee, the Crisis Suits hold their own. They subsequently

drop back, letting the nearby Pathfinder Team illuminate the Orks with markerlights. The hunters soon become the hunted, as the massed firepower of a T'au Crisis Suit Team obliterates the Deffkopta Squadron.



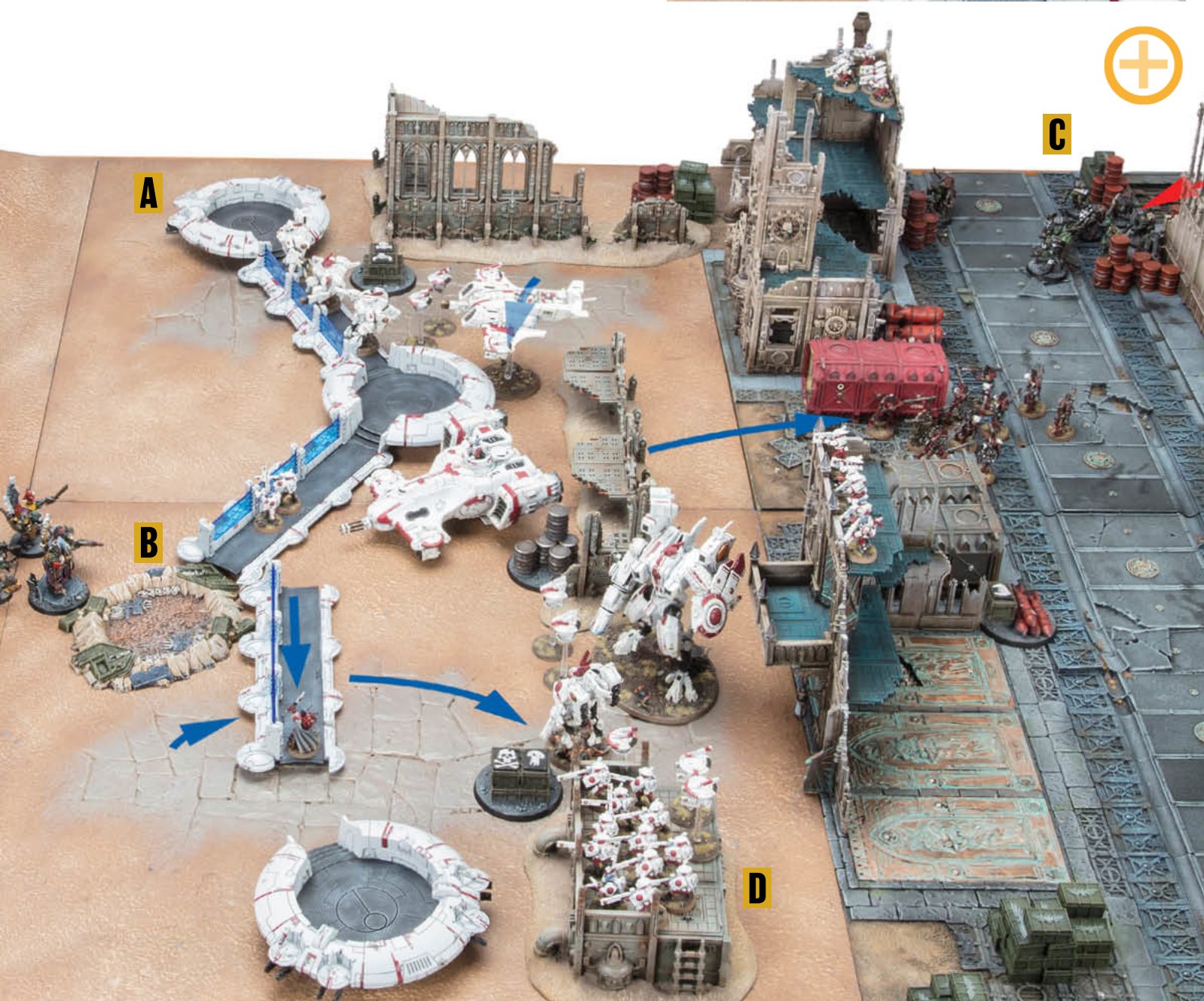


WHEELS OF STEEL

As Dan would eventually need to get at least some of his army off the table, he chose to mount the core of his force in Trukks and a Battlewagon. Not exactly the most sophisticated vehicles in the galaxy, they are covered in plenty of junk and scrap to deflect T'au gunfire. Dan intended to dive straight into the fray, have the mobs aboard grab the loot and then hightail it to the nearest board edge. The wheels came off that plan when they came off the Battlewagon...



No mere fortification, the T'au Tidewall (3) is a potent battlefield asset in its own right, able to move into position where it is needed. Sadly for the T'au, it isn't long before the Tidewall is blown apart by overwhelming Ork firepower. The Fire Warrior Strike Team stationed atop it mount a brave but doomed defence – those not already shredded by gunfire was crushed beneath the Ork hulk.



Oblivious to the Ork Kommandos hunting them, the Pathfinder Team (A) support the nearby Crisis Suit Team with their markerlights – adding five markerlights to the Deffkopta unit, making it an easy target for the Battlesuits' guns.

The Battlewagon (B), having hurled bucketloads of munitions at the Tidewall, charges the Fire Warrior Strike Team defending it and crushes most of them – only to be annihilated as half the T'au army opens fire on it. Fortunately for Dan, Badrukk (and most of the other passengers) makes it out of the wreck alive.

As the Kommandos and Snikrot sneak to nab the objectives **(C)**, Matt sends his Kroot kindred to harass them.

The second Fire Warrior Strike Team (D), anticipating the inevitable Ork advance on their position, decamp from the Droneport – which now seems in serious danger – onto the nearby ruins, providing them with an elevated firing position with plenty of fire lanes against the advancing greenskins.

BATTLE REPORT

BATTLE ROUND 2: HEROIC INTERVENTION

Despite the loss of the Battlewagon, the Ork advance was unhindered as the greenskins battered into and piled over the T'au Tidewall. The Lootas, happy to remain on their lofty perch, brought down the southern section of the Tidewall in a volley of gunfire. Slowly lumbering toward the T'au battleline, the Gorkanaut vaporised the remaining two Fire Warriors on the midsection of the Tidewall, before crashing into the barricade and destroying it.

Inspired by the rampage of this iron idol of Gork, Badrukk's band of Flash Gitz sought to bust heads and moved in to tear open the nearby Devilfish, vaulting over the remains of the Battlewagon and the Tidewall's central node.

Just as the Ork assault really started to bite into the T'au defences, two battlesuits in the livery of the Farsight Enclavess swept in to support the Vior'la T'au – almost as if they had been waiting for the right moment to appear. The rest of the T'au fell back again, hoping to negate the Orks' predilection for melee combat – but there was only so far the T'au defenders could go. The surviving Fire Warrior Strike Team, supported by the Fireblade, made use of their elevated position by pummelling the more intact-looking of the two Ork Trukks – tearing chunks of actually useful machinery off it.

The newly arrived Ghostkeel, its hot-blooded pilot burning to get into the fray, incinerated the mob of Kommandos with ease, before failing to pick off their erstwhile leader. Snikrot, surviving its attentions, was eager to hunt bigger game...



Despite the loss of the Battlewagon, the Ork advance continues apace, with the pair of Trukks steamrolling ahead into the badly depleted centre of the T'au defensive line (1).

Badrukk, incensed that he now has to walk (2), leads the Nobz into the heart of the battle. Firing Da Rippa at the Vior'la Riptide, Badrukk scores a lucky hit that is negated by the battlesuit's defensive drone, bravely sacrificing itself. Not wanting to receive the Kaptin's resulting ire, the Nobz head off to smash the Devilfish.



THROUGH BOLDNESS, VICTORY

Few units in Matt's army proved themselves as heroic as the Fireblade. Being a character, she never fled and eventually even managed to bludgeon several Orks to death in close combat – an impressive feat for most, but doubly so for the melee-shy T'au race. But her real value was boosting the firepower of the surviving Fire Warrior Strike Team to truly scary levels.





3 The Kommandos attack and carve the Kroot kindred into bloody chunks with their choppas (**3**), leaving none of the auxiliary troops still standing.

Snikrot, however, has spotted far more tempting prey (**4**), one of the T'au Pathfinder Teams. Creeping up with un-ork-like grace, he is soon among the T'au – the blue-skinned scouts are easy meat for Snikrot's blades. The Ork Kommando leaves one alive, to carry word to "all da uvver blue gits out dere."

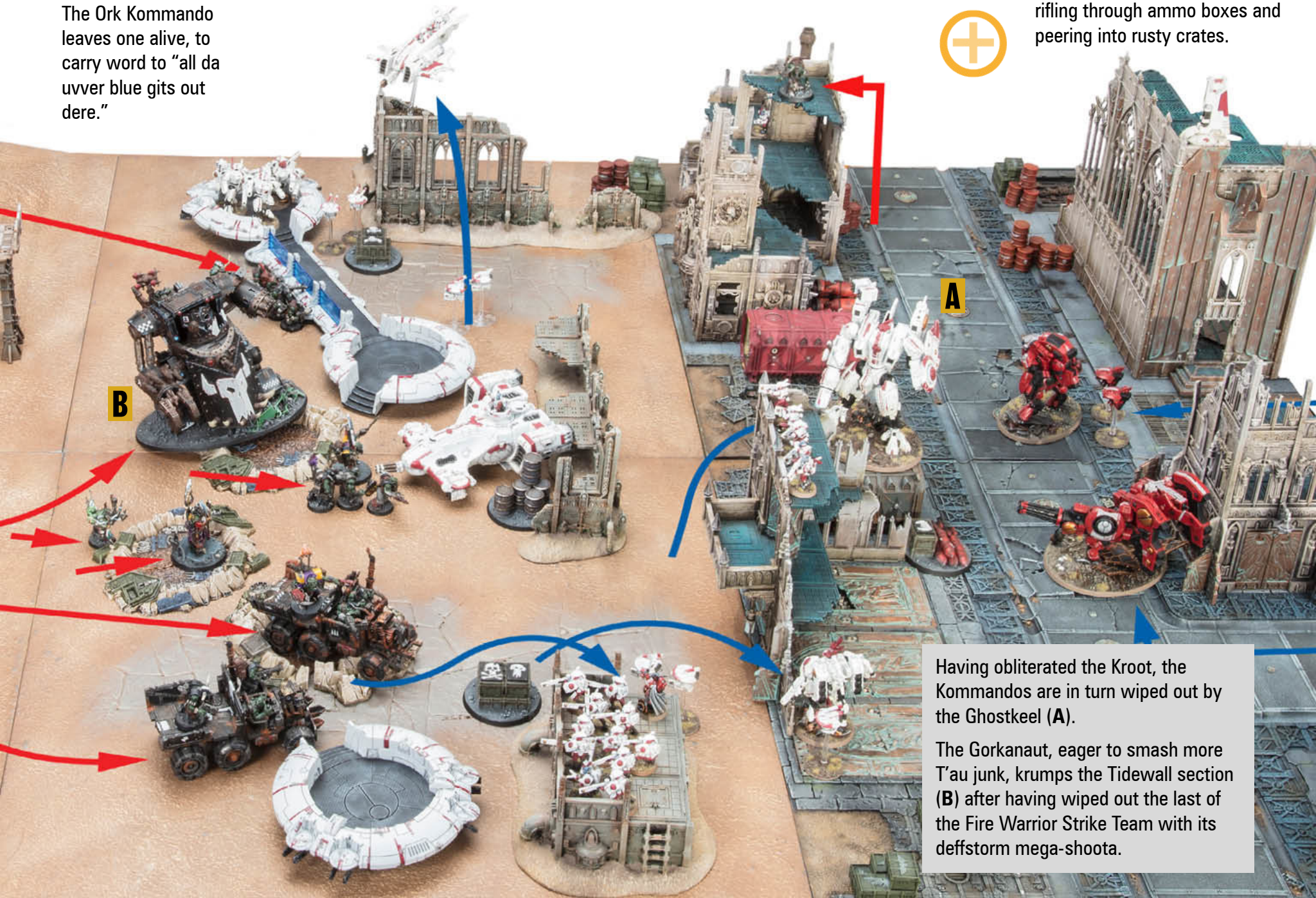


Just as the P'thun Defence Cadre seem utterly overwhelmed by the speed of the Ork assault, aid unlooked for appears in the form of a Farsight Enclaves Riptide and Ghostkeel on the eastern edge of the battlefield (**5**). The pair, veterans of dozens of encounters with the hated greenskins, move in to reinforce the T'au rear lines. The Ghostkeel, having witnessed the obliteration of the Kroot auxiliaries, unleashes its flamer on the Ork infiltrators, incinerating them all in a furious petrochemical blaze.



Reacting to the advance of Rok Boss's Boyz, the Crisis Team (**6**) pull back from the assault and leave another trio of Orks dead, holding the northern portion of the battlefield with little opposition – for the moment, at least...

Elsewhere on the battlefield, the orks seem oddly obsessed with getting their dirty claws on half-buried bundles of scrap, rifling through ammo boxes and peering into rusty crates.



A

Having obliterated the Kroot, the Kommandos are in turn wiped out by the Ghostkeel (**A**).

The Gorkanaut, eager to smash more T'au junk, krumps the Tidewall section (**B**) after having wiped out the last of the Fire Warrior Strike Team with its deffstorm mega-shoota.

BATTLE REPORT

BATTLE ROUND 3: LET'S GET KRUMPIN'!

Letting out a mighty roar, the Gorkanaut unleashed the fury of its guns – only to hit precisely nothing. Unperturbed by this, the pilot urged his mechanical mount onwards, smashing the Devilfish in front of him into scrap, to the cheers of the nearby Orks.

The Devilfish destroyed, the Nobz sought out fresh targets, their beady red eyes fixed on the pair of Riptides fighting at the edge of the ruined city. They weren't alone in their hunt for bigger game – on the edge of the Imperial ruins, Snikrot was intent on bringing down the Ghostkeel, stealthily advancing upon the battlesuit, trying to set up the perfect ambush to bring down the T'au war machine.

Nearby, the Flash Mob Nob, his eyes aflame with ambition as he spotted the T'au Commander, urged his boyz forward. This was a trophy sure to secure him fame and prestige.

THE POINTS OF COMMAND

As both armies were Battle-forged, they both had access to plenty of Command Points, and with these, Stratagems. Matt made heavy use of the Command Re-roll to ensure more of his shots found their targets. Dan, however, seemed unconcerned by the peaks and troughs of fortune with his Orks' shooting, and focused his mainly on Insane Bravery – double the cost of a re-roll, but it meant that Dan's units automatically passed their morale checks, so more units stuck around on the table.



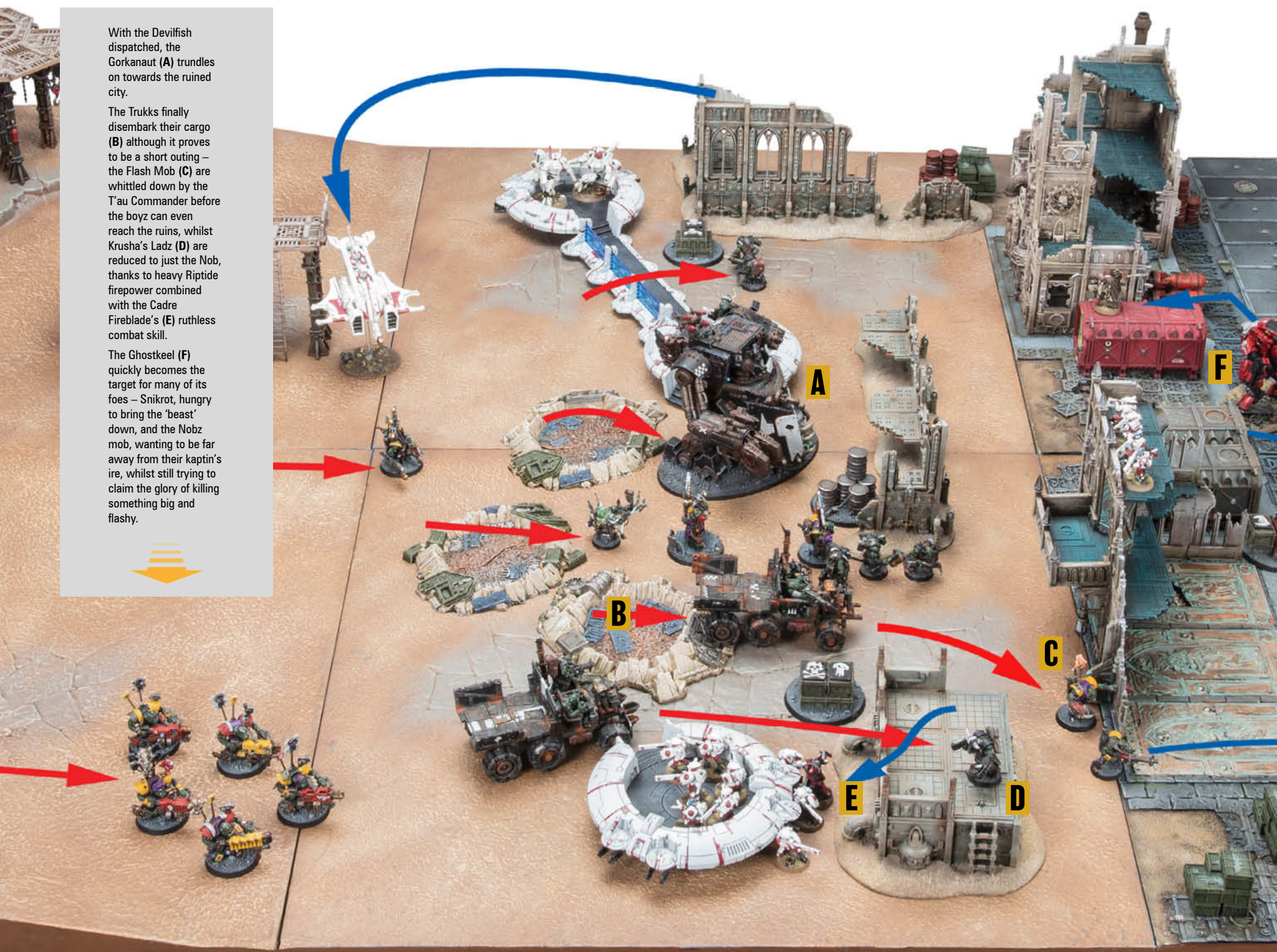
Sniffing out opportunity, Kaptin Badrukk cranked the power of Da Rippa as high as it would go, aimed it carefully at the Vior'la Riptide and blasted a hole into the huge T'au battlesuit – this one was his, this was his fight. With a bellow of celebration, Kaptin Badrukk exhorted his krew onwards to claim his loot.

With no T'au nearby, Rok Boss's Boyz surged forward to grab the nearest objective. Digging through the sand-covered supply cache, they found nothing of value – just some clapped-out shootas caked in rust and the remains of half-eaten squigs, long past worth finishing. Whilst not the sharpest of minds in Badrukk's krew, they knew this old rubbish wasn't the loot their boss wanted. For their boldness, however, Rok Boss's Boyz received a devastating volley of plasma fire from the nearby Crisis Suit Team, leaving just the Nob – Rok Boss himself – and his right-hand Ork standing to secure the next objective.

With the Devilfish dispatched, the Gorkanaut (A) trundles on towards the ruined city.

The Trukks finally disembark their cargo (B) although it proves to be a short outing – the Flash Mob (C) are whittled down by the T'au Commander before the boyz can even reach the ruins, whilst Krusha's Ladz (D) are reduced to just the Nob, thanks to heavy Riptide firepower combined with the Cadre Fireblade's (E) ruthless combat skill.

The Ghostkeel (F) quickly becomes the target for many of its foes – Snikrot, hungry to bring the 'beast' down, and the Nobz mob, wanting to be far away from their kaptin's ire, whilst still trying to claim the glory of killing something big and flashy.



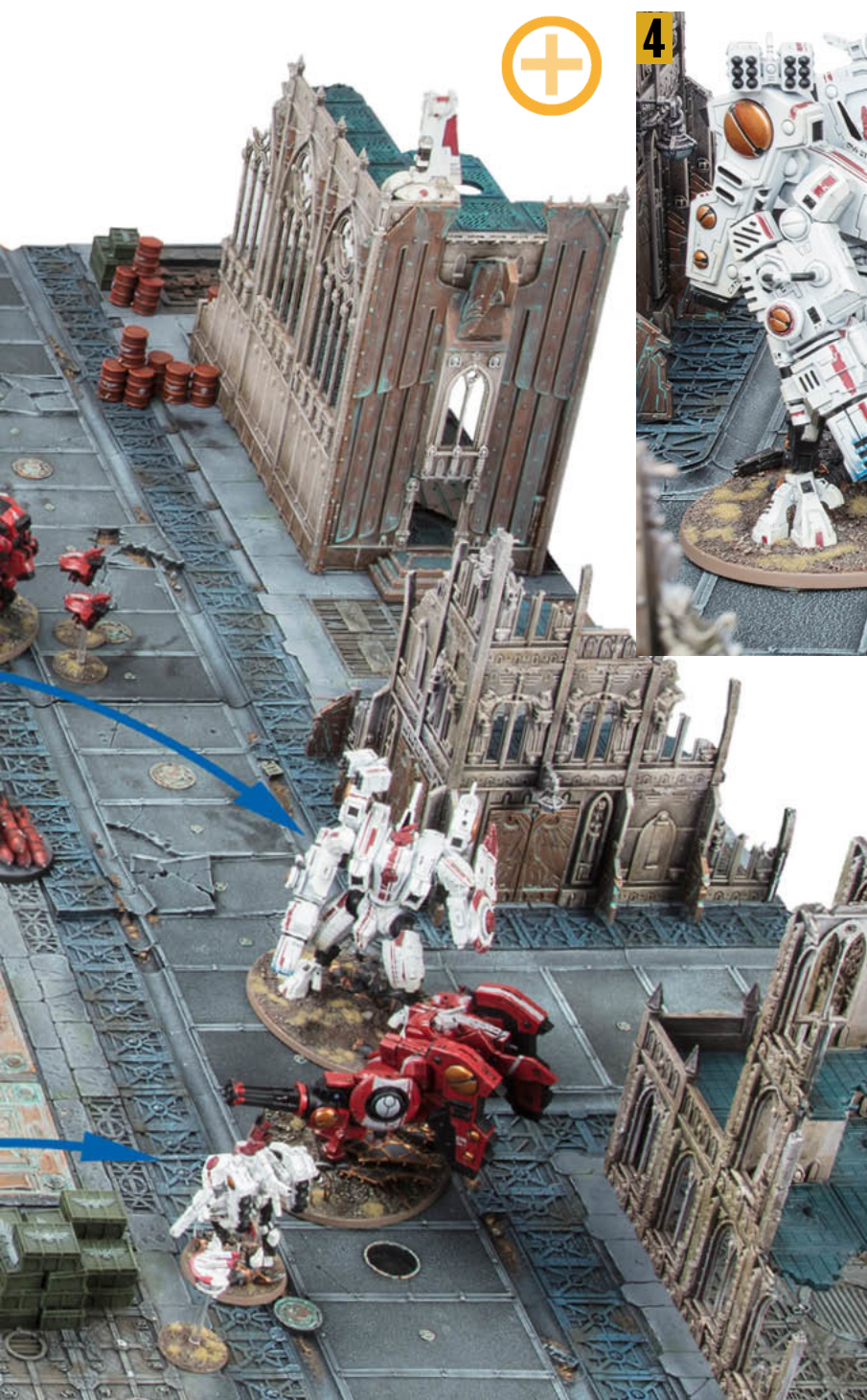


With its ammunition seemingly depleted, the Gorkanaut stomps in to crush the Devilfish in its mighty klaw (1) – showing the comparatively weedy Nobz just how it's done.

Driven by a crazed need to loot some 'blue git gubbinz', the Flash Mob Nob (2) leads his boyz in a charge to battle the Commander and Riptide. The T'au respond with overwhelming firepower, leaving only the Nob and one other Ork alive.



Eager to bash some heads, Krusha's Ladz weather a storm of pulse shots to get to grips with the surviving Fire Warrior Strike Team (3) atop the southern ruins. They manage to wet their choppas with a bit of T'au gore, but at the cost of the sheer indignity of one of their number being bested in close combat by the T'au Cadre Fireblade.



Closing the gap with the Fire Warriors, Krusha's Ladz have rather neglected the fact there is a pair of looming T'au battlesuits on the horizon (4). The Vior'la Riptide unleashes a punishing volley of smart missiles and a controlled burst from the ion accelerator, while the Farsight Riptide cuts through the survivors with its heavy burst cannon until only the Nob, the eponymous Krusha, is left standing. With their pursuers all but annihilated, the Fire Warrior Strike Team seeks the relative security of the nearby Tidewall Droneport.



The Piranha, hunting for fresh targets, intends to pick off the Big Mek straggling behind the rest of the Ork advance (5). The fusion blaster, despite its power, is negated by the Big Mek's kustom force field – showering the Big Mek in fat orange sparks but leaving him with nothing but a few scorch marks.

BATTLE REPORT

BATTLE ROUND 4: DA TREASURE REVEALED!

Snikrot, ready to bag the Ghostkeel and add another legendary kill to his name, burst from his hiding place in the northern ruins clutching a handful of stikkbombs. While the handmade explosives cracked the hull of the Ghostkeel, it was unperturbed by a lone, unarmoured Ork – and scorched Snikrot in a plume of white-hot flame. Sensing this particular hunt had come to an end, the Ork Kommando slunk off into the shadows to lick his wounds and find more manageable prey.

But the lone Ork was not the only greenskin eager to lay the Ghostkeel low – the Gorkanaut, catching sight of it, sought to engage the T'au war-engine. Routing all power to engines, it lumbered forward as quickly as it could, only to be hindered by the terrain in the centre of the battlefield. The Ghostkeel took aim with its fusion collider and dealt overwhelming damage to the Gorkanaut – star-hot power vaporising huge chunks of the Ork walker's hull. But it still stood. Sensing the Gorkanaut was near destruction, the Piranha swooped in from behind. While the Big Mek had proven to be a difficult target, the huge walker in its crippled state wasn't – and with one swift shot of the Piranha's fusion blaster, the menace of the Gorkanaut was ended.

Near the objective by the southern Droneport, Krusha, hardest (and last surviving) member of Krusha's Ladz, turned his beady gaze to the Fireblade – only to receive a pulse round right between said beady eyes. However, the southern objective was surrounded by greenskins, and Badrukk was among them. Kicking the crate open with one hob-nailed boot, Badrukk flashed a brief grin of triumph – he'd found his loot! All that remained was to get it off the battlefield. But as pragmatic as Badrukk was, he was still an Ork and he wasn't going to shirk from a scrap – especially not with some weedy T'au and all their flash!

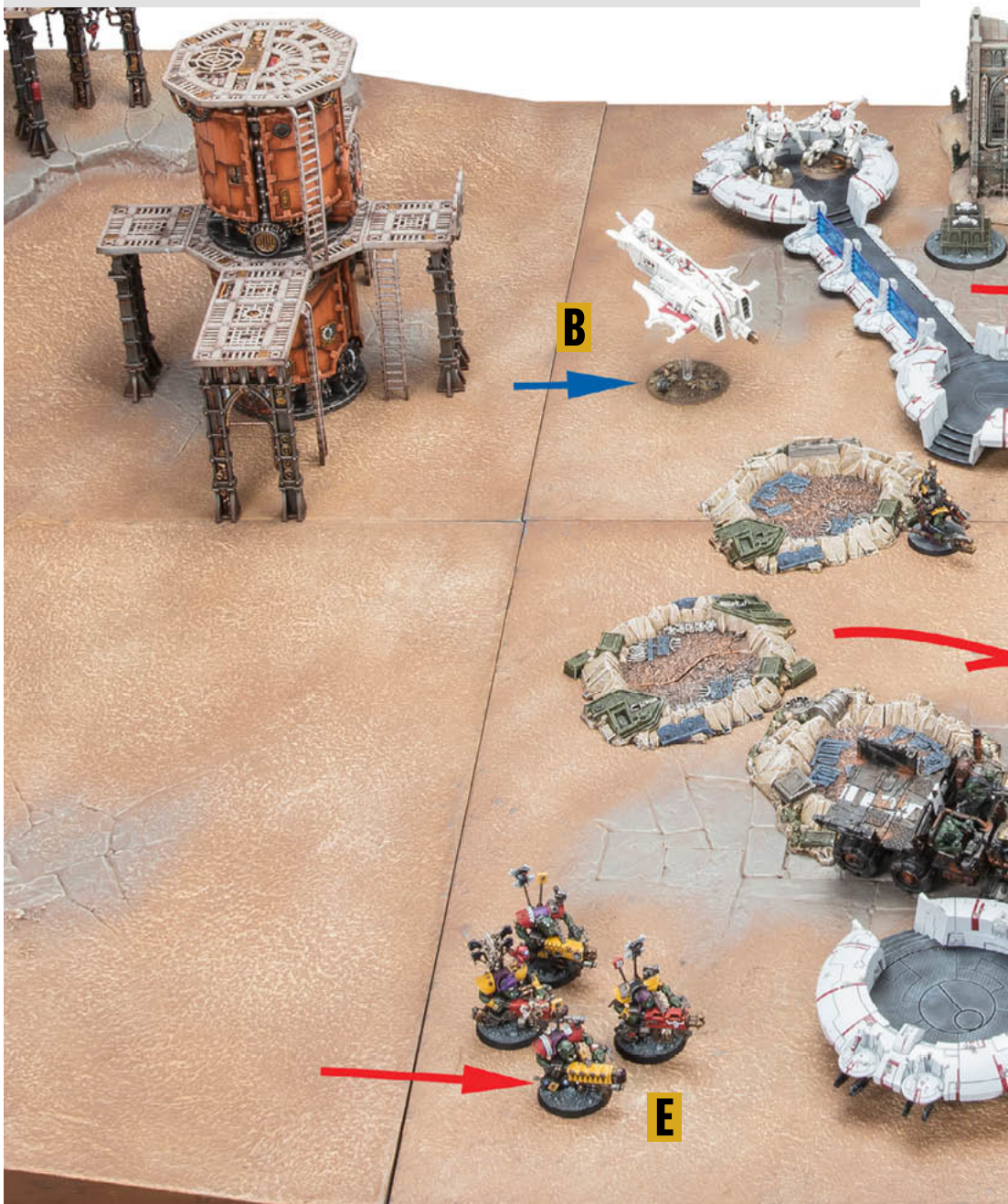
BOSS! WE'Z GETTIN' SHOT UP!

Despite managing to absolutely saturate the battlefield with gunfire, the Lootas didn't care for being on the receiving end of it – after three Lootas were picked off by the Farsight Enclaves Riptide, another two fled the battlefield. But the Lootas had already made their mark on the game – there were few T'au units on the battlefield that hadn't been riddled with shot.



AVAST, YA SCURVY BLUE GITZ!

The Flash Gitz had steadily pummelled the southern half of the T'au battle line for much of the game, slowly advancing to the southern objective. In the end, they managed to evaporate most of the last Fire Warrior Strike Team, leaving the mob in the perfect position to escort the loot off the table.



1



Swooping in to deny the Orks their prize, the Farsight Enclaves Riptide perches over the remains of the last Fire Warrior Strike Team (1) – firing up its nova reactor, it activates its nova shield to weather the inevitable storm of Ork gunfire. Almost as an afterthought, the cocky T’au pilot picks off three of the distant Ork Lootas, while his

fellow Riptide pummels Kaptin Badrukk with a volley of smart missiles – to no avail, as none of the missile wound him.

Having attempted to aid his fellow Riptide, the Vior’la Riptide moves to aid his commander as he is charged by the Flash Nob (2) – instead of falling back, the pair charge into the tiny Ork, determined to crush the nuisance.

2



The Gorkanaut is finally obliterated by a combination of the Ghostkeel’s fusion collider (A) and the Piranha’s fusion blaster (B). With that huge close combat threat removed from the middle of the board, Matt can now focus his overwhelming firepower on Dan’s transport units – or what is left of them.

The Farsight Enclaves Riptide (C) moves in to halt the advance of Dan’s Trukks, as well as get a clear line of sight on almost all of Dan’s army – picking off Lootas with a sniper’s precision. Until Dan can destroy it, the Riptide poses a serious obstacle to getting the loot off the board.

The T’au Commander and Riptide (D) charge the lone Ork Flash Nob, ready to give the greenskin barbarian a taste of his own medicine.

Dan’s Flash Gitz (E) show just how flash their guns are, wiping out the last of the Fire Warriors on the Droneport in a blaze of gunfire – thanks to their Gun-Crazy Showoffs special rule, they get an extra round of shooting.

BATTLE REPORT

BATTLE ROUND 5: VICTORY OR DEATH

With the loot revealed, Badrukk only had to get his bounty off of the table. The one thing that could stand in his way was the looming Farsight Enclaves Riptide, so Badrukk did what came naturally to him and opened fire with Da Rippa. His surviving hench-Ork followed suit, moderately damaging the battlesuit – but it weathered the storm of fire.

Sensing the Orks would escape with their prize, the T'au focused on destroying the last of their transports. With the Farsight Enclaves battlesuits tearing the Trukks apart, leaving just one barely functional Trukk left standing. The Flash Gitz, eager to secure a clear route, charged in to slay the Fireblade. Despite a spirited defence against the Flash Gitz, the Fireblade fell – potentially leaving the way open for the Orks to escape...

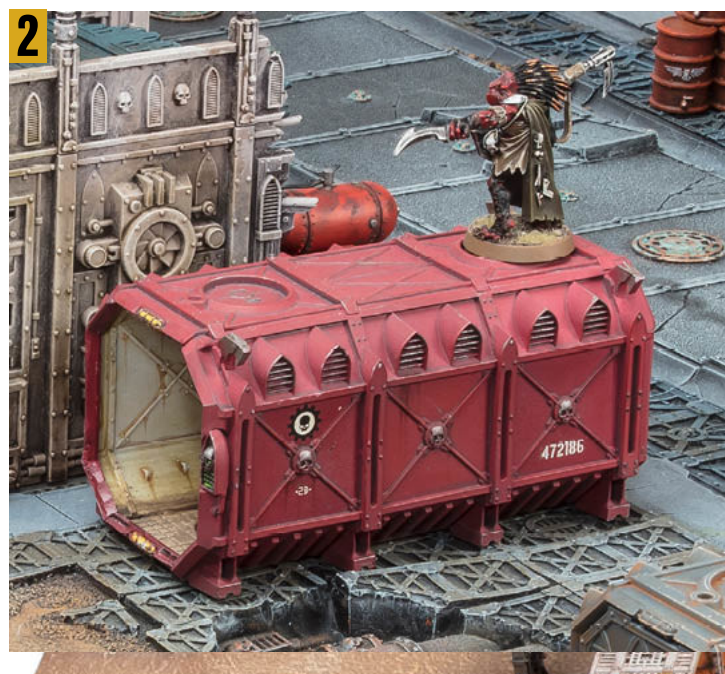
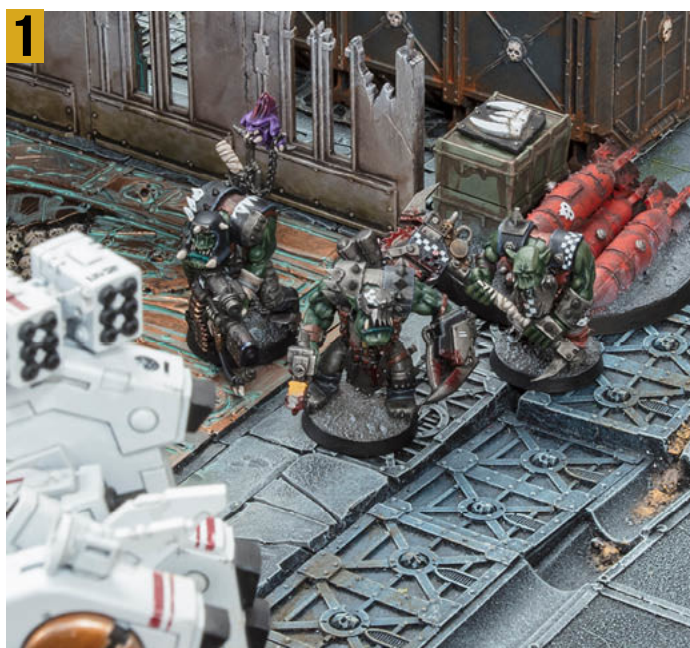


Sneaking out of the grimy alley between the containers and the ruins (1), the surviving Nobz advance upon the Vior'la Riptide, itching to claim a piece of the T'au techno-gubbinz for their own ineffable ends.

Spotting the Nob of Rok Boss's Boyz moving in to intercept him, the Kroot Shaper takes careful aim with his own rifle – but fails to kill the Ork (2). Despite his lofty perch, the Shaper is easily within the hulking Ork's reach, and in the resulting melee the Shaper's broken body is cast down into the dust. Vengeance is swift, however, as the nearby Crisis Suit Team picks the wounded Nob off.

Charging in for the kill, the Nobz are eager to carve chunks out of the Vior'la Riptide in the south of the Imperial ruins (3). Only at this late stage do the Nobz realise that attacking something that is two stories tall on foot may not be the wisest idea. Unable to gain purchase on the huge machine, the Nobz back off, only for all bar one of their number to be picked off from behind by the Ghostkeel, the reducing the Orks to wisps of foul-smelling vapour.

Despite the setback, the Flash Nob and surviving Nob are eager to close in for the kill. As they try to close the gap, the final member of Badrukk's Nob krew is flattened by the Vior'la Riptide, leaving the Flash Nob to stand fast and claim his prize...



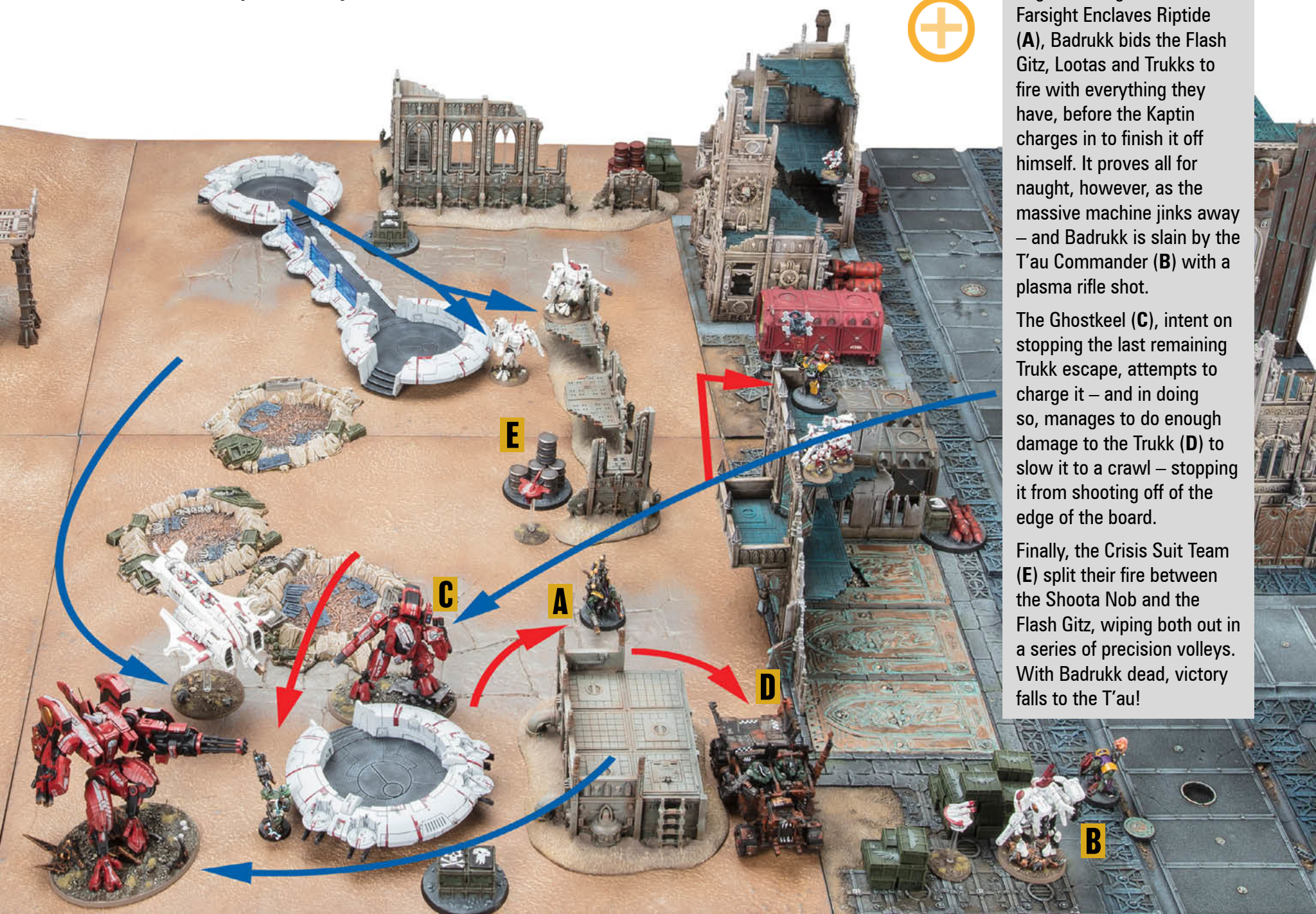
BATTLE ROUND 6: THE PRICE OF GREED

Leaving the Painboy to haul the crate by himself, Badrukk sought to engage the Farsight Enclaves Riptide in the remains of the T'au Tidewall. As incandescent with rage as his fusion-powered shoota, Badrukk attempted to bring down the T'au battlesuit – only for the machine's systems to protect it from any harm. Seemingly ignorant of Badrukk's attempt on its life, the Farsight Enclaves Riptide turned its attention to the Flash Gitz hiding in the lee of the nearby ruins, butchering all but one in a storm of heavy pulse shot. Only one survived the onslaught, but the Flash Git was cored by a bolt of plasma from a keen-eyed Crisis Suit pilot.

With few targets left, the T'au Commander turned his gaze to Badrukk – and with little ceremony blasted the Ork Kaptin to the ground with a volley of searing plasma, breaking the will of the Ork assault entirely. Their kaptin



The last Nob standing, the Flash Nob charges into the Vior'la Riptide (4). Facing a war machine many times his size, the Flash Nob is overwhelmed with visions of what he could loot from such a tremendous piece of dakka. Dodging the Riptide's attempts to bludgeon him down with the tip of the ion accelerator, the Flash Nob gains purchase with his off hand and hauls himself up high enough to jab his power claw right into the cockpit of the Riptide. Yanking out vital electronic systems, the Flash Nob instigates a catastrophic system failure, before jamming his power claw straight into the pilot – with a feral howl of triumph, the Flash Nob raises his gory trophy up over the smoking remains of his defeated prey.



Eager to bring down the Farsight Enclaves Riptide (A), Badrukk bids the Flash Gitz, Lootas and Trukks to fire with everything they have, before the Kaptin charges in to finish it off himself. It proves all for naught, however, as the massive machine jinks away – and Badrukk is slain by the T'au Commander (B) with a plasma rifle shot.

The Ghostkeel (C), intent on stopping the last remaining Trukk escape, attempts to charge it – and in doing so, manages to do enough damage to the Trukk (D) to slow it to a crawl – stopping it from shooting off of the edge of the board.

Finally, the Crisis Suit Team (E) split their fire between the Shoota Nob and the Flash Gitz, wiping both out in a series of precision volleys. With Badrukk dead, victory falls to the T'au!

BATTLE REPORT

With P'thun still firmly in the grasp of the T'au Empire, Commander Skyfire advanced on the crude, lead-lined crate the greenskins had been attempting to haul off with them. Whatever the Ork commander had desired had been within it – Skyfire imagined what precious thing he might find within, for the Orks were an inventive race, for all their supposed lack of technical sophistication. The savages had mastered sciences that the Earth caste still barely could grasp, a fact that galled much of the T'au Empire. For all Skyfire knew, it could be one of the greenskins' remarkable energy field projecting devices.

With the surviving Riptide, Firebrand, at his side, Skyfire bade the survivors of the battle to step back – too many Fire caste warriors had perished for this, whatever it was the Orks had coveted so. Using the merest tip of his plasma rifle, Skyfire inched the heavy lead lid open. So taut was the atmosphere, it could have been cut with a bonding knife.

"It's teeth," said Skyfire, after what seemed like an age.

The crate, huge as it was, was stuffed to the brim with ork teeth. Some were gilded with precious metals, to be sure, but it was just a crate full of teeth. Noble T'au warriors, selfless heroes all, had fought and died for this – a Fireblade and the peerless warrior-hero Lightpath, who had perished when one of the savages had cut his Riptide open. Not to mention the sheer materiel cost of the conflict. All of it. All of this bloodshed and loss. All of it for a box of rubbish.

"Commander," asked the looming Ghostkeel, indicating toward the box. "What would you have us do with this?"

"Incinerate it," responded Skyfire, before setting out for the Cadre command post, to inform his superiors of the day's events. "It has absolutely no value to us."

THROUGH UNITY, DEVASTATION!

The dust has settled on the battlefield of P'thun, and Matt Holland has earned himself the narrowest of victories – so what do our pair of generals have to say for themselves? How did the game go?

Matt: I think it was a close-run thing! It really shows that T'au have to be tactical to win – you need to be thinking three turns in advance to be able to snare your enemy properly. Otherwise you're going to be constantly on the back foot and reacting to their actions. The changes to markerlights may strike some as a bit strange, but they're really dangerous – getting five on a target is going to make it far easier for you to finally kill it.

Dan: The Orks worked well, but I needed more units getting into combat – if I could have pinned the T'au down I would have krumped them, but they kept running away! When I could actually hit things, the power claw proved to be absolutely lethal, and there wasn't a model in my army that couldn't take a battering – Orks and Ork vehicles just don't die! Even if their shooting is a bit rubbish, my models of the match have to be the Lootas – they just rinsed almost everything with gunfire and brought down huge sections of the Tidewall. Then there's the Flash Mob's Nob – he was tenacious, chasing down battlesuit after battlesuit until he tore that Riptide open!

Matt: I should have flown away further! The way battlesuits work now, being able to freely leave combat, make the T'au feel a lot more characterful. The weapons are still short-ranged, so you have to be daring – like any good T'au battlesuit pilot! – and open fire with everything you have before extricating

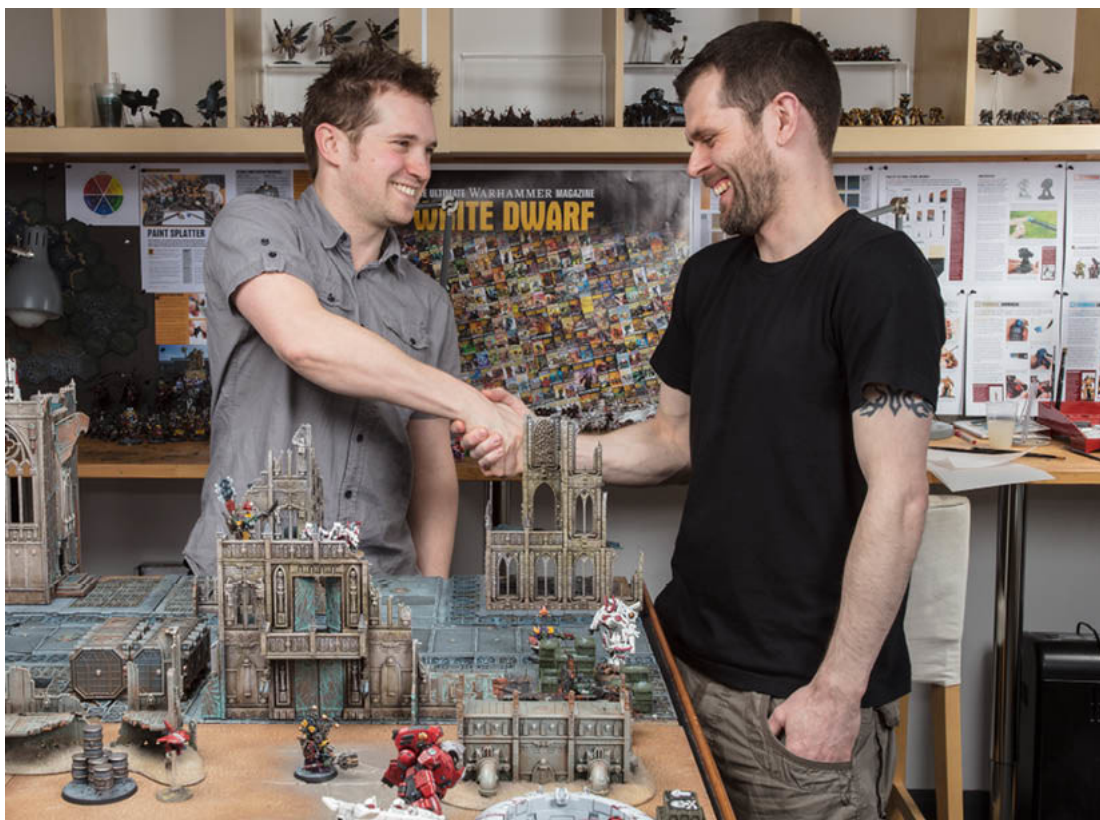
yourself. It's all very fluid and dynamic.

Dan: And cruelly tempting. You never stayed still long enough for me to kill you! The Orks haven't changed a huge amount – but characters being their own units and bestowing certain bonuses to any friendly units close enough is something I found really interesting – thanks to the Pain Boy and the Big Mek, Badrukk and the Gorkanaut were kept in the fight far longer.

Matt: It certainly makes characters a lot cooler – the way morale works as well means they're not going to be running away. And even characters like the Fireblade and Big Mek can really dish out a serious beating in close combat. It all made the game feel a lot more dramatic and fun – and that's the important thing, after all.

After a hard day of gaming in the White Dwarf hobby room, Matt and Dan engage in the customary handshake over the carnage – as you can see on the previous page, there isn't much left on the battlefield!

Despite being entirely magnanimous in defeat, Dan's eager to get back onto the gaming table and get his revenge for the teef he was denied. Maybe he and Matt will be up for a rematch in the near future? Or will Dan dust off his own titanic T'au force in a clash of battlesuits? Well, we'll have to see what the future brings...



WAR IN THE SHADOWS

With the release of Warhammer Age of Sigmar: Skirmish last month, White Dwarf offers up the comprehensive guide to just what this new expansion is all about, and what it means for your own small-scale battles in the Mortal Realms.



One of the great strengths of Warhammer Age of Sigmar is its ability to 'scale' – letting you play any size of game you want, from titanic battles with hundreds of models to smaller encounters between a handful of warriors on either side. Warhammer Age of Sigmar: Skirmish focuses on the latter, providing rules for desperate battles between only a few soldiers – the kind of conflicts where every warrior counts, and losing a single one can be the line between victory and defeat.

WARBANDS

For games of Warhammer Age of Sigmar: Skirmish, you muster a warband of warriors from your chosen grand alliance to an agreed level of renown – for one-off games, 50 to 100 renown will provide a good-sized warband, while for a campaign you might start a little smaller (25 to 50 renown, perhaps) to give your

RATHER GRAND

While you of course can focus your attention on a single faction, Skirmish warbands are split up by grand alliance – so you can have Skaven rubbing shoulders with Tzaangors and Kharadron Overlords aiding Sylvaneth, if that's what you want. This can open up some truly spectacular modelling and painting possibilities, with the opportunity to create some fantastic themed warbands – a Necromancer and his undead 'children'? Or maybe a Stormcast Eternals Knight-Questor aided by Freeguild troops? Oh, the possibilities!



warband the chance to grow. Each warband is made up of a hero accompanied by a retinue of warriors. Picking a warband is a little different to picking an army – there's no minimum unit size (you can pick just one model from a warscroll if you want) but you can't take any warscroll more than once, and there are some specially tailored lists for choosing your forces in the book.

Appropriately enough for Skirmish, there's no monster bigger than a Troggoth or a Khorgorath in these lists. The real freedom and flexibility comes from being able to choose individual models rather than whole units. Warbands can still vary quite substantially in size, though (you can get an awful lot of Grots for 50 renown; not quite so many Stormcast Eternals) so more potent warbands are likely to find themselves frequently outnumbered, and a powerful hero will cost a good portion of your renown. ►

THE CRUSADERS OF THE PALE KING – STUART EDNEY’S FLESH-EATER COURTS WARBAND

Stu: I could have picked units from across the Death grand alliance but chose to stick to the Flesh-eater Courts for this warband. This causes a few tactical problems – summoning new units is a vital tactic for the Flesh-eater Courts, but is absent from Skirmish – but I prefer the feel of it. I built the warband around a strong leader and his henchmen, a grim parody of a questing knight and his faithful retainers on a holy

quest. With great combat skills, a potent ranged attack and the ability to fly, my Crypt Infernal Courtier Antonidas is effectively a miniature Zombie Dragon, but comes at a cost – 28 renown! It’s the definition of putting all of your eggs in one basket. With a Blessed Amulet (the rusty bone charms around Antonidas’s neck) and Indomitable Will (to protect against any wily Wizards) he’s the lynchpin of the warband.

Deluded by madness that he is a noble questing knight, the hulking Crypt Infernal Antonidas scours the ruins of Shadespire (below), along with his faithful Ghost ‘squire’ Geigor the Blind, and the attendant ‘pilgrims’ on their holy quest to destroy Shadespire’s heretical magicks.



HEEDING THE CALL OF ADVENTURE

The warband list to the right, from the Skirmish book, shows all the units available to the Death grand alliance and provides a handy example of how warbands are chosen in Skirmish. You choose models up to the agreed renown limit. The unit size is dictated by the maximum unit size, and in turn, you can only take one warscroll of a given unit – so you could take, say, 10 Grave Guard, and each would be an individual entity on the tabletop, but you could never take a second unit of them. You do need to take at least one hero to serve as your warband’s leader, and you need a minimum of three models – but these are your only restrictions to putting together your warband.

DEATH

DEADWALKERS			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Dire Wolves	1	10	2
Zombies	1	30	1
Corpse Cart	1	1	16

DEATHMAGES			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Necromancer	1	1	22

DEATHRATTLE			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Skeleton Warriors	1	20	2
Wight King with Baleful Tomb Blade	1	1	24
Black Knights	1	5	5
Grave Guard	1	10	3

FLESH-EATER COURTS			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Crypt Ghouls	1	20	2
Abhorrant Ghoul King	1	1	24
Crypt Ghost Courtier	1	1	16
Crypt Haunter Courtier	1	1	24
Crypt Infernal Courtier	1	1	28
Crypt Flayers	1	3	11
Crypt Horrors	1	3	11

NIGHTHAUNT			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Cairn Wraith	1	1	12
Tomb Banshee	1	1	16
Hexwraiths	1	5	6
Spirit Hosts	1	3	8

SOULBLIGHT			
UNIT	UNIT SIZE		RENOWN PER MODEL
	MIN	MAX	
Vargheists	1	3	11

THE REWARDS OF COMMAND

When you first create your warband, your general can opt to take a new command ability from a list of six specially designed for Warhammer Age of Sigmar: Skirmish. On top of that, you can also take an artefact of power – which will give you a little bonus, such as an extra wound, a nightmarish visage that chills the marrow of your foes, or a weapon that never fails to find its mark. And that’s not all – successful generals can get ever further advantages, and the luckiest can get their hands on the famed Trickster’s Shard...

THE LOST CITY

Deep within the Desert of Bones in the gloom-haunted Shyish lie the ruins of Shadespire – once a shining jewel in the stygian Realm of Death. The ruling elite, the Katophranes, tapped the power of shadeglass to effectively live forever as beings of pure thought. It was only a matter of time before Nagash, God of Death, punished Shadespire for cheating him of his due – and in doing so, cast the city from the pages of history... for a time.

It’s only in recent days the legend of Shadespire, and the riches within its ruins, has spread across the realms once again. Warbands and retinues of all stripes have descended upon the city – each eager to claim fortune and glory in the sand-choked streets.

SKIRMISH FORMATION

When it comes to the battle itself, Warhammer Age of Sigmar: Skirmish treats each model as an individual – suddenly, each warrior is alone and must be able to stand on their own. Models like standard bearers still have an effect on nearby members of their own warscroll, though, so it’s not quite a case of everyone for themselves.

BATTLEPLANS

The Warhammer Age of Sigmar: Skirmish book includes six battleplans specially designed for Skirmish games. They are set in Shadespire, the ruined city that provides the backdrop to Skirmish, and the six battleplans can even be linked into together and played as a larger campaign. While these battleplans are specifically designed for playing battles in the ruins of Shadespire, you can make use of almost any battleplan released for Warhammer Age of Sigmar – for example, Two Became Three from the Flesh-eater Courts battletome would be perfect for multiplayer games – you don’t even need to use Flesh-eater Courts.

CAMPAIGNS

With each game being so quick, Skirmish is ideal for campaigns. Each fresh victory lets you expand your warband further – you can add new units and heroes, and your general can gain further skills, renown and treasure – and even spells, if they have the wit to wield the subtle arts. Successful warbands will grow a lot

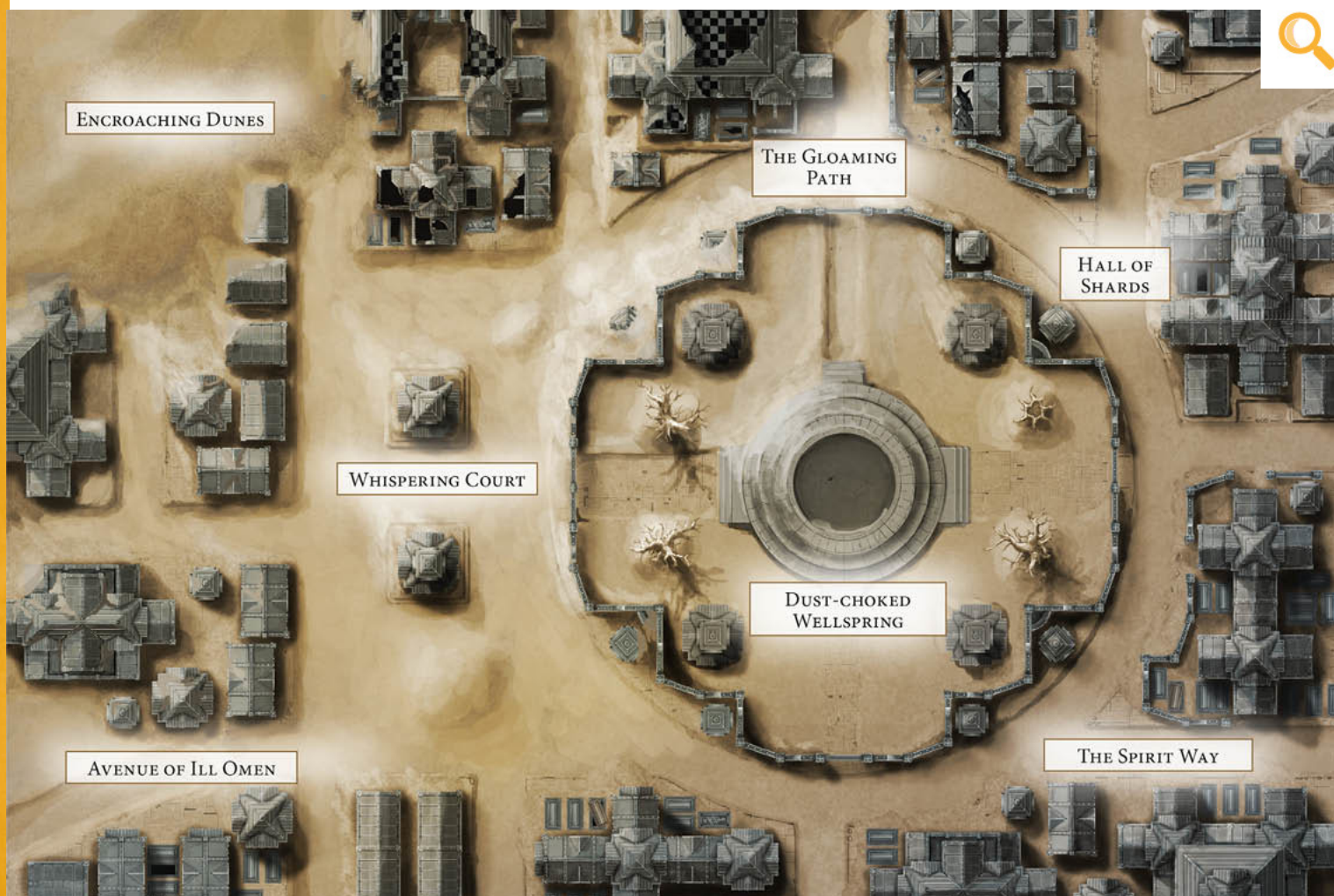
faster than warbands who lose a lot of their battles but at the end of a campaign the victor is not the player with the most renown, it’s whoever wins the very last game, so there’s always everything to play for. By the end of a campaign, the odds are pretty good your warband will have grown from its humble roots – no longer a mere handful of warriors, but the basis of an army...

HEROES AND LEGENDS

And where Skirmish really shines, we think, is in the opportunities it provides for storytelling. With each model in your warband being an individual hero, you can take the opportunity to name each and every one – and with names, you can expand that to stories, and tales of

“...where Skirmish really shines, we think, is in the opportunities it provides for storytelling.”

heroism and villainy. No longer is that Grundstok Thunderer number three, but rather Bryggnar Stoutbeard, a surly duardin warrior dragged along on another fool’s errand across the badlands of the world. And legends can be born from the simplest of things – a Grot that decides not to run, a Bloodletter that slays a whole enemy warband, or a Liberator that steadfastly refuses to die. Your campaigns, too, can become legends – come up with your own corner of the Mortal Realms to fight over and tell your own tales of the adventures of the warbands doing battle there.



STONSKJEGGSON'S COMPANY – MICHAEL WIESKE'S KHARADRON OVERLORDS WARBAND

Michael: I'm really excited by the Kharadron Overlords in general – reading about all the sky-ports in the battletome made me excited to create my own. My one, Barak-Khrum, is focused around my favourite units – the Grundstok Thunderers – so when it came to picking the warband, I started with a squad of them as a security detail for a character, an Aether-Khemist named Guild-ratified Brewmaster Stonskjegg Stonskjeggsson (now

that's a mouthful). I've made up some background for my sky-port – they're a fully owned part of the Grundcorps, which makes its money mainly through providing security and well-armed soldiers to the highest bidder – but also through trading and exporting duardin ales, which is why Stonskjeggsson and his cargo are being accompanied everywhere by an armed bodyguard.

Accompanying the Aether-Khemist Stonskjegg are the Skywarden Belegronn Embergut and the Thunderers Flintbeard, Stoutbeard, Grundstok and Barrelchest. Leading the security detail is Gunnery Sergeant Gilgremm Coldbrew, accompanied by his drillbill, Bluebeak.



BATTLEFIELDS OF SHADESPIRE

Wrought by the same hobby savants who design all of our plastic scenery kits, this fantastic Shadespire board was built for specially for the Warhammer Age of Sigmar: Skirmish book. The buildings on the board are from the Sigmarite Mausoleum set – formerly known as the Garden of Morr – available now.

Even better, the team took the original board and used a photograph of it to produce a Shadespire Battle Mat, a – 4' x 4' playing surface made from durable neoprene, easily folded away for storage. Just add a few buildings from the Sigmarite Mausoleum set and a Citadel Wood or two and you've got yourself a gaming set-up fit for a Katophrane!



THE SWIFTBLADES – MATT HUTSON’S STORMCAST ETERNALS WARBAND

Matt: I drew inspiration for my warband from a mention in the Stormcast Eternals battletome, ‘Saved by Swift Blades’. So my idea was to base the warband around troops from a Vanguard Auxiliary Chamber of the Hallowed Knights, the Swiftblades, aiding a Knight-Questor in his duty. This dictated what I’d take – a Knight-Questor as my leader, supported by a trio of Vanguard-Hunters and a Raptor-Prime.

The other side to this is that I intend to have the warband fit in alongside my Sylvaneth army, so I painted the bases to match, and used a few Sylvaneth basing bits from my bits box too. Finally, it was an excuse to paint up some of the Vanguard-Hunters – I reckon they’re the best models in the entire Stormcast Eternals range, and I’m now thinking about an allied army to go alongside my Sylvaneth...

Knight-Questor Jhyrhum (below) is aided in his sacred duty by Hunter-Prime Ursos, Vanguard Hunters Talos and Janus, and the Raptor-Prime Tyton. Accompanying the scions of the God-King are the children of Alarielle, the spites of the mysterious woodlands of Ghyran.



WHITE DWARF’S FAVOURITE SKIRMISHERS

YOU CAN USE MOST MODELS IN SKIRMISH, BUT WE THINK THERE ARE A FEW WHOSE STORIES MAKE THEM PARTICULARLY APT CHOICES...



VANGUARD-HUNTERS

Sent out into the Mortal Realms in small bands, Vanguard-Hunters are to be found far from their fellow Stormcast Eternals. With a range of special equipment to choose from, a small warband of these rugged warriors will prove fearsome opponents.



KURNOTH HUNTERS

Free spirits, Kurnoth Hunters travel in small groups, ranging ahead of the armies of the Sylvaneth and rooting out those who would defile the Everqueen’s verdant domains. Sounds like a Skirmish warband right there, no?



NECROMANCER

There are those everywhere tempted to dabble in the arts of death. If their deeds are uncovered, these morbid figures will be driven out. A wandering Necromancer having to begin his work afresh? Sounds like the perfect start to a warband.



NOMAD PRINCE

A wandering aelf noble, dispossessed and embittered – who better to lead a warband of adventurers out to seek glory, justice and righteous revenge? But who to choose to follow him? Most any of the forces of Order would make fine choices.



SKULLGRINDER

Deranged battlesmiths who offer their services to other warbands devoted to their god, Skullgrinders seem like ideal choices to add to a Khorne Bloodbound warband growing in power, stature and terrifying reputation.

REALMS OF ADVENTURE

Warhammer Age of Sigmar: Skirmish provides a campaign set in Shadespire but you can play games set anywhere you like. Indeed, coming up with your own setting is one of the great opportunities Skirmish offers. The rise of the Cities of Sigmar and the sky-ports of the Kharadron Overlords open up plenty of opportunities for vicious street fights and urban warfare in exotic cities like Hammerhal or Barak-Mhornar.

The Mortal Realms are littered with all manner of strange and exciting places to set your games in – the woodlands of Ghyran offer plenty of chances for adventure with all manner of weird flora and wild inhabitants, while the Realm of Fire (like many others) is festooned with ancient ruins, any of which would be a fine basis for a campaign set during the Realmgate Wars with warbands of Stormcast Eternals and Khorne Bloodbound.



MUSTERING FOR WAR...

When you first start a warband, you're likely to want to take models from lots of different warscrolls.

If you've just started collecting that army, you're unlikely to have whole 'units' in the conventional sense. In fact, you might well have chosen models from a lot of kits. You can reinforce these lone warriors as the campaign goes along, the units growing to full size by the time you use them in games of Warhammer Age of Sigmar – or you can add even more individuals as you see fit. After all, the choice is yours.

The fact you can use just a few models from each set before that point is one of the reasons Skirmish is such a great way to start collecting.

GAMING

THE CLASH AT DAWN

Eager to try out the new Skirmish expansion, Matt Hutson and Stu Edney put their warbands through their paces in the first scenario in the Warhammer Age of Sigmar: Skirmish supplement.

The game started simply enough – Matt and Stu took turns to roll to see what board quarter their units would be deployed in. Sadly for Stu, his skill at rolling 5s and 6s was his downfall, as most of his warband remained off the table in reserve – only a handful of his Crypt Ghouls skulked around the crypts of Shadespire. Matt's rolls were far more even – all five of his warband showed up, more or less where he needed them to be.

Having finished deploying first, Matt took the first turn of the first battle round – and took first blood soon after (*Matt loves being first.* – Ed), with his Raptor-Prime picking off the Crypt Ghast skulking in the lee of the nearby stone walls on the south-west segment of the game board.

On the east side of the board, a lone Vanguard-Hunter compounded Matt's good fortune shooting by killing a close-by Crypt Ghoul hiding the shadow of a statue.

However, despite taking an absolute drubbing so early on, Stu's Ghouls held their nerve. Thank Nagash for Ghoul bravery, it would seem.

Deciding now the time was right to deploy the rest of his warband from reserve, Stu placed down a trio of his Crypt Ghouls and his Crypt Hunter Courtier, his not-so secret weapon, splitting the warband's numbers between the south-west (where the late Ghast had been) and the north-east (where the first handful of Ghouls were covering by a mausoleum). It seemed the



A CLASH OF CHAMPIONS

The game came down to a climactic duel between Knight-Questor Jhyrhum and the Crypt Infernal Courtier Antonidas, the fulcrum of the entire game. While in Warhammer Age of Sigmar both are not to be sneezed at, in Skirmish they're absolute powerhouses – both could easily chew through other units, and only another hero can hope to stop them in their tracks.



The hulking Crypt Hunter Courtier dives in to tear apart the Knight-Questor – it barely notices the Raptor-Prime, killing him with a flick of its talons.



With the battle drawing to a close, Vanguard-Hunter Talos fights off the nearest Crypt Ghouls – before failing his nerve and fleeing the field.



With the battlefield littered with the dead, the victorious and the vanquished shake hands in the traditional White Dwarf fashion.



nearby Hunter-Prime on the western board edge wasn't feeling so confident now that what seemed like half the Flesh-eater warband had stormed his position – with a double six for its charge, the Crypt Infernal Courtier swept in and made mincemeat of the Hunter-Prime.

Stu's won the roll-off for the next battle round and sent his Crypt Infernal Courtier from the west of the board to land in between Matt's Knight-Questor and Raptor-Prime on the board's southern edge. Despite pinning high hopes on the bat-winged terror's Foetid Breath, the attack did little but tarnish the sigmarite of Matt's Knight-Questor. Sensing that fancier tactics had failed him, Stu charged his Crypt Infernal Courtier into the Knight-Questor. Despite some light wounds on both sides, the duel did not reach a decisive end and both fighters stepped back.

Matt decided to try something a little more sneaky with his second turn – recalling that any unit can split fire he proceeded to have his Vanguard-Hunter on the far right of the board pepper the nearby Crypt Ghouls with bolts – but failed to find the mark with either shot. Matt then charged both his Knight-Questor and Raptor-Prime into Stu's Crypt Infernal Courtier, hoping to break the back of the Ghoule warband. A failed strike with the butt of a longstrike crossbow and a flash of a sigmarite warblade later, the Crypt Infernal Courtier lashed out at its tormentors – Stu copied Matt's notion of splitting his attacks, but failed to deal any mortal damage.

Matt managed to seize the initiative in the next battle round and picked off a further Crypt Ghoul with his northern-most Vanguard-Hunter, before trying to snipe the Crypt Infernal Courtier at point-blank range with his Raptor-Prime – and failing. The game came down to the last combat, with Matt piling the Knight-Questor and the Raptor-Prime in to kill Stu's leader. The hulking horror survived an attack by the Knight-Questor, but dealt 2 Mortal Wounds each to both Stormcasts in retaliation – with one of the surviving Vanguard-Hunters failing his battleshock test, Matt's warband broke and Stu secured himself a major victory! 🏆

YOUR QUEST ENDS HERE...

Stu: I have to say, Skirmish is a lot more vicious than Warhammer Age of Sigmar – anything that deals Mortal Wounds will decimate the enemy. As vital as they are in larger games, in Skirmish Mortal Wounds become absolutely game-changing – as there are so few wounds on the board, hitting my Courtier's Skewering Strike in the end was what won me the game.

COLLECTING

THE UNBOUND STORM

In White Dwarf, we love to show off some truly magnificent armies, from intricately crafted warbands to horizon-blotting legions, and all points in between. This month, we feature James Karch's mighty host of Stormcast Eternals, his Astral Templars.



James Karch should be no stranger to regular readers – he’s been a frequent contributor to Parade Grounds, a participant in A Tale of Four Warlords. From the Space Wolves to Flesh-eater Courts, there are few armies James hasn’t collected – and perhaps the largest of his collections is his Astral Templars army. We sat down with James to get a better idea of what drew him to the scions of Sigmar, and just why they captivate him so – both on the painting table and upon the gaming table.

“I never really played the old Warhammer,” says James. “I had a small Nurgle force I built up around the End Times, but I didn’t play many games with it. When Warhammer Age of Sigmar appeared on the scene, I tried it out and found I really enjoyed the way the game played. Not long after that, I found the first faction that really appealed to me was the Stormcast Eternals.

“While I now have a few armies for Warhammer Age of Sigmar, it was the Stormcast Eternals that got me to take the plunge and really get into the game in the first place.


“But I didn’t want a gold army!” says James. “Initially, the only Stormcast Eternals you saw were Hammers of Sigmar, even if there were Stormhosts in different liveries in the battletomes. Having looked through the original Stormcast Eternals battletome and the Warhammer Age of Sigmar rulebook, I was drawn to the Astral Templars for no better reason than their colour scheme – I’d wanted to do an army in that dark maroon for years. I got in touch with Aidan Daly of ‘Eavy Metal to find out how they mixed that colour – it was no paint that we sold, so there had to be a secret to it – and was amazed at how simple it was. And since I finished my test model, I’ve not looked back.”



JAMES KARCH

James Karch, it is said, doesn’t actually sleep – where lesser hobbyists slumber, James is hard at work painting yet another army. We tried to list how many forces he has, but rather quickly lost track – of all his myriad armies, however, his Astral Templars are one of the largest, and one that just won’t stop growing...






STORMCAST ETERNALS

ASTRAL TEMPLARS

Drawn from only the mightiest and most noble of tribal champions, the Astral Templars are a boisterous and warlike Stormhost. Few other Stormhosts rejoice in the thick of battle as they do, and none can match their mastery of beast-hunting – each Astral Templar, in mortal life, stalked the greatest beasts of the Mortal Realms as a matter of pure survival, and it is those same skills they employ to deadly effect in the name of the God-King, against anything from Slaughterbrutes to Terrorgheists.



GET THE LOOK

James was happy to share the secrets of painting his Stormcasts – we’ve collected the paints he used in swatches to the right!

“I started with a Chaos Black undercoat,” says James. “After that, I moved onto the armour, then the metal. Then, the red, white, cream and black before finishing with the base. I tried to keep similar steps together – such as highlighting the gold and silver at the same time, as they use the same highlight – the idea was to make it as quick as possible to paint a model. Keeping things as simple as I can is how I paint armies so quickly.”



ARMOUR

Khorne Red/
Abaddon Black
50/50

Basecoat

Screamer Pink
Highlight

Screamer Pink/
Ushabti Bone 50/50
Highlight

RED

Khorne Red (B)
Mephiston Red (L)
Fire Dragon
Bright (H)

LIGHTNING BOLTS

Celestra Grey (B)
The Fang
(Recess) (S)
Ceramite White (H)

METALS

Retributor Armour
Basecoat: Gold

Reikland Fleshshade
Shade: Gold

Auric Armour Gold
Layer: Gold

Leadbelcher
Basecoat: Silver

Nuln Oil
Shade: Silver

Stormhost Silver
Highlight: All

CREAM TABARDS

Steel Legion
Drab (B)
Ushabti Bone (L)

BLACK

Abaddon Black (B)
The Fang (H)
Fenrisian Grey (H)

BASE

Skavenblight
Dinge (B)
Karak Stone (D)
Pallid Wych
Flesh (D)
Skavenblight Ding
(Rim) (L)

KEY

B: Basecoat
S: Shade
L: Layer
H: Highlight
D: Drybrush



RUNNING WILD

The latest additions to James's force are the warriors of the Vanguard Auxiliary Chamber. To paint the fur on the Vanguard Auxiliaries, James adapted a recipe he'd used on his Space Wolves. "I started with a heavy drybrush of Rhinox Hide," says James, "following up with a drybrush of Mournfang Brown. I then used progressively lighter drybrushes with XV-88, Ushabti Bone and White Scar to create stripes and patterns on the furs – simple but effective!"

"Interestingly, this army formed up naturally," says James. "At first, in Warhammer Age of Sigmar, there were no points, no army structure. The only gesture towards that was the warscroll battalions. The initial background for the Stormcast Eternals had the idea of the Strike Chambers and Stormhosts, but the exact size and scale was kept quite vague. So I started the army as I'd start a Warhammer 40,000 one, with two 'Troops' units and an 'HQ' unit – two retinues of Liberators and a Lord-Celestant. I then expanded the army with units I just liked the look of. That open way of collecting an army is interesting, as it presents just as many challenges as one that's quite restrictive – you can choose anything, so you have put a bit of thought into what you take, not only so it's fun for you to play with, but fun for your opponents to play against, too."

"One way I've been quite lucky with collecting the army is that every time I felt I was finished, a new chamber opened – with a whole new set

of miniatures – and my interest in the Stormcasts was reinvigorated, just as I felt finished with the Warrior Chamber, the Extremis Chamber was opened, and when I felt like I'd put the cap on my Extremis units, the Vanguard Chamber was released. Each chamber adds new dimensions to the army and that's very compelling, especially as the directions they go in is sympathetic to the background of the Stormcasts. For example, the Extremis takes the idea of the Stormcast Eternals – elite warriors who are almost always outnumbered – to the extreme. The Vanguard takes the army in a new but fitting direction – tactically flexible warriors that are beholden to none except Sigmar, fighting Chaos in the forgotten parts of the realms."

"I also like the idea that elements from the newer kits can breathe new life into existing models as well as tying the whole army together visually, for example by adding some bare heads to my Liberators."



“While the new chambers mostly got me excited about painting the new models, they inspired me to go back and add more from the previous chambers as well,” says James. “After I finished my Extremis Chamber units, I felt the need to go back and add more Retributors to boost my Paladin units.”

The Extremis Chamber elements were added to James’s army in one go, as it was his entry for Armies on Parade 2016. And it was a weighty task indeed – 16 models may seem easy enough, until you realise a full quarter are mounted on massive stardrakes!

“The Dracothian Guard took a lot of time to finish,” says James. “They’re the sort of models that don’t look right until they’re almost done, and painting the model can almost become a chore – the point where it all starts to look ‘finished’ comes later than usual, but it’s worth all the effort by the end – I’m really happy with how mine turned out.

“I used simple techniques on the entire army,

but the Dracothian Guard in particular are a good example of using easier techniques in place of more time-intensive ones and still getting a good end result. When I first started working on the Dracothian Guard, I tried to highlight every single scale, but found that the effect just didn’t look that much better than careful drybrushing, before adding a few highlights to the prominent areas – like the rider’s cape and the Dracoth’s face.”

The undoubted centrepiece of the entire collection is James’s Drakesworn Temple – a trio of Drakesworn Templars led by a Lord-Celestant.

“I built and painted one as a Lord-Celestant, before choosing to give him three companions,” says James. “I’ve been painting miniatures for years and years, and I’ve tackled all kinds of kits – infantry by the bucket load, all sorts of monsters and walkers, tanks and even Imperial Knights – but before this I’d never ever painted a dragon. It was a really ►

TRUE TO THE BACKGROUND

“When I start up a new army project, I usually try to base it on existing elements of the background,” says James. “While I’ll sometimes create a regiment or force of my own, I’ll usually base it on an existing sub-faction instead, such as my Sons of Guilliman Space Marines. I’m a huge fan of Warhammer 40,000 and Warhammer Age of Sigmar’s most iconic forces, so for me there’s big appeal in bringing those characters, armies and factions to life on the tabletop.”

COLLECTING



► great experience – it's a big kit with a lot to it in terms of texture and surfaces, but it was the good kind of challenge, and the result really felt well worth the time I put into it."

James has begun to tackle the Vanguard Auxiliary Chamber – the latest addition to the Stormcast Eternals – with aplomb, turning out a fresh batch of reinforcements in double-quick time. The new Vanguard-Hunters, as an example, look at home alongside his existing army, but introduce that almost wild aesthetic quite in keeping with the background of the Astral Templars.

"I've become really engaged with the Vanguard-Rangers – I really enjoyed painting them, with the variety of textures on offer," says James. "They provide a different kind of challenge to the other infantry, whilst still having the elements that make Stormcasts such a joy to paint – the sharp, clear colours of the armour, which are best served with edge highlights, but broken up with the furs, which I drybrushed. The Aetherwings provided a different kind of challenge – I usually hold models by the base whilst painting, but these birds are very springy because of the ribbons running off them that link them to their base, so one tip I'd pass on is to not be afraid to hold onto the model itself when painting it – just

avoid touching any of the bits that are still wet! Oh, and when clipping them off the sprue as you're building them, be aware of their very tiny feet."

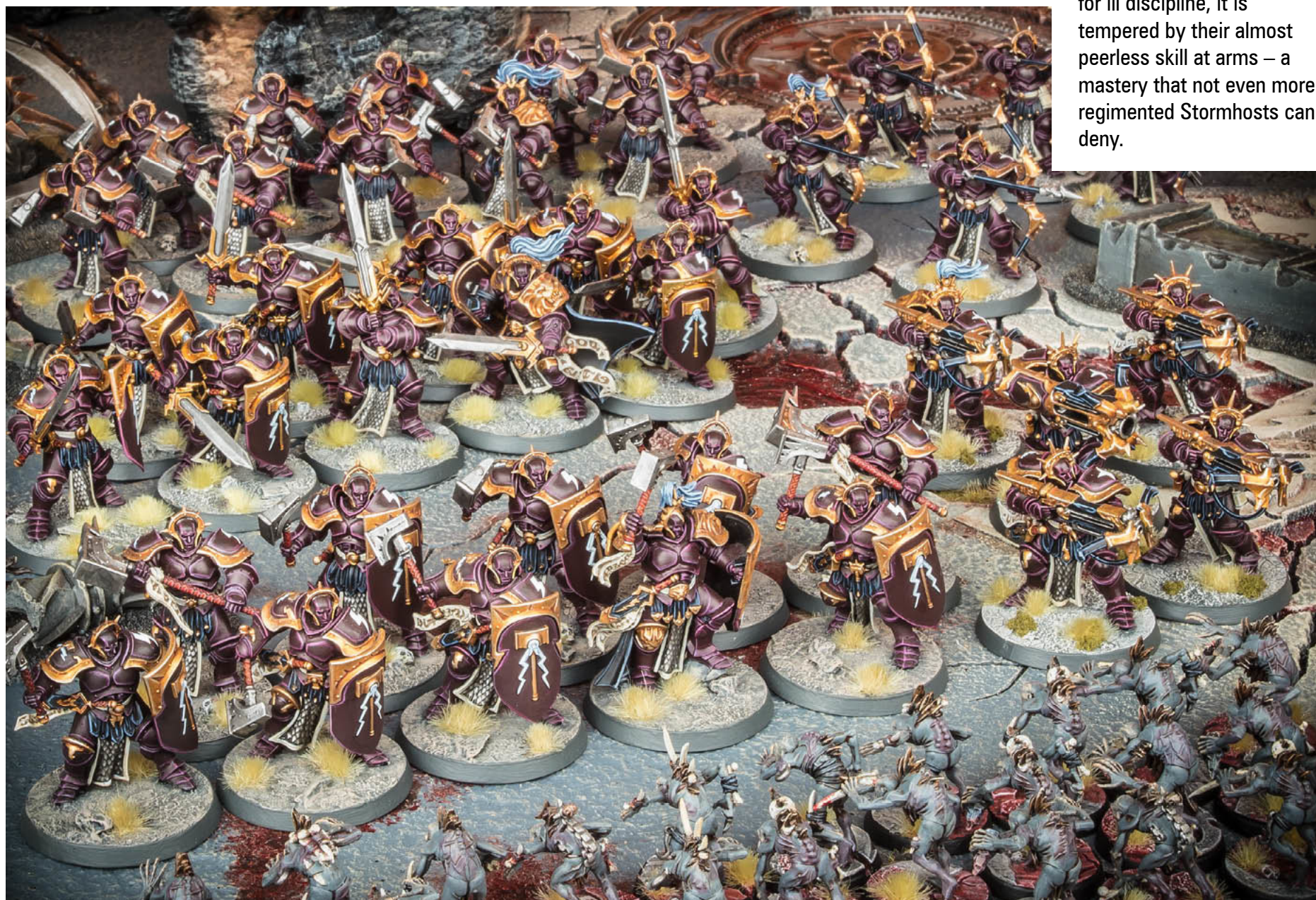
Whilst it's painting that keeps him going into the wee hours of the night, it was gaming in the Age of Sigmar that drew James to the Stormcasts in the first place. Ever a competitive soul, he has a regular group of friends and rivals around Games Workshop HQ (and beyond!) that he tests his mettle against whenever he can. In particular, it's James's gaming rivalry with his good friend Jes Bickham that has encouraged James to keep building his army up so he can counter any tricks his opponents may pull.

"The joy of Warhammer Age of Sigmar is that the game scales so well," says James. "When me and Jes had built our armies up enough, we booked a few gaming tables up in Warhammer World and spent a day playing a titanic game of Warhammer Age of Sigmar. Even though both of us had huge armies on the table, it was still an absolute joy to play – we both had an absolute blast. Despite me managing to kill Jes's Archaon, however, I can't remember who won! (*Suspicious... – Ed*)

"The Stormcast Eternals are a great army to play with. On the tabletop, they really are jacks ►

Opposite: Swift as summer lightning, the Vanguard Auxiliary Chambers stalk the Mortal Realms, seeking to extinguish the blight of Chaos wherever it is to be found. Together with the strange fauna of the Celestial Realm, they epitomise the seemingly wild and almost feral nature of the Astral Templars – many, in mortal life, were tribal warriors of Ghur and, even now, elevated to immortality upon the Anvil of Apotheosis, maintain their affinity for beast-hunting and the wilder corners of the Mortal Realms.

Below: Clad in gleaming maroon sigmarite, the Liberators and Judicators form the stoic heart of the Astral Templars – each is a veteran who has proven their worth time and again in the God-King's crusade to bring order to the Mortal Realms. Whilst the Astral Templars have a reputation for ill discipline, it is tempered by their almost peerless skill at arms – a mastery that not even more regimented Stormhosts can deny.



COLLECTING



Crackling with the very power of the storm, the Dracothian Guard blend the might of a Paladin with that of a Dracoth – both are equal partners, rather than rider and steed. The bellicose nature of such cavalry is right at home in the Astral Templars – the union of man and star-wrought beast is an honoured part of the Stormhost.



► of all trades – there's little they can't turn their hand to, and they'll often manage to surprise you with the tricks they have to hand, such as the Knight-Heraldor making buildings into deathtraps for the enemy, moving Vanguard-Palladors halfway across the battlefield when they Ride the Winds Aetheric or dropping an entire army onto the table in the first turn with the Stormcasts' battle trait. They're a stark contrast to my Ironjawz, which put all the eggs into one basket – they just run forward and hit things!

"I'd say that the Stormcasts are a great microcosm of Warhammer Age of Sigmar as a whole, which is only fitting given they're in many ways the standard bearers of the game and the setting. The army, at first glance, may seem simple enough, but it hides a surprising amount of complexity. When you start adding ►



To lead such a mighty host of warriors is no simple task – for ones as wilful as the Astral Templars, it requires a supreme strength of both will and arms. Those Lords and Knights that carry within them this power straddle the gap between noble barbarian-kings and stoic masters of Order.

► in the warscroll battalions, unit abilities and command traits all together, that's when the sheer depth of the game, and the army, is revealed. The only thing the army lacks is a dedicated wizard – but the army has analogues to magic in the form of the Lord-Relictor's prayers and the Lord-Veritant's Lantern of Abjuration – and I find it part of their charm that they're warriors, not wizards."

Given James's love of the entire force, picking a favourite miniature, or even favourite unit, proved rather tricky for him. We made him give it a good try anyway.

"Do I have to pick one? Alright, fine," says James. "Right now it's the Lord-Veritant, but I'm still fond of my Lord-Celestant on Stardrake. It's hard to really single any kit out as a favourite – I can't think of a single miniature I haven't liked.

"What I've loved about the army is that each miniature offers unique challenges – but they're designed in such a way that even if you use simple techniques, the end result looks good – and if you push yourself, they can look amazing.

"I'll keep painting them until I get bored of them," says James. "I want to have every infantry unit up to 10 warriors, as well as have every option I can – the end goal is to go for three full chambers! I've genuinely enjoyed working on every bit of the army, from the Gryph-hounds to the Celestant-Prime. I just can't see myself ever getting bored of Stormcast Eternals." ☠

THE ASTRAL TEMPLARS

James's war-host in all its glory. Rare is the day when the whole army is unleashed against the enemies of the God-King - only the direst of threats could require such a response.

COMMAND ECHELON

1 Lord-Celestant
1 Lord-Celestant on Dracoth
1 Lord-Castelant
1 Lord-Veritant
1 Knight-Vexillor with Meteoric Standard
1 Knight-Vexillor with Pennant of the Stormbringer
5 Gryph-hounds

Relictor Temple

1 Lord-Relictor

Heraldor Temple

2 Knights-Heraldor

WARRIOR CHAMBER

Redeemer Conclave

10 Liberators with Warhammer and Shield
10 Liberators with Warblade and Shield
10 Liberators with Twin Warhammers

Paladin Conclave

10 Retributors
6 Decimators

Angelos Conclave

3 Prosecutors with Celestial Hammers
3 Prosecutors with Stormcall Javelins

Justicar Conclave

5 Judicators with Skybolt Bows
5 Judicators with Boltstorm Crossbows

EXTREMIS CHAMBER

Drakesworn Temple

1 Lord-Celestant on Stardrake
3 Drakesworn Templars

Lightning Echelon

2 Fulminators
1 Fulminator

2 Tempestors

1 Tempestor

Thunderwave Echelon

2 Concussors
1 Concussor

2 Desolators
1 Desolator

VANGUARD AUXILIARY CHAMBER

Chamber Command

1 Lord-Aquilor
1 Knight-Azyros
1 Knight-Venator

Angelos Conclave

3 Vanguard-Palladors
5 Vanguard-Hunters

Justicar Conclave

3 Vanguard-Raptors with Longstrike Crossbows
3 Aetherwings

THE HAMMER OF SIGMAR

Celestant-Prime



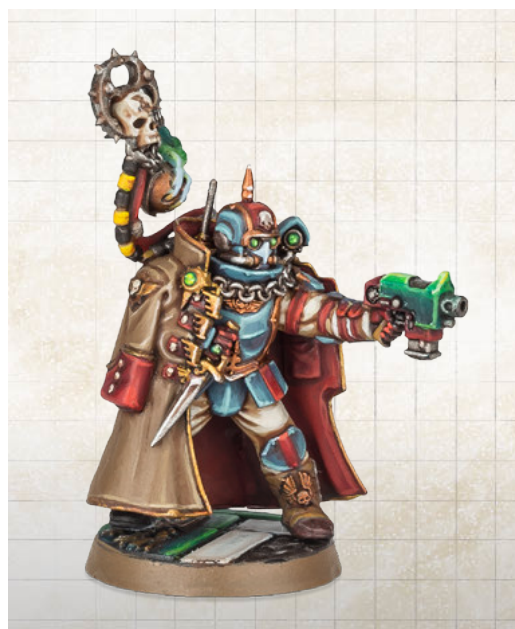
A NEW ARMY FOR A NEW ERA

You might have heard the news – there's a new edition of Warhammer 40,000! To celebrate, many of the staff around our head office have picked up a Start Collecting! box to start a new army. Here are their first offerings, with more to come in the future.



LOUISE SUGDEN'S 55TH KAPPIC EAGLES

Louise: I decided to paint Militarum Tempestus Scions for several reasons. First, I really like the models. Second, I'd never painted an Imperial force. Third, I rarely paint models with a human face – I normally paint Orks and Daemons – so I thought it was time for a change. The colour scheme was really simple – I picked the one on the box but added a couple of my own little touches, such as the hazard stripes on the guns. The Taurox was something completely different – I don't often paint vehicles, so I thought I'd try out some new techniques on it, such as airbrushing the basecoat on, drybrushing the hull and applying washes only to the recesses rather than all over the model. I then used a stencil to spray the squadron markings along the top of the vehicle and a sponge to stipple on some battle damage. Overall, the Taurox took me about four hours to paint – not bad for a first effort.



"I have a tendency to paint bright, in-your-face colour schemes with lots of colourful spot details such as the Prime's bolt pistol," says Louise. "It marks the models out as mine – it's like my signature."



"Sponge stippling follows similar principles as drybrushing," says Louise. "You don't need much paint on the sponge to get a great effect – I used a spare bit of foam from a Figure Case for it."



JAMES LITTLER'S BLOOD FRENZY

James: One of the things I love about Daemons is that the whole army is made up of creatures – even the Bloodthrone is a beast rather than a vehicle – and they're really organic-looking, too. That makes Daemons a really different army to paint compared to those that wear lots of armour. Khorne's armies also have a really strong colour scheme of red, black, gold and bone and they're all pretty easy colours to apply, too – I actually drybrushed pretty much all of the colours onto the models, adding final layered highlights in a few places to draw the eye. I opted to paint the Bloodletters' hellblades as bone – Khorne is the lord of skulls after all, so bone blades felt fitting. It also marks them out as different to the Studio collection – I think it's important to give them their own individuality. I'm currently working on Skarbrand for my army – a worthy centrepiece for a Daemon army of Khorne.



"I've based my Daemons the same way as my Chaos Space Marines and my Bloodbound warriors for Warhammer Age of Sigmar," says James. "That way I can field them alongside both armies."

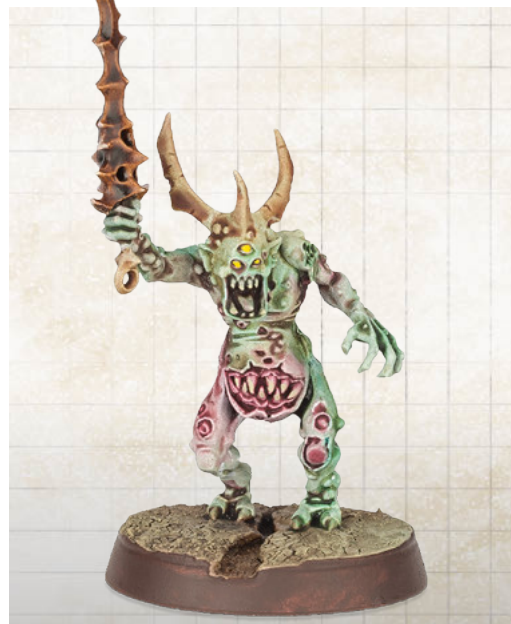


"I painted this whole force in a weekend," says James. "If you look closely, some of the black armour panels on the Bloodthrone are just plain black, but the gold distracts your eye from it – it's all a ruse!"



PHIL MOSS'S PLAGUE HARVEST

Phil: When it came to this challenge, I thought "What would I like to draw (Phil's a member of the Studio art team. – Ed)? Nurgle Daemons!" – so that's what I chose to paint. I made a few conversions before I started painting – I left the riders off the Rot Flies so they would look more autonomous, like beasts rather than mounts, and I extended their legs by adding wire to them and covering them in PVA glue. I also put the separate Nurglings on their own bases – they're so characterful, I think they deserve the space to shine. The colour scheme is based on my style of illustrating – a riot of colours and tones, but with an overall muted feel. I sprayed all the models Corax White, then sat down with all the Citadel Shades and Glazes and applied them where and however I felt like it. I also tried out the Agrellan Earth Texture paint on the bases – it was my first time using it, but it's a cracking paint to use!



"I wasn't entirely sure about the models I'd created, but then I remembered something that John Blanche said – that you should always have fun painting your models. And I was having fun, so it was all okay!"



"I was inspired by the Brimstone Horrors in Silver Tower to put small gaggles of Nurglings on their own bases," says Phil. "I can't use them in games, but I don't mind. I'm more of a painter than a gamer."



JAMES ANDERSON'S CADIAN CITYFIGHTERS

James: I've always liked the Cadian models – they're pretty simple kits to build, but they've got so much character to them. I also really like tanks, so painting an Astra Militarum force was an easy choice. For me, Imperial Guard armies should have loads of troops, but with only 10 infantrymen in the box I decided these guys would be hardened veterans. I had a few spare Cadian bits from a Kill Team project I did a while back, so I used them to personalise my models – there's the grenade guy, vox operator, sniper, knife guy – it's like a crack squad of specialists. The black-and-blue urban camo scheme was inspired by the colour scheme for the Cadians that was featured in the original cityfight expansion for Warhammer 40,000 back in 2001. I picked green as my spot colour to add variety to the colour scheme and yellow for the protective visors to add warmth to the models.

"The story behind my force is that they're engaged in urban warfare, so I put rubble and detritus on their bases to make them look like they're fighting in a ruined city," says James. "The heavy weapon team comes on a really large base, so I used spare battlements from a Sanctum Imperialis terrain kit to create a wall for them to hunker down behind. A little bit of terrain on a base really helps set the scene for the model on it and provides a narrative for what you're looking at. These two have clearly dug themselves in ready for a firefight."

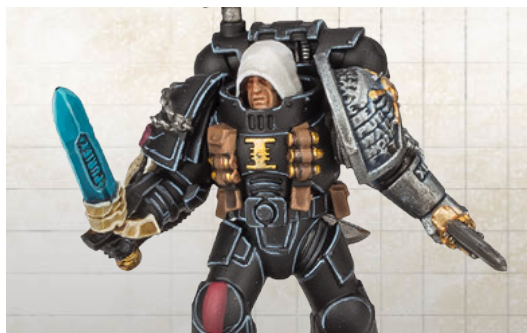


PAINTING AND COLLECTING



SAM DINWIDDY'S DEATHWATCH STRIKE TEAM

Sam: I'm primarily a painter and whenever I start a project I think about how I can make each model an individual character – the Deathwatch were the perfect army for me! Each squad member is unique and I took great pains to match their weapons, heads, attitude and pose with the character of the Chapter each warrior came from. For example, the Salamander has coal-black skin and a big flamer, the Space Wolf has a beard and a converted chainsword, the stoic Imperial Fists chap has a shaved Mohawk and is the unit leader, and so on. When painting the models, I just followed Duncan's advice in the Warhammer TV painting video – I kept the edge highlights as simple as possible and, while they took a bit of time, I think the end result was worth it. I even painted red stripes on their knee pads, just like in the Codex, to signify their strike force – it's a simple but effective bit of freehand.



"Edge highlighting can take a while, but if you're neat you can get really striking results," says Sam. "I applied two highlights straight over the undercoat – Eshin Grey and Fenrisian Grey – that's it."

"I wanted a few of my models to have aquilas on their chests, so I carefully trimmed some Mk. VII armour fronts to fit the Deathwatch torso pieces. I think it adds even more character to the unit."

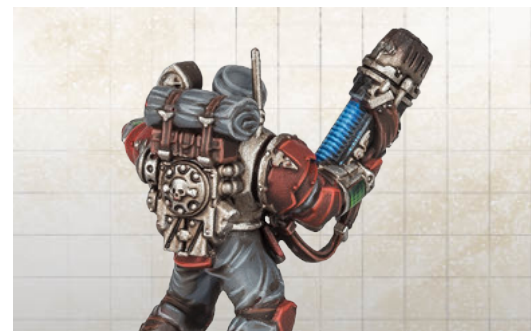
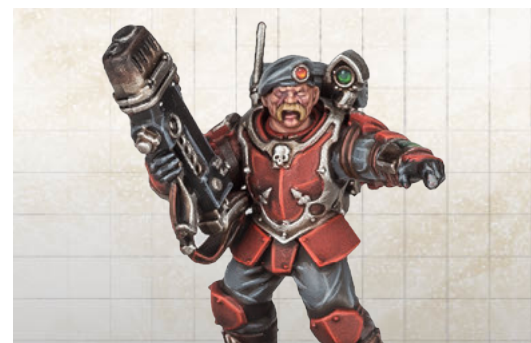


PETE FOLEY'S INQUISITORIAL RETINUE

Pete: I painted my Tempestus Scions in the black and red colour scheme often used by the Inquisition. I picked the colour scheme for two reasons – first, I'd been painting Ironjawz recently with red armour, so I wanted to see how the colour applied to other models. Second, I was inspired by the models painted for the Fall of Cadia book and I will probably paint Inquisitor Greyfax to go with my force at some point – that will definitely mark them out as agents of the Inquisition. I wanted to make the Scions' ride – the Taurox – look properly battered and beaten, so I stippled on Mechanicus Standard Grey with a sponge to represent battle damage, then applied Leadbelcher the same way to make it look like the paintwork had been worn down to bare metal. I also based the Taurox and detailed the base with parts from the Sector Imperialis basing kit so it matched those of the rest of my force. ☠



"If you're painting Sector Imperialis (or Shattered Dominion) bases for your models, I recommend painting them on the sprue," says Pete. "It makes them much easier to hold and drybrush."



"I gave my Tempestus Scions an all-over wash of Nuln Oil after applying the basecoats," says Pete. "A heavy wash really helps to define all the packs and pouches on the models – they're incredibly detailed."

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, we have a trio of super-easy painting guides for the new First Strike models, while over the page you'll find an in-depth stage-by-stage guide for the Primaris Librarian.

Here in the White Dwarf team, we get a lot of emails asking us for some simpler painting guides to help new hobbyists get into painting. How could we possibly refuse that request? On these two pages you'll find quick and easy painting guides for the models in First Strike, showing you how to paint an Ultramarines Intercessor, a Plague Marine and a Poxwalker in no time at all. The goal here is to help you get your models painted to a standard that anyone can achieve using a minimal number of colours – the paints we use here are the ones from the new paint sets found on page 10. But what about all you experienced painters, what have we got for you? Well, turn the page for an extensive painting guide for the new Primaris Librarian – it'll blow you away!

FIRST STRIKE

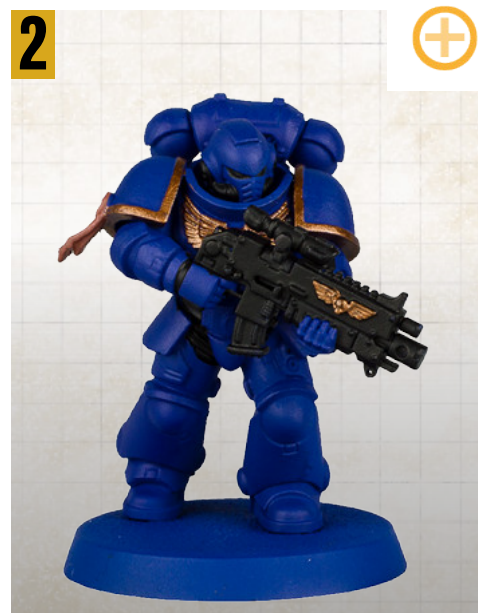
The miniatures on these two pages can all be found in the First Strike box, which you can read more about in Planet Warhammer at the start of the mag.

The 56-page booklet in the set includes not only details of how to play the game and advice on collecting an army, but all three of these painting guides, too, plus some other useful painting tips and advice.



PAINTING AN ULTRAMARINES INTERCESSOR

To begin, use Macragge Blue to paint an undercoat all over the model, ensuring you get nice even coverage (1). Next, apply basecoats of Balthasar Gold to the trim of the shoulder pads and the aquila on the chestplate, Bugman's Glow to the parchment and Imperial Primer to the bolt rifle, packs and pouches (2). The third stage is to apply a wash of Agrax Earthshade all over the model to define the recesses of the Intercessor's armour and weapons (3). To complete your Intercessor, apply a thick coat of Armageddon Dust to the base (4) and then paint the base's rim with Imperial Primer.



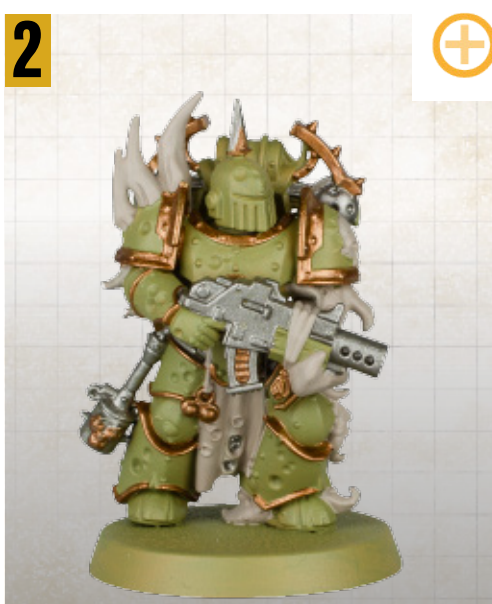
REIVERS

Some of the Reivers eschew the iconic Space Marine helmet in favour of an intimidating half-mask. When painting the Reiver Sergeant, follow the same steps as above but apply Bugman's Glow to the Sergeant's flesh and Imperial Primer to his hair during the basecoat stage. This process can be applied to any similar models in your collection.

1



2

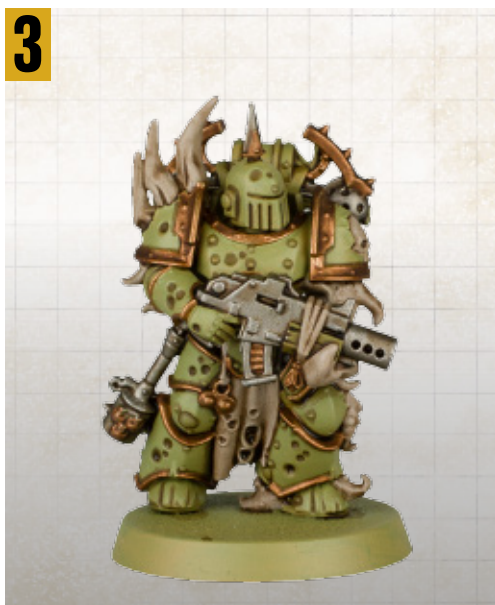


PAINTING A DEATH GUARD PLAGUE MARINE

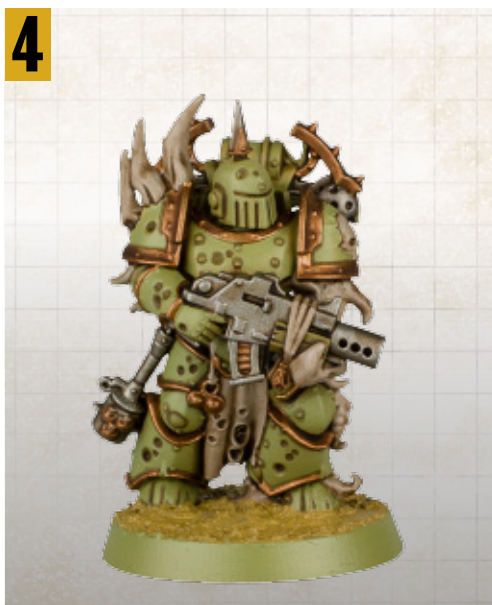
First of all, paint the Death Guard model with an undercoat of Death Guard Green. Make sure you get an even covering across the whole model (1). Next, apply basecoats (2) of Leadbelcher for the bolter and Balthasar Gold for the armour trim and raised areas on the model's wargear.

Use Rakarth Flesh for any areas of bone and skin. An all-over wash of Agrax Earthshade (3) will give depth to the Plague Marine's armour and give him a perfect, grimy, unwashed look. Finally, finish the model off by applying a thick coat of Armageddon Dust to its base (4).

3



4



THE NEXT STEP

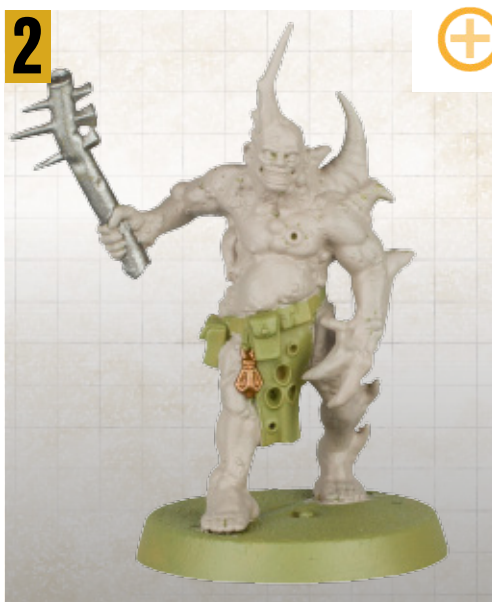
Some models you'll want to add a few more colours to, such as this Lord of Contagion painted by Warhammer TV's Duncan Rhodes. Duncan painted it using the same techniques as those shown to the left – he just used more basecoat colours, such as Screamer Pink for the model's cape. You can see more of Duncan's work on the Warhammer TV YouTube page.



1



2

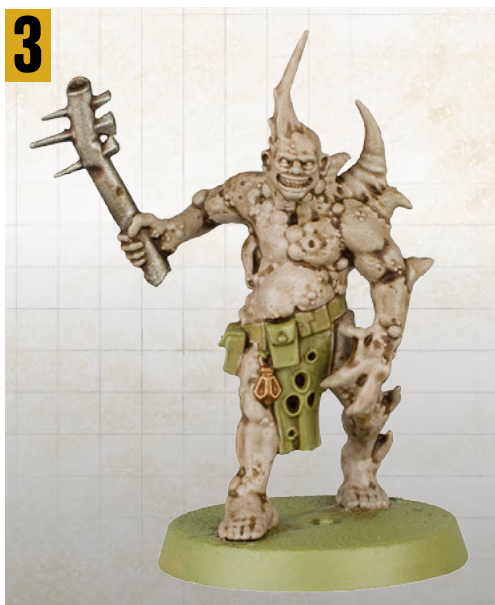


PAINTING A POXWALKER

Just as we did with the Plague Marine, start off by painting your Poxwalker with a thorough undercoat of Death Guard Green (1). Basecoat the Poxwalker's pallid skin with Rakarth Flesh, its weapons with Leadbelcher, and any symbols or other items with Balthasar Gold (2).

Next, apply an all-over wash of Agrax Earthshade to the whole model, making sure that you cover all the details and get the Shade paint into all the recesses (3). All that's left to do after that is to apply a thick coat of Armageddon Dust to your festering Poxwalker's base (4).

3



4



SPRAY IT!

The models on this page were undercoated using Macragge Blue and Death Guard Green paint straight out of the pot. But did you know that both those colours are available as spray basecoats? While they take a little more preparation work (you can't use them when it's raining, for example), basecoat sprays can help you get your collection basecoated in double-quick time.



MODELLING AND PAINTING



PAUL NORTON

Paul painted a fair number of the new Primaris Space Marines for the Studio collection, so he knows a thing or two about painting them by now! He's also won a Golden Demon statuette with his own Space Marine miniatures, so who better to tackle this comprehensive painting guide?



COLOUR THEORY

The colour scheme on this model uses all three primary colours – red, yellow and blue – creating a powerful but well-balanced feel to the model. Before you paint a model, check what colours work well together and which ones might clash. Painting this model with a bright green robe, for example, would take attention away from the armour, while a black robe would look too similar to it and become indistinct.

Right: The completed Librarian in all his glory. The finishing touch to the model was its base, which Paul created the texture on using a layer of sand glued to the base with PVA Glue. He then basecoated it with Mournfang Brown followed by careful drybrushes (avoiding the Librarian's feet) of Balor Brown, then Tyrant Skull. The last stage was painting the rim of the base with Steel Legion Drab.

PAINTING THE NEW PRIMARIS LIBRARIAN

We've shown you the basics of painting Space Marines, now here's an in-depth painting guide for the new Primaris Librarian, painted by Studio Army Painter Paul Norton.

Paul's created plenty of painting guides for White Dwarf over the last few years and he's always full of insightful advice to help you get your models looking tip-top. Here's what he has to say about painting the Primaris Librarian.

"I painted this Librarian to what us army painters call a character standard," says Paul. "What I mean by that is that he's painted to a slightly higher level than the troopers that fight alongside him. Why? Because he's a hero, a focal character in the army and he deserves a little extra time spent on him. Really it's as simple as adding an extra highlight or two to the prominent areas of the model, such as his armour or his face – that little extra level of attention goes a long way to making a hero in your army stand out from the warriors around him."

THE BEST WAY TO GET AHEAD IN LIFE

Paul built the Librarian in two sub-assemblies – his body and his head. Paul drilled a small hole in the bottom of the Librarian's head and mounted it on top of a paperclip. This enabled him to paint it separately from the rest of the model. Note how the head has a strange lump underneath it beneath the collar – this is a small amount of adhesive putty that Paul applied to keep the base of the neck clear of paint. He put another bit in the socket where the head will sit on the body. This means that when he sticks the parts together after painting them, the Plastic Glue will stick bare plastic together, not paint, ensuring a much stronger bond.

"After undercoating the body of the model Chaos Black and the head Corax White (see below), I set to work on the model's armour. It's one of the largest areas of the model, so it's worth painting it first to avoid possible mistakes later on – it's much easier to tidy up a mistake on blue armour than it is to fix a blue splodge on yellow robes, for example. Painting the largest area of a model – any model, not just this one – also helps you gauge the tone of the piece and figure out the balance of the other colours you want on it."

"After the armour I moved on to the robes. When painting cloth it's worth taking your time to get a smooth transition of colour as it helps explain the texture of the material – it's not hard and reflective like the armour, for example, its soft and absorbs light instead. I actually painted the robes a cream colour to begin with, mixing



Lahmian Medium into the Seraphim Sepia to prevent the Shade paint from overpowering the colour. I then glazed the whole robe with Lamenters Yellow to give it a more yellow tone. The reason I painted them this way rather than a straight yellow is because I wanted a more neutral look to them rather than a bright, vibrant one. The glaze also helps blend the colours together,

giving the robes a smoother look than the armour – it helps differentiate between the textures of the two materials. I did a similar thing with the red robes, using several layers of Nuln Oil mixed with Lahmian Medium to build up the shading and suggest depth in the material. I then used fine edge highlights to suggest that they're made of a slightly reflective material like satin."

**BLUE POWER
ARMOUR**



1

Basecoat: Kantor Blue
L Base

2

Wash:
Nuln Oil (recesses)
M Shade

3

Layer: Altdorf Guard Blue
M Layer

4

Layer: Calgar Blue
S Layer

5

Layer: Fenrisian Grey
XS Artificer Layer

**GOLD
DETAILS**



1

Basecoat:
Retributor Armour
S Base

2

Wash:
Reikland Fleshshade
M Shade

3

Layer: Auric Armour Gold
S Layer

4

Layer: Stormhost Silver
XS Artificer Layer

**ROBES
OF OFFICE**



1

Basecoat: Zandri Dust
L Base

2

Layer: Ushabti Bone
M Layer

3

Wash: Seraphim Sepia
M Shade

4

Glaze: Lamenters Yellow
M Glaze

5

Layer: Screaming Skull
S Layer

6

Layer: White Scar
XS Artificer Layer

**CLOAK
LINING**



1

Basecoat: Celestra Grey
M Base

2

Wash:
Drakenhof Nightshade
M Shade

3

Layer: Ulthuan Grey
S Layer

4

Layer: White Scar
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

THE CITADEL PAINT SYSTEM

Our painting system is an easy-to-learn combination of several simple techniques, designed to take you step by step through the process of painting your model.



Basecoat: Basecoating is the foundation of the paint system. This initial application of a high-pigment paint offers a smooth starting point for later stages.



Shade: Shading is a technique that brings out all of the subtle details and textures on your model. Citadel Shades are designed to flow into recesses, providing natural shading that defines the model's finer details.



Drybrush or Layer: Drybrushing and layering are techniques designed to highlight the details on your miniatures. Drybrushing effectively captures raised details on the model, especially those with lots of small, sharp details. Layering involves applying several layers of increasingly lighter colours, creating striking highlights.



Glaze: Citadel Glazes are used to intensify and unify areas of colour, making your basecoats and layering really stand out.



Technical: The finishing touch to any model, Citadel Technical Paints offer a variety of unique, specialised effects, such as rust, blood, and mud for basing.



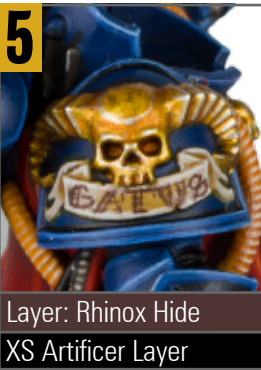
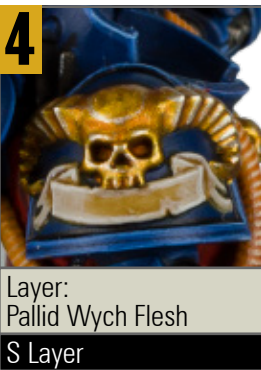
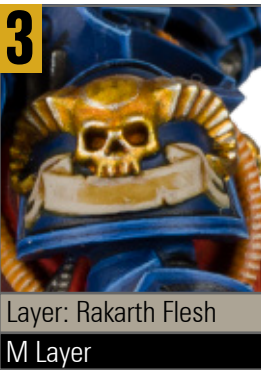
PAUL'S TOP PAINTING TIPS

"I drybrushed the power cables on the Librarian's armour. Unless you're a really good painter and you've got loads of time to spare, it's much easier to paint a ridged texture like a cable with a drybrush than an artificer brush – just run the drybrush along the length of the cable to catch the raised areas of its texture."

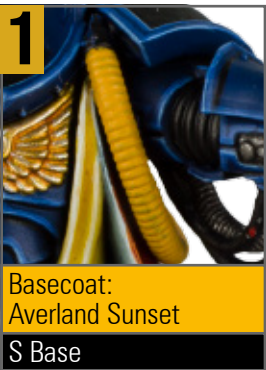
"I used the same colour for the cabling as I did for the rune on the Librarian's force sword. It suggests the two are linked, like there's psychic energy running through both of them."

"When writing a name on a scroll, start with the middle letter and work outwards to the ends – it avoids an end-of-line jumble of letters."

PARCHMENT



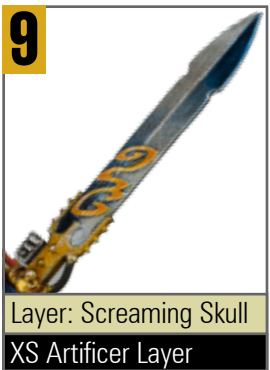
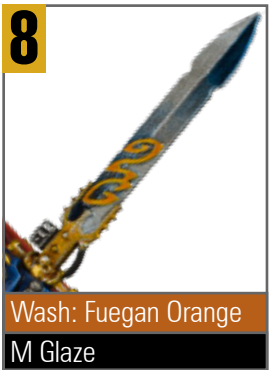
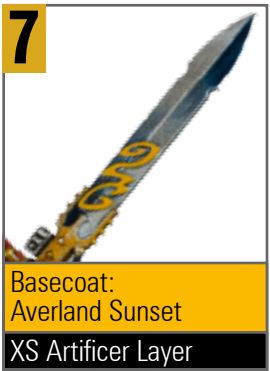
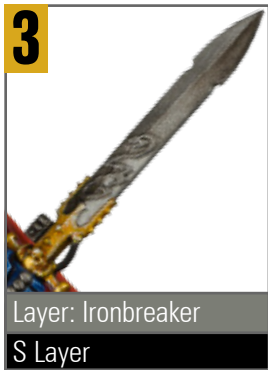
POWER CABLES



RED CLOAK



FORCE SWORD



“I painted a reflective effect on the model’s force sword. I thinned down Nuln Oil with a little water and applied it to the tip of the blade on one side of the ridge (the line down the centre) and at the base on the other side. I applied a few more layers of Nuln Oil to build up the colour before applying Ironbreaker to the opposite quarters. A glaze of Guilliman Blue to the shaded areas gives

the blade a mystical quality while a layer of ‘Ardcoat helps bring back the shine to the blade.

“The face is the focal point of the model, so it deserves extra attention. You can use as many or as few of the stages below to paint your Librarian (or any model) – just stop when you feel you’ve reached a stage that you’re happy with.” 🦋

PURITY SEALS	FACE	BEARD	EYES AND GEM
<div>1</div> <p>Basecoat: Rakarth Flesh S Base</p>	<div>1</div> <p>Basecoat: Ceramite White S Base</p>	<div>6</div> <p>Glaze: Screamer Pink XS Artificer Layer</p>	<div>1</div> <p>Basecoat: White Scar XS Artificer Layer</p>
<div>2</div> <p>Wash: Seraphim Sepia M Shade</p>	<div>2</div> <p>Layer: Kislev Flesh M Layer</p>	<div>7</div> <p>Layer: Russ Grey XS Artificer Layer</p>	<div>2</div> <p>Wash: Agrax Earthshade M Glaze</p>
<div>3</div> <p>Layer: Rakarth Flesh M Layer</p>	<div>3</div> <p>Wash: Reikland Fleshshade M Shade</p>	<div>8</div> <p>Layer: Flayed One Flesh XS Artificer Layer</p>	<div>3</div> <p>Basecoat: Warpstone Glow S Layer</p>
<div>4</div> <p>Layer: Pallid Wych Flesh S Layer</p>	<div>4</div> <p>Wash: Druchii Violet (recesses) M Glaze</p>	<div>9</div> <p>Layer: Pallid Wych Flesh XS Artificer Layer</p>	<div>4</div> <p>Layer: Administratum Grey XS Artificer Layer</p>
<div>5</div> <p>Layer: Rhinox Hide XS Artificer Layer</p>	<div>5</div> <p>Layer: Kislev Flesh S Layer</p>		<div>5</div> <p>Layer: Yriel Yellow XS Artificer Layer</p>

CITADEL BRUSHES

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.

The Base brush range has four sizes – S, M, L and XL. All of them have hard-wearing bristles designed to hold plenty of paint. We recommend using the largest brush you can to paint your model efficiently.



Shade brushes (M and L) soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go.



The Glaze brush is like a Shade brush but with a smaller head. You can also use it to apply Shades to small areas of a model.



There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing.



The M Layer brush is ideal for applying layers of paint, while the S Layer is perfect for highlights. Artificer Layer Brushes (XS, S and M) are super-high quality sable brushes that give unparalleled control of your paint – perfect for adding those last tiny details to your models.



Lastly, there are the scenery brushes, which come in M and L sizes. Like drybrushes, they are ideal for painting large areas quickly by drybrushing.



REALMS OF BATTLE

Realms of Battle is our regular feature on planning, building and painting your own terrain collection and getting the most out of it in your games. This month, we take a look at the very thing the series is named for – the Realm of Battle gameboards.

The original Realm of Battle board has been around for a few years now, and since then it's been joined by the Sector Imperialis and Shattered Dominion boards for Warhammer 40,000 and Warhammer Age of Sigmar respectively. Modular, detailed and hard-wearing, the Realm of Battle boards make stunning battlefields convenient and achievable.

Okay, a Realm of Battle board is unlikely to be one of your first purchases (try a Battle Mat instead). But what they are is an impressive addition to your collection when the time comes. What's more, they'll last a lifetime. You'd have to try very hard to damage one – top tip: don't! – and the well-defined detail can easily handle being repainted if you feel like a change after a while. And a Realm of Battle board is one of the few things you can buy that you'll be able to use for pretty much every game you play.

The original Realm of Battle. Composed of six board sections with three different designs (two hilly, one flat), the set can be combined to produce open valleys...

REALM OF BATTLE BOARDS

There are now three Realm of Battle gameboards in the Citadel range. The original – the Realm of Battle itself – the Sector Imperialis for Warhammer 40,000 and the Shattered Dominion for Warhammer Age of Sigmar. Each is a set of six 2' x 2' board tiles made from very hard, durable plastic. Each set consists of board tiles with different designs, which can be combined in a variety of ways to produce a game board up to 6' x 4' in size. We look at a few different ways of using them in this article.

In any case, it's not necessarily all about having your own board. White Dwarf's Dan Harden has collected numerous armies over the years but doesn't have room for a gaming table at home. Instead, he plays at his friend Luke's house. Luke has two Realm of Battle boards on tables in his garage. The scenery the group uses is a mixture of stuff belonging to different people. Gaming is a social hobby – you need opponents, for starters – so this kind of arrangement, whether at an organised gaming club or among a group of friends, is pretty common. And boards aren't like armies – you might be happy to share, or use someone else's – so either way it's worth thinking about how a Realm of Battle board (or two) might enhance your games and bring new life to your collection – miniatures never look better than when pitted in battle on an amazing table, after all – whether as a solo project or something for your club or gaming group to tackle together.





...or a large central hill like this. You don't have to use all six tiles when you put your board together either – there's still huge versatility using just four tiles, for a 4' x 4' board. Here, the raised area in the centre provides obvious inspiration for a battle, with beleaguered defenders surrounded.

VERSATILITY

Aside from their quality, durability and convenience (the 2' x 2' boards can very easily be slid into shelves or stacked in a pile no more than a few inches thick and are also easy to transport), the most useful features of the Realm of Battle boards are their versatility and compatibility.

Each of the three Realm of Battle boards features board sections of different designs that can be combined in all sorts of different ways. On the original Realm of Battle board, for example, hills occupy the corners of four of the tiles. You can put these at the corners of the board itself (as in the example left) to produce a broad open valley, or you can put two hill sections side by side at the edge of the board, or even combine all four in the centre to produce a large hill or area of raised ground in the middle of the board.

However you configure your board, there's plenty of space for trees, buildings and other items from your scenery collection. The Sector Imperialis and Shattered Dominion boards even have dedicated 'footprints' for buildings (see right). Keeping your buildings separate allows maximum flexibility while still allowing you to integrate your scenery collection – and your army – through your chosen colour schemes and basing techniques.

CONFIGURING YOUR REALMS OF BATTLE

Both the Sector Imperialis and Shattered Dominion boards are almost completely flexible when it comes to configuring them, but one thing to think about when arranging the board sections is how you want them to combine with any buildings you might use. Both feature footprints (the space between the roads on the Sector Imperialis and the cracked stone flooring of the Shattered Dominion) for precisely this purpose.

SECTOR IMPERIALIS

With the Sector Imperialis board, one thing to avoid is dead ends. There are two designs – a 'straight' and a 'T' section –

with three of each in the set, giving you several ways to avoid this – both circuits and parallel roads are possible.



SHATTERED DOMINION

On the Shattered Dominion board, the designs all stop at or just before the edge of each section, so you can combine

any of them. The broken stone slabs do suggest lost roads and cities, though, so combining them adds to the effect.



MODELLING AND PAINTING

BEYOND SECTOR LIMITS, BEYOND SHATTERED DOMINIONS...

All of the Realm of Battle boards combine with each other, taking you to the scattered wastelands around Imperial cities and even deeper into the shattered dominions of the Mortal Realms...

Dan Harden combined Sector Imperialis tiles with the original Realm of Battle to create the outskirts of a ruined Imperial city.



Matt Hutson used Realm of Battle board sections to create a wooded valley surrounding the Arcanabulum from the Shattered Dominion.



Beyond the versatility within each set, all of the different Realm of Battle board sets – the original Realm of Battle, the Sector Imperialis and the Shattered Dominion – are, in fact, compatible with one another and can be combined in any number of ways. The flat, open sections on all of the boards are the exact same height and the patches of open ground on the Sector Imperialis and Shattered Dominion board tiles are detailed with exactly the same texture as that found on the Realm of Battle board tiles.

One Realm of Battle board is a big investment in itself, so two or three might seem like an absolute luxury but, again, it's the kind of thing you're most likely to consider for a gaming club or among a group of friends. If you're going to have multiple games going on at the same time, you're going to need multiple boards anyway, and planning out how to paint them so that they're compatible and

can be used together in whatever combination you choose for a given game will give you loads more options in the long run. The trick here is to pick colour schemes that tie the boards together while providing contrasts between their different textures (more on this to the right).

In Dan's example, to the left, the lighter-coloured stone slabs around the roads, walkways and mausolea are the same colour as the cracked, rocky sections on the more open board tiles, suggesting the city was built from local stone, as you might expect. The dusty grey colour of the open ground likewise features in the patches of broken flooring on the Sector Imperialis sections, matching these areas of the board to each other. Dan can easily take the original Realm of Battle board and use it for a game of Warhammer Age of Sigmar, but he's also got the option of combining it with his Sector Imperialis board.

PAINTING THE GHYRAN WILDERNESS

Matt painted this board, using a combination of Shattered Dominion and Realm of Battle board sections, to fit in with his Sylvaneth (and to match the board section he'd already made for last year's Armies on Parade). Matt chose rich brown

for most of the board to match the bases of his models. For the Arcanabulum, Matt used a light orange. Orange sits close to brown on the colour spectrum, so serves as a lighter, complementary tone. Matt also used this orange on his Realmgates to further tie the elements of his board together.

FOREST FLOOR



ARCANABULUM



ANCIENT RUINS



1

Base: Mournfang Brown (Citadel Spray)

1

Base: Wild Rider Red

6

Drybrush: Kindleflame

1

Base: Mechanicus Standard Grey

2

Base: Rhinox Hide

2

Wash: Reikland Fleshshade

7

Drybrush: White Scar

2

Drybrush: Karak Stone

3

Drybrush: Mournfang Brown

3

Drybrush: Wild Rider Red

3

Drybrush: Screaming Skull

4

Drybrush: Steel Legion Drab

4

Drybrush: Troll Slayer Orange

5

Drybrush: Karak Stone

5

Drybrush: Fire Dragon Bright

FELL CHASM

Layer: Nurgle's Rot

PAINTING

When mixing and matching Realm of Battle boards, you're going to want to tie them together, so use the same colour for any areas of open ground. You will still want to create contrast between the different textures on the board, though, so if you're thinking of using a dark grey for the roads on the Sector Imperialis sections, for instance, try another, contrasting colour for the rocky outcrops and cracked earth sections of the Realm of Battle board.

Similarly, think about the colours you might want to use on your other scenery. Both Dan and Matt painted the buildings and Realmgates for their boards in similar tones to the rocky areas of the surrounding board. Contrasting colours work equally well.

As ever when painting scenery, you don't want your board to overshadow your miniatures, so there are a few things to think about when picking colours. That doesn't mean you can't use vivid colours like green, blue or purple, though – just try to choose 'light' colours rather than 'bright' ones if you want to liven up your board. A final drybrush with a pale colour like Karak Stone, Screaming Skull or Fenrisian Grey will work as a highlight for most colours and also serve to subdue any overly bright areas.



MAKING INROADS

Your choice of board can even provide some of the narrative for a game. You could fight the first battle of a campaign on the open ground of a Realm of Battle board. For the second, you might add a couple of sections of the Sector Imperialis at one end, with the loser of the first game defending their city. The final battle might take place right in the very heart of the Sector Imperialis as the invader attempts to finish their conquest.

MODELLING AND PAINTING

PAINTING THE SECTOR IMPERIALIS

Dan painted his board to match the bases of the Iron Warriors that he's been working on for A Tale of Four Warlords. To help unify the Sector Imperialis and Realm of Battle boards, Dan painted the two grey wasteland tiles using the same colours and techniques as the road

shown below, albeit without the Nuln Oil wash. The skull-filled cracks he painted the same way as the sandstone pavement. The very last colour Dan applied to all four boards was Administratum Grey, which he used as a final drybrush for the road, the ash waste and also as a light drybrush on some of the city walkways to represent an accumulation of dust.

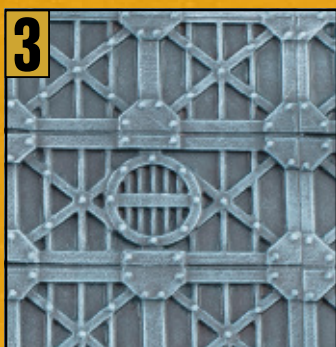
DECK PLATING



Basecoat: Incubi Darkness



Drybrush: Thunderhawk Blue



Drybrush: Fenrisian Grey



Wash: Typhus Corrosion

SANDSTONE PAVEMENT



Basecoat: Steel Legion Drab



Drybrush: Baneblade Brown

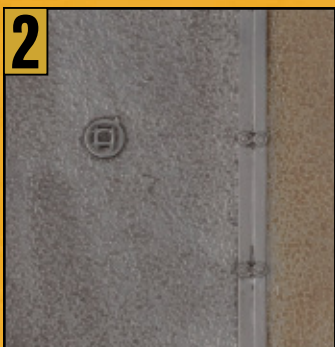


Drybrush: Screaming Skull

TARMAC ROAD



Basecoat: Skavenblight Dingy



Wash: Nuln Oil



Drybrush: Dawnstone



Drybrush: Administratum Grey

BRASS SEPULCHRE



Basecoat: Warlock Bronze



Drybrush: Brass Scorpion



Drybrush: Sycorax Bronze



Drybrush: Necron Compound

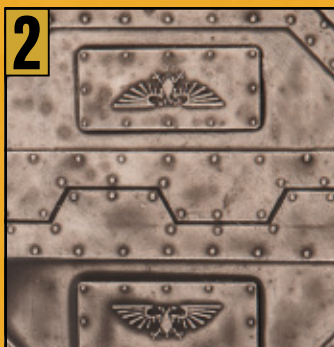


Wash: Seraphim Sepia

BLAST DOORS



Basecoat: Leadbelcher



Wash: Nuln Oil



Drybrush: Necron Compound

FOR MORE PAINTING GUIDES
VISIT THE WHITE DWARF
FACEBOOK PAGE

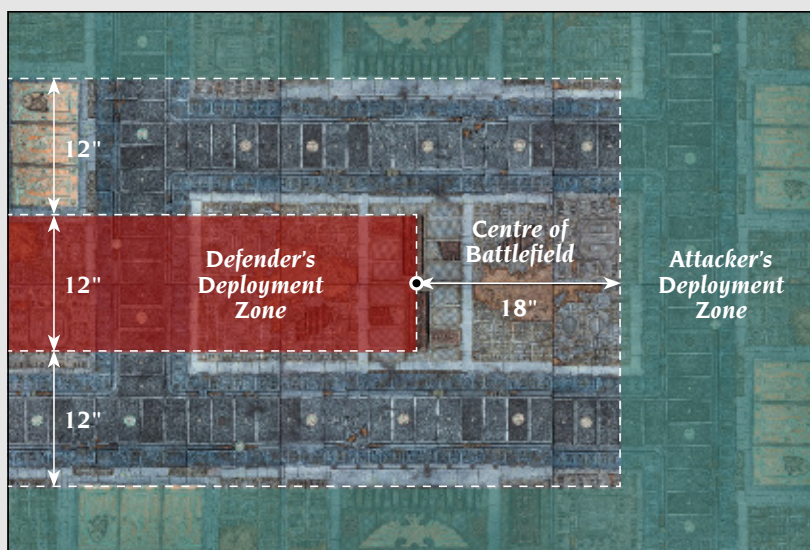
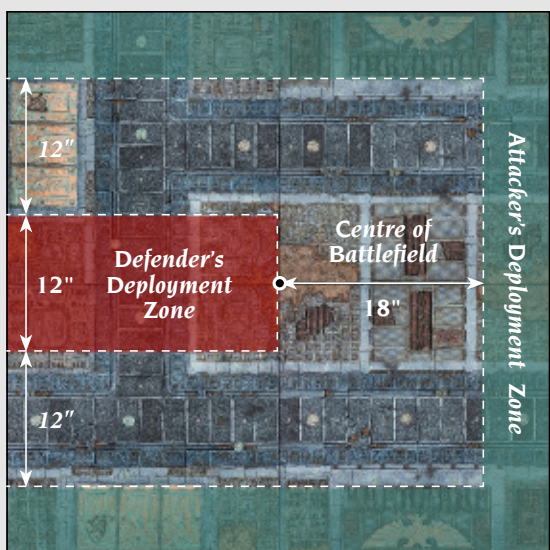
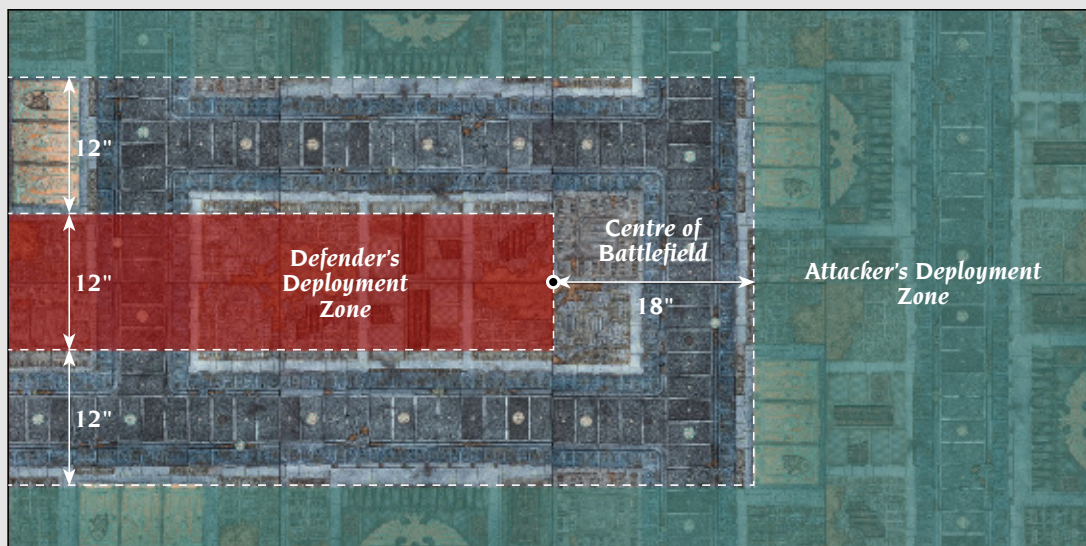


REALMS OF BATTLE: WHATEVER SIZE YOU WANT THEM TO BE

The Realm of Battle boards are all 6' x 4' but – made up of 2' x 2' board sections – can be used to make larger or smaller boards depending on your needs. And you can still play any kind of battle you want...

GETTING TERRITORIAL

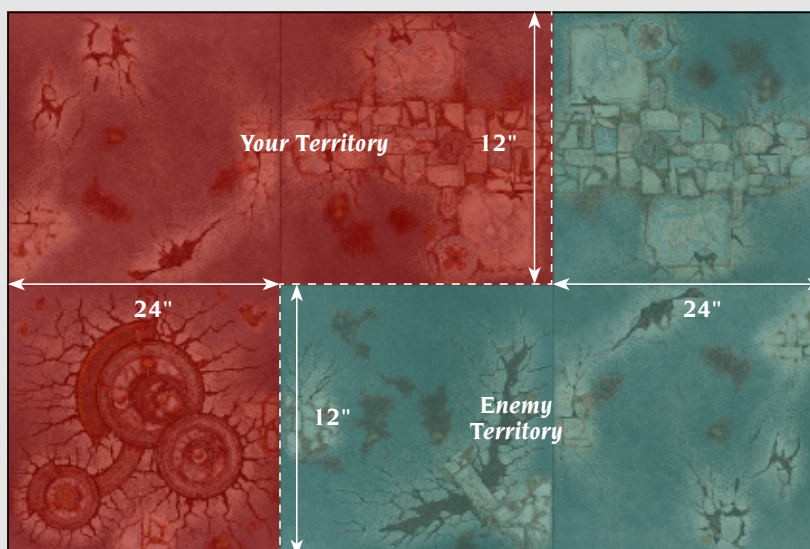
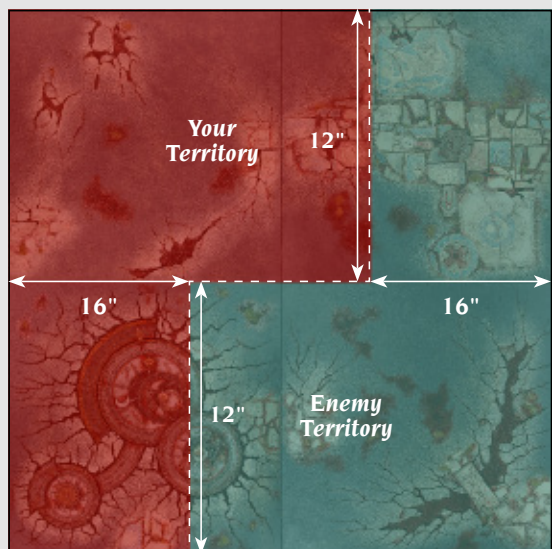
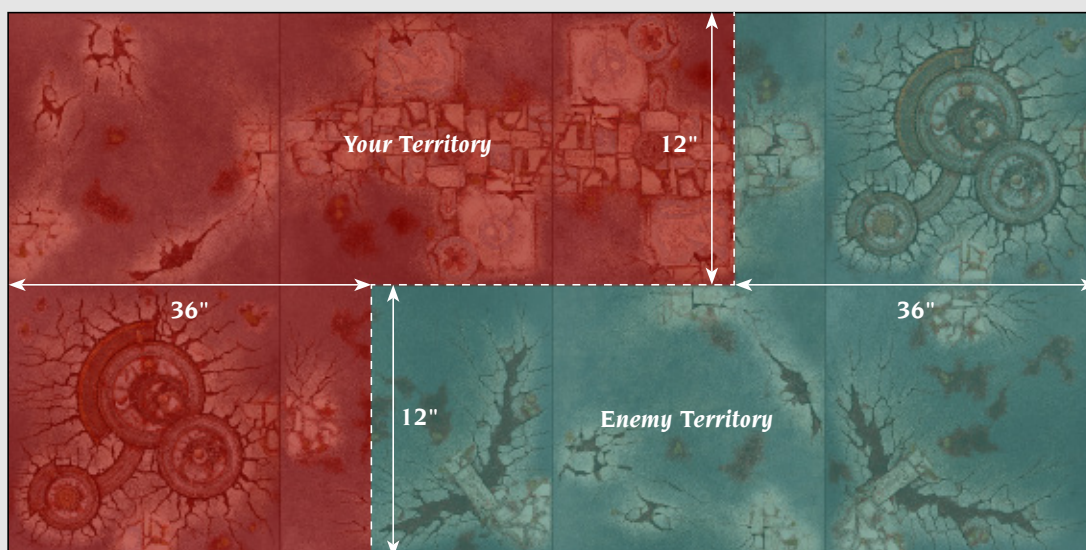
The missions and battleplans published in our books are almost always shown on 6' x 4' boards, but did you realise that all the measurements shown on the associated maps are relative? That is, you can play them on any size of board you want. As long as you preserve the distances shown on the mission or battleplan's map, other areas of the board will adjust accordingly. The game will be the exact same fun, challenging encounter it would be played on a 6' x 4' board.



The Ambush mission from the Warhammer 40,000 rulebook specifies a 12" wide deployment zone for the defender and gaps of 12" (across the width or the table) and 18" (down its length) between it and the attacker's deployment zone. What happens if you play it on a different size of board, then? Simple, the deployment zones just get bigger if your table is bigger or smaller if the table is smaller. The space between them stays the same.

KEEPING IT IN PROPORTION

All of the example battlefields shown on the Warhammer Age of Sigmar rules sheet divide the table in half. One example (right) does this by giving three sections to each player. This is just as easily done on bigger and smaller boards – it just needs a bit of maths! On both the 8' x 4' and 4' by 4' boards shown in these examples, each player still has two thirds of one long board edge and one third of the other board edge on which to set up their army, perfect for different sizes of game.



We've added measurements to these examples to illustrate the point about applying the same proportions to boards of different sizes. On a 6' x 4' board, each third equates to 24", on a 4' x 4' board that becomes 16" and on an 8' x 4' board each third measures 36". Any battleplan or mission can be adapted in this way, so you can tailor them to the size of your chosen armies or the space you have available to set your board up in. Simple.

MODELLING AND PAINTING

REALMS OF THE IMAGINATION

You can even use the Realm of Battle boards as the basis for more ambitious modelling projects, giving you a solid base for your creations while allowing you to use them with the rest of your collection.



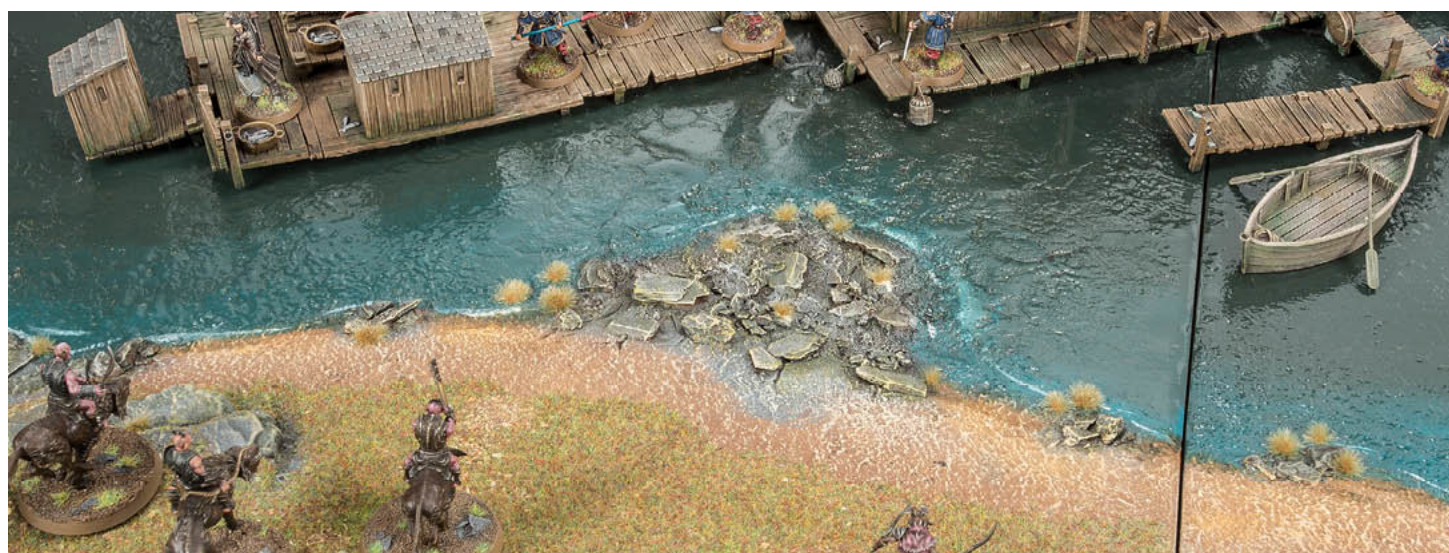
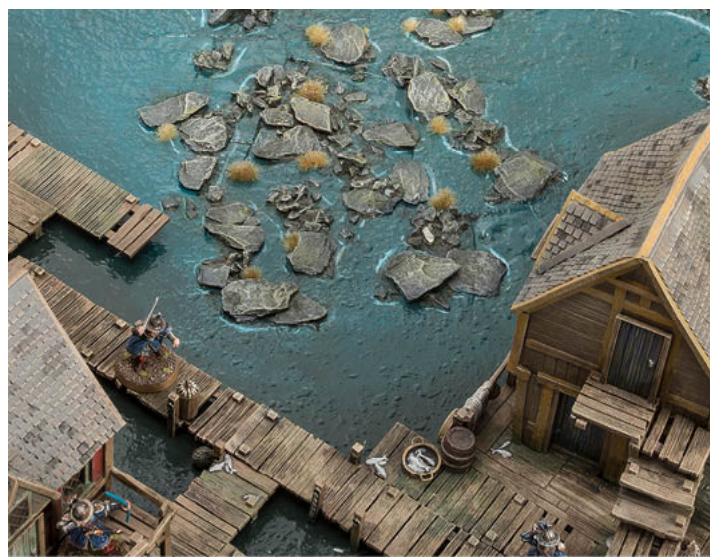
The Studio's Steve Bowerman made this river board using (now sadly unavailable) water effects paint. A similar effect can be achieved with layers of gloss varnish over drybrushed layers of green and blue to provide the river's colour, with sand and small rocks providing a shoreline.



While this board is obviously ideal for the Lake-town Houses, the only limit is your imagination. Watery sections can equally well provide the base for some rigs and refineries made of the Sector Mechanicus scenery, for instance (see April's Battle Report for just such an example), with the connecting walkways allowing your forces to move around the board as normal.

You don't need to take up a whole board with special features – you might not want to fight every one of your battles over a battlefield dominated by a river, but two board sections featuring water can provide a shoreline at one end of the table (ideal for the occasional special scenario), while leaving the vast majority of the board's length still suitable for use in pretty much any game.

And if you're thinking about trying your hand at modelling up a Realm of Battle board, well, there's a perfect place to start...





B LANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors, and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month, the colour orange is in the ascendancy, as it features in both Helge Wilhelm Dahl's Genestealer Cult warband and Martin Grandbarbe's Inquisitorial retinue.

The two warbands on this page were painted by Helge Wilhelm Dahl, who's called his project the Nestorian Infestation. It's likely, going by his name alone, that Inquisitor Nestorian, the leader of one of Helge's warbands, has a part to play in it...

"Inquisitor Nestorian was tasked with investigating why communication had been lost with the world of Efesos VI," says Helge. "Unbeknownst to Nestorian, however, the world's prison population had been infiltrated by a Genestealer Cult. When Nestorian arrived on Efesos VI, the Cult Patriarch lured him to

Below: Inquisitor Nestorian and Magus Thexos lead their warbands in conquest of Efesos VI. Helge's two warbands are clearly distinct entities, the prisoners wearing orange jumpsuits, while the Inquisitorial retinue wear striped trousers and shirts. Both warbands feature a sepia tone to their colour scheme, though, which helps unify them on the battlefield.

his lair and, as Nestorian laid eyes on the god-like being, he knew that it was the true Emperor. Nestorian and his retinue now bear the touch – a bleeding hole in their forehead. This is where they were touched by the Patriarch's holy claw, a symbol of becoming one with the Hive Mind. Since their inclusion in the cult, Nestorian and his retinue have been biologically augmented to become stronger and more powerful – they now wait for the time when the uprising can truly begin."





1



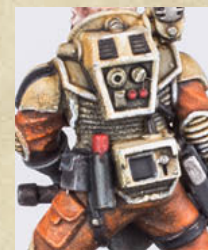
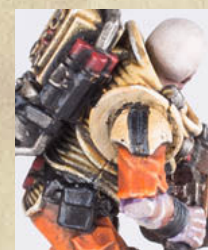
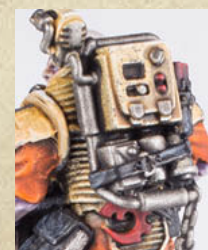
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Magus Thexos (1) is the figurehead of the Genestealer Cult on Efesos VI. Helge used the Magus model as the basis for the conversion, but stripped many of the details from it, including its stole and the vials hanging from its belt. He also changed the head for that of a Neophyte Hybrid.

This Hybrid (2) is the most mutated amongst the prison population. Helge converted it from a Bloodletter with arms from a Crypt Ghoul, while much of the rest of the model is scratch-built. "The hunched-over torso of the Bloodletter works for lots of models, especially sneaky aliens," says Helge.



3



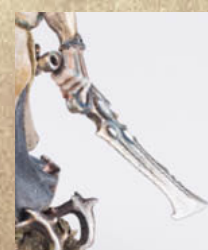
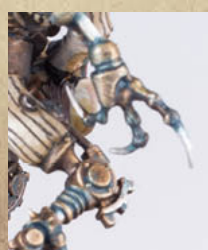
The prison populace of Efesos VI form the bulk of the cult's members (3). "I decided to use orange on these guys," says Helge. "I was inspired by Russian spacesuits from the '60s and classic orange prison jumpsuits. I painted their fatigues using several washes of Fuegan Orange straight over a Corax White undercoat. I used the same technique for their armour, but used Seraphim Sepia instead of orange." Note how the Acolyte on the right of the group now has the spare head from the Magus model, while the group leader has been converted to hold his pick in both hands.



4

Inquisitor Nestorian and his retinue (4). The henchman on the left is made from a Neophyte Hybrid with the head from an Emperor's Children Kakophoni and a stubcarbine from the Sicaran Infiltrators kit. Inquisitor Nestorian is converted from an Acolyte Hybrid with the legs of a Sicaran Infiltrator and a Tyranid devourer surgically wired into his body.

Third in line is a close combat servitor –Nestorian's bodyguard. Helge converted it using Flagellant legs combined with a Sicaran torso and a servo skull from the Tempestus Scions box. Last is the gunslinger, who features Dark Eldar Wrack arms and autopistols from Forge World's renegade militia range. His metal arm stump is from a Sydonian Dragon.

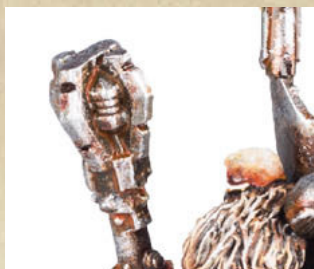


LORD EXORCIZANDIS'S CRUSADE

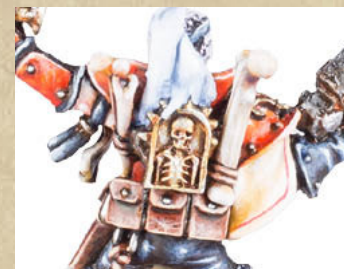
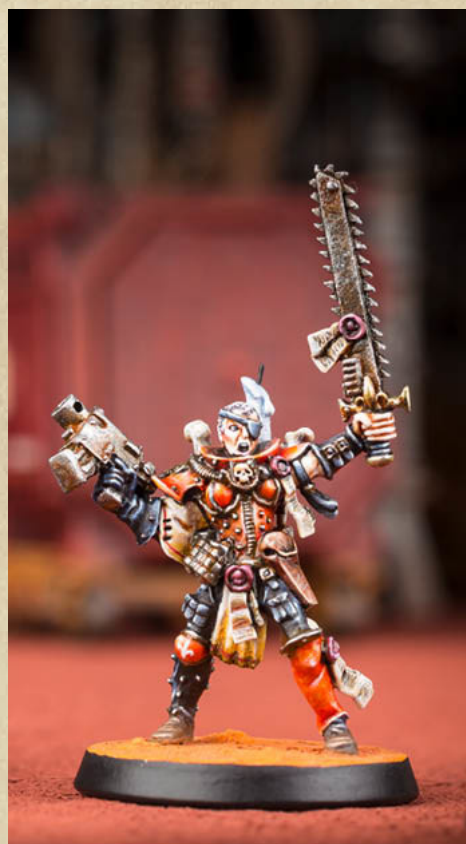
The Puritan Ordo Hereticus warband of Inquisitor Lord Exorcizandis was converted and painted by Martin Grandbarbe, who was inspired to create a warband after seeing John Blanche's artwork. "I've always loved the background developed for the Inquisitor game and John's artwork has always been a source of inspiration for me, especially the page in Codex: Sisters of Battle (see right)," says Martin. "For this project I tried to use exactly the same models that John suggested using in his sketches. Most of them were metal miniatures and really hard to cut up! I wanted to paint my warband with hot colours – just like John's palette – using rusted metals with lots of red, beige, black, gold and rusted steel. I also used artists inks to saturate the colours on the models and make the tone of each colour really strong." 🖌️

THE INSPIRATION

"When I saw Blanchitsu in its current guise in White Dwarf I knew I wanted to create a warband," says Martin. "My inspiration was the sketches that John did of Ecclesiarchal priests in the original Codex: Sisters of Battle all those years ago, particularly the drawing of the converted Mephiston (top row, middle). I loved this page of inspiration when I was younger, I just didn't have the skills to do the conversions or paint the models. Now I do!"



Lord Inquisitor Exorcizandis (1). Martin converted him from the Mephiston miniature, with flaming braziers from Chaplain Seraphicus and a Chaos power maul.



Furiosa is the last Battle Sister of her order, which was destroyed on Lastrati (2). She's converted from a Sister of Battle with the legs and head from an Escher Ganger model.

1
Joining Exorcizandis's crusade are his retinue (3). From left to right they are: Agent 23, a sage, Tortus Bubonicus and Guido Noctula – all are converted from old Citadel miniatures, including an original Assassin model, the Arch Zealot of the Redemption and a Catachan Lieutenant.

"Agent 23 is an Assassin and no one, not even Exorcizandis, has seen his face," says Martin. "Tortus is a zealot who burns with a bitter hatred for mutants and the followers of Chaos while Guido Noctula is a warrior priest and the Inquisitor's second in command. The sage is there to record their witch-hunting deeds."





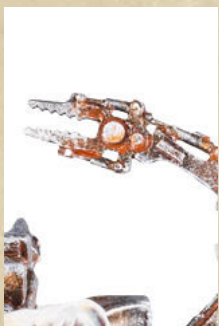
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5

Bishop is a Tech-adept and a devoted servant of the Machine God (4). Bishop left his forge world to roam the galaxy in search of knowledge and ancient archeotechnology. The model is one of the oldest in Martin's warband – an Adeptus Mechanicus Tech-Priest from the late '80s.

Brignadius the Pious (5) was based on an Eldar Warlock, just like the conversion John Blanche envisioned in Codex: Sisters of Battle. Instead of a knightly helm, Martin gave Brignadius the head of a Flagellant and a sword from the Freeguild General box. Like the original drawing, the model is covered in purity seals taken from many Space Marine kits over the years. "Brignadius is from an Ecclesiarchal sect known as the Blindfaith," says Martin. "He gave up his simple life to fight heretics, and Inquisitor Exorcizandis often turns to the blind old man when he's in need of advice."



Inquisitor Exorcizandis is haunted by nightmares of the Chaos Sorcerer that brought about the destruction of Lastrati. Now, along with his retinue, he hunts obsessively for his nemesis.

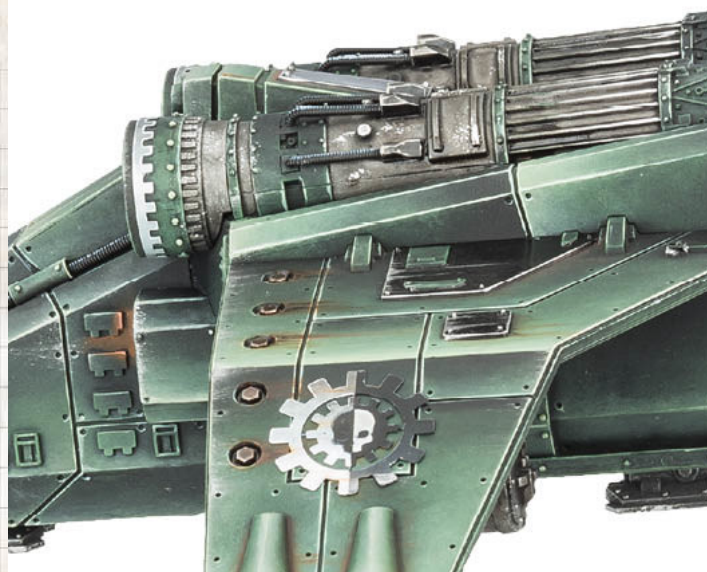
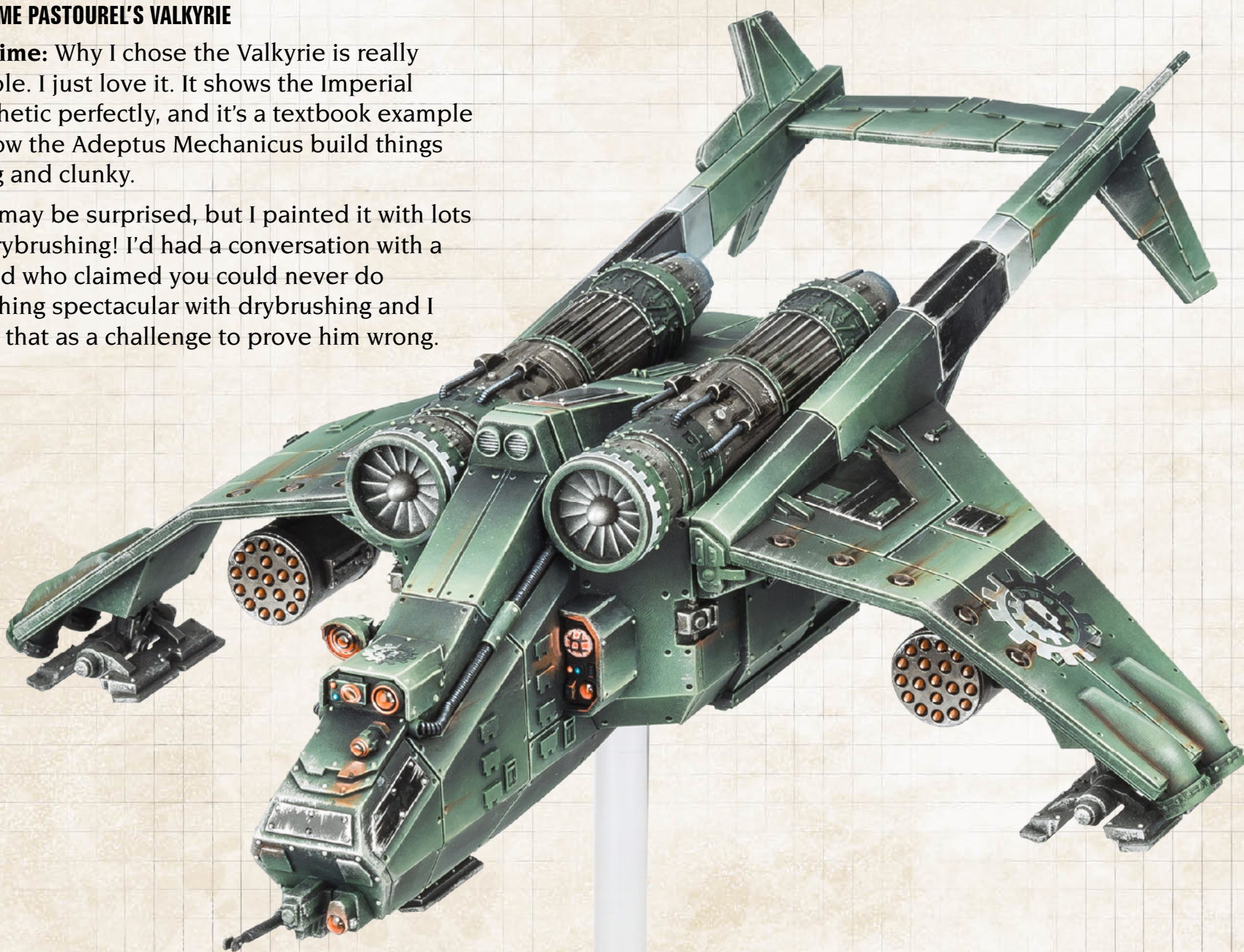
ARMoured ASSAULT

Hobbyists from across Games Workshop HQ put paintbrush to ceramite and steel (and plastic) in the latest challenge issued by the Army Painting team. Always partial to a bit of armoured might, we took our pick of the finest submissions to show off in this issue.

MAXIME PASTOUREL'S VALKYRIE

Maxime: Why I chose the Valkyrie is really simple. I just love it. It shows the Imperial aesthetic perfectly, and it's a textbook example of how the Adeptus Mechanicus build things – big and clunky.

You may be surprised, but I painted it with lots of drybrushing! I'd had a conversation with a friend who claimed you could never do anything spectacular with drybrushing and I took that as a challenge to prove him wrong.



"I'm especially fond of the colours," says Maxime. "There's the contrast of the drab green, weathered hull and the bright, harsh orange optics. I wanted the weathering to be there, but to be subtle. The idea was for the Valkyrie to look like it's a working vehicle – well used and well maintained. To mark it out as attached to the Cult Mechanicus, I used a piece of Forge World brass etch from the Iron Hands set."

PAUL NORTON'S BLOOD ANGELS LAND RAIDER EXCELSIOR

Paul: The biggest consideration I had when painting this was time. When you're working to a tight deadline, that dictates what techniques you can reasonably use. To speed the painting up, I used a lot of sponge-stippling and drybrush weathering to give the impression of a tank that's seen plenty of action recently – which contrasts nicely with the immaculate armour of the crew in the cupolas.



"I added areas of blue glow across the Land Raider," says Paul. "At first it was just for the headlights, but I found it worked great on the lascannon cowlings and

as part of the engine, too, indicating the tank's fusion power source. It became the tank's spot colour – the cool blue contrasts nicely with the battered, warm red hull."



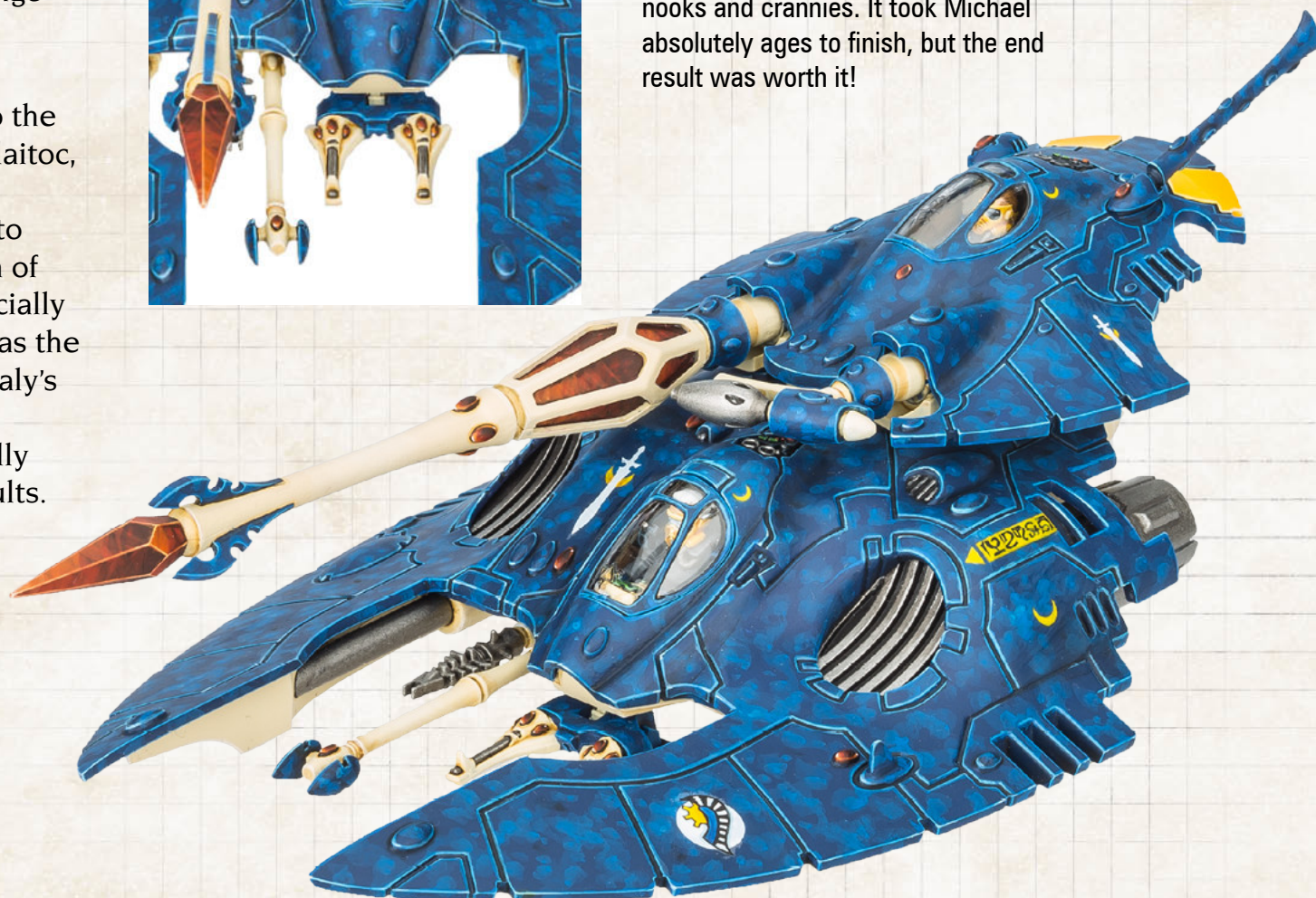
MICHAEL WIESKE'S ELДАР FIRE PRISM

Michael: In the end, I always come back to my Eldar. I'd wanted to paint up a Fire Prism for years and this challenge seemed like the perfect opportunity.

I wanted to be faithful to the 'Eavy Metal colours of Alaitoc, so I spent a lot of time comparing my progress to pictures in my collection of Eldar codexes. I'm especially proud of the gems – it was the first time I tried Aidan Daly's gemstones 'Eavy Metal Masterclass, and I'm really happy with the final results.



Ever the perfectionist, Michael kept the tank as nearly a dozen different sub-assemblies and painted them as separate parts, the better to reach every last detail in the Fire Prism's nooks and crannies. It took Michael absolutely ages to finish, but the end result was worth it!



PARADE GROUND

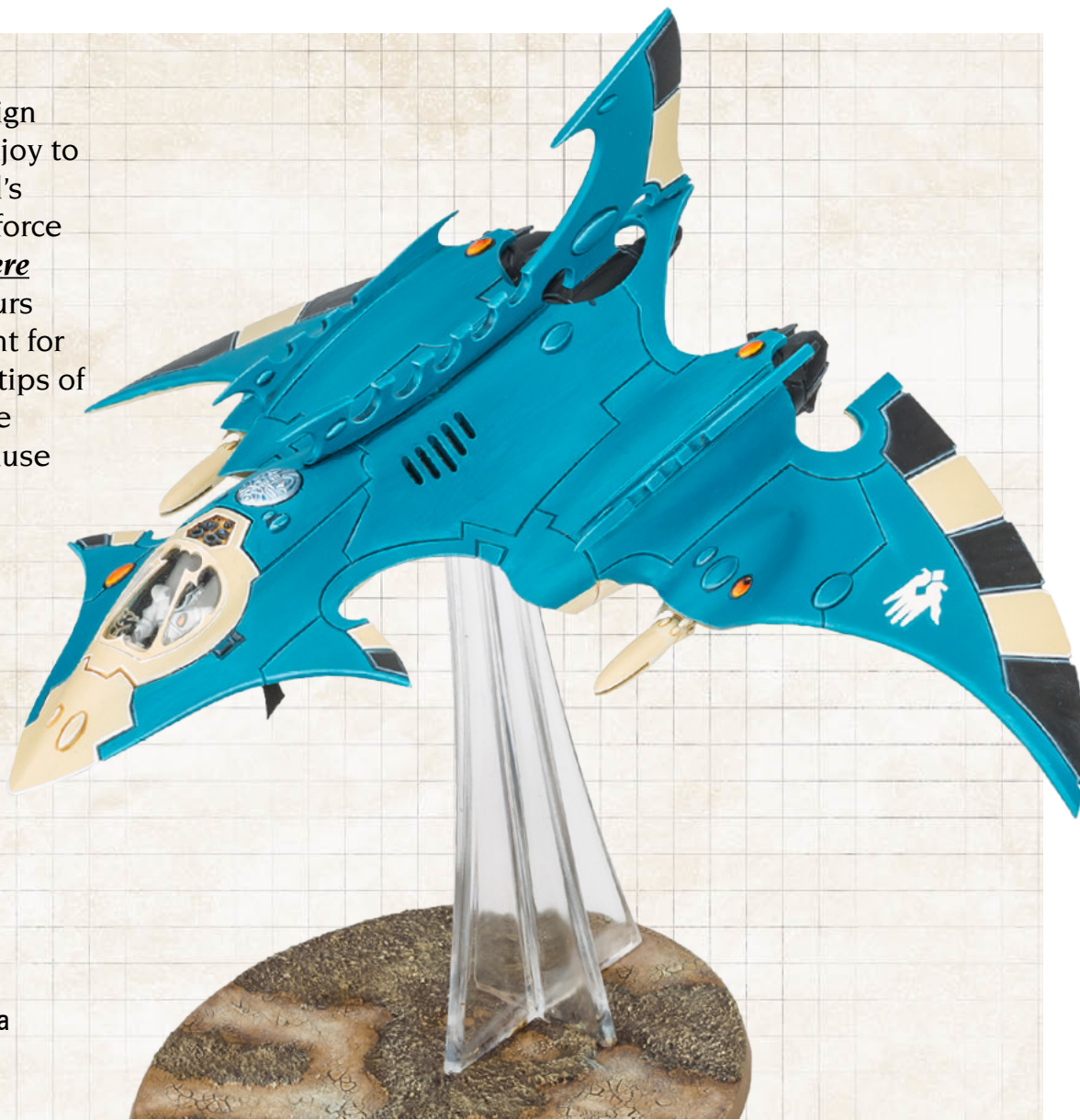
CHRIS BILEWICZ'S ELDAR HEMLOCK WRAITHFIGHTER

Chris: It's a kit I'm very fond of in terms of design – it's a very sleek and slender craft, and a real joy to paint. I chose to paint it in Craftworld Iybraesil's colours to tie it to my A Tale of Four Warlords force (You can see how Chris painted his Iybraesil aeldari [here](#) – Ed.) – I've been a fan of the craftworld's colours since I saw them in an older Eldar codex. I went for the alternating black and white panels on the tips of the wings in part because of the contrast to the turquoise of the rest of the flyer, but also because ties it into my army's Jetbike colours.



"I built the kit as a series of sub-assemblies so I could spray separate colours onto the top and bottom

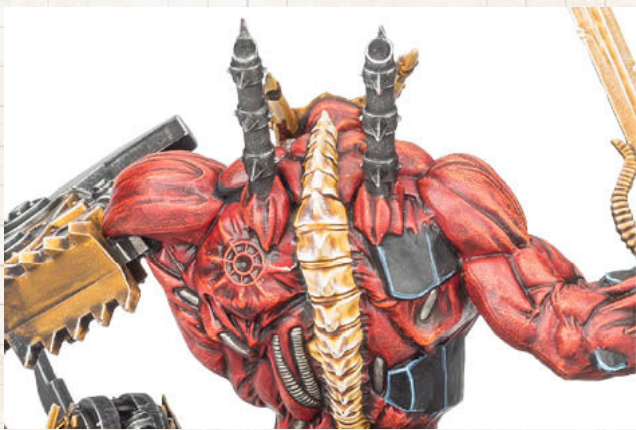
of the craft," says Chris. "Both basecoats gave me a strong basis to build up to the final colours."



JAMES LITTLER'S SOUL GRINDER

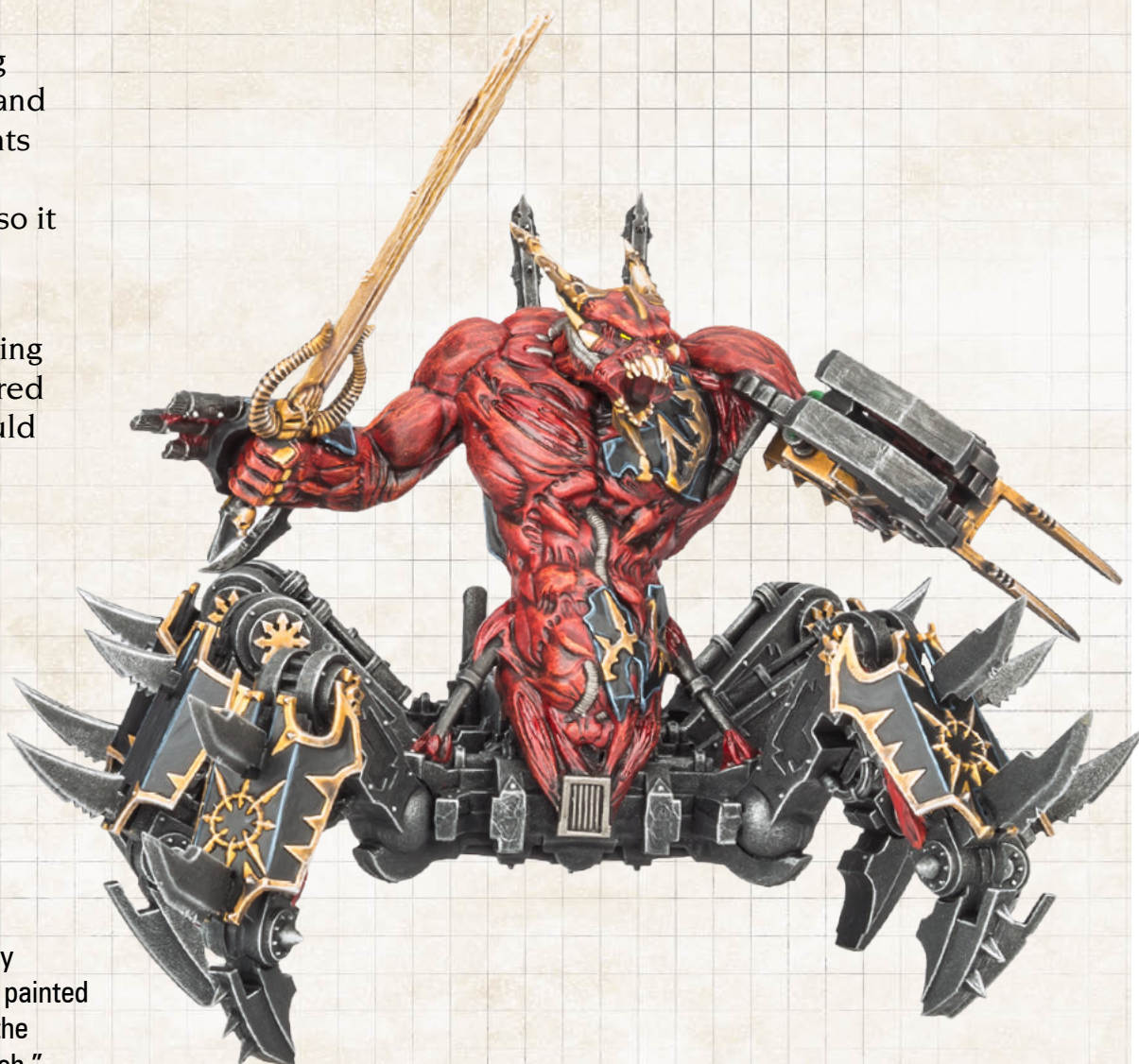
James: I'm not usually a big fan of painting tanks. I've always preferred big creatures and walkers. I just find that the organic elements add more character to a piece. The Soul Grinder straddles the line between both, so it was a very simple choice to make.

It's an easy model to paint – I managed to paint it up over a lazy weekend, even finding time to switch the scheme from Khornate red to something a little more neutral so it could fit into a more diverse army.



"With larger kits like the Soul Grinder, drybrushing really is your friend," says James. "The flesh, bone

and metal were easily drybrushed up, and I painted a quick highlight on the armour as a final touch."





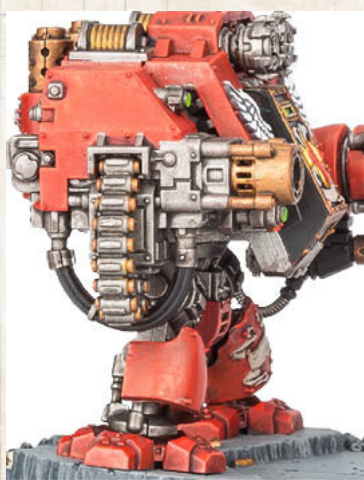
STU BLACK'S CULT MECHANICUS KASTELAN ROBOTS

Stu: I was inspired by the 'famous robots' spread from Codex: Cult Mechanicus, which gave me the idea of a band of ancient relics under the command of a powerful and influential Tech-Priest Dominus – so I set out to create a band of nine ancient and storied Battle-automata, the Iron Nine. So far, I've only painted six of them, with a trio of Datasmiths to control them – two of which I converted by mixing parts of the Tech-Priest Engineeer and the existing Datasmith miniatures, giving me three unique characters.



SAM WILSON'S BLOOD ANGELS DREADNOUGHTS

Sam: I wanted to go for something simple and striking on my pair of Dreadnoughts, so I used tried and true methods on them, such as light drybrushing on panel edges. That being said, I did try out a few new things, such as the Gem Paints. For the Furioso Dreadnought's gemstones, I painted Spiritstone Red over a layer of Stormhost Silver – the most prominent being the blood drop icon on the sarcophagus, to give it a gem-like quality.



"While I focused on simpler techniques on the Furioso Dreadnought," says Sam, "I wanted to stretch myself a little on the Death Company Dreadnought, so I finished off the drybrushed panels with edge highlights to give contrast to the black armour."

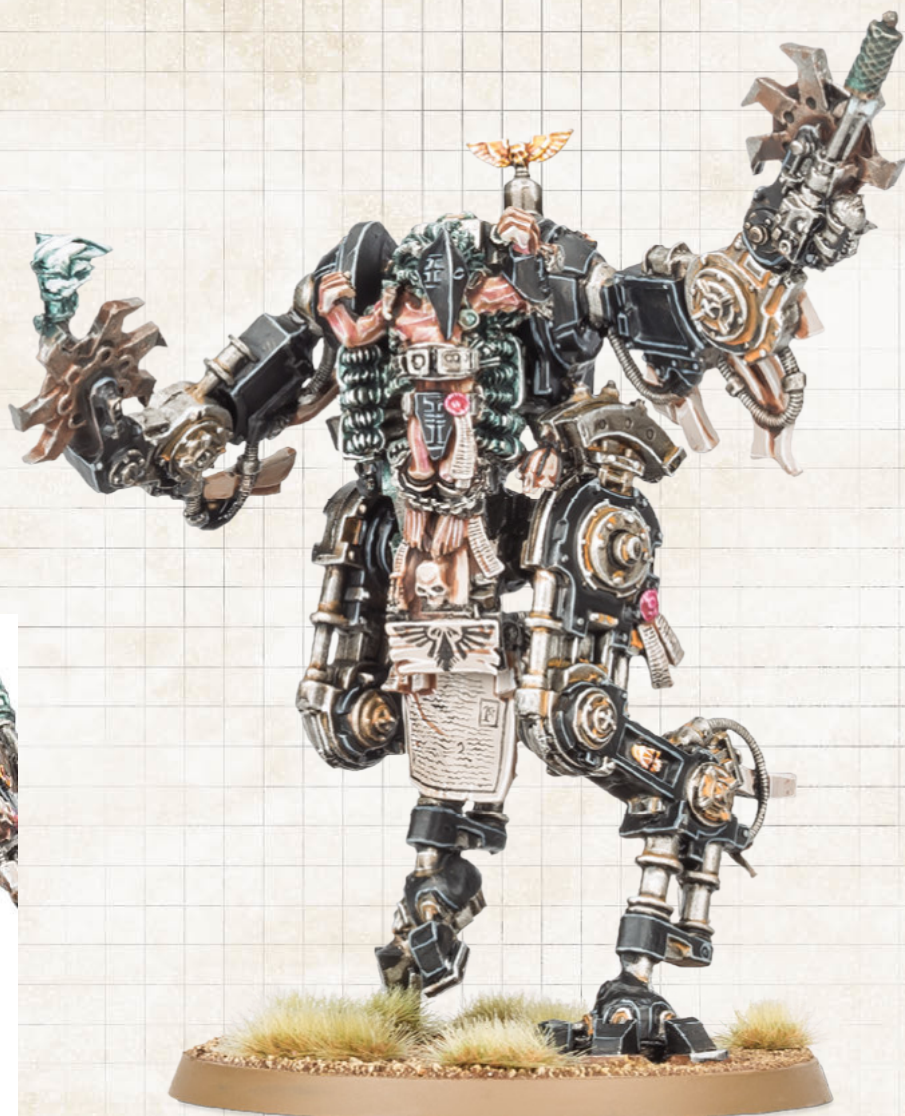
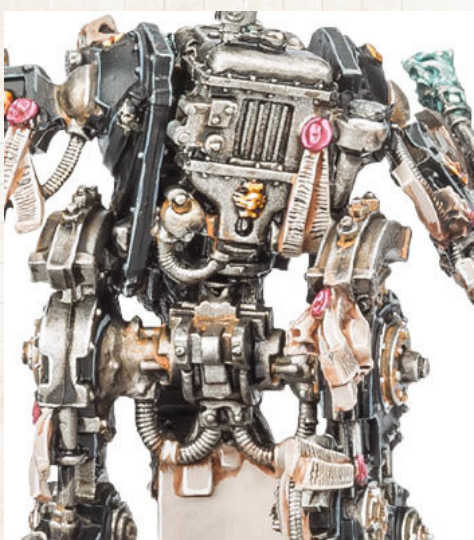


PARADE GROUND

DAN HYAMS'S MINISTORUM PENITENT ENGINE

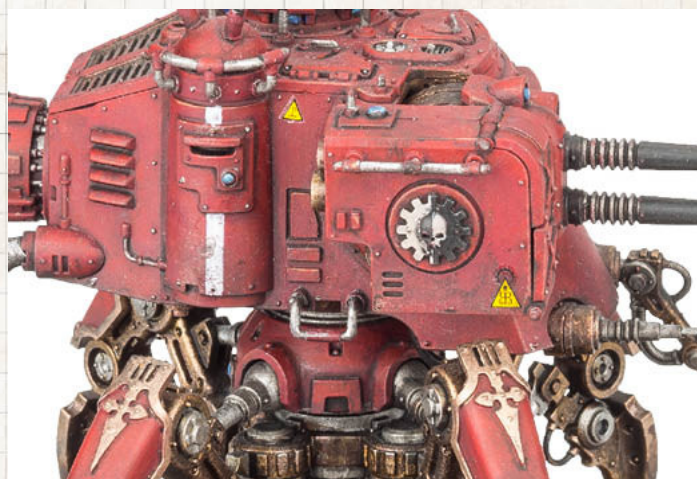
Dan: The Penitent Engine is one of the best miniatures of the entire range Sisters of Battle range, as far as I'm concerned, and I think it's a shame you don't see more Penitent Engines on the tabletop. It might be a little trickier as a kit to work with, being metal, but it's worth the effort – it's a very Warhammer 40,000 kit. The mix of high and low tech, the religious symbolism, it's fantastic. I've based it the same as my Vostroyan Firstborn Astra Militarum as I'm hoping to use it as part of a larger army of the Imperium in the coming months.

"Despite being loaded with detail, the Penitent Engine itself was pretty easy to paint," says Dan. "That gave me leeway to spend more time working on the fine details. So, things like the freehand designs on the parchment and cloth – listing the penitent's sins, no doubt – or the highlights on the vellum strips of the purity seals. It also let me take more time focusing on the rider, who is the 'face' of the model and so the focus of the kit."



OWEN PATTEN'S SKITARII ONAGER DUNEWALKER

Owen: It's a really great model. When painting it, I chose to follow the classic Mars colour scheme with a small adaptation – I used brass instead of bone on the legs. For that, I basecoated the area with Warlock Bronze and then carefully sponged Sycorax Bronze over it – it gives the metal a wonderful sense of depth, especially after a dark wash. It's a broadly similar set of techniques to the ones we'd used on the display board the Battle of Vesh'yo in Warhammer World and the Cult Mechanicus models you can see on that.



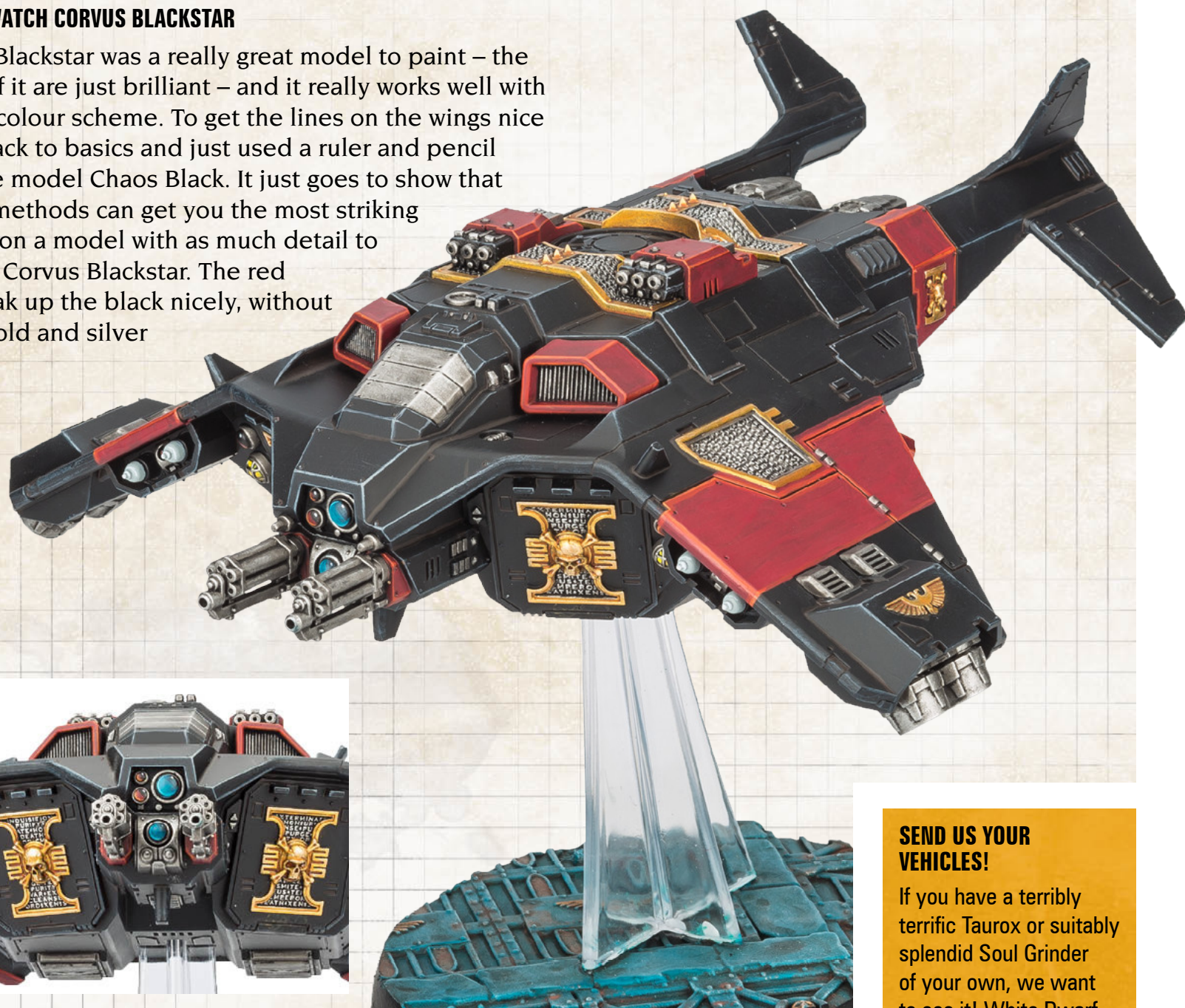
"The Onager has a lot of large, flat surfaces," says Owen. "So the Cult Mechanicus transfer sheet comes in really handy –

there's plenty of weird warning symbols and markings to break up the red armour nicely."

JAMES KARCH'S DEATHWATCH CORVUS BLACKSTAR

James: The Corvus Blackstar was a really great model to paint – the shape and design of it are just brilliant – and it really works well with a simple and clean colour scheme. To get the lines on the wings nice and sharp, I went back to basics and just used a ruler and pencil after I'd sprayed the model Chaos Black. It just goes to show that using the simplest methods can get you the most striking results – especially on a model with as much detail to draw the eye as the Corvus Blackstar. The red markings really break up the black nicely, without overpowering the gold and silver ornamentation.

"I just love the Corvus Blackstar," says James. "It really ties in with the aesthetic of the Deathwatch – it's distinctly an Imperial vehicle but has a sense of being higher technology. So either it's brand new, or incredibly ancient. There's little like it in the whole miniatures range."



ANDREW KING'S MILITARUM TEMPESTUS TAUROX PRIME

Andrew: I wanted something to paint as a bit of a palette cleanser after finishing a lot of models for Warhammer Age of Sigmar. The Taurox Prime, with its hard lines and rivets and treads, was the antithesis of my

Wanderers and Nurgle forces. As I'd never really experimented with weathering techniques to any great extent before, I picked up a copy of Imperial Armour Model Masterclass Volume 1 and used the Taurox Prime to try out things like oil washes and sponge weathering.



"I wanted the gold to stand out from the rest of the model," says Andrew, "so I made use of Agrax Earthshade Gloss to give the gold that polished sheen – it really draws the eye."

SEND US YOUR VEHICLES!

If you have a terribly terrific Taurox or suitably splendid Soul Grinder of your own, we want to see it! White Dwarf is always on the hunt for the finest of painted miniatures from our talented readers.

But before you get snapping, turn your gaze online to the Warhammer Community page for some good advice from the pros on photography:

warhammer-community.com/the-model-photo

When you're confident you've got great pictures of your wonderful miniatures, wing them our way at team@whitedwarf.co.uk.



We can't wait to see what you all come up with!

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.

Sylvaneth Treelord Ancient
by Amy Snuggs



Nighthaunt Tomb Banshee
by Tyler Mengel



Harlequin Death Jester
by Euan Bingham



Blood Bowl Skaven Players
by Yann Taniou



Imperial Fists Sergeant
by Nat Gudgeon





Adeptus Custodes
by Marcel Kinrade



Sons of Horus Legion Heavy
Support Squad by Thilo Engels



Deathrattle Grave Guard
by Jiunn Tai



Deathrattle Grave Guard
by Jiunn Tai

READERS' MODELS

Orruk Boss with Great Waaagh! Banner
by Thilo Engels



Sons of Horus Contemptor
Dreadnought
by Aaron Bailey



Stormcast Eternals Liberator
by Juan Cardona



Forge World Metalica Onager Duncrawler
by David Martin



T'au Fire Warrior Shas'ui
by Nat Gudgeon



Legio Custodes Caladius Grav-tank
by Marcel Kinrade



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:



READER'S MODEL OF THE MONTH

Our model of the month is this rendition of Belisarius Cawl by David Martin. David painted him in the cream and red colours of Forge World Metalica to match the rest of his army – you can see one of his impressive Onager Dunecrawlers to the left.

To complement the Metalica colour scheme, David used blue as the spot colour on Cawl's weapons and wargear and even constructed a force field dome around one of his right arms to represent his refractor field dissipating the power of an incoming shot. David also used cork board to build up the bases of his models, then painted the flat areas around it as white-hot magma, with patches of black crust around the edges to show where it has cooled.



READERS' MODELS

IN THE SPOTLIGHT: GRAHAM SHIRLEY

We get sent loads of great photos of painted miniatures every month, but once in a while we receive a selection all painted by one talented hobbyist. This month we look at the work of Graham Shirley.

Graham: I love all aspects of the hobby, from kit-bashing to rolling dice, but for me it's always been about the painting! My dad took me to the local Games Workshop some time in the 1980s and bought me a metal Balrog – I must have painted that thing a dozen times, I'm sure I still have it somewhere...

What really hooked me was how my painting progressed – every model I painted was better than the one before and that has been the case ever since! It's a huge motivator. When I started, it was the pages of White Dwarf and the work of the 'Eavy Metal team that really inspired me – I'd pore over those pages again and again. I won my first Golden Demon in 2014, which was a lifelong dream come true, even if it was 'just' a bronze. Recently I've been going to a lot of gaming events and competing for the painting prizes there – you see some incredible armies at tournaments. I'm hoping to attend an event at Warhammer World as soon as I've finished my latest army – the Skeleton Horde of Death! I've only painted 30 so far, so I've got a little while to go yet... ☠

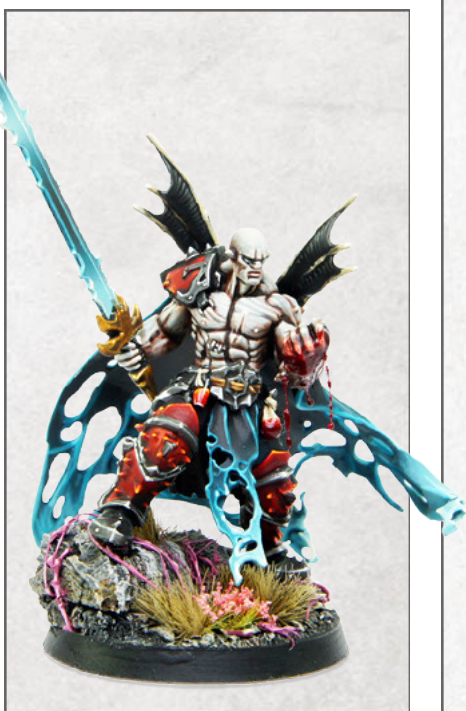


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Graham converted a Banshee (1) to be floating above a recently reanimated Skeleton that's taking a swipe at her with its sword.

Rawk da Kasbah is an Orruk Warchanter (2) that Graham converted from a Savage Orruk and a couple of pairs of greenskin drums.

Gandalf™ the Grey and *Bilbo Baggins™* (3) – two of Graham's favourite models.

"Painting Eldrad Ulthran was a joy (4)," says Graham. "I love painting gemstones and he's covered in them – it's so satisfying when they come out well!"



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"Shazza is my Chaos Sorcerer (5). I kept his colour scheme neutral so I could use him as a servant of Tzeentch, Slaanesh or Nurgle – he's pretty noncommittal about his allegiances."

Ivan Dracoth (6) is Graham's Vampire Lord, which he converted using a Slaughterpriest, Mannfred von Carstein's cloak and a Bloodletter's hellblade.

"Plasma cannons are always a great excuse to practice object source lighting," says Graham. "I was really pleased with how the glowing plasma vents on this Deathwatch Venerable Dreadnought turned out (7)."



"This was my attempt to emulate the 'Eavy Metal team's painting style," says Graham, talking about his Stardrake (8). "It took a long time to do all those edge highlights and controlled washes – I'm glad I didn't have a deadline!"

"The challenge on the Weirdnob Shaman (9) was the smoke coming from his staff. I spent a lot of time blending the colours up and then down and then up again to get a smooth transition of colour."

"The Necromancer (10) is one of my favourite modern miniatures. The pink tendrils on the base are rubberised horse hair, believe it or not!"

WE WANT TO HEAR FROM YOU!

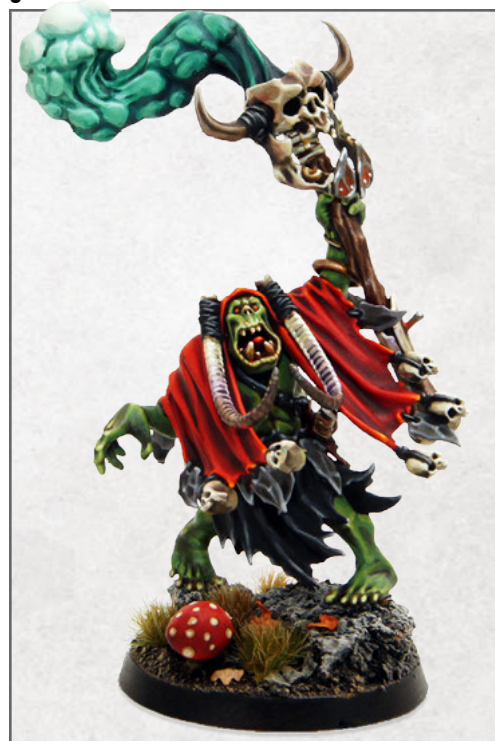
If you've got a great-looking collection of miniatures then you need to let us know. Send us some pictures of your models to:

**team@
whitedwarf.co.uk**

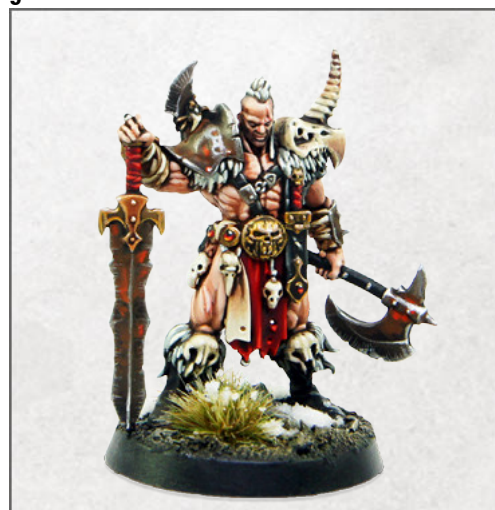


– if we can feature them, we'll be sure to get in touch!

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"The Darkoath Chieftain (11) is such a fantastic miniature – full of character and life. He's currently the rather imposing unit champion for my Everchosen Marauders."

"I had a definite image in mind of 'Blood and Ice' when I started this Slaughterpriest (12). It's

something I want to repeat on future Khorne miniatures when I get round to painting them."

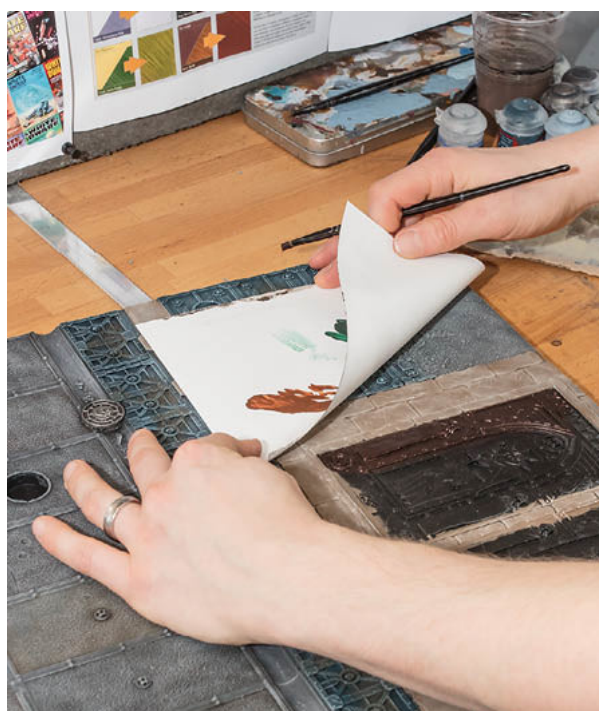
"This is the current Warboss of my orruk horde (13). My favourite detail is the tiny WAAAGH! that I painted on his helmet. It's always worth putting the effort in on heroes."



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...

This month has seen a real variety of hobby activity in the bunker. On top of the inevitable slew of games of the new Warhammer 40,000 we've had Matt and Dan working on Realm of Battle boards (as you can see in this month's Realms of Battle), Michael, Stu and both Matts working on warbands for Warhammer Age of Sigmar: Skirmish and the rest of the team adding to their armies or starting new ones. You can see some of the fruits of the team's labours over these last few pages of the issue and if you want to see more, be sure to follow our Facebook page (head over to Facebook and search for 'White Dwarf magazine') – we'll be posting even more peeks at life in the bunker and the models we're painting throughout the month. For now, enjoy!



MASKING OFF

You don't always want your streets paved with gold – or Warlock Bronze, in this case – as Dan was all too aware while painting his board for this month's Realms of Battle. Dan's top tip when painting scenery is to mask off those areas you've already painted to avoid any spatters. Since scenery painting tends to involve large areas, this is really easy and doesn't require any special preparation. Dan just used a sheet from his palette pad and held it down firmly along the line between the two areas as he painted.



IT'S NOT JUST ORCS, YOU KNOW...

Some of you may remember Matt Hutson's Loontown Looters from December's issue. Well, a few months into the season and they've been bolstered by a Troll and four Goblin players.

The Troll was a natural addition to Matt's team, which currently leads the bunker league in casualties, averaging a whopping four per game so far. "I've used the Troll but I haven't actually used the Goblins in a game yet." We're not sure they'll do much to improve your fortunes, Matt...

WORK IN PROGRESS

Hobby never stops at White Dwarf – here's a glance at some of the team's works in progress. This month, Martyn's been tackling a Predator for his growing Dark Angels army (you can see his Chaplain on the next page) while Ben has been painting another flyer.



"This is the first tank I've ever tried to paint," says Martyn. "I'm aiming for some really neat recess washes."

Ben, meanwhile, is working on a Stormhawk. "I've already painted a Stormtalon and I've wanted to make a squadron for a while. I want a strong fast attack element for my Space Marines army."



SHOKKING NEWS

He didn't quite get it finished in time for this month's Battle Report, but Dan has just finished painting a Mek with a shokk attack gun for his Ork army. He did manage to get the Mek painted for a gaming weekend at his friend's house, though, where its gun proved as unpredictable as always, randomly splattering tanks with bits of Snotling or completely annihilating units of heavy infantry with warp-powered blasts. The highlight of the weekend was when a Vindicare Assassin missed the Mek with a sniper shot and was filled full of Snotlings in retaliation.



FIRST STRIKE

We were flicking through the book in the new First Strike starter set and – lo and behold – who should we find enjoying a game but photographer Jonathan (and long-time friend of White Dwarf Chris Peach) in this shot from his former life in the Design Studio. Who knew he could look so cheerful? “We’ll have to put him in front of the camera more often,” says Martyn.



GIVING UP HIS SECRETS

Photographer Martyn has just finished painting this Dark Angels Interrogator-Chaplain as part of his work-in-progress Dark Angels army. “I painted my Scouts last month, so I wanted to paint a character this month. Interrogator-Chaplains are iconic for Dark Angels and, having got to grips with the green already, I thought it’d be useful to practise highlighting black as well – handy for adding in the Ravenwing later on.”



AN EDITOR IS NEVER LATE...

Editor Matt painted this Magister as the start of a Skirmish warband. “I painted the skin to match my Blue Horrors. I planned to distinguish the armour from the flesh by using a darker blue for it, but as this is a servant of Tzeentch in the end I decided to highlight up to the same colour, as though the flesh and armour are slowly warping together.” Matt claims to have spent too long painting his Magister to finish his warband...

VOX CHATTER

This month, Martyn and Dan talk Reivers, the latest addition to the ranks of the Primaris Space Marines.



Martyn: Reivers have a different look to other Space Marines – Intercessors and Hellblasters are easily recognisable as Space Marines but these feel like something new.

Dan: Yeah, Reivers are different. They’ve got stripped-down Mk. X armour and they look really brutal. They look like the guys who do the dirty work.

Martyn: Their armour’s really lightweight. They look more manoeuvrable because of it – they look like they can run and jump over things that maybe other Space Marines couldn’t.

Dan: They’ve all got empty scabbards, too. They’ve all got their blades out already.

Martyn: And they wear their grenades on their chests – they must be brave, these guys! They’re covered in pouches as well – they’re clearly really tooled up specialists. They have a unique symbol, too.

Dan: The skull and crossed blades.

Martyn: Yeah. They don’t have an aquila. That makes them feel quite sinister somehow.

Dan: Skull helmets, skull symbols... These guys aren’t your regular Assault Marines (they wear the assault symbol on their shoulder pads). I get the feeling they’re super-aggressive, even for Space Marines.

Martyn: I think so. They feel that way to me.



IN THE BUNKER

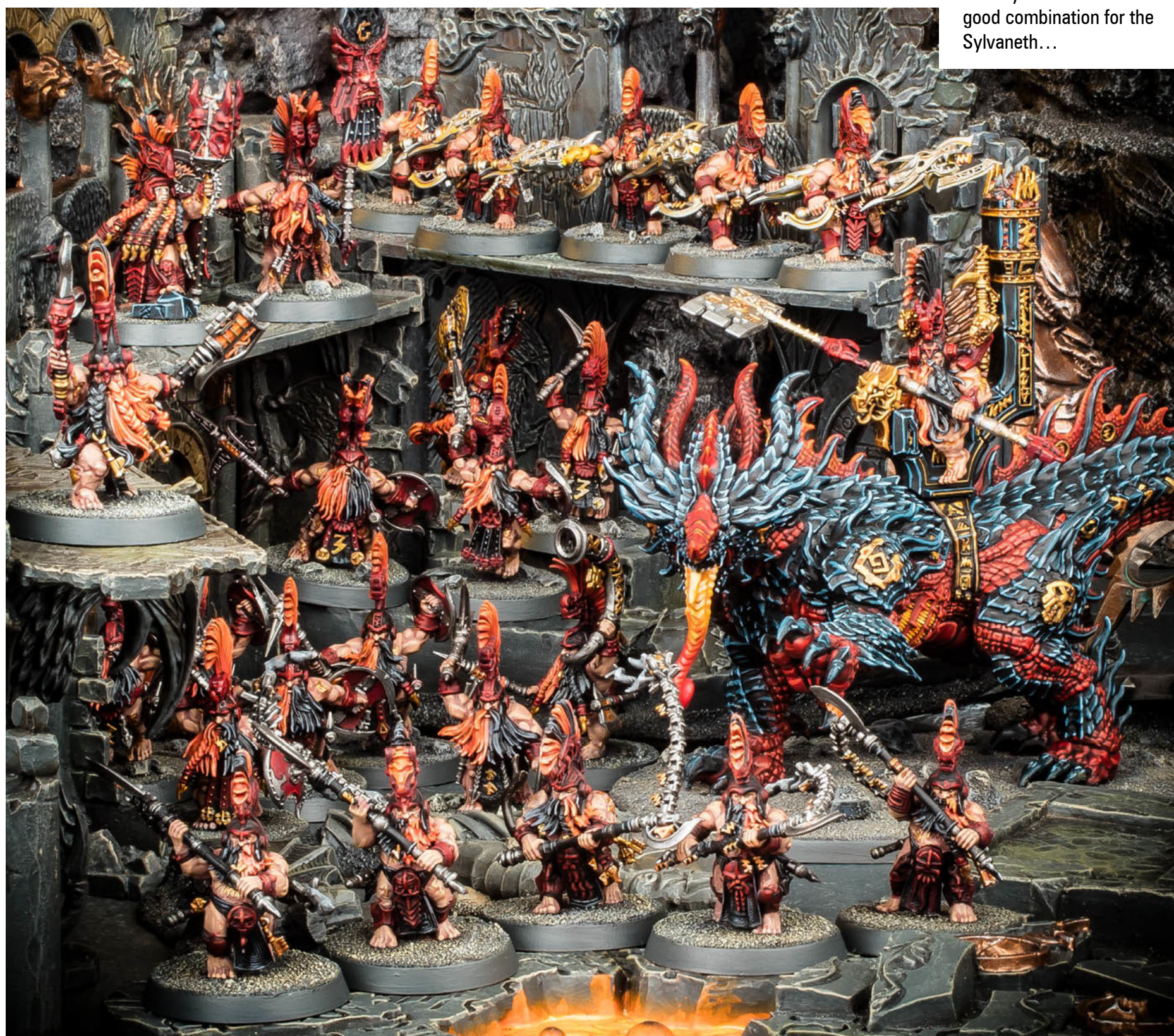
Matt Hutson has been building up a Fyreslayers army for a while now. Inspired by using the Studio's army in May's 40th anniversary Battle Report, he has now added a Doomseeker, Grimwrath Berserker and a unit of Hearthguard Berserkers – the only unit he hadn't previously painted, meaning Matt's army now includes at least one of every Fyreslayers unit and most of the characters. He hasn't quite made use of all the weapon options yet, though – his Hearthguard Berserkers are armed with flamestrike poleaxes – "They look cool – big flaming braziers on a polearm!" he says – so there's room for a few more units yet.

Matt has painted his army in the colours of the Caengan lodge. The force is part of his larger Shadowlands army, which also includes warriors from the Darkling Covens. 🐉



Left: The Doomseeker Treafor the Slayer is the latest addition to Matt's army and bears the half-black beard of all the Caengan lodge. "It's a symbol of the oaths they made with the Shadowkin," says Matt. Treafor has yet to fight a battle, but we're hoping to encourage him into a dungeon sometime soon for a game of Warhammer Quest.

Below: Matt's Fyreslayers are fast becoming a formidable army. His force isn't quite as large as his Sylvaneth collection, but it's getting there. We can't imagine the two armies get on, though – fire and dry wood are not a good combination for the Sylvaneth...



NEXT MONTH

**WHITE DWARF AUGUST 2017
EDITION ON SALE FRIDAY 4 AUGUST**

**INDEX ASTARTES / PAINT SPLATTER / 'EAVY METAL
KIT BASH / A TALE OF FOUR WARLORDS / ARMIES ON PARADE
DESIGNERS' NOTES / BLANCHITSU / AND MUCH, MUCH MORE!**

