

# THE ULTIMATE WARHAMMER MAGAZINE

# WHITE DWARF

AUGUST 2017



**...AND THEY SHALL KNOW NO FEAR**  
**NEW PRIMARIS SPACE MARINES: THE ANGELS OF DEATH RETURN**



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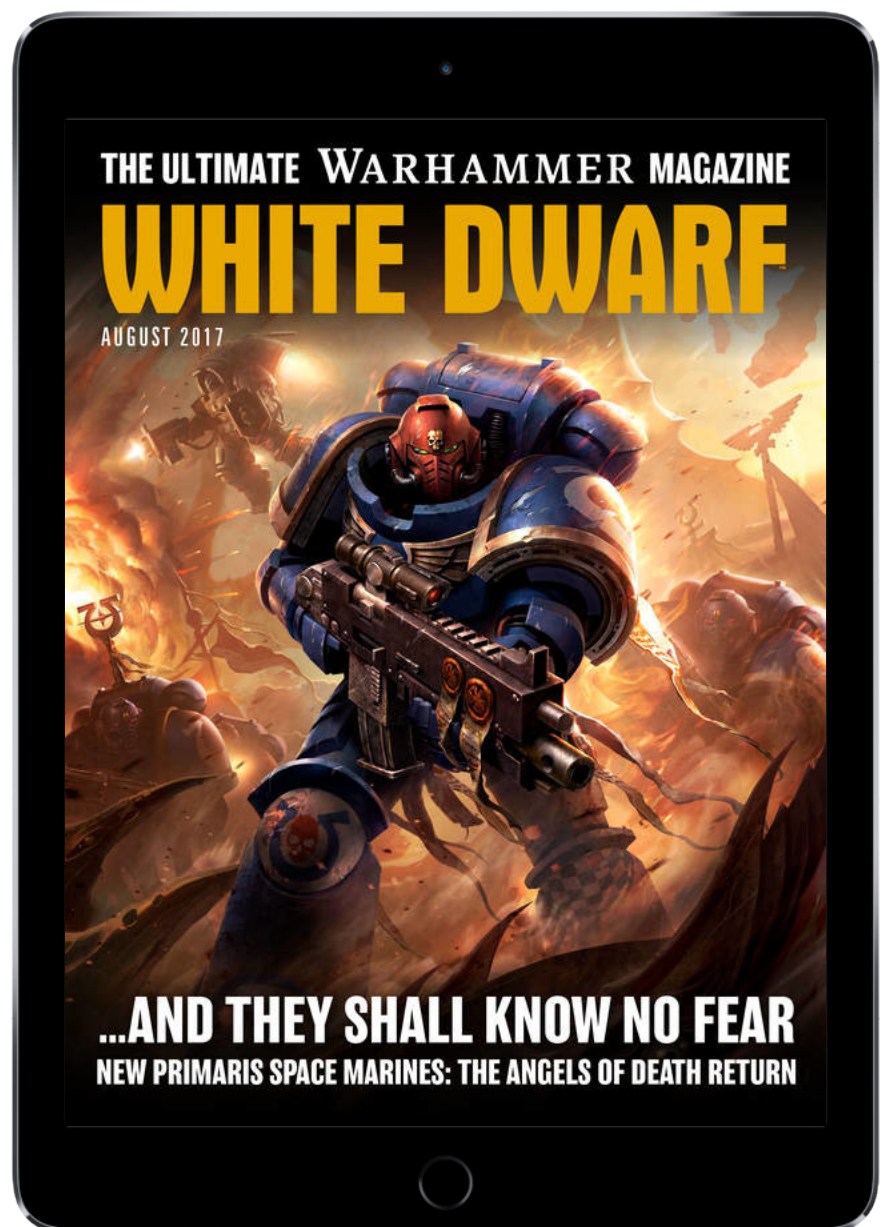
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**We hope you enjoy the issue!**



# 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

Not content with editing the magazine, Matt took a hand in writing 'Eavy Metal this month.

### Matt's hobby month:

"Some more Tzeentch stuff. I've finished a unit of Brimstone Horrors in their traditional yellow and am considering a second unit in a controversial blue colour scheme."



## MICHAEL WIESKE

### Production Editor

Michael spent this month corralling words, writers, rogue spell checkers and angry cups of tea.

### Michael's hobby month:

"I've spent the last two weeks painting my Kharadron Admiral. I spent a night painting his base," says Michael (or 'Speedy' as he's known in the office).



## MELISSA HOLLAND

### Digital Editor

Mel produces the digital edition of White Dwarf and remains perplexed that anyone apart from Dan would still read a paper version.

### Mel's hobby month:

Mel has taken the plunge and decided to enter Armies on Parade for the first time. Click [here](#) to see what she has planned.



## MATTHEW HUTSON

### Lead Designer

Lead Designer Matt was reunited with an old friend this month, with the return of Index Astartes – Matt designed the series' last incarnation, too.

### Matt's hobby month:

"More Sylvaneth – I want to make the army big enough to get its own feature in the magazine!"



## BEN HUMBER

### Designer

Ben designed this month's Temporal Distort – a somewhat eye-opening experience for the contemporary-minded designer.

### Ben's hobby month:

Ben's progress on the Stormhawk hasn't exactly been flying. "I'm hoping to have it finished for next month..." he says.



## SHAUN PRITCHARD

### Reprographics Operative

Repromancer Shaun readies images and finished pages for print. The intricate detail of the new vines was a delight for him this month.

### Shaun's hobby month:

"I've nearly finished my Start Collecting! Nurgle Daemons and I've just started some of the Easy to Build Death Guard."



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## DAN HARDEN

### Staff Writer

On Dan's plate this month was the mighty Designers' Notes feature for the new Space Marines that you can read starting [here](#).

#### Dan's hobby month:

"It's been frantic. I'm trying to get a board and scenery done for A Tale of Four Warlords and I'm also starting Armies on Parade."



## STUART EDNEY

### Staff Writer

Stu's slate of articles this month included the Ultimate Guide, this month on a personal favourite...

#### Stu's hobby month:

Stu is also taking part in Armies on Parade this year, starting work on an absolutely huge Tzeentch horde. Can he weave his magic or has he bitten off more than he can chew?



## MARTYN LYON

### Photographer

Among his many photographic duties this month, Martyn got up close and personal with the models in the 'Eavy Metal challenge.

#### Martyn's hobby month:

"I've just started adding some Primaris Space Marines to my fledgling Dark Angels army, starting with the Aggressors."



## JONATHAN STAPLETON

### Photographer

Photographer Jonathan is particularly proud of this month's back cover. He also tackled the fold-out section you can see in Designers' Notes.

#### Jonathan's hobby month:

"It's been all hands on deck to finish my Ironclad, as you can see on the back page."



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Pete Foley talks about matched play games.

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## THE ULTIMATE GUIDE

This month, Traitor Legions. Be warned, here be heretics.

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Six 'Eavy Metal painters. One epic painting challenge.

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Plunge into the mighty and majesty of the Mortal Realms.

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Don your armour, kiss your maiden goodbye and couch your lance, we're heading full tilt for 1997.

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The fabulous four paint Heavy Support units for their armies.

## FOR GLORY AND INFAMY

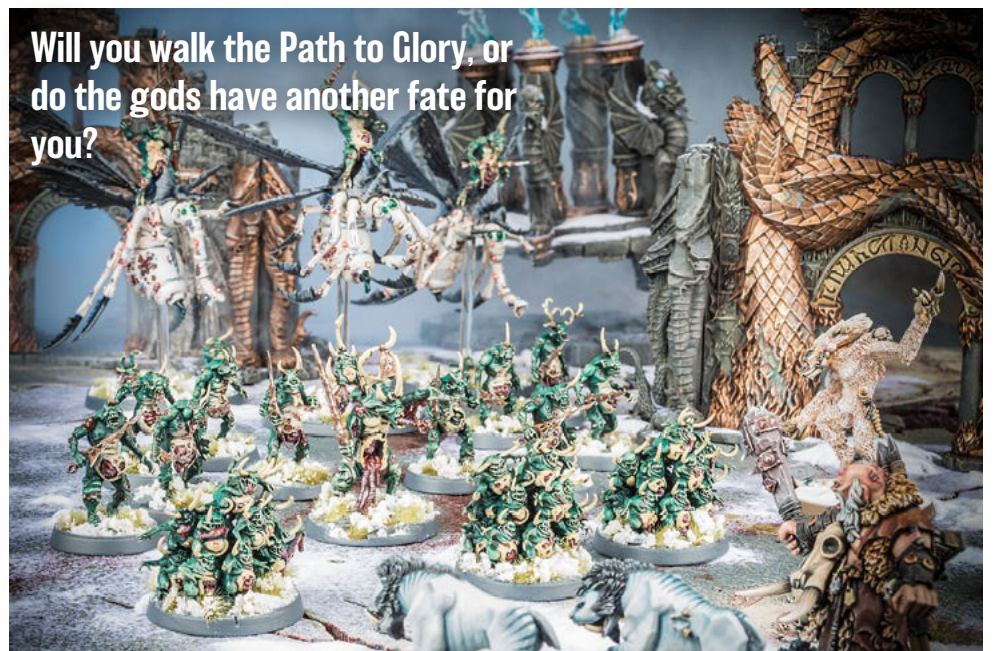
Warhammer Age of Sigmar: Path to Glory – read all about it.

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See what some of us are planning for Armies on Parade.



We explore the art of the Mortal Realms in Illuminations this month.



Will you walk the Path to Glory, or do the gods have another fate for you?



A useful guide to how colour theory can help you paint your miniatures.



COVER FEATURE:

# SPACE MARINES

PLANET WARHAMMER

DAMNED TOMES AND ANCIENT PAGES

TACTICA IMPERIALIS

INDEX ASTARTES

THE BIRTH OF ANGELS

SPACE MARINE CHALLENGE

A TALE OF FOUR WARLORDS

ARMIES ON PARADE

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## MUSTERING FOR WAR

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## PAINT SPLATTER

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A selection of miniatures painted by you, our readers.

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Traitors and heretics. Chaos Space Marines are in the Ultimate Guide.





# WHITE DWARF™

## AUGUST 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?



### CAWL'S PLAN COMES TO FRUITION



**Y**ou probably guessed it was coming but this month, following on from Dark Imperium and last month's Easy to Build kits, this month sees the release of a complete range of Primaris Space Marines – characters, squads, dreadnoughts and even a floating tank! – there are masses of new kits. This is the biggest release for Space Marines in a very long time, perhaps ever, and you can see all the new kits in Planet Warhammer, starting [here](#), before reading all about their creation in Designers' Notes [here](#). Go on, no one would blame you if you stopped reading this editorial now...

But for those of you still with us, that's not the only exciting Space Marine-related development this month. Yes, because one of the most popular series in the history of White Dwarf, Index Astartes, returns this month for a new run. And where to begin? Well, with an update of a classic – Rites of Initiation, now including the secrets of the creation of a Primaris Space Marine, no less.

Out in the wider world, this month marks the start of this year's worldwide Warhammer 40,000 campaign, the Fate of Konor! Events are underway now in all of our stores and participating independent stockists (that's your Friendly Local Gaming Store, in other words) and we've got a bonus section in the centre of this month's issue to get you started. Turn the page to see all the other great features we've got lined up on top of that, and we'll see you next month for a very special anniversary... Until then, enjoy the issue!

*Matt K*





# PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

## POWER ARMOUR ASSAULT!

Heretics, mutants and xenos beware, because the Primaris Space Marines are joining the Imperial war effort with might and main as this month sees the release of an entire new Space Marines range – as well as new codexes for Grey Knights and Chaos Space Marines.



**T**his month we get to show off a whole bunch of brand-new Space Marine kits in Planet Warhammer, fresh from the hidden manufactorums and stasis-vaults of Archmagos Cawl. Next to multipart kits of units previously seen in the last couple of months' releases (like the Intercessors, Reivers and Inceptors), we have a look at a completely new troop type – the heavily armoured Aggressors, close-ranged heavy infantry in Mk. X Gravis armour. There are also new Primaris Space Marine officers to lead these warriors, and even a pair of new vehicles – the troop-carrying Repulsor grav-tank and the Redemptor Dreadnought. Without a doubt, this month sees the biggest expansion to the Space Marines range in years. To get a better idea of the thinking behind these new additions to the Space Marines range, we picked the brains of the Citadel design team – you can read about the results [here](#). We cover everything from the

### PRIMARIS SPACE MARINES

Unleashed by the Primarch Guilliman at the start of his Indomitus Crusade, the Primaris Space Marines join the ranks of the Emperor's Adeptus Astartes. Wrought by the artifice of Archmagos Cawl over 10,000 years and armed with the finest weapons the Adeptus Mechanicus can devise, they have proven their worth many times over already – many stand proudly alongside their storied battle-brothers in Chapters of ancient lineage, while others have formed the foundations of new Primaris Chapters.



evolution of power armour to just how you can fit 10 fully armed battle-brothers in a Repulsor (it can be done!).

The new Codex: Space Marines, out now, is the first of Warhammer 40,000's new generation of codex books and lets you combine the new Primaris Marines with all the previously released stalwarts of the Adeptus Astartes – read more about it to the right! But while the Space Marines have received all the requisites of a titanic new release – codex, miniatures and fantastic extras – they're not the only ones getting attention this month. Both the Grey Knights and Chaos Space Marines help kick off the new line of codexes for Warhammer 40,000, crammed to bursting with background, datasheets, stratagems and more. It really is a busy month for fans of all things in power armour. If you're curious about these new codexes, read our feature on them [here](#)!





## NEW CODEXES!

Next up after the Space Marines, the Grey Knights and Chaos Space Marines also get new codexes, datacards and dice for the new edition of Warhammer 40,000. If you love (or hate) your Chaos, have a look on [here](#).



## PATH TO GLORY

Path to Glory is the game in which you grow your humble warband into a glorious horde, and this new collected tome allows you to play campaigns with warbands from all the Mortal Realms' factions. Check it out [here](#)!



## THUNDERHAWK

Swooping in this month is Forge World's new Thunderhawk. Forge World's resin adepts have been hard at work bringing the classic kit bang up to date, so click [here](#) to see the fruits of their long labours.



# CODEx: SPACE MARINES



The Emperor's own Angels of Death, the Space Marines, are the first army to receive one of the new breed of codex – as is only fitting! With a whole host of new units, weapons, vehicles and updated background, it's a treat for Space Marine fans old and new alike – covering old favourites as well as new additions in exquisite detail, from Attack Bikes to Aggressors.

Within the 208 pages you'll find everything you need to get playing with your own Space Marine army – datasheets, points costs and power ratings for each and every Space Marines unit and weapon, Chapter tactics, stratagems, Chapter relics, warlord traits, the Librarius psychic discipline, tactical objectives... And that doesn't even cover the tome's contents – there's plenty to sink your teeth into. As you've come to expect from our range of army supplements, there's lots of lush photography and fantastic art to illustrate the paragons of Humanity in the grim darkness of the far future, too. It really is the finest Space Marines codex we've ever made!

## MASTER-CRAFTED

If you're a true follower of Guilliman, you'll be eager to get your hands on the collectors edition of Codex: Space Marines. Limited to just 2,500 copies, this edition has all the same great content as the standard edition, but even more lavishly presented (no easy task!) – if you want your codex to be worthy of a Primarch, this is for you.



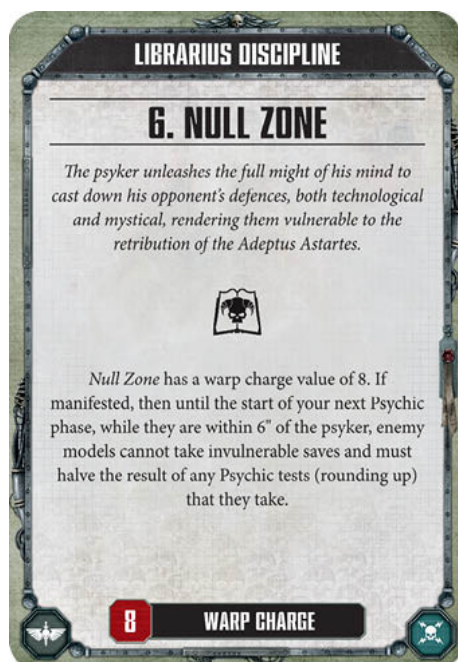
## WARHAMMER 40,000 ASTARTES DICE

Alongside all the lovely new miniatures and a brand-new codex, the Space Marines also get a set of 20 Cawl-pattern Mk. X Random Number Generators – otherwise known as six-sided dice. What makes these stand out from the common or garden dice you may have already is these are themed to match Space Marine officers, with the rank symbol on the 6 and coloured to match a particular role. There's five dice each – black for Chaplains, white for Apothecaries, blue for Librarians and red for Techmarines. They're perfect to use with your different Space Marine characters.

# DATA CARDS: SPACE MARINES

This datacard deck is a very useful tool for all aspiring Chapter Masters, allowing you to weigh up all your objectives, stratagems and psychic powers at a glance. The datacard deck includes 36 tactical objective cards (including the six exclusive to Codex: Space Marines), six Librarius discipline (plus one generic)

psychic power cards and 29 stratagem cards, including the three core ones from the Warhammer 40,000 rulebook, 19 available to any Codex: Space Marine army and seven that enable you to use the specialities of Chapters like the Salamanders or Raven Guard on the battlefield.







# PLANET WARHAMMER

360°

MODEL  
OF THE  
MONTH



1



2

The Redeptor Dreadnought has two primary weapon options – the heavy onslaught gatling cannon (1) for mowing down infantry and the macro plasma incinerator (2), which is ideal for more heavily armoured targets. Either can be mounted on the fully articulated arm, which, along with the multi-joint close combat arm, allows for plenty of cool poses.

## SPACE MARINES PRIMARIS REDEPTOR DREADNOUGHT

Dreadnoughts are heavily armoured walking machines designed to support the ground troops of a Space Marine assault. Armed with heavy cannons and crushing fists, they can smash through enemy infantry, war machines and fortifications with ease. Yet Dreadnoughts are not mindless automata or robots, for within each one's armoured shell lie the mortal remains of a noble hero, wounded unto death and interred within the machine's sarcophagus. The Redeptor is the latest class of Space Marine Dreadnought – larger and more powerful than any that have come before it and combining new and ancient technology into a deadly engine of war.

The Redeptor is arguably one of the most poseable Citadel kits ever released. It can be built following the instructions (as seen above) and includes primary and secondary weapons to mount on its torso and arms, but experienced modellers will be pleased to hear that the Redeptor has also had the 'Riptide treatment'. By that we mean it is poseable at the shoulders, elbows, waist, hips, knees and ankles should you choose to cut off the locator tabs that hold each piece in place. The variety of poses you can create from the kit is astounding. Even the armoured shell on its front can open and close to show the richly decorated sarcophagus.

## FIVE THINGS WE LOVE IN... AUGUST

**5** Big guns! The Primaris Space Marines have lots of new guns, such as the ones on the Redeptor Dreadnought, above. This may seem a little confusing at first glance, but don't worry – later in the issue in **Designers' Notes** ([here](#)) we show off all the new weapons so you can decide which ones to equip your models with. The bolter weapon family has grown considerably – did you know there are three different types of bolt rifle? And you can attach a grenade launcher to one, too!





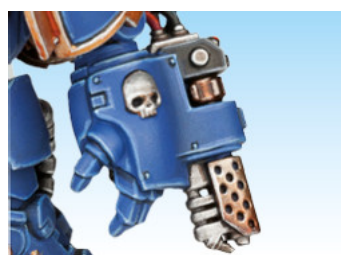
## SPACE MARINES PRIMARIS AGGRESSORS

In the heat of battle, where the heaving ranks of the enemy are thickest, that is where you will find the Aggressors. Though nominally fire support specialists like Devastators, Aggressors do not dominate the battlefield from afar with heavy weapons. Instead, they march to war clad in Mk. X Gravis armour, their bodies protected by countless layers of ceramite, their powered suits laden with close-range wargear. As Tactical Marines and Intercessors engage the enemy, the Aggressors lay down a withering hail of fire, punishing the enemy with every salvo of bolt rounds or gout of promethium.

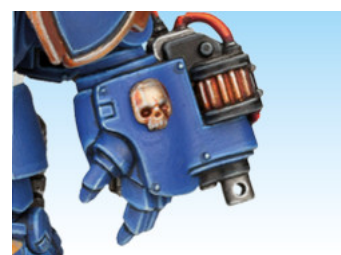
This plastic kit contains three Primaris Aggressors, each of which is armed with a pair of flamestorm gauntlets or a pair of auto boltstorm gauntlets – you get enough of both to equip all three models in the set the same way. Like the Captain from the Dark Imperium box, the Aggressors are clad in Mk. X Gravis armour, which – aside from all the extra armour plates – is covered in servo-motors, gyros and armoured power cables to ensure the wearer can move the cumbersome suit without impairment. Aside from the weapon options, the kit also includes eight heads – four armoured and four bare. The bare heads feature substantial rebreather masks, making them ideal companions for the flamer weapons suite, but can be used on either configuration.



1



2



3

The Aggressors above are equipped with auto boltstorm gauntlets and fragstorm grenade launchers, but the kit also comes with the option to equip all three models with flamestorm gauntlets instead (1). They are, if you were in any doubt, power fists with underslung heavy flammers! Each pairing of arms is positioned differently (raised, lowered, and so on) and can be used on any torso.

Here you can see the heavy flamer deployed (2). There is one set of arms in the kit with the flamer nozzles retracted – we assume the Aggressor is about to punch someone with his power fist.

The auto boltstorm gauntlets have an ammunition cycler (3), which pulls bullets from the ammo feed into the gun at an extremely high rate, drawing them from the hopper mounted on the Aggressor's backpack (4) – you can see the bullets inside ready to be fired.



4





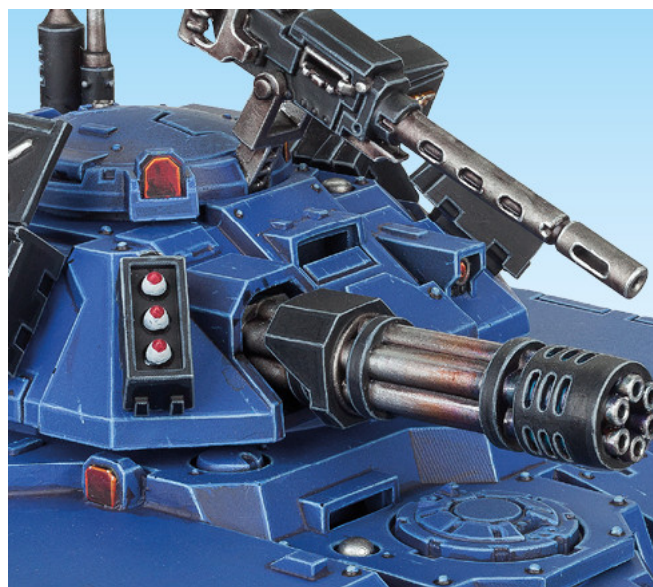


# PLANET WARHAMMER

## SPACE MARINES PRIMARIS REPULSOR

Space Marine tanks are brutal, functional war machines designed purely for the protection of their occupants and the eradication of the Emperor's foes. The latest tank to join the armouries of the Adeptus Astartes is the Repulsor, a grav-tank designed by Archmagos Cawl to carry the Primaris Space Marines into battle. Eschewing the use of tracks, the Repulsor's immense bulk is held just above the ground by powerful grav-plates that bludgeon everything in their path to dust as the tank advances. It is a foolish foe that stands before a Repulsor.

The Repulsor is the first plastic grav-tank ever released for the Space Marines – a new war machine for a new age. It's also armed to the proverbial teeth, especially considering the fact that it's a troop transport and not a battle tank! The kit features moveable front, side and rear sponsons, each with alternative weapon options, a turning turret with two different primary weapons (see right), a Techmarine tank commander, optional modular stowage that can be mounted on the tank's flanks and a new flying stand, the angle of which can be altered so you can model the Repulsor banking over.



1



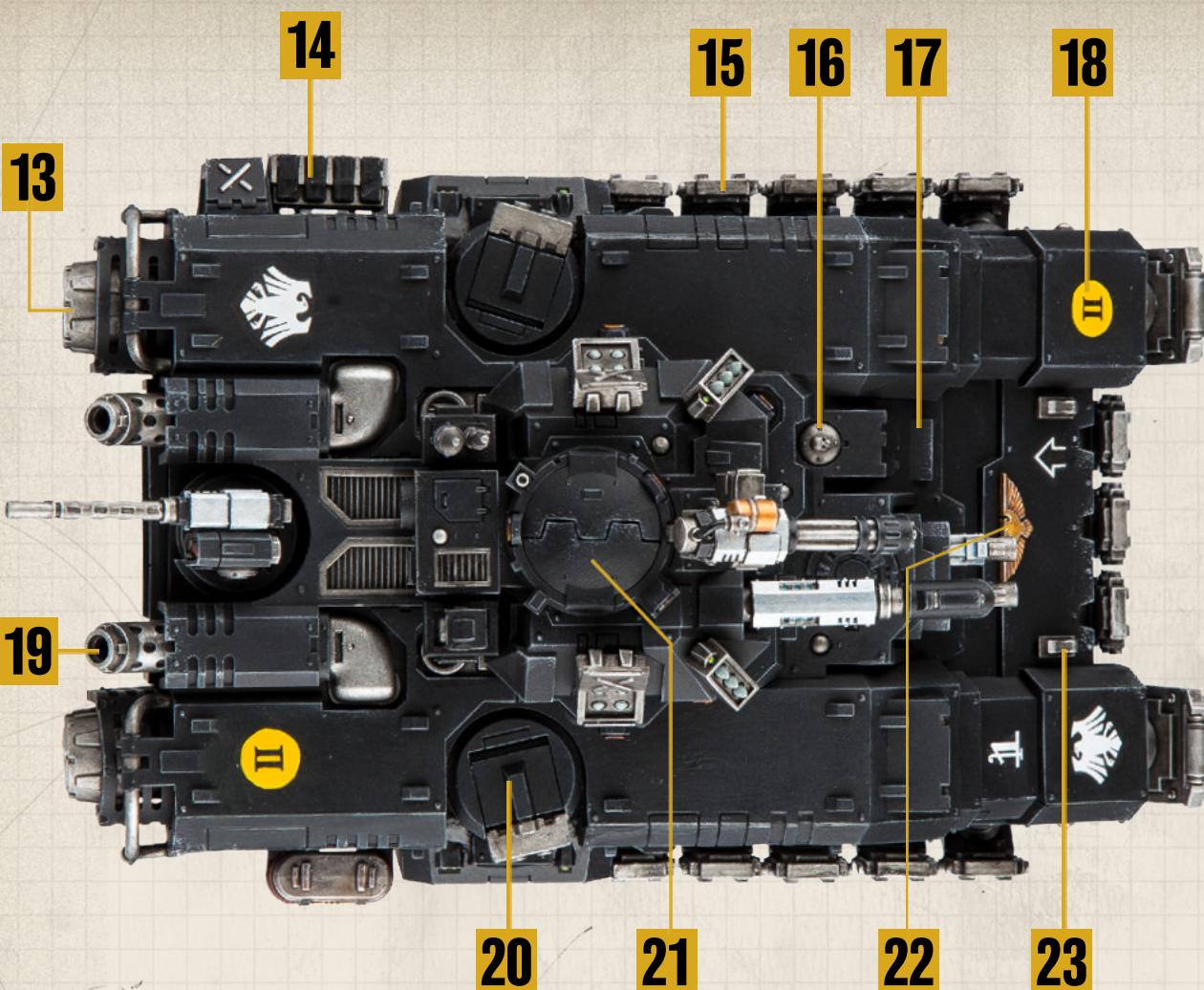
2

Designed by Archmagos Belisarius Cawl to carry his Primaris Space Marines into battle, the Repulsor is so heavily armed for a transport vehicle it could almost be confused for a main battle tank. Its turret is festooned with weapons, including auto launchers and krakstorm grenade launchers, an ironhail heavy stubber and a heavy onslaught gatling cannon (1). Alternatively, the turret can be equipped with a las-talon (2) and the auto launchers can be replaced with fragstorm grenade launchers (just in case the ones mounted on the hull above the hatches weren't enough for you). Here you can also see the tank's Techmarine manning the pintle gun.





# IN STORES NOW



## FIVE THINGS WE LOVE IN... AUGUST

**4** Traitors! Sure, there are new Primaris Space Marines coming out, but there's a new Codex: Chaos Space Marines out this month, too. There are also Heretic Astartes in *A Tale of Four Warlords*, and the second novel in the *Black Legion* series by Aaron Dembski-Bowden is out, too. For the Dark Gods!

**3** Wonderful colours! Members of the 'Eavy Metal team show us what they can do with Primaris Space Marines, some paint and a few brushes. They also tell us more about the use of colour in our painting masterclass [here](#). If you love painting miniatures, you'll find this super interesting!

Tap the numbers for more information.





# PLANET WARHAMMER



## SPACE MARINES PRIMARIS INTERCESSORS

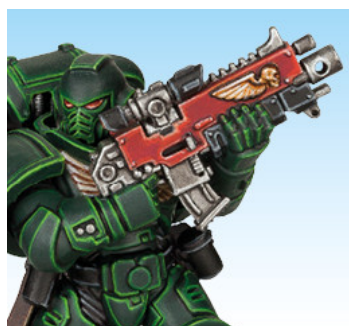
Remember the Intercessors from the Dark Imperium boxed set – the main line troops of the Primaris Space Marines? Well this plastic boxed set is the multipart version of the unit, enabling you to build 10 Primaris Intercessors with a range of poses and equipment. The set includes modular bolt rifles, allowing you to equip the squad with three different types of bolt rifle – the regular Cawl-pattern bolt rifle, the auto bolt rifle and the stalker. The kit also includes two auxiliary grenade launchers, 24 heads (12 bare, 12 armoured) and more equipment packs and pouches than you'll know what to do with.



1



2



3



4

Intercessors carry a range of bolt rifles – the stalker pattern (1) with targeter, the auto bolt rifle (2) with round accelerator and box mag, the standard bolt rifle (3) and the auxiliary grenade launcher (4).





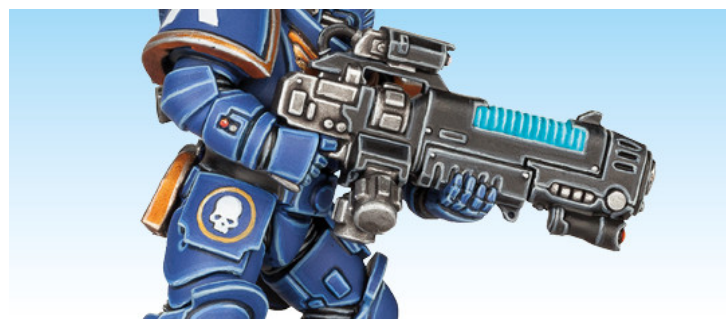


## SPACE MARINES PRIMARIS HELLBLASTERS

Like the Intercessors shown on the previous page, the Hellblasters are now also available as a multipart plastic kit and they, too, come with a wealth of modelling options. This set enables you to build 10 Hellblasters armed with deadly plasma incinerators – powerful weapons that can burn clean through even ceramite armour. While the Hellblasters in Dark Imperium come with regular plasma incinerators, this set gives you two new options – assault and heavy plasma incinerators. The kit also includes a plethora of wargear, pistol options for a sergeant and 24 more heads – again, 12 bare, 12 wearing helmets.



The heavy plasma incinerator (1) has a fuel hose connected to the plasma reactor on the Primaris Marine's backpack, while the assault version (2) features additional targeting arrays.





# PLANET WARHAMMER



## SPACE MARINES PRIMARIS INCEPTORS



Dropping from high orbit in heavily armoured suits of Mk. X power armour come the Inceptors – the fast assault units of the Primaris Space Marines. Like their counterparts in the Dark Imperium set, the three models in this plastic kit come with assault bolters, but you can also build each Inceptor with a pair of plasma exterminators, bringing short-ranged plasma death to the enemies of the Imperium. The models are all captured in action poses as if descending from the heavens on pillars of fire, an image that is reinforced by the new-design flying stands in the kit that hold them aloft above the battlefield.



1

The Inceptors carry assault bolters fitted with heavy blast shields (1) for extra protection. Note also the heavy leg armour of the Inceptors, which not only serves to protect the Inceptor from incoming fire, but features shock absorbers and hydraulics to cushion the impact of the Inceptor smashing into the ground. The models also feature adjustable grav-vanes on their jump packs that you can position them raised or lowered to represent the final moments of the Inceptors' descent.

## FIVE THINGS WE LOVE IN... AUGUST

**2** Armies on Parade is back! If you fancy a model-painting challenge then this is the one to get involved with. The rules are simple – to paint a new army over the summer and show it off in your local Games Workshop store at the end of October. You can find out more about Armies on Parade [here](#), where we take a look at some of the projects going on at head office, and you can get further information about the event on the following website, aptly named:

[armiesonparade.com](http://armiesonparade.com)



2

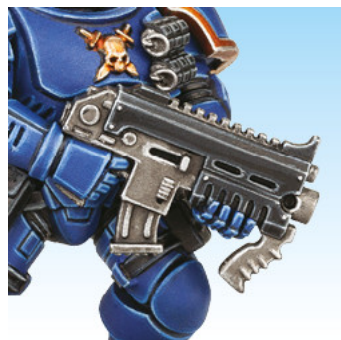
When constructing the Inceptors you can either build them wearing helmets (1) or blast visors (2). These are used to protect the suit's wearer, but can be kept closed for additional protection when engaging the enemy.



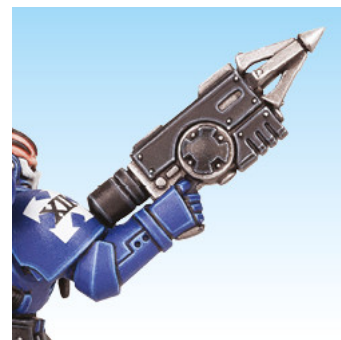


## SPACE MARINES PRIMARIS REIVERS

Reivers are the shock troops of the Adeptus Astartes, their role to infiltrate an enemy fortress or encampment and sow fear, destruction and discord. The models in this 10-man set are equipped for just such a mission, with heavy bolt pistols and combat blades, plus the option to arm all of them with bolt carbines. Each Reiver can also be equipped with a grapnel launcher with which to scale ruins and fortifications, or a grav-chute for swift deployment into the heart of the enemy force. Each Reiver comes with two head options, too – skull-faced helmet or half-mask with the top of the helmet removed.



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4

Reivers utilise a wide range of equipment, including bolt carbines (1), grapnel launchers (2) and grav-chutes (3). Alongside the skull-masks, the kit also includes 10 fully enclosed helmets (4).







# PLANET WARHAMMER

## SPACE MARINES PRIMARIS CHAPLAIN

Chaplains are the spiritual leaders of the Space Marine Chapters. Formidable warriors and zealous orators, they inspire those around them to great acts of vengeance and valour in the Emperor's name.

Like all members of his solemn order, the Primaris Chaplain is clad in the morbid regalia of the chaplaincy – his helm is cast in the shape of a leering skull and he carries about his person images of mortality, such as the bones in the reliquary hanging from his belt. In one hand he carries an absolver bolt pistol with which to execute heretics and aliens, while in his other he carries a skull-tipped crozius arcanum, which acts both as a symbol of his office and a brutal weapon in the crucible of war.



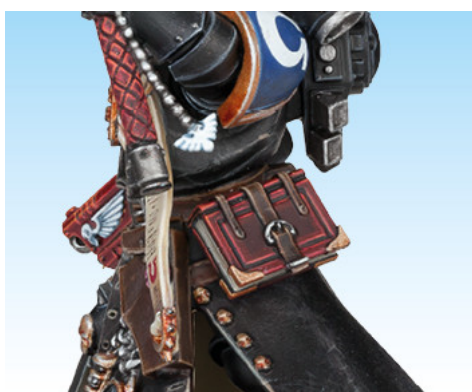
The absolver bolt pistol (1) would be a rifle in the hands of a human, but it's a mere sidearm in the hands of a Primaris Space Marine. A tiny skull trinket hangs from the pistol's extended stock – just one of the many memento mori found on the Chaplain miniature.

A Chapter's traditions and beliefs are kept alive by the Chaplains and are often recorded in leather-bound tomes (2). While the books they carry are clearly symbols of their role within the Chapter, a Chaplain may read from their dusty pages before a battle, imbuing his fellow warriors with righteous zeal. Here you can also see the skull buttons used to fasten the Chaplain's leather cassock.

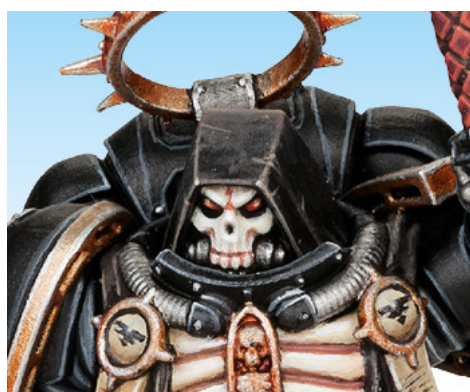
The looming skull mask of a Chaplain (3) is a reminder of every warrior's mortality, but also of the Emperor's immortality. The mask is often fashioned from the bones of the Chaplain's predecessor. On his chest you can see the halo-shaped clasps that hold his stole.



1



2



3



## MUNITORUM REPORT: CHAOS SPACE MARINES

### THE HIGHS AND LOWS OF THE TRAITOR LEGIONS (THE EVIL SWINES...)

#### HIGH: HORUS HERESY

Horus, the greatest of the dissenters, begins the rebellion at Isstvan. Eight other Legions join the Sons of Horus to fight against the Emperor. The civil war continues for many years.

#### HIGH: THE BLACK CRUSADES

Ezekyle Abaddon, once First Captain of the Sons of Horus, unites many of the disparate warbands under the banner of the Black Legion. He conducts his first Black Crusade from the Eye of Terror in 781.M31 and leads a further twelve crusades over the next nine millennia.

#### HIGH: THE FALL OF CADIA

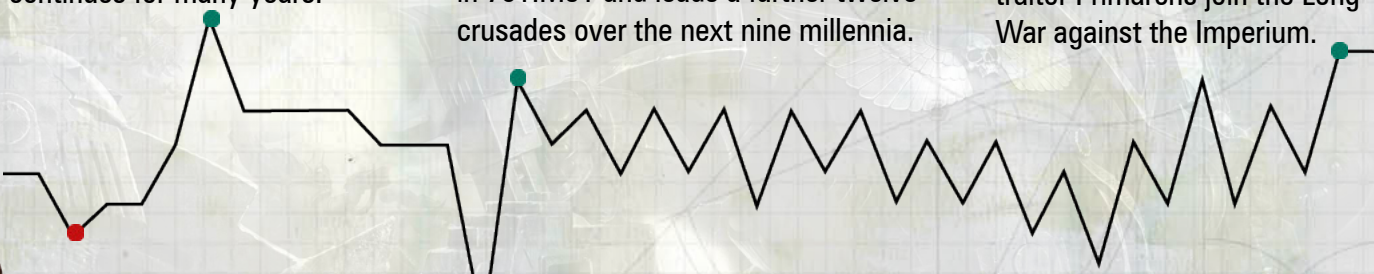
Abaddon's 13th Black Crusade brings ruin to the world of Cadia and the Eye of Terror expands into realspace. Seeing Abaddon's success, several traitor Primarchs join the Long War against the Imperium.

#### LOW: GREAT CRUSADE

The Legions fight hard for the Emperor of mankind, but many feel badly mistreated, censored or ignored by him. The seeds of dissent and rebellion grow, fuelled by the whispered promises of the Dark Gods.

#### LOW: DEFEAT!

Horus is slain by the Emperor and the Traitor Legions flee into the Eye of Terror. They spend the next few millennia fighting each other for dominance of the warp to no avail.





## SPACE MARINES PRIMARIS APOTHECARY

Apothecaries maintain the physical wellbeing of the Chapter's battle-brothers, tending to their wounds in battle, and administering the Emperor's grace when they are beyond saving. They are also responsible for preserving the Chapter's legacy through its gene-seed, which is exactly what the new Apothecary model is doing. Here you see him standing over a fallen Primaris Marine having just delivered the Emperor's grace with his reductor pistol. Inspecting his battle-brother's progenoid gland using the many surgical tools on his armour's collar and backpack, the Apothecary will then deposit it in the canopic jar hanging from his wrist and place it with the many others that hang around his neck.



A fallen Primaris Space Marine lies in the dust beneath the Apothecary's feet (1), a neat hole in his helmet from a recent encounter with the Apothecary's reductor pistol (which, in desperate moments, can also be used as a weapon).

The Apothecary also carries a longer-ranged sidearm – an absolver bolt pistol holstered on his belt (2). Here you can also see the Apothecary's narthecium, which he uses to tend to wounded troopers (clearly not required in this case). Behind the pistol you can just glimpse a skull. Perhaps it is a prime candidate for a future servo-skull?

The Apothecary comes with an alternative head, this one helmeted (3). The helmet bears the helix symbol of the Apothecarion and mounts two eye-pieces that work in conjunction with the lenses mounted on the collar of the Apothecary's armour to aid him in his work, be it inspecting a progenoid gland or suturing a shrapnel wound.



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## ULTRAMARINES PRIMARIS UPGRADES

Fancy painting your new Primaris Space Marines as Ultramarines? How about upgrading them with this Ultramarines Chapter pack? This handy sprue includes 20 parts with which to convert your Primaris warriors into Ultramarines, including shoulder pads for both Intercessors and Aggressors bearing the Chapter's inverted omega symbol, three new heads (two bare), a gladius and scabbard, an auspex and plenty of other bits, too.



This Intercessor Sergeant makes use of an Ultramarines shoulder pad and head from the Chapter pack, plus a gladius power sword, empty scabbard, auspex and purity seal.





# PLANET WARHAMMER

## THE NOBLE AND THE WICKED

Those Chapters who follow the strictures of the Codex Astartes are not the only Space Marines to receive reinforcement this month – both the Grey Knights and the Chaos Space Marines are receiving brand-new codexes that bring them up to date in the new rules set.

### CODEX: GREY KNIGHTS

Clad in gleaming silver ceramite and armed with truly fearsome psychic might, the Grey Knights are one of the most secretive and capable military forces in the Imperium. Each of their number is a powerful psyker, and their focus is not to combat common foes, but to fight the Daemons of the warp. To this end, theirs is a secret mission – few in the wider Imperium even know they exist, and fewer still know the truth of their history and purpose. Armed with arcane and strange weaponry of mysterious provenance – psycannons, incinerators and Dreadknights, amongst many others – the Grey Knights strike across the galaxy, battling the daemonic wherever it can be found in an endless unsung war to safeguard the Emperor's sundered realm.

This 104-page tome is your go-to guide for the Grey Knights, with their organisation, background and all the rules you need to use your army in games of Warhammer 40,000. This codex is also available as a beautifully presented collector's edition limited to 1,100 copies.



### GREY KNIGHTS GRAND MASTER VOLDUS

Appointed to the office of Grand Master of the 3rd Brotherhood by no less a figure than Supreme Grand Master Kaldor Draigo, Aldrik Voldus played a key role in the events of the Gathering Storm, accompanying Roboute Guilliman all the way to the soil of Sacred Terra.

Now, Grey Knights collectors can get their hands on Grand Master Voldus as a separate release for the first time – a fantastic plastic kit perfect for leading your own brotherhood of Titan.

As befits his role as Warden of the Librarius, Voldus carries volumes of ancient and arcane lore (1 and 2) about his person. It's pretty safe to assume they're not light bedtime

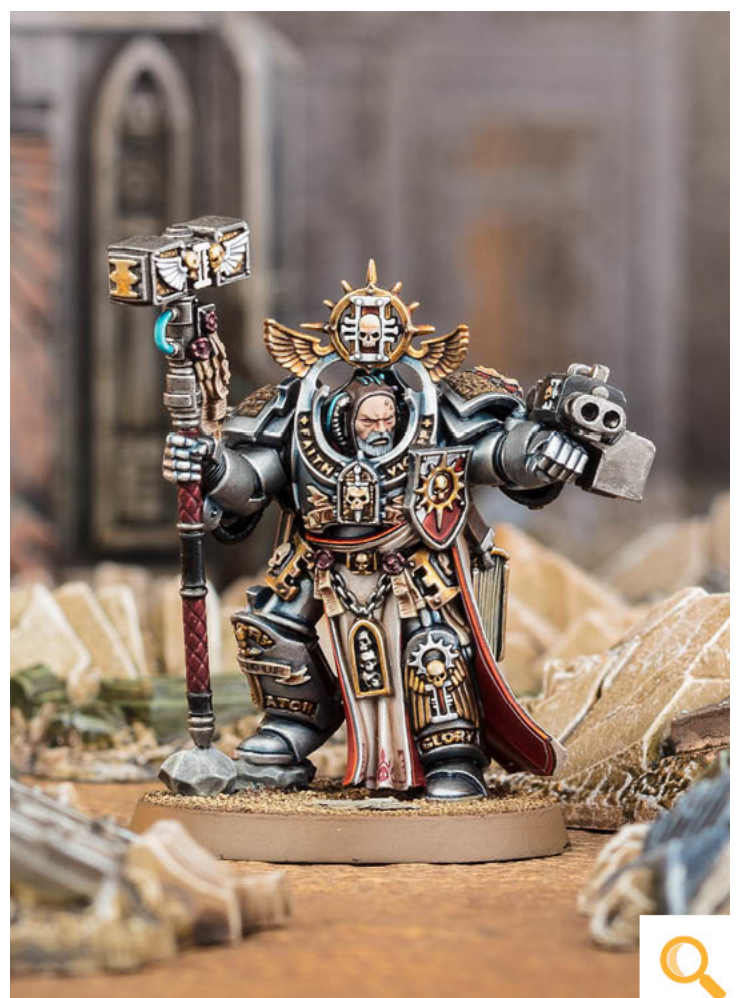
reading –no doubt they are full of mysterious arcana. Each may easily be more dangerous than Voldus's mighty Nemesis daemon hammer.



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## CODEX: CHAOS SPACE MARINES



Of all the enemies that beset the Imperium, few are as hated and reviled as the Chaos Space Marines – the dread Heretic Astartes who turned their backs on the Emperor when the Imperium was young and became the thralls of the monstrous Dark Gods. Now, bereft of honour, reason and sanity, the Chaos Space Marines lay siege to the Imperium in the name of their dark deities, leading the armies of the very warp itself against the entirety of the galaxy.

Codex: Chaos Space Marines is essential reading for any disciple of the Chaos Gods. Its 168 pages detail the torturous history of each Legion's descent from noble paragons of humanity to degenerate and mutated traitors and the Chaos Legions' part in creating the Great Rift that now splits the galaxy in two. Next to updated background, the book contains all the new datasheets, stratagems, artefacts of Chaos and Legion traits you need to play games with your Chaos Space Marines army. This tome also comes as a collector's edition limited to 1,300 copies.

## DATACARDS: GREY KNIGHTS

As a Chapter with a long and proud history, the Grey Knights have access to a huge array of deadly psychic powers and Chapter-specific stratagems – and to help keep track of it all, there's a handy deck of datacards. The deck covers 36 tactical objectives (including the six Grey Knights-exclusive ones), Sanctic psychic power cards and 19 stratagems – including 16 ones exclusive to the Grey Knights. With these in hand, there's little that the daemonic and the unrighteous will be able to do to stand in your way – with trifling concerns about what powers you can use or what stratagems to employ sorted, you can turn your mind to reducing the denizens of the warp to pillars of ash.



## DATACARDS: CHAOS SPACE MARINES

With so many permutations (to say nothing of actual mutations) of Chaos Space Marines, there's buckets of choice to what units and strategies your army can deploy. To make the process of choosing as convenient as possible, you can pick up the Chaos Space Marines datacards – the deck comprises of all 36 tactical objectives, 10 psychic powers and 29 stratagems available to Chaos Space Marines, so you can keep all the relevant special rules out on the tabletop. Now you can focus less on making sure you remember which objective you need to seize or which stratagem you want to use, and spend more time crushing the lickspittles of the False Emperor for your dark and terrible gods.







# PLANET WARHAMMER

# CHOOSE YOUR PATH

In spite of all the excitement in the grim darkness of the far future this month, there's plenty of action in the Mortal Realms, with a collected Path to Glory rulebook and three new Start Collecting! boxes for Fyreslayers, Beastclaw Raiders and Daemons of Slaanesh.



## BIGGER SKIRMISHES

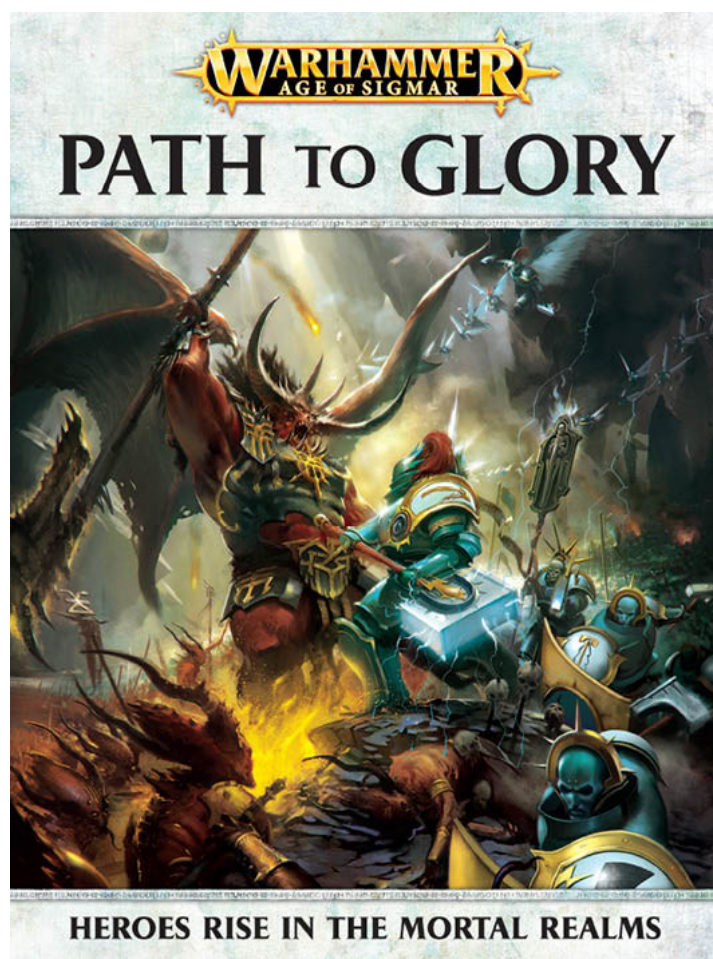
If you have a well-rounded Warhammer Age of Sigmar: Skirmish warband and want to start playing bigger skirmishes, Path to Glory is the perfect next step, allowing you to grow your leader's might further and to add more units to the warband – you could even add a big monster!

## PATH TO GLORY

Before a general can lead their army in conquest of the Mortal Realms, they must first prove their worth in battle, to themselves and to their deities – Path to Glory is the game in which, starting from humble roots, you take your general and a handful of their closest allies, bodyguards or cronies and lead them to greatness – building up units, adding new heroes and growing your general's abilities with each fresh victory.

The tome out this month collects the rules of this smaller-scale expansion to Warhammer Age of Sigmar – including a complete campaign system with its own battleplans – and all the previously printed warband rosters from battletomes and Grand Alliance books. Next to all the major peoples and armies of the Mortal Realms, it even includes warband lists for less-known factions like the Free Peoples of the Cities of Sigmar, made up of aelves, humans and duardin.

So, whatever your allegiance – rally your warriors, general, and tread the path to glory!





## START COLLECTING!

### FYRESLAYERS™



13 CITADEL  
MINIATURES



## START COLLECTING!

Joining the ranks of the Start Collecting! range are the Fyreslayers, Beastclaw Raiders and the Daemons of Slaanesh – each box is a perfect place to start a whole new army or reinforce an existing collection with noble heroes, strong-thewed warriors or mighty monsters.

Start Collecting! Fyreslayers contains 10 Vulkite Berserkers, an Auric Runesmith on Magmadroth, an Auric Runefather and an Auric Runeson.

Start Collecting! Beastclaw Raiders contains a Frostlord on Stonehorn and four Mournfang Cavalry.

Start Collecting! Daemons of Slaanesh contains an Exalted Seeker Chariot of Slaanesh, five Seekers of Slaanesh and 10 Daemonettes of Slaanesh.

What's more, each and every Start Collecting! set can be used as a starting warband for Path to Glory – which we go into detail about it [here](#).



FIND OUT MORE ABOUT PATH TO GLORY THIS  
MONTH HERE

## START COLLECTING!

### BEASTCLAW RAIDERS™



5 CITADEL  
MINIATURES



## START COLLECTING!

### DAEMONS OF SLAANESH™



16 CITADEL  
MINIATURES







## NEWS FROM MIDDLE-EARTH

Citadel Miniatures and Forge World produce a huge range of plastic, metal and resin kits for *The Hobbit: An Unexpected Journey™* Strategy Battle Game. Fresh from Forge World's foundries this month are a new model for the noble Gwaihir™ and a very brutal troll...



### GWAIHIR™ THE WIND LORD

*Gwaihir* is the greatest and most noble of the Great Eagles during the *Third Age of Middle-earth™*. Long before he saved a certain Frodo Baggins from the fires of Mount Doom, he was instrumental in the rescue of Thorin's Company as they fled from the frying pan of the Goblin King's lair and into the fire of Azog's Hunter Orcs.

This resin miniature captures *Gwaihir the Wind Lord* at the moment when he launches his attack upon Azog's *Warg* riders, who have Thorin's Company trapped in a precarious position on the edge of a cliff. *Gwaihir* has been captured here swooping down from the sky, talons raised and beak open ready to tear at the *Warg* he has just landed on. The beast is snarling back at him, ready to put up a fight, but judging by his fearful expression, the Hunter Orc who has fallen from the saddle is clearly more scared of the noble eagle. The highly detailed base comes as part of the set and clearly marks *Gwaihir* out as a mighty warrior amongst his Great Eagle brethren.



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2

Designed by veteran monster-maker Trish Carden (ably assisted by Forge World sculptor Gavin Newton), this rendition of *Gwaihir* comes with a scenic base that features a fallen *Warg* and its Orc rider (1). The *Warg* is trying desperately to bite at *Gwaihir* before it has its throat ripped out, while the Orc holds up his sword in a poor attempt to parry the talon that will very soon be coming his way.

*Gwaihir* has many feathers – many, many feathers (2)! You can pick out every one of them individually, though a good drybrush will have them looking excellent in no time.

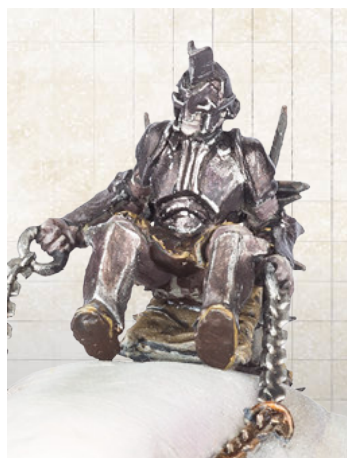




## TROLL BRUTE

Fresh from the battlefield beneath the *Lonely Mountain* comes the Troll Brute, a creation most foul from the forges of Mount Gundabad.

One can only assume that the Troll Brute was mutilated against its will, for its arms and legs have been reduced to horrid, ragged stumps, its extremities replaced by heavy balls of rusted iron and spiked flails. In battle the Troll Brute swings these flails wildly about itself, pulverising friend and foe alike in uncontrollable rage, the vague direction of its passage controlled by the Gundabad Orc sitting in the chair atop its back. For, you see, the Troll Brute is blind, its eyes gouged out with hooks so that it cannot turn so easily on its tormentors. Instead it is guided into battle where it can crush, stomp and smash all before it. This resin kit comes with a little surprise, though. Not only do you get a Gundabad Orc to control it, you can also put Bofur the Dwarf in the command chair, just like in *The Hobbit: The Battle of The Five Armies™* movie.



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The Gundabad *Orc* controlling the Troll Brute pulls on a pair of chains to guide it left and right. As you can see from his grin, this *Orc* loves his job (1).

The kit, designed by Keith Robertson, also includes a seated *Bofur* model. While you can't use *Bofur* and the Troll Brute in a regular game (that would be mightily unfair!) there are rules in *The Hobbit: Motion Picture Trilogy™ There and Back Again* book enabling him to take over control of the Brute in the To the King scenario (2).

Huge rocks bound in iron with flanged blades hang from the Troll Brute's ruined arms (3). His legs are no nicer, his feet replaced with spiked iron clubs that can easily crush an armoured Dwarf.





# PLANET WARHAMMER

## TALES FROM THE BLACK LIBRARY

Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, the forces of Chaos have invaded all four of the new books and audio dramas. Heresy abounds!

### FEATURED BOOK

## BLACK LEGION

By Aaron Dembski-Bowden | Hardback | 288 pages | 19 Aug

Aaron Dembski-Bowden is back with the second novel in the Black Legion series, aptly named *Black Legion*, which explores the formation of the eponymous Traitor Legion in the centuries following the Horus Heresy. Like its prequel, *The Talon of Horus*, the book is available in two forms – a regular edition and a lavish limited edition (shown below) that features a foreword from the author and an exclusive short story that builds upon the tale of Iskandar Khayon, the primary character in the series from whose perspective the events are told.

A former Thousand Sons Sorcerer, Iskandar is now a warrior of the Black Legion (from shadow and flame recast, in black and gold reborn) and a member of Abaddon's inner circle of advisors – the Ezekarion. That means that he's in constant contact with the former First Captain of the Sons of Horus and his command retinue, and because the story's told from his perspective you get a sorcerers-eye view of all the characters. He sees Telemachon's sadism, and Lheor's pain as he struggles with the Butcher's Nails. He also sees Abaddon's never-ending battle of wills with the Chaos Gods. It makes for fascinating reading and you truly appreciate the lengths to which Abaddon has gone not to follow in Horus' footsteps.

The main antagonist in the tale is Thagus Daravek, an emergent warlord who stands between Abaddon and his goal of uniting the now Traitor Legions. Iskandar is sent to assassinate him, but things don't go entirely to plan and Daravek becomes more powerful as the story progresses while Abaddon appears to get weaker and weaker. Only a divination by the prophetess Moriana (her name is a byword for bad news, if you've not encountered her before), shows any hope for Abaddon – that he must find Drach'nyen. It's curious how terrified everyone is of this revelation. Final thoughts: if you are a follower of Chaos, no matter what Legion, you need to read this book. It is perfect fuel for the Long War.





## LUCIUS: THE FAULTLESS BLADE

By Ian St. Martin | Hardback | 304 pages | 26 Aug

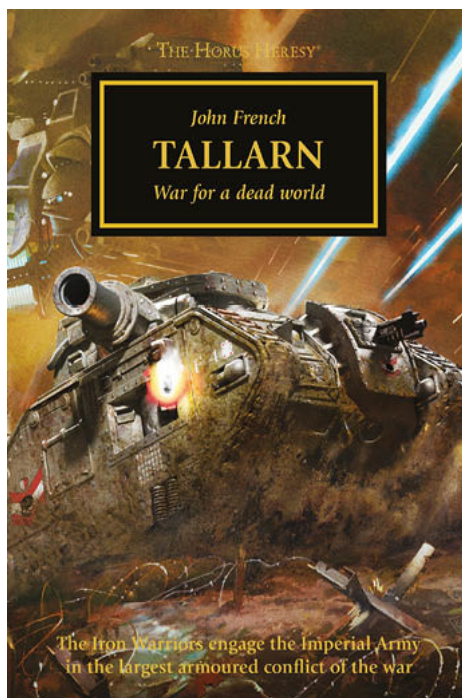
Lucius the Eternal is arguably one of the most arrogant Chaos Space Marines around. Seemingly immortal, he is a peerless swordsman and he knows it – his ego truly knows no bounds. When his warbands are depleted by war and infighting, he looks for a new alliance with other members of his former Legion and finds himself embroiled in a plot where his skill with a blade is of no use. Fortunately he gets to use it later in the story, namely against the unfortunate denizens of Commorragh.



## THE HORUS HERESY: TALLARN

By John French | Hardback | 464 pages | 05 Aug

The war on Tallarn was one of the most desperate of the Horus Heresy, with millions of armoured vehicles battling across rad-scorched wastelands for control of a seemingly unimportant world (which, of course, it really isn't). This book collects all four of John French's short stories about Tallarn – 'Ironclad', 'Executioner', 'Witness' and 'Siren' – into one mighty anthology, complete with an author's afterword and a brand-new cover. If you like tanks, Iron Warriors and desert warfare, this is the book for you.



## AGENT OF THE THRONE: BLOOD AND LIES

By John French | Audio Drama | 70 mins | 26 Aug

John French has recently embarked on a new series of books all about Inquisitor Covenant (yes, the character from the Inquisitor game with the huge sword). The first novel came out last month – Resurrection: The Horusian Wars – and this audio drama is tied to the series. It's centred around the character Ianthe, a former Astra Militarum soldier who has found herself in the service of Inquisitor Covenant. But how will she deal with a cult of Chaos worshippers without her patron's guidance?



## FIVE QUESTIONS

### AARON DEMBSKI-BOWDEN

Some say that ADB (as he's known to his friends) has a thing for Chaos. As he's written a Night Lords trilogy, and now this series about the Black Legion, we'd be inclined to agree.



**"Abaddon is unique. He's courted by all four Chaos Gods, who crave his allegiance because he can tip the balance in the Great Game."**

**1. What's it like writing from the perspective of a powerful psyker?**

Complicated, but in a good way. A sixth sense means they feel and perceive more than most characters, which gives you more to describe and a fresh perspective to work with. Psykers see things no mortal mind should witness.

**2. Who was your favourite character to write about in the story?**

Probably Nagual, Khayon's daemoniac lynx – he's the complete opposite of everything his previous familiar Gyre used to be. Even Khayon's not sure about Nagual at first, but he starts to come around as the story goes on.

**3. Your Abaddon is different to the one we met during the Great Crusade and the one we know from the Dark Millennium. Why?**

My vision of Abaddon is from 2nd edition lore, mostly, and conversations with various games developers. His life is one of war, madness, and survival in the afterlife of human myth. Everyone has their own angle on the character and this is mine. I hope I've done him justice.

**4. Is Abaddon a follower of the Pantheon?** Abaddon is unique. He's courted by all four gods, who crave his allegiance because he can tip the balance in the Great Game. He's definitely not a follower of the Pantheon and he refuses to be duped the way Horus was.

**5. Moriana has appeared in the story. What part will she have to play in the series?**

She'll be huge, going forward. In the Ezekarion she stands in opposition to Iskandar Khayon. She's Abaddon's prophetess and he's Abaddon's assassin, and the two of them will surely be at each other's throats in future books.



# PLANET WARHAMMER

## LATEST FROM FORGE WORLD

Forge World make highly detailed resin models, large-scale kits and books that explore the worlds of Warhammer 40,000 and Warhammer Age of Sigmar. Roaring across our pages this month is the new-look Thunderhawk Gunship and, by the Emperor, it's quite a beast!

### THUNDERHAWK GUNSHIP

The Thunderhawk Gunship is the aerial workhorse of the Space Marine Chapters, fulfilling the roles of assault boat, lander and low orbit attack craft. It mounts a phenomenal number of weapon systems for an aircraft, including a turbo-laser destructor situated in the upper hull than can cripple a Scout Titan with a single shot.

This resin kit is a re-imagining of the classic Thunderhawk Gunship, featuring design elements that bring it up to date with the new Space Marines range. It features interior details and loads of moving parts and the cockpit now closely resembles that of the Sokar Pattern Stormbird. At almost 20" long, and with a wingspan of 17", the Thunderhawk is a mighty kit.

#### FORGE WORLD

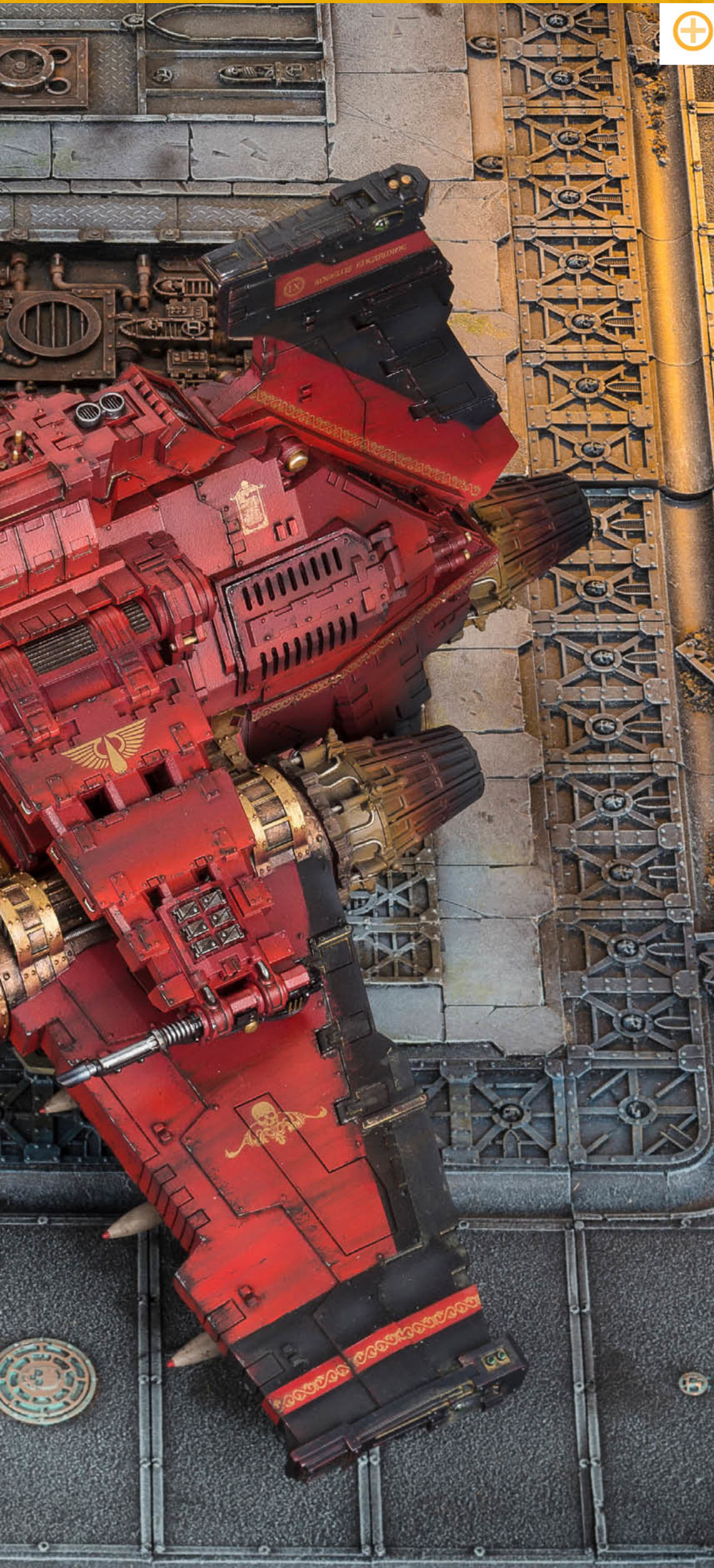
This kit and the rest of the Forge World range of miniatures are available directly from Forge World. To find out more visit:

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





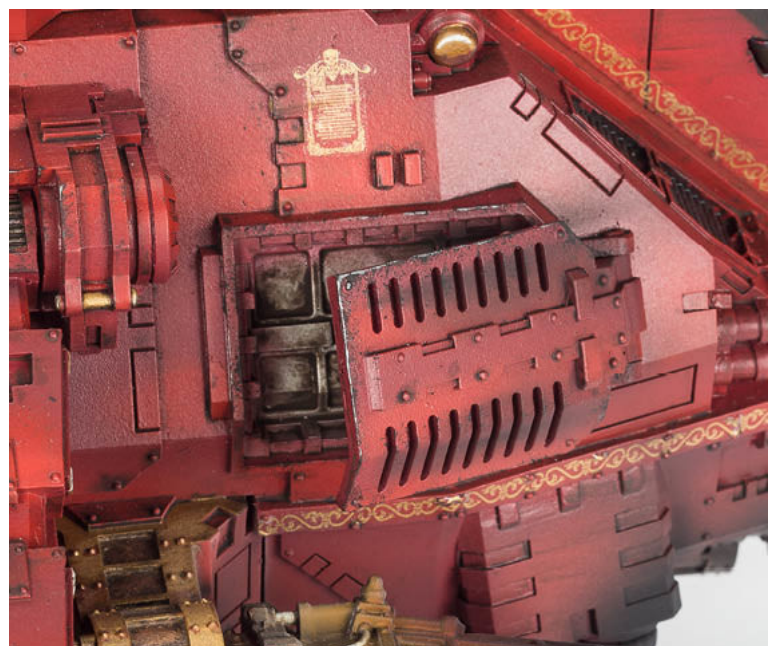
# LATEST NEWS



The Thunderhawk's pilot and gunner sit in a fully detailed cockpit, which even features a pair of access hatches (just seen to the left and right in the picture) with ladders so they can descend to the crew compartment below.



The clear resin canopy of the Thunderhawk shares design elements with the canopy of the Stormbird. We advise painting it separately then gluing it in place with PVA glue (rather than Super Glue which can make the clear resin appear cloudy).



There are a lot of moving parts on the kit, including the front assault ramp, sponsons, attack wings (which can be raised and lowered) and the air brakes at the rear of the hull that fold out on hinges when deployed.



# PLANET WARHAMMER

# VIDEO GAME NEWS

All across the world, our licensed partners are working around the clock to create fantastic video games based on Games Workshop's tabletop games. Here we take a look at Blood Bowl 2, the Legendary Edition (oooh!), Talisman and Warhammer 40,000: Sanctus Reach.

## BLOOD BOWL 2: LEGENDARY EDITION

**Jim Johnson:** Bob, did you know, there's over half a million Blood Bowl 2 players in the world?

**Bob Bifford:** Is that a fact, Jim? That's more players than when the Nurgling Pus-wrangers tried to field a team in 2450 – there were a lot of the little blighters.

**Jim:** I've got more news, Bob. Blood Bowl 2: Legendary Edition is on the horizon, both as an expansion for existing players and as a stand-alone game for newcomers.

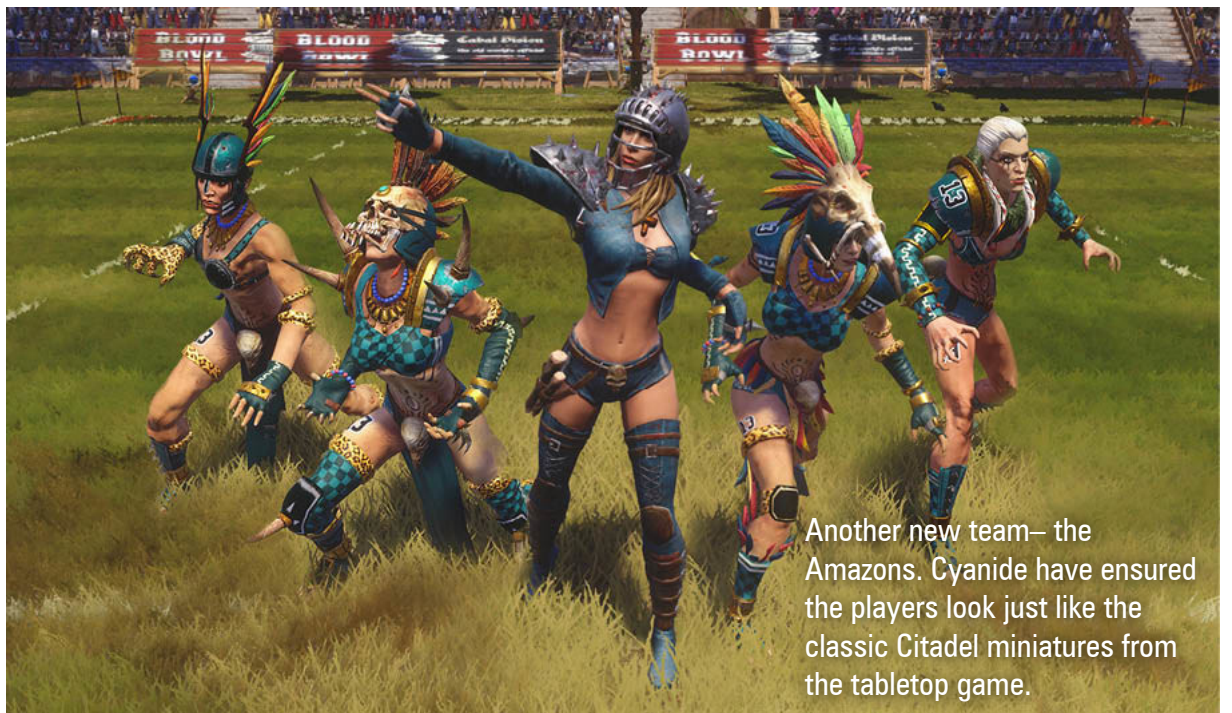
**Bob:** Is that the same edition that gives you access to 24 teams including Amazons and Vampires, plus a raft of star players and a Khemri stadium?

**Jim:** One and the same, Bob, and it also includes a new Solo Career mode, new multiplayer options and new team-building opportunities.

**Bob:** A lot of 'new', then! I look forward to seeing it on PC, Xbox One and PlayStation 4 soon. Do you know anywhere I can get a controller for my big thumbs?



The Vampires are just one of the 24 teams available in Blood Bowl 2: Legendary Edition. We hear they're hungry for glory. And blood...



Another new team—the Amazons. Cyanide have ensured the players look just like the classic Citadel miniatures from the tabletop game.

A few Goblin Star Players make an appearance...



...and they're armed to the teef. Watch out for them.



The Kislev Circus – a new team featuring tame bears!





## TALISMAN: DIGITAL EDITION



There's great news for fans of Talisman: Digital Edition – it's now available on PlayStation 4 and PlayStation Vita.

The PlayStation version comes as a bundle and includes 58 characters (yes, 58!) to choose from, alternative endings and rules, unlockable perks, as well as a number of expansions that include the Reaper, Dungeon and Nether Realm. You can play single player against the game's AI or multiplayer with up to six people joining in which, in our experience, is always more fun – especially when someone else takes a dirt nap...

But that's not the only news, as there's a new expansion coming out very soon for iOS, Android, PC and Mac – the Dragon Expansion. In this quest the entire centre of the board is replaced by the Dragon Tower, which you must ascend and, if you hadn't already guessed, fight a massive Dragon. Check out [nomadgames.co.uk](http://nomadgames.co.uk) for more info on the latest releases.



The Firelands Expansion, released earlier this year, gives you access to four new characters. But can you stop the fiery Ifrit from burning the land to ash and cinder?



The Martial Artist and Saracen characters return to Talisman for the first time since 1987. There are plenty more characters, too, such as the cheeky Leprechaun.

## WARHAMMER 40,000: SANCTUS REACH

Warhammer 40,000: Sanctus Reach gets an expansion this month, too – Legacy of the Weirdboy. If you've not played Sanctus Reach before, it's a 3D turn-based strategy game that's both incredibly immersive and a whole load of fun, especially when things explode. However, up until now you've only been

able to play as the Space Wolves in Campaign Mode. That changes with this expansion, as you take control of an Ork horde led by Big Redd da Warphead, a prominent character in the Sanctus Reach war zone. Alongside four new missions, this DLC comes with new four units including Big Redd himself.



New units include the Space Wolves Venerable Dreadnought and Heavy Bolter Long Fangs. That amount of bullets should see off any foe.



## FIVE THINGS WE LOVE IN... AUGUST

**1** Could it possibly be Primaris Space Marines? Yes, it is! Here in the bunker we're already debating what Chapters we'd like to start collecting. Matt H is torn between Imperial Fists and Black Templars – his two existing Space Marine armies – while Michael started painting Blood Drinkers but is now considering Astral Hawks (especially after seeing Aidan's version in the Space Marine Challenge [here](#)). Martyn, meanwhile, is sticking with Dark Angels.





# 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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**NOTTINGHAM**  
**NG7 2WS**  
**UNITED KINGDOM**

## A CHAMPION OF ORDER

Big fan of the magazine, chaps, but if I might make a suggestion? You seem to have articles all higgledy piggledy pew – rules, reviews, painting guides, all over the place. I would suggest having things like Paint Splatter and Readers' Models in one section, all the exclusive rules in another and so on.

*Andy Revell,  
Melton Mowbray, UK*

**Hello, Andy. A lot of thought goes into the order of each issue of the magazine and there can be different reasons for ordering or grouping articles in a certain way. Sometimes we group painting articles together, other times it makes more sense to group articles about the same subject or army. Plus we always start with Planet Warhammer and generally aim to place our biggest feature towards the centre of the magazine. And then there's the necessary sprinkling of chaos to ensure a few surprises as readers flick through the magazine. Simple.**



## TURN BACK BEFORE IT'S TOO LATE!

Dear White Dwarf,

First of all, hello! I have been playing Warhammer 40,000 since 1988 or so and have seen White Dwarf in many incarnations over the years. I

subscribed for years in the '90s and always looked forward to another magazine packed with new rules, characters, scenarios and beautifully painted minis. Later, the magazine faced two big problems that caused me to quit reading:

- Your competition became The Entire Internet. People post their painted minis on an hourly basis, all day, every day. They post their ideas, their characters and their scenarios. White Dwarf faced a serious challenge in providing valuable, novel content.
- It seemed like White Dwarf stopped trying to provide valuable, novel content. White Dwarf turned into a 'house organ' for Games Workshop. Product previews, product reviews, product pictures and interviews with the people making the product. And we the consumer get to pay for this... advertising.

So, yes, I quit. For many years. I could go online and see all the new products in minutes. No need to pay for the privilege.

But then you launched this NEW White Dwarf and you brought me back! Boxed Game Bonanza! New scenarios! New rules! Yes, painted minis, but they are still gorgeous and who can sift the whole internet for The Good Stuff, right? Hats off, you were off to a great start!

I played the new Space Hulk mission. It was awesome! I am looking forward to trying new weapons in Deathwatch: Overkill as well. Daemons in Execution Force? Yes, please! Really just a great start!

But lately... the magazine is slipping back into its old ways. A preview of an upcoming product. Followed by a review of a product. Then some pictures of some more... products.

A painting guide or two. Cool. But it's sliding steadily back into being the Games Workshop Catalogue. That we pay for.

I am writing to beg you to stop that from happening. Should there be any self promotion? Sure! A bit. Hey, it's your magazine. But I am paying for it. Please go back to giving me stuff I can't see online.

Some suggestions from me specifically:

- I need Gorkanauts and Morkanauts for Imperial Knights: Renegade.
- Another Space Hulk mission would be ideal. Space Wolves and Dark Angels got their own campaigns. Who might be next, then?
- More Blanchitsu. Consistently cool.
- I am going to start Silver Tower soon. Let's keep that support going, eh?

To sum up, I like how you came back! You seem like great people and I love Warhammer, always have. Please steer White Dwarf away from becoming a catalogue again. It was SO GOOD!

With the utmost respect,

*Tom Bisbee, North Attleborough,  
Massachusetts, USA*

**Hi, Tom. Thanks for the letter – we appreciate the honest feedback. So, let's start with the big one: the old 'catalogue question'. White Dwarf isn't a catalogue. (Once upon a time, White Dwarf carried the words 'Games Workshop's Monthly Hobby Supplement and Miniatures Catalogue' on the cover, but that was a long time ago.) What does White Dwarf have in common with a catalogue? Well, we do always make sure we show off all the amazing new games and miniatures. People would find it pretty strange, we reckon, if we didn't show off all the cool new stuff in as much detail as possible. But that's not at the expense of the articles you love reading every month – it's part of the same thing.**

**What we aim to do is offer the kind of insight and closer look you'd never get from a mere catalogue. Check out Designers' Notes, for**



example, in pretty much any issue to see what we mean – not to mention the painting guides, new rules and modelling ideas that we try to make sure go along with all that, too.

Of course, everyone wants something different out of White Dwarf. You obviously enjoy new rules and scenarios for our games. You've doubtless seen the rules for Wraithknights and Stormsurges in Imperial Knights: Renegade, which we presented in December, and the hero cards for the Kharadron Overlords characters in May's issue. This stuff is going to keep coming. But there's always going to be a bunch of different stuff – more Blanchitsu and the other things you mention included (Gorkanauts and Morkanauts, well, we'll see what we can do) – and that's really what we aim for: variety.

#### JUST A COUPLE OF THINGS...

I have been a HUGE White Dwarf fan for years and I am glad you all are back to the monthly format. I have bought every issue since the revamp. I have enjoyed reading every issue so far and I am glad there is a strong focus on the hobby (painting, modeling, kit bashing, collecting, A Tale of Four Warlords, terrain). I also have really enjoyed the Parade Ground sections, especially from the September, December and February issues. The models shown are beautiful and makes one want to go paint! Inspirational in the hobby sense. My critiques:

- I am glad that the current Tale of Four Warlords is Warhammer 40,000. Though I would have liked to see more variety in the selection of armies by not having two of the four armies be of the Imperium. Don't forget about the Xenos! The series could be more rich and diverse if this was taken into account.
- There is a strong preference towards Warhammer Age of Sigmar when it comes to the articles on gaming and tactics. This is also true on the Warhammer Community site. The format of the Warhammer Age of Sigmar gaming and tactics articles is great and very detailed. Just would love the same thing for Warhammer 40,000.

These are just some minor things I have noticed but they don't take away at all the incredible work that the White Dwarf team and in general Games Workshop have done so far. So keep it up!

**Hald Lerg, via Facebook**

**Hi, Hald. Thanks for the kind words. When it comes to A Tale of Four Warlords, we try to**

**give the participants as much choice as possible as to which armies they collect, and that's what they chose! As for Warhammer 40,000 tactics, well, by now you've probably seen last month's initial instalment of Tactica Imperialis, and that continues this month over [here](#).**

#### LOOKING FOR A GANG WAR

Hi, White Dwarf Team,

I read the news that the Shadow War: Armageddon game uses the rules from Necromunda, which sounded great, but then I realised that there aren't any gangs, which is disappointing. Creating gangs and exploring what humans are like in the 41st Millennium is what made the game interesting. Since this is more about Kill Teams and war, will there be an actual release of Necromunda with gang warfare in the same vein as the new release of Blood Bowl, which still features teams from the Old World, rather than Age of Sigmar? Will the old game ever be back, with new models?

Yours sincerely,

**Alex Phillips, Harrow, UK**

**We love Necromunda! (Did you know Editor Matt worked on the last edition of the game?) Shadow War is a great game set against the backdrop of the Third Armageddon War, but we agree Necromunda shows off a side of the Imperium otherwise rarely seen. Will it return? Well, check back next month for some news...**



## ASK GROMBRINDAL...

**Dear Grombrindal. I have noticed that the Stormcast Eternals all look very male – are there no female heroes of the Mortal Realms that Sigmar has seen fit to add to his armies? Sigmarite armour would look pretty amazing cast in a female form, in my opinion.**

**Phillip Rimmer, Sigmaron**

Ah, yes, Sigmar's golden children. When's someone going to ask me a question about Duardin, eh? We've got a worthy history, too, you know. Gah! Anyway, to answer your question, any mortal hero can join the ranks of the Stormcast Eternals, be they male or female. Like you say, there are many great heroes in the Mortal Realms and they're not all blokes. I've actually heard tell of a renowned smith by the name of Angharad Brightshield – she made the greatest weapons in her neck of the Mortal Realms – who became one of Sigmar's champions. I believe she was last seen fighting in the shadowy city of Shadespire. Why not take a holiday there, you might just bump into her if you're lucky.

**Grombrindal**

## LOVE ALL DAEMONS

Hi. I was so happy when I saw that now both Tzeentch and Khorne got a lot of love in both Warhammer 40,000 and Warhammer Age of Sigmar.

But please, please, don't forget about Slaanesh. Slaanesh is my favourite Chaos God. I can't wait for the rest of the Chaos Gods to get their own books for Warhammer 40,000 and Warhammer Age of Sigmar (especially Slaanesh). I hope you continue with the great work you have all done so far.

Sincerely,

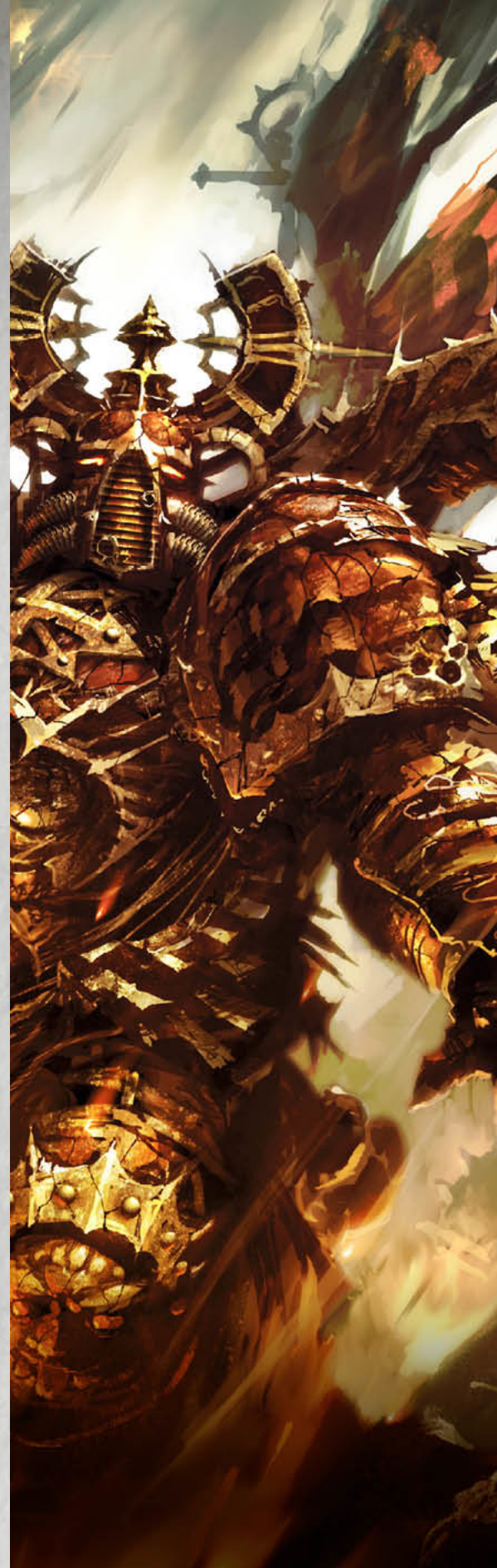
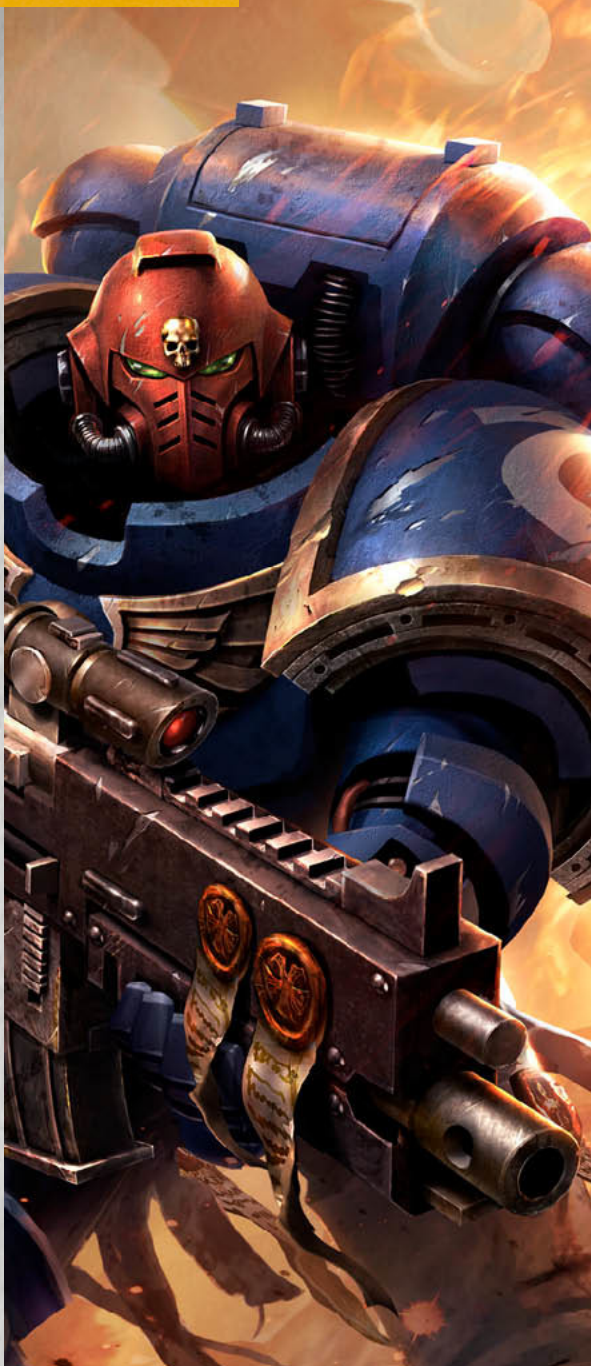
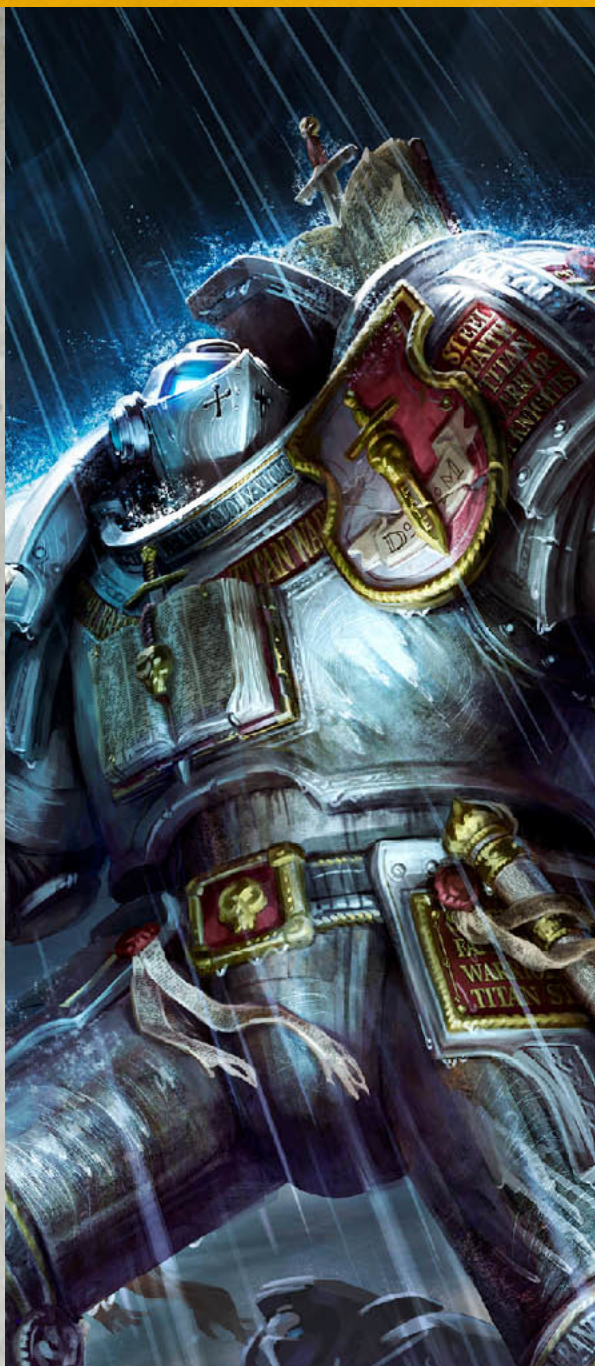
*Daniel Garanto,  
Västerås, Sweden*

**Hey, Daniel. Thanks for the kind words. We love the new Tzeentch Daemons, and the Bloodthirster released a couple of years ago, too. What's especially cool is how well they sit alongside their respective gods' other servants – beasts and mortals. And perhaps we'll see something soon for Slaanesh... maybe.**





## WARHAMMER 40,000 CODEXES



# DAMNED TOMES & ANCIENT PAGES

### INDEX BOOKS

We know the wait for a new codex can be agonising. With a couple of dozen factions in the Warhammer 40,000 game, alas there won't be new books for them all overnight. Don't forget that in the meantime the Index books provide complete rules for any army you can name.

**This month sees the release of the first three codex books for the new Warhammer 40,000 – Codex: Space Marines, Codex: Chaos Space Marines and Codex: Grey Knights. What's new, what's changed and what can you expect from this latest generation of codex books?**

Codex books have been an essential part of Warhammer 40,000 for more than 20 years now, each an indispensable, comprehensive guide to a given army or faction providing their background, organisation, rules and more. It's true to say they've changed and evolved quite a bit over the years, and with a new edition of the Warhammer 40,000 rules now available, this month sees the first in a new generation of codex books, with a full range to follow over the next couple of years or so.

So, what's new? What's changed? Well, the first thing to say is that these new codexes, if the first three examples are anything to go by, contain everything you know and love from previous editions. There's background, explorations of organisation, colour schemes and heraldry, descriptions of each and every unit and character, galleries of painted models and tips on painting and modelling (even including the occasional conversion), the all important datasheets and weapon profiles, and a selection of army special rules including



faction abilities, warlord traits and psychic powers, plus the brand-new Stratagems, all presented in an intuitive and easy-to-navigate order. Crucially, in our opinion, there's no one-size-fits-all approach to how the early sections of these new codexes are presented. Logically enough for the Space Marines, for example, the background section provides an overview of each of the remaining First Founding Chapters (and several of the most notable of their successors), with uniform and heraldry guides rolled in. It's the kind of detail that's fundamental to the Space Marines, but every army's different and, from what we've seen so far, that's something that's embraced in the new codexes. Codex: Chaos Space Marines, for example, provides exactly the kind of Legion by Legion introduction you'd expect, but there's no attempt to shoehorn the multifarious servants of Chaos into the kind of rigid system of organisation you'd expect of the Emperor's Finest. Instead, both this essential information and its presentation is tailored to the faction in question, and the books vary in size to accommodate this.

Where things have really changed is the rules, with how you pick your army and the associated special rules having received a major overhaul...

### THE SHAPE OF THE GALAXY: VIEWS MAY DIFFER

The galaxy is something of a changed place since the last round of codexes. The Great Rift has opened up, tearing the Imperium in half, and the new codexes continue the tradition of presenting a map of the galaxy as each of the various factions sees it. Where Codex: Space Marines shows Mars and Terra, for instance, the counterpart map in Codex: Chaos Space Marines marks the rather alarming presence of something called the Night Rift!

# ANATOMY OF A CODEX

## What does one of the new codex books look like? Well, there's much that's familiar, all lavishly updated, and more than a little that's brand new, too, so join us as we explore the anatomy of a codex...

### BACKGROUND

Each of the new codexes opens, as you might expect, with a comprehensive background section, offering insights into the origins, aims and nature of the faction in question – as with the establishment of the Codex Astartes in Codex: Space Marines (1). There are also timelines (2), bringing these chronicles bang up to date with the events of the 13th Black Crusade, the coming of the Noctis Aeterna and the aftermath of the opening of the Great Rift.

There are dedicated sections for each of the main groupings within each faction, too – the most famous Chapters of the Space Marines, for instance, in Codex: Space Marines, and each of the Traitor Legions and the most dreaded Renegade Chapters in Codex: Chaos Space Marines.

### HERALDRY & ORGANISATION

Each of the codexes presents detailed information on how the armies in question are organised, along with colourful depictions of their heraldry and insignia. Refreshingly, this is presented differently in each codex to best suit the subject, so while Codex: Space Marines presents exactly the kind of in-depth information on Chapter markings and a clear organisational breakdown of companies and squads so integral to the Space Marines' way of war, the Traitor Legions are presented in more fluid fashion in Codex: Chaos Space Marines, many of them shown in both their earliest form and their modern, often greatly altered guise, as with the Night Lords (3). For the Grey Knights, there's a breakdown of the brotherhoods that make up the Chapter and a set of illustrations depicting a variety of ideas for heraldry (4).

We're looking forward to seeing how this is tailored to each army as new codexes are released.

Continued...

### THE CODEX ASTARTES

With the dawn of extinction held at bay, Collinson turned to ensuring that such a tragedy could never happen again. He studied his volumes into a weary time known as the Codex Astartes. This text became a major part of the Imperium and the cornerstone upon which the future of the Imperium would be based. For the Adeptus Astartes it described in detail the tactical rules, equipment specifications, uniform markings, ceremonial protocols and countless other aspects of Space Marine doctrine. For all its multithemed aspects, the most lasting and continuous decree of the Codex Astartes was that the existing Space Marine organisations be broken up and reorganised into smaller brotherhoods known as Chapters. Organising their strength in the use of battle and never again to be split. Through many of his battles Collinson's army and his Codex Astartes, almost all eventually accepted the necessity of organisation.

For the majority of the Imperium, there were the Chapters of the Adeptus Astartes, even while the last better before of the Great Sowing were being taught. Upon the Codex's implementation, in an attempt to make the Imperium more unified, each of the old Legions became a single Chapter named for its founder plus a number of other new Chapters. In addition to a name and heraldry of their own, each of these new Chapters would take for itself a home world – or equivalent – for their fortress monastery, and a battle-brother from which to defend the Imperium. In this way, the strength of Mankind's most elite warriors would be spread across the far flung empire of Mankind. The Codex Astartes stated that each Chapter of Space Marines was to be one thousand battle-brothers strong and would look to its own recruitment, training and equipment. Every space would then be able to command the resources, heralding power of a Space Marine Legion.

The Heresy Henry had revealed weakness in the governance of several Space Marine Legions. These defects had been exacerbated by the accelerated gene seed collection techniques needed to keep the huge Space Marine legions up to strength. Collinson believed that the Chaos Powers were able to exploit the resultant physical and mental corruption in turn Home troops against the Imperium. So had the Imperium's great plan contained the seeds of its own downfall.

One of the key objectives of the new Codex Astartes was to recognise and expose these genetic weaknesses. As a result, the Codex Astartes decreed that Space Marines would forever more be created and trained in a more personal fashion. The genetic books used to create Astartes legions would be carefully monitored and scrutinised for any defects. Collinson argued would be subject to the most stringent tests of purity. Young initiates would undergo trials of mortality before they were accepted, and only those of the very hardest character would be chosen. As a final safeguard, Collinson linked the Adeptus Astartes with writing up and maintaining genetic books to produce and store tales of Space Marine gene-seed. These books were to provide all new gene-seed for subsequent broodings of Space Marine Chapters. To prevent cross-contamination, the genetic stock of each Legion was isolated within that of the Traitor Legions was placed under time-locked constraints, though at that point many believed they had been destroyed. By taking direct control of these genetic stocks, the Adeptus Astartes could ultimately control the Space Marines. They alone had the power to destroy or create Space Marine warriors at will.

Over nearly ten thousand years there were many subsequent broodings of Space Marine Chapters. With the Imperium's history influenced by long periods of extinction and survival, it is impossible to ascertain when some Chapters were created and when others disappeared. Those Chapters that adhered rigidly to Collinson's teachings are sometimes referred to as Codex Chapters. These Space Marine gene-broodings followed the tenets within the hallowed pages of the Codex Astartes and applied its principles of war and devotion to the Imperium.

For over eight thousand years the Codex Astartes served the Space Marines as the authoritative guide to living war. With the passage of centuries, some Chapters have emerged from the strict letter of the Codex, introducing unique variations in its teachings for remaining broadly faithful to Collinson's basic principles. The Codex had been reimagined, interpreted and modified countless times over the centuries. Since his return, Roboute Gulliman believed his began amending the Codex, continually striving to update and refine his beloved tome to better adapt to the changing landscape of war.

The twenty-first brooding was the largest since the Second Founding. It took place in the 10th Millennium, shortly before the Age of Apostasy, a time of civil war that almost destroyed the Imperium. Mankind's Chapters of this brooding suffered great misfortune. Some were destroyed from their inception, while several disappeared mysteriously while in action or emerging through the warp. Many were the dark seeds that held the twenty-first. The Plague Wars were the first to suffer spectacular and extreme corruption of their gene-seed, turning them into warbringers rather than war machines.

Some of these tainted Chapters were hunted down and destroyed, while others became renegades. Of those Chapters that survived such corruption or simply faded from the Imperium's history, some developed genetic idiosyncrasies, mutations that eroded the tolerance of the Imperium and doomed the Chapters' continued survival.



WARHAMMER 40,000 CODEXES



There's a lot of old favourites amongst the artwork in the new codexes but, of course, there's also a slew of great new pieces, particularly in Codex: Space Marines, where we see units like the Reivers for the first time.

POWER POINTS

As with the datasheets included in Dark Imperium and the Index books, each datasheet in the codexes features a power rating – a quick, simple method of picking your army to a size agreed with your opponent. If you want to go into greater detail, taking into account weapons choices and other options – perhaps for a tournament or more competitive game – there's a list of points values in the back of each codex.

DATASHEETS

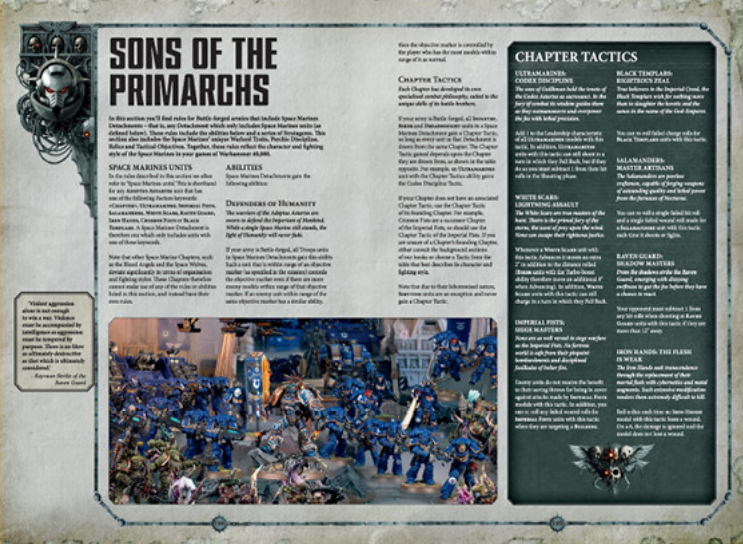
Familiar from the Index books and the Dark Imperium box are datasheets, themselves an evolution of the way unit entries were presented in some of the later codexes for the last edition of the game. Datasheets are now more comprehensive than ever, presenting almost all of a unit's special rules (a small number of army special rules being the occasional exceptions) along with their main weapon choices. It's a much more self-contained and much easier-to-use approach. There's no separate 'army list' as such, making choosing your army easier than ever, which leads us on nicely to perhaps the biggest and most radical change to be seen in this new generation of codexes...

DETACHING DETACHMENTS

Previous generations of codex might lead you to expect new detachments and formations, specific to each race or faction, in the new books, but that's not the case. Why? Well, the truth is it's not really necessary and all those different ways of picking your army added quite a bit of effort – and occasionally confusion – to the process. The aim of the formations and special detachments featured in previous codexes was to exemplify and bring to life the different fighting formations and methods of war practised by the various different races of the galaxy. But there was an awful lot of them, many of them highly specific, and they could add significant complexity, whatever the rewards.

BATTLE-FORGED

Army special rules are now an extension of the Detachments system found in the Warhammer 40,000 rulebook – make your army Battle-forged and units with the appropriate keyword gain the faction's Abilities (Space Marines gain Chapter Tactics, for example), while the army as a whole gains access to a unique set of Stratagems tailored to the faction.





Not so now. There are no army-specific detachments in the new codexes, no new methods to learn when it comes to choosing your army. Rather, you select your army using the familiar detachments from the Warhammer 40,000 rulebook. If you make your army Battle-forged, you unlock access to a small number of special abilities representing your chosen faction's most characteristic abilities and strengths – Chapter Tactics for Space Marines, for instance, and the Brotherhood of Psykers and Knights of Titan rules for the Grey Knights – and, most importantly, the brand-new army specific Stratagems.

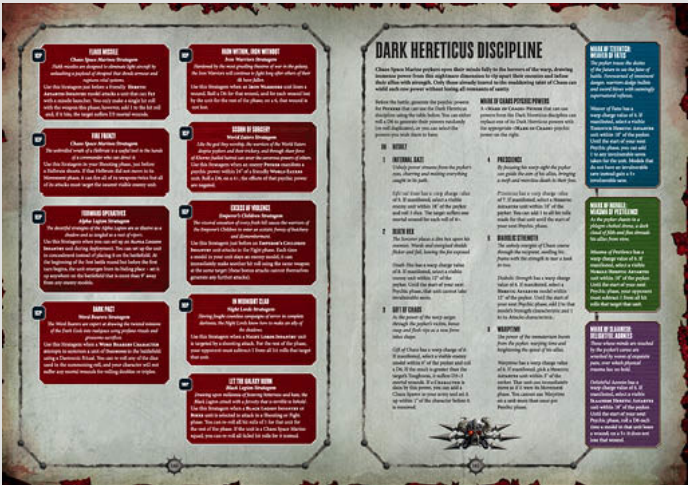
STRATAGEMS

Stratagems take the place of the numerous, somewhat fiddly and hard-to-remember special rules previously spread across different formations and provide all the character of playing with your favourite army without quite so much of the fuss (and without quite so many books littering the gaming table). Each codex presents a hefty selection unique to each faction (16 for the Grey Knights alone, for example).

This, in our opinion, is the triumph of the new Warhammer 40,000 rules and now of the new range of codexes set to follow them. Every collector and gamer wants variety – choices to make and tactical challenges to negotiate. It's a mark of a game's sophistication if it can offer all of that without adding to its complexity, and sophisticated the new edition of Warhammer 40,000 certainly is. With just the detachments from the rulebook and a selection of Stratagems from the relevant codex, there's more possibilities than ever when it comes to building your army and choosing your favoured tactics.

It's a more intuitive approach, too. The use of Stratagems follows on directly from the natural ebb and flow of battle – if things aren't going your way, you're going to look for ways to do something about it – the perfect reminder to cast your eye over your army's Stratagems and see if there's any game-changing gambits waiting to be unleashed. It's both easier and more sophisticated – and, more importantly, more fun – than having to remember a raft of special rules unique to each formation on top of those for the units that make up each one.

With the selection of detachments in the Warhammer 40,000 rulebook capable of representing fabled fighting formations like Space Marine Strike Forces and Battle Companies and Imperial Guard Regiments with equal ease, the Stratagems found in the new codexes add all the character and variety you could want with elegant simplicity, making the new books, fittingly, the best codexes ever.



FIGHTING FORCES

Each codex features detailed descriptions of all the characters, units, war machines and other fighting forces that make up the army in question, accompanied by art and other snippets of background. These are kept quite separate from the datasheets, allowing each to do their job and making it easier to find what you're looking for. Codex: Space Marines for the first time incorporates the new Primaris Space Marine squads alongside their prestigious counterparts, Aggressor and Hellblaster Squads (1) joining Devastators and Centurions as Fire Support Squads, for example.

GALLERIES & SHOWCASES

The familiar showcase sections remain, spruced up with new models released since the last edition of the relevant codex. Some also feature new example colour schemes and Codex: Grey Knights even features a selection of conversions (2), providing tips and inspiration for producing models like Grey Knights Chaplains and Librarians that might lack a dedicated model in the range. (And if you want to see an even bigger example of this kind of kitbashing, click [here](#))

DATASHEETS

The business end of the codex as far as gamers are concerned, a hefty chunk of each codex is given over to presenting datasheets for every unit in the army. With datasheets now more comprehensive than ever, navigating a codex mid-game is as simple as could be.

STRATAGEMS & SPECIAL RULES

Stratagems, psychic powers (4), warlord traits and special rules for Battle-forged armies can be found in each codex, all grouped handily at the back of the book, along with armouries offering comprehensive listings of weapon profiles and other warfare available to the army.

Want to know more about the new Stratagems and how to get the most out of them? Check out **Tactica Imperialis**, over the page!

3CP

HONOUR THE CHAPTER  
Space Marines Stratagem

Every Chapter has forged its own tales of heroism and valour, and no battle-brother would see that noble record besmirched. Use this Stratagem at the end of the Fight phase. Select an ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES BIKER unit – that unit can immediately fight for a second time.



# TACTICA IMPERIALIS

Tactica Imperialis focuses on rules, tactics and playing games of Warhammer 40,000. In this instalment, we take a closer look at stratagems – how you gain access to them, how they work in the game and a few examples of deadly combinations from the new codexes.

## HOW CAN I USE STRATAGEMS?

When you build a Battle-forged army, it will have a number of command points (see page 242 in the Warhammer 40,000 Rulebook for more information on Battle-forged armies and command points). All Battle-forged armies start a battle with at least three command points and can gain more if they fulfil the requirements of one or more detachments. These command points can then be used before or during a game to change (hopefully...) the course of the battle. You could use a few command points to call down an orbital bombardment before the start of the battle, or save one for that all-important armour save later in the game. Obviously, the more command points you have, the more stratagems you will be able to use.



## WHAT ARE STRATAGEMS?

Stratagems are the in-game representation of cunning tactics, devious tricks, heroism, skill and pure brutality – they are a last-ditch attempt at survival or, possibly, the final nail in the enemy's coffin. Stratagems can be before or during a game of Warhammer 40,000 providing you have enough command points (see left) to do so. Many stratagems cost one command point to carry out, some can cost as many as three.

## WHAT DO STRATAGEMS DO?

Every stratagem is different. In the rulebook there are three stratagems that can be used in any game (typically narrative play games, but also in matched and open play should you wish to). Here's an example of one.

1CP

**COMMAND RE-ROLL**  
*Stratagem*  
 You can re-roll any single dice.

As you can see, it's a simple re-roll costing just one command point to use, but that re-roll can mean the difference between your lascannon doing one wound to the enemy commander or

killing them outright. Or the difference between your opponent passing or failing the invulnerable save that will save their commander from dying to that lascannon shot. As you can see, stratagems can be pretty handy. There are also mission-specific stratagems in the rulebook – six, in-fact – for each crucible of war mission, plus loads of army-specific stratagems in the three new codex books out this month (see below).

## HOW DO I USE STRATAGEMS EFFECTIVELY?

Well, that's down to you! Some players prefer to save their command points for crucial re-rolls, while others use them right from the start (even before the start!) of the game. We've also found that some stratagems work well with particular armies or units. Insane Bravery can be pretty handy when your mob of Ork Boyz gets badly mauled from shooting, while the same stratagem is far less useful for Space Marines who Know No Fear and so will rarely fail their morale tests. Some people like to combine the effects of several stratagems (or even stratagems with unit or army special rules) to deliver a decisive sledgehammer blow at a crucial point in the battle. We've come up with a few (slightly dirty) examples to the right. Enjoy! 🦁

## 66 NEW STRATAGEMS!

There are three new codexes released this month and all three feature army-specific stratagems. These can be used in addition to, and in the same way as, the three from the main rulebook. Codex: Space Marines features Chapter-specific stratagems (Bolter Drill for Imperial Fists, for example), while Codex: Chaos Space Marines includes Legion-specific stratagems such as Let the Galaxy Burn for the Black Legion. Chaos Boons are now also a stratagem. Fancy a Daemon prince, anyone?

2CP

**FINEST HOUR**  
*Grey Knights Stratagem*  
*It is in the darkest times that the disciplined fury of the Grey Knights burns its brightest.*  
 Use this Stratagem at the start of your turn. Pick a **GREY KNIGHTS CHARACTER** and double the range of any aura abilities on its datasheet (such as Rites of Battle or Bane of Evil) to 12" for this turn.

The Space Marines stratagem Honour the Chapter costs a hefty three command points but enables a unit to attack a second time in combat. Used on a unit such as Vanguard Veterans, the effects can be devastating.

Finest Hour is a Grey Knights stratagem. It enables you to double the range of a character's aura. Enabling every unit within 12" of a Grand Master to re-roll 1s to hit can be very handy.

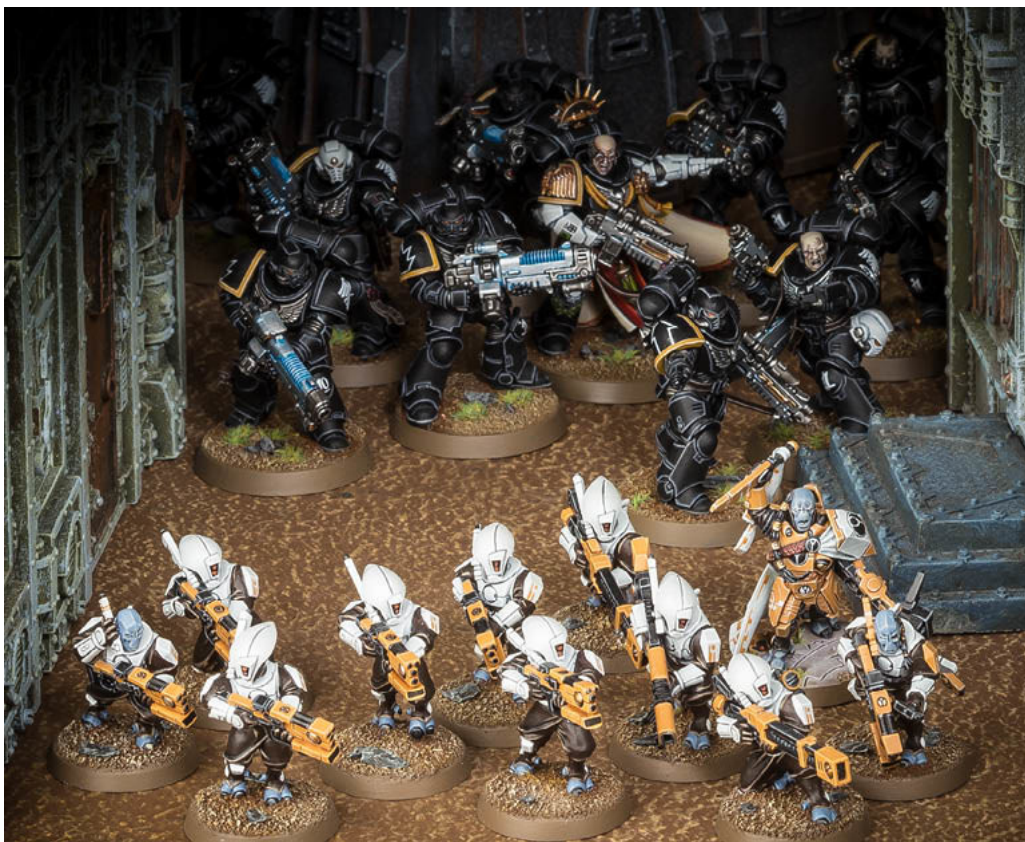
In Midnight Clad is a stratagem specifically for Night Lords Chaos Space Marines. If you've got a unit in a precarious position, or its survival could win you the game, then one command point could ensure victory.



Scroll / double tap







### STRIKE FROM THE SHADOWS

In Codex: Space Marines there's a stratagem specifically for the Raven Guard – Strike from the Shadows. For just a single command point you can deploy an infantry unit anywhere on the table further than 9" from the enemy. One unit appearing this way might prove annoying to the enemy, but the sudden deployment of several units using this stratagem could be devastating. Remember, though, there's more to stratagems than just using them, it's about the combinations you can create when you use them. By deploying a Captain along with a unit in this manner, the infiltrators will benefit from his Rites of Battle aura. Here, our Hellblasters will re-roll 1s to hit, which means they can overcharge their plasma incinerators a little more safely. Add the Raven Guard Chapter Tactic into the mix (the enemy must subtract 1 from their hit rolls if your unit is more than 12" away) and you're laughing.



### BLOOD FOR THE BLOOD GOD!

Khârn the Betrayer, as we well know, is a combat monster, as are Khorne Berzerkers. Just placing Khârn near a unit of them enables them to re-roll to hit in combat. So imagine if you whacked down the Veterans of the Long War stratagem, which adds 1 to their wound rolls. Considering they're already Strength 5, so wounding most foes on a 3 or more, they'll now be causing wounds on a 2+.

Wait, what's that, you don't think that will cause enough carnage for Khorne? Well, you could always drop the Fury of Khorne stratagem on the unit at the end of the combat phase, enabling the Berzerkers to attack a third time (they already attack twice in every round as it is)! Or play it on Khârn – whatever will cause the most damage. It costs three command points to play it – a steep cost – but it could ensure the total annihilation of one of your opponent's best units.



### PSYCHIC DEVASTATION

For a single command point, Grey Knights players can use the Mental Focus stratagem. It enables a Grey Knights psyker to cast an additional psychic power that phase. That could be handy on any unit, but what about on a character such as Grand Master Voldus, who can already cast three psychic powers per turn as it is? He could hit a unit with Purge Soul, another with Smite and a third with Vortex of Doom (or perhaps one unlucky unit with all three powers). But what to do with that last extra power? Gate of Infinity, perhaps, so he can teleport himself away from any enemies seeking revenge. And, to ensure you get that final life-saving psychic power to work, you could always use the Psychic Channelling stratagem, too, enabling you to roll three dice to cast the power and pick the two highest. That should keep Voldus out of trouble.





# INDEX ASTARTES

**In the Great Librarium of Terra, there is a tome that records the names and deeds of the thousand or more Chapters of the Adeptus Astartes. Upon its cracked leather cover is gilded the title of this most honoured of all records of the Imperium: the Index Astartes.**

## rites of initiation

THE CREATION OF A SPACE MARINE

**T**he Legions Astartes – the Space Marines – were instrumental in the early wars that put the Imperium on the galactic map. At the end of the Age of Strife, Earth was a single sovereign planet which had only recently become free of volatile warp-storms. With the sudden dispersal of these storms, it became possible once again for spacecraft to travel to and from Earth. Earth's forces carved out an empire that stretched almost halfway across the galaxy within two hundred years. This was the Great Crusade.

Research and development leading to the creation of the Space Marines was undertaken in the 30th Millennium immediately prior to the beginning of the Great Crusade. This work was conducted in laboratories built deep inside Earth. The objective of the program was to create a caste of warrior elites, characterised by superhuman strength and unflinching loyalty. The first of these warriors were used by the Emperor to reconquer Earth and subjugate the various barbarian tribes and rival factions that contested for control of the planet. Later, the Emperor created twenty beings known as the Primarchs. Quite what the Emperor intended for the Primarchs is not known, but while they were still mere infants they were snatched from Earth by a great Chaos vortex and scattered around the galaxy. The Emperor's geneticists continued their studies and created the first true Space Marines as other scientists engineered the first suits of powered armour and boltguns.

During the Great Crusade, the Emperor encountered the Primarchs in turn, each having risen to a position of authority within the cultures they had been deposited in, due to their superhuman skills and physiques. It was found that the genetic data of the Primarchs could be used to greatly speed up the development of the organs and genetic material needed to make a Space Marine, and the event known as the First Founding occurred. Twenty Space Marine Legions were formed, each led by one of the Primarchs, and his genetic data was passed on to his warriors. After the Primarch Horus rebelled against the Emperor, the Legions were split into many smaller fighting forces during the period known as the Second Founding. These forces are called Chapters and consist of roughly a thousand battle brothers.

## GENE-SEED AND ZYGOTES

There are nineteen varieties of gene-seed corresponding to the nineteen different superhuman organs that are surgically implanted into a Space Marine.



Most Chapters have existed for thousands of years. During that time, gene-seed belonging to some Chapters has mutated. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless. In other circumstances, changes in an organ might reduce its effectiveness or cause strange new effects. Whatever the result, it will affect the entire Chapter – all Space Marines belonging to a Chapter share implants cultured from the same original gene-seed.

As well as mutant implants, many Chapters have lost one or more types of gene-seed due to accident, genetic failure, or some other cause. Very few Chapters therefore possess all nineteen implants. All possess the carapace implant (phase 19). It is this implant which marks a Space Marine for what he is, irrespective of other implants, training or psycho-surgery.

## IMPLANTS

The nineteen organs created by the ancient technicians of the Emperor are described below. Each of these organs is extremely complicated and because many only work properly when another organ is present, the removal or mutation of one organ may affect the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Space Marines have to undergo corrective surgery or chemotherapy to re-balance their metabolism.

**Phase 1: Secondary Heart (The Maintainer).** The simplest and most self-sufficient implant. The secondary heart is capable of boosting the blood supply or maintaining full life functions even with the destruction of the recipient's original heart. The implant enables Space Marines to survive low oxygen concentrations and traumatic injury.

**Phase 2: Ossmodula (The Ironheart).** This is a tubular shaped organ whose small size belies its complex structure. The ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton. At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic-based chemicals administered in the Space Marine's diet. Two years following implantation, this will have caused considerable strengthening of the long bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates) and a general increase in the size of the recipient's skeleton.

**Phase 3: Biscopea (The Forge of Strength).** This organ is implanted into the chest cavity. It is small, approximately spherical and, like the Ossmodula, its primary action is hormonal. The presence of the biscopea stimulates muscle growth throughout the body.

### PRIMARIS SPACE MARINES

Nearly every Space Marine created since the First Founding possesses nineteen specialised organs derived from this gene-seed. The Primaris Marines, however – originally engineered by the Archmagos Dominus Belisarius Cawl on the orders of Roboute Guilliman – are implanted with a further three additional organs. It was the Sangprimus Portum, a device containing potent genetic material harvested from the Primarchs, that allowed for this breakthrough. Entrusted to Cawl by Guilliman shortly after the Second Founding, this device resulted in a new breed of Adeptus Astartes that were deployed en masse in the Ultima Founding. Due to Cawl's interpretation of his orders and the millennia-spanning labour of his task – during which Guilliman was injured and suspended in stasis – the secrets of these new Primaris organs were not released until late in the 41st Millennium.

**Phase 4: Haemastamen (The Blood Maker).** This tiny organ is implanted into a main blood vessel. The haemastamen serves two purposes. It monitors and to some degree controls the Phase 2 and 3 implants. The organ also alters the constituent make-up of the recipient's blood. As a result, Space Marine blood is considerably more efficient than ordinary human blood.





# INDEX ASTARTES

**Phase 5: Larraman's Organ (The Healer).** This is a liver-shaped, dark, fleshy organ, about an inch across. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special 'Larraman cells'. If the recipient is wounded, these cells are released into the blood stream. They latch onto leucocytes in the blood and are transported to the site of a wound. Once in contact with air, the Larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area.



**Phase 6: Catalepsean Node (The Unsleeping).** This brain implant is usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Space Marine sleeps like any normal human, but if deprived of it, the catalepsean node 'cuts in'. An individual implanted with the node is capable of sleeping and remaining awake at the same time by switching off areas of the brain sequentially. This process cannot replace normal sleep entirely but increases a Space Marine's survivability by allowing awareness of the environment whilst resting.

**Phase 7: Preomnor (The Neutraliser).** The preomnor is a large implant which fits into the chest cavity. It is a predigestive stomach which allows the Space Marine to eat a variety of otherwise poisonous or indigestible materials. No actual digestion takes place in the preomnor. Individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the preomnor from the rest of the digestive tract.

**Phase 8: Omophagea (The Remembrancer).** This is a complicated implant. It really becomes part of the brain, but is actually situated within the spinal cord between the cervical and thoracic vertebrae. Four nerve sheaths called neuroclea are implanted between the spine and the preomnor stomach wall. The omophagea is designed to absorb genetic material generated in animal tissue as a function of memory, experience or innate ability. This endows the Space Marine with an unusual survival trait. He can actually learn by eating. If a Space Marine eats a part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh eating and blood drinking rituals for which many Chapters are known, as well as giving the names to Chapters such as the Blood Drinkers, Flesh Tearers, etc.

**Phase 9: Multi-lung (The Imbiber).** This is another large implant. The multi-lung, or 'third' lung, is a tubular grey organ. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air. Most importantly, it is able to do this without suffering damage thanks to its own efficient toxin



dispersal, neutralisation and regeneration systems.

**Phase 10: Occulobe (The Eye of Vengeance).**

This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Space Marine's eyes to respond to optic therapy. The occulobe does not itself improve a Space Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. An adult Space Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

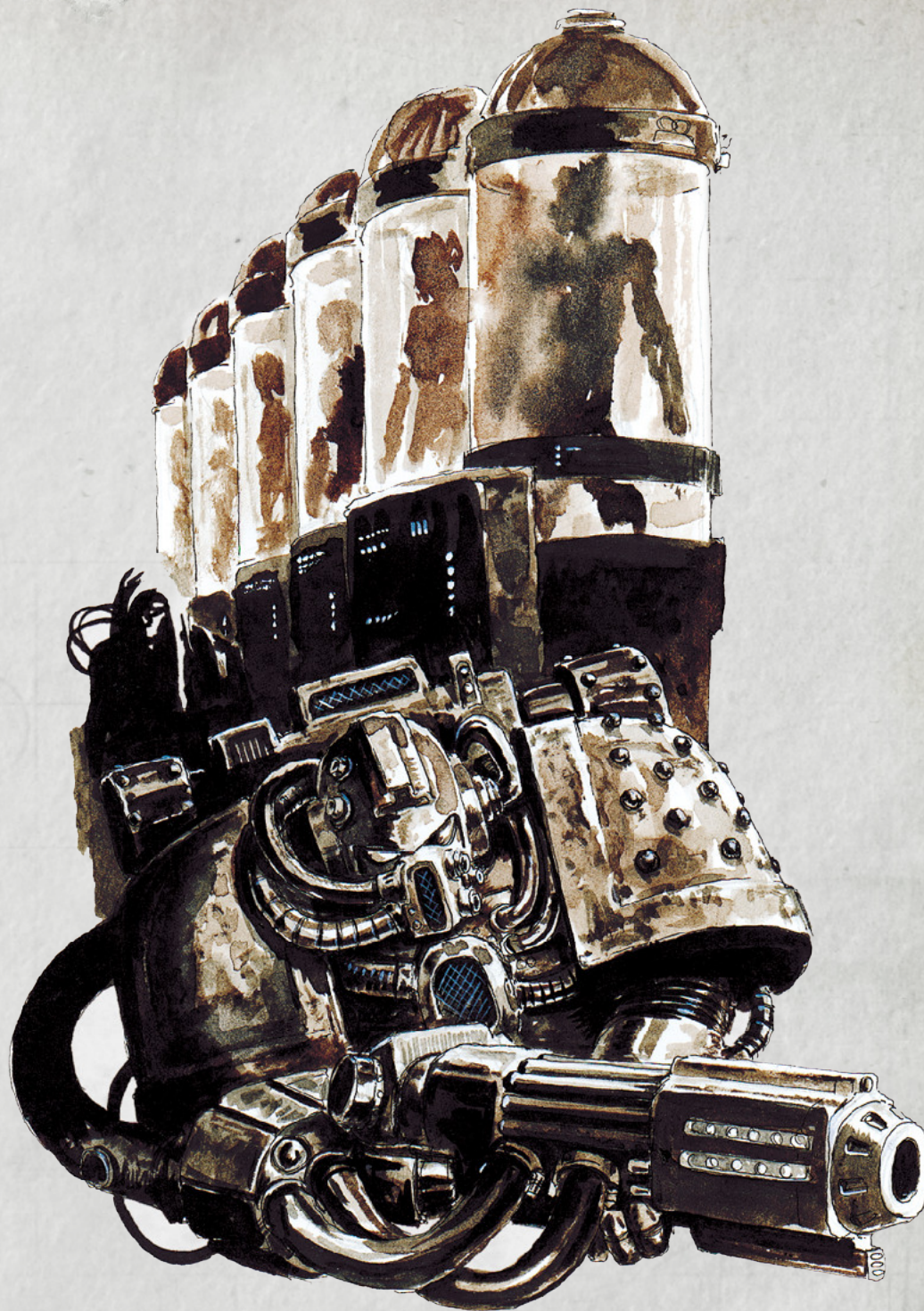
**Phase 11: Lyman's Ear (The Sentinel).** This organ enables a Space Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Space Marine cannot become dizzy or nauseous as a result of extreme disorientation. Lyman's ear is externally indistinguishable from a normal human ear.

**Phase 12: Sus-an Membrane (The Hibernator).**

This flat, circular organ is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is ineffective without subsequent chemical therapy and training. However, a properly tutored Space Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition, a Space Marine may survive for many years, even if bearing otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Space Marine from this state – a Space Marine cannot revive himself. The longest known period of deanimation followed by successful reanimation is 567 years in the case of brother Silas Err of the Dark Angels (d.321 M.37).

**Phase 13: Melanochrome, or Melanochromic Organ (The Skinshield).** This organ is hemispherical and black. It functions in an indirect and extremely complicated manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin to protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation. Differing melanochrome organ gene-seed from Chapter to Chapter leads to variations in skin and hair colour, and in some Chapters all of the Space Marines may have identical coloration, such as is found in the albino warriors of the Death Spectres Chapter.

**Phase 14: Oolitic Kidney (The Purifier).** This red-brown and heart-shaped organ improves and modifies the Space Marine's circulatory system enabling other implants to function effectively. The oolitic kidney also filters blood extremely efficiently and quickly. The secondary heart and



oolitic kidney are able to act together, performing an emergency detoxification program in which the Space Marine is rendered unconscious as his blood is circulated at high speed. This enables a Space Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with.

**Phase 15: Neuroglottis (The Devourer).** Although the preomnor protects a Space Marine from digesting anything too deadly, the neuroglottis enables him to assess a potential food by taste. The organ is implanted into the back of the mouth. By chewing, or simply by tasting, a Space Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree, a Space Marine is also able to track a target by taste alone.

**Phase 16: Mucranoid (The Weaver).** This small organ is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Space Marine until activated by appropriate chemotherapy. As a result of this treatment, the Space Marine sweats an oily,



STAGES IN SPACE MARINE INITIATION

Phase	Implant	Ideal age for implantation	Notes
Phase 1	Secondary heart	10-14 years	Phases 1-3 can be introduced at the same time.
Phase 2	Ossmodula	10-12 years	
Phase 3	Biscopea	10-12 years	
Phase Primaris Alpha	Sinew Coils	12-13 years	Phases Primaris alpha and beta can be introduced simultaneously.
Phase Primaris Beta	Magnificat	12-13 years	
Phase 4	Haemastamen	12-14 years	Phases 4-5 can be introduced at the same time.
Phase 5	Larraman's organ	12-13 years	
Phase 6	Catalepsean node	14-17 years	Hypnotherapy begins.
Phase 7	Preomnor	14-16 years	Phases 7-9 are usually introduced simultaneously.
Phase 8	Omophagea	14-16 years	
Phase 9	Multi-lung	14-16 years	
Phase 10	Occulobe	14-16 years	
Phase 11	Lyman's ea	1 14-16 years	
Phase 12	Sus-an membrane	15-16 years	
Phase 13	Melanochrome	15-16 years	
Phase 14	Oolitic kidney	15-16 years	Phases 14-15 can be introduced at the same time.
Phase 15	Neuroglottis	15-16 years	
Phase Primaris Gamma	Belisarian Furnace	15-16 years	Cannot be implanted until after oolitic kidney.
Phase 16	Mucranoid	16 years	
Phase 17	Betcher's gland	16-17 years	
Phase 18	Progenoids	16-18 years	
Phase 19	Carapace	16-18 years	Final Implant.



naturally cleansing substance which coats the skin. This protects the Space Marine against extremes of temperature and even offers a slight degree of protection in a vacuum. Mucranoid chemotherapy is standard procedure on long space voyages and when fighting in vacuum or near-vacuum.

**Phase 17: Betcher's Gland (The Poison Bite).** Two of these identical glands are implanted, either into the lower lip, alongside the salivary glands or into the hard palate. Betcher's gland works in a similar way to the poison gland of venomous reptiles by synthesising and storing deadly poison. Space Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Space Marine to spit a blinding contact poison. The poison is also corrosive. A Space Marine imprisoned behind iron bars could easily chew his way out given a few hours.

**Phase 18: Progenoids (The Gene-seed).** There are two of these glands, one situated in the neck, the other deep within the chest cavity. These glands are important to the survival of the Space Marine's Chapter. Each organ grows within the Space Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years, the neck gland is mature and ready for removal. After ten years, the chest gland becomes mature and is also ready for removal. A gland may be removed any time after it has matured. These glands represent a Chapter's only source of gene-seed. When mature, each gland contains a single gene-seed corresponding to each zygote implanted into the recipient Space Marine. Once removed by surgery, the progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

**Phase 19: Interface (The Black Carapace).** This is the last and the most distinctive implant. Black carapace looks like a film of black plastic when growing in the tanks. This is removed from its culture-solution and cut into sheets which are implanted directly beneath the skin of the Space Marine's torso. Within a few hours the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the Space Marine. After several months the carapace will have fully matured and the recipient is then fitted with neural sensors and transfusion points cut into the hardened carapace. These artificial plug-in points mesh with features integral to the powered armour, such as the monitoring, medicinal and maintenance units. Without the benefit of a black carapace, a Space Marine's armour is relatively useless.



## VARIATIONS BETWEEN CHAPTERS

Each organ serves a specific function as outlined on these pages. Although a Chapter's Apothecaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ. The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the

efficiency of each organ differs from Chapter to Chapter, depending on the condition of that Chapter's gene-seeds and the degree of debasement of its surgical procedures. In some Chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning, has twisted the functioning of implants. For example, the omophagea gene-seed of the Blood Drinkers has mutated so that all Blood Drinkers have an unnatural craving for blood. In other Chapters individual organs are either useless or absent altogether.

## THE PRIMARIS ORGANS

**Sinew Coils (The Steel Within).** The Space Marine's sinews are reinforced with durametallic coil-cables that can contract with incredible force, magnifying his strength as well as giving his body another layer of interior defence. A Primaris Space Marine can crush a man's skull in his hand, break flak armour to flinders, or even bite through a metal cable should the need arise. This implant is introduced soon after the biscopea to allow the sinew coils to augment the newly grown muscle tissue, hardening and strengthening it.

**Magnificat (The Amplifier).** A small, thumbnail-sized lobe that is inserted into the brain's core. The magnificat secretes hormones that increase the body's growth functions whilst also intensifying its advanced systems, especially those of the biscopea and the ossmodula. In truth, the magnificat is but half of the true, dual-valve immortalis gland (the so called God-Maker) that the Emperor created for his Primarchs. However, Archmagos Cawl could only find materials and genetic blueprints to build the dextrophic lobe (the right half), while plans for the sintarius (the left half) that would complete the original super-organ had been wholly eradicated. Whether this was done by the Emperor's own hand or by some nefarious source, Cawl could not tell. The magnificat is usually implanted simultaneously with the sinew coils.

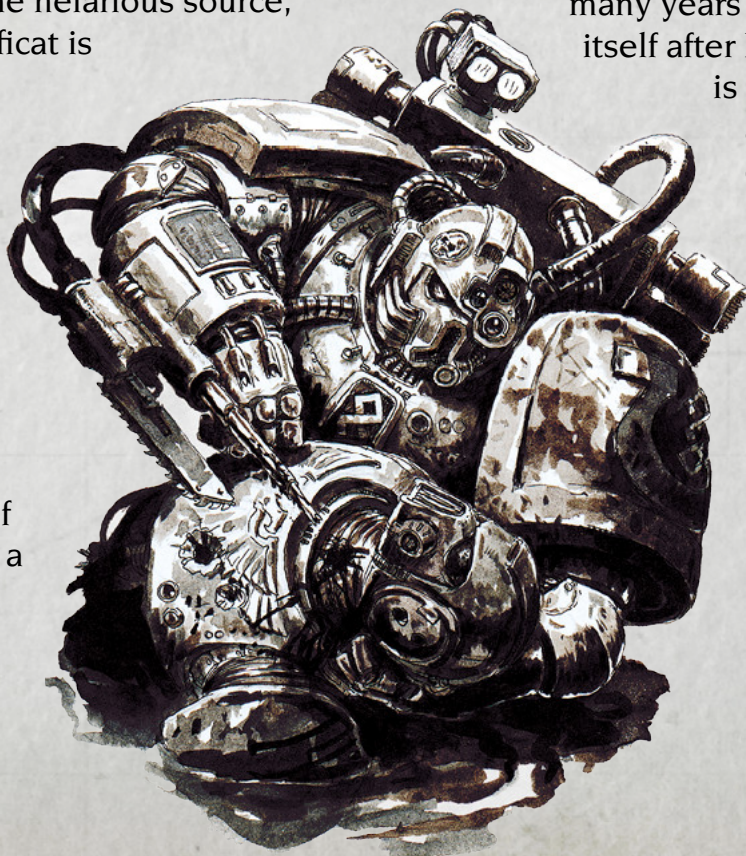
**Belisarian Furnace (The Revitaliser).** This is a dormant organ that connects to both hearts. In times of extreme stress, or should the warrior's body undergo violent, damaging trauma, it expels great blurts of self-manufactured chemicals – a hyper-cocktail that simulates combat stimms while also aiding in the rapid regrowing of tissue, bone and muscle. The gland then falls dormant

again, and takes some time to build itself up once more. The Belisarian furnace can only be implanted after the oolitic kidney as the furnace's products are, in fact, poisonous and only the powerful, purifying oolitic kidney can counteract their toxicity.

## REPRODUCING ZYGOTES

Gene-seed can only be obtained by removing one or both progenoid organs from a living (or very recently deceased) Space Marine. For this purpose, Space Marine Apothecaries carry a special device known as a reductor, which they can use in battlefield conditions to remove the progenoid glands of a fallen Space Marine. The whole purpose of the progenoid organ is to provide gene-seed to enable the Chapter to continue. It is not possible to create a zygote in any other way. Each Chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a Chapter, representing its identity and future. Without gene-seed, a Chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of a Phase 18 or 19 gene-seed would effectively mean an end to a Chapter.

As each Space Marine has only two progenoid glands, the rate at which a Chapter can create new Space Marines is restricted. It may take many years for a Chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Space Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different Chapters' progenoid gene-seed also varies, so some Chapters are able to make up their numbers faster than others.





# THE BIRTH OF ANGELS

What does it take to create a Primaris Space Marine? In Belisarius Cawl's case, 10,000 years of hard graft. But how about the Citadel miniatures designers that brought this huge range of new miniatures to life? Here they talk about their creations.



## THE CITADEL MINIATURES DESIGN TEAM

If you read last month's issue of *White Dwarf*, you may well have seen the interview we did with the Citadel miniatures design team. There are 28 designers in the team and two conceptualisers. Of their number, nine designers worked on the Primaris Space Marines that are out this month: Jes Goodwin, Nic Ho, Alex Hedström, Ed Cottrell, Darren Latham, Matt Holland, Tom Walton, Neil Langdown and Maxime Pastourel. That's quite a lot of design experience right there!

**S**pace Marines are arguably the most recognisable Citadel miniatures around. And rightly so, for they have graced battlefields and painting tables around the world for over 30 years. Thousands upon thousands have been manufactured over the last three decades, so many in fact that the adage of there being a million Space Marines in the galaxy has long been surpassed in the real world – especially following the release of *Dark Imperium* and, this month, the new Primaris Space Marines. But what goes into designing a Primaris Marine? Belisarius Cawl was not available to comment, so we asked the finest minds in the Citadel design team to tell us all about them.

"There were several key features we wanted to incorporate into the design of the Primaris Space Marines," says Ben Jefferson, Citadel miniatures design manager. "The Primaris

Space Marines are new warriors wearing new suits of power armour, so they haven't yet had time to accumulate the honours and relics that other members of their Chapters might wear. This meant their armour could be cleaner and more austere, leaving more space for wargear, weapons and equipment on the models. Because the Primaris Space Marines are relatively unadorned in terms of iconography, you can easily paint and field them as part of any Space Marine Chapter."

Of course, the miniatures still had to be recognisable as Space Marines – they needed to have the high greaves, rounded shoulder pads, aquilas, backpacks and bolters that we've come to know and love. "Really, the project was a development of the Space Marines, not a redesign of them," explains Ben. "There are still clear hallmarks that you will recognise, key visual cues that you can identify





easily and say ‘That’s definitely a Space Marine.’” Jes Goodwin led a team of designers – eight of them worked on this month’s releases alone – in creating the new miniatures, taking everything we know and love about Space Marines and adding an exciting new element to their range. The helmet design for the Primaris Space Marines, for example, is closely based on that of the Mk. IV helmet, while the leg armour shares design elements with Mk. VIII armour. In the background of the Space Marines, these armour marks are described as the most technologically advanced, so it seemed only sensible to use elements from them to create the even more advanced Mk. X armour. Aesthetically they look awesome too, which, ultimately, was the deciding factor on what the armour would look like. “The same process applies to the new vehicles, too,” says Ben. “The Repulsor tank and the Redeemptor Dreadnought are both clearly new military hardware for the Adeptus Astartes, but they share many common factors with the vehicles that came before them.

“One of the other big factors for us was narrative,” continues Ben. “What we mean by this is the story behind the model – by looking at it, what is it telling us about itself? The Inceptors, for example, drop into battle from high orbit before raining down a hail of bullets on the enemy – how can our designers convey

**“There are still clear hallmarks that you will recognise, key visual cues that you can identify easily and say ‘That’s definitely a Space Marine.’”**

that in a miniature? How do they show what an Apothecary’s role is on the battlefield? Sure, the miniatures are physically static, but we need to be able to breathe life into them, to capture them in a moment that exemplifies who and what they are.”

### INTERCESSORS

Intercessors are the battleline troops of the Primaris Space Marines. You will have seen – maybe even painted – some of the Intercessors from Dark Imperium already. But what makes the new 10-man squad different? “More options,” says Ben. “There are loads of extras for the sergeant, plus three bolt rifle variants for each Intercessor – you can build standard bolt rifles with sickle magazines, auto bolt rifles with overcharge capacitors and box mags or stalker pattern bolt rifles, which have sights and straight mags. Again, it’s all about creating the narrative of the model while giving new options. The auto bolt rifle, for example, has a higher rate of fire than a standard bolt rifle, hence the larger ammo clip and the hopper feed featured on the model. Intercessors can also be built with loads of packs and pouches around their waists, which ►



**BEN JEFFERSON**

Ben has the enviable task of looking at all the latest miniatures sculpted by the Citadel design team before anyone else in the world. It’s also his job to oversee their work and ensure that orruks look like orruks and Space Marines look like Space Marines. Some people have the toughest jobs...

## HEROES OF THE CHAPTER – THE SPECIALISTS

Every Space Marine Chapter contains a number of specialists such as Chaplains, Librarians and Apothecaries – warriors who have a particular role to play in the function and maintenance of the Chapter, be it physical, spiritual or mental. Their role plays a huge part in their appearance – the pure white armour and medical gear of the

Apothecary, for example, makes them stand apart from their battle-brothers. Like the specialists that came before them, the new Primaris characters must be exemplars of their profession and also great Primaris Marines – quite a challenge, we think you’ll agree!

Below: The Primaris Librarian (1), Chaplain (2) and Apothecary (3). Their roles will be familiar to Space Marine fans, but the designers took this opportunity to develop and evolve their look with this new wave of miniatures.





# COVER FEATURE

► are now a lot freer for accessories. The extra equipment helps explain that these guys are tooled up for war – they’re not going into battle with one ammo clip! There’s a round pack for a grenade, a pouch to hold a clip, holstered bolt pistols for every model and a few reliquaries to tie the Primaris Marines to existing Space Marine miniatures.

## HELLBLASTERS

Hellblasters are the fire support of the Primaris Space Marines. But the ones in the new kit have different options to those in Dark Imperium. Matt Holland, the kit’s designer, tells us more. “There are three types of plasma incinerator – regular, heavy and assault,” says Matt. “The regular ones you already know from the boxed game, while the heavy ones are easily identified by the cabling and the addition of a plasma reactor to their backpacks. The assault version features a pair of gun scopes, one on the underside of the barrel and another on the targeter mount. The Hellblasters also wear adapted Tacticus armour with slightly more reinforced leg armour and tasset plates on their thighs. Clearly those plasma weapons can get a bit hot at times!

## AGGRESSORS

“The Aggressors are a continuation of the

### NEW, BUT NOT THAT NEW...

Primaris Marines may be new to us, but in the background of Warhammer 40,000 they’ve already been deployed in several wars as part of the Indomitus Crusade. While their armour does not yet feature the honours of their battle-brothers, many already bear scars. The Reivers, for example, display augmentations, scars and implants on their heads, while the Hellblaster Sergeant is heavily scarred from many battles.



design established by the Captain in Gravis armour in the Dark Imperium set,” says Alex Hedström, who not only sculpted the Aggressors kit but also worked on the overall design of the Primaris Space Marines range. “Underneath all the armour they share the same physiology as an Intercessor or a Reiver – they may look super chunky, but the guy in the suit is the same size as any other Primaris Marine. The key with these guys was figuring out where to add armour that would look right – on the forward-facing panels, the greaves and the shoulders – they’re meant to be heavy, relentless warriors that churn out bullet and flame as they advance, so their appearance and stance has to reflect that. None of them are running, they’re all walking forward, feet firmly planted. On the subject of feet, the toe-caps of their boots are crenellated – it’s a little nod to the design of the Space Marine Devastators.”

## Inceptors

“The Inceptors are all action,” says Ed Cottrell, who worked on the kit. “A big inspiration behind their look was a piece of old artwork that featured an Assault Marine plummeting from the sky, his bolt pistol blazing. We loved that idea, it felt so right for the Inceptors – who hurtle from orbit – to engage the enemy that ►

# WEAPONS OF THE PRIMARIS SPACE MARINES

“While working on the Primaris Space Marines, we needed to make sure that their weapons fit in with the Space Marine armoury that we’ve established over the years,” says Ben. “Most of the new weapons are very similar to those wielded by existing Space Marines, but slightly more high-tech looking – as befits the Primaris Space Marines.” The bolt pistol is one of the clearest examples of this, though plasma weapons have received similar treatment – they are new weapons in the family, but they still share the heat coils, fuel canisters and nozzle vents common to all Imperial plasma weapons. The gatling cannons are new to the 41st Millennium, though they have links to both the assault cannon and the rotor cannon.

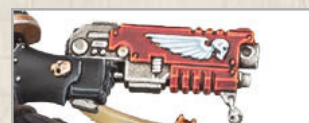
## BOLT WEAPONS



Bolt Pistol



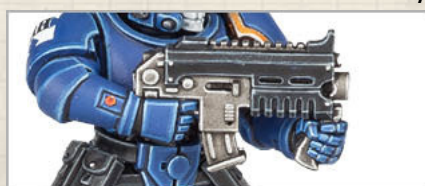
Heavy Bolt Pistol



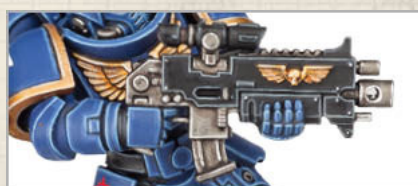
Absolver Bolt Pistol



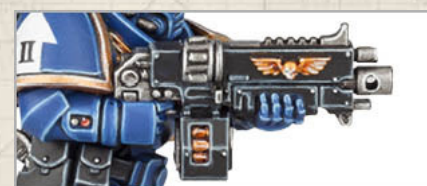
Reductor Pistol



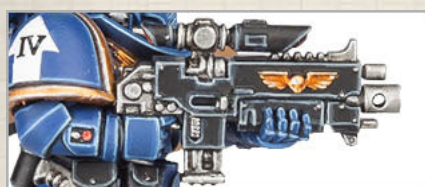
Bolt Carbine



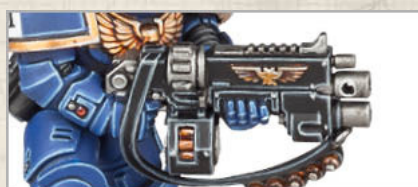
Bolt Rifle



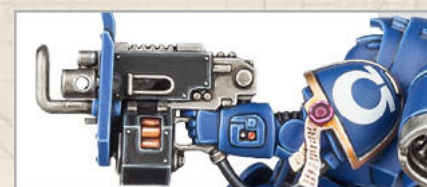
Auto Bolt Rifle



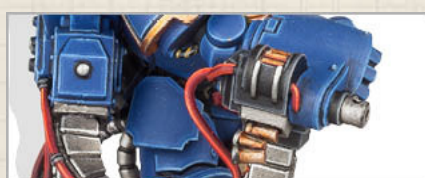
Stalker Bolt Rifle



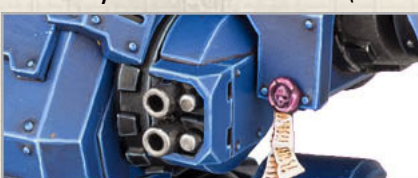
Auxiliary Grenade Launcher (underslung)



Assault Bolter



Auto Boltstorm Gauntlet



Storm Bolter



Twin Heavy Bolter

## GRAPNELS



Grapnel Launcher



Grapnel Launcher (deployed)

## STUBBERS



Ironhail Heavy Stubber



# MK. X POWER ARMOUR

Mk. X Tacticus armour is the suit of power armour most commonly worn by Primaris Marines, particularly Intercessors and Hellblasters. It has two heavy variants – Gravis and Inceptor armour – which feature reinforced armour plates and additional servo-motors, enabling the suits to carry larger weapons and extra wargear such as the Inceptor jump pack. Both still feature

the regular power armour backpack and reactor beneath their equipment. Lastly there is the Mk. X Reiver armour, which is not a stripped-down version of Tacticus armour but a variant of it, with silenced servo-motors, fewer armour panels and a lighter construction that offers enhanced mobility to the wearer.

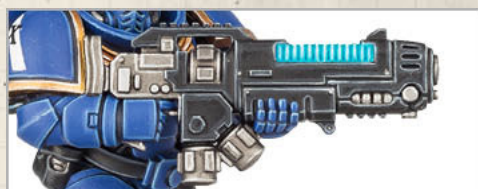
Mk. X power armour has many design variants. At the heart of the design is the Tacticus armour worn by Intercessors (1), though there is also the lighter Reiver variant of the armour (2) and the heavier pair of the Gravis (3) and Inceptor variants (4).



## PLASMA WEAPONS



Plasma Pistol



Plasma Incinerator



Heavy Plasma Incinerator



Assault Plasma Incinerator

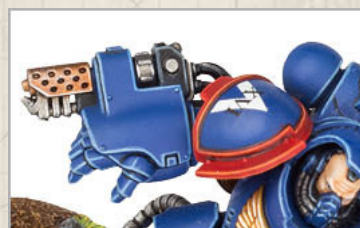


Plasma Exterminator

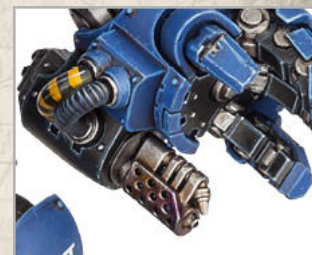


Macro Plasma Incinerator

## FLAMERS



Flamestorm Gauntlet



Heavy Flamer

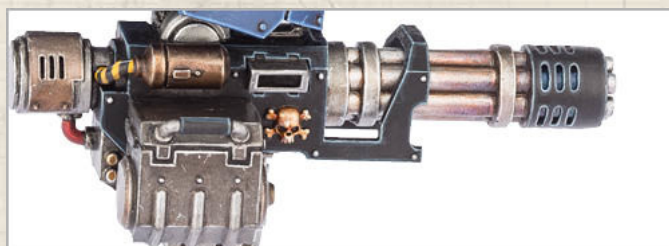
## GATLING WEAPONS



Onslaught Gatling Cannon



Onslaught Gatling Cannon



Heavy Onslaught Gatling Cannon

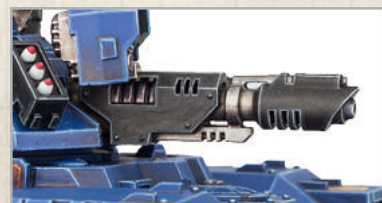


Heavy Onslaught Gatling Cannon

## LAS WEAPONS



Twin Lascannons



Las-talon

## LAUNCHERS



Auto Launcher



Fragstorm Grenade Launcher



Fragstorm Grenade Launcher



Fragstorm Grenade Launcher



Krakstorm Grenade Launcher



Icarus Rocket Pod



# COVER FEATURE

## RAISE BLAST SHIELDS!

Inceptors have blast shields that cover their helmets – an essential armour modification for when they're crashing through orbit en route to the ground. The blast shield parts in the middle where the vision slit is, the top piece rolling back above the Inceptor's head, while the bottom piece rolls down into the gorget. Here you can see the three stages of the blast shield in operation – deployed, open and retracted.



► way. Their armour shares design elements with both the Aggressors and the Intercessors – their legs are heavily reinforced, which is no surprise considering that they'll hit the ground at high velocity. They're not going to land gently – they're going to make a crater! The legs feature secondary thrusters and shock absorbers, plus mounting points around the ankles for hydraulics and extra bracing around the knees and hips, just the like the Aggressors. One of my favourite design features is the blast shields on the assault bolters, which I imagine the Inceptors bring together in front of them almost like a shield to protect themselves as they descend. I reckon they take a lot of flak.”

### REIVERS

Reivers specialise in infiltration, disruption and close quarter fighting. Getting across their brutal nature compared to that of their more restrained battle-brothers lay in the hands of designer Neil Langdown. “They needed to look fast, sneaky and deadly,” says Neil, “which is why they wear a lighter version of Mk. X power armour – you can see the weave of the undersuit beneath their armour plates. They also don't have vambraces or greaves, which gives them a sleeker, more mobile appearance in keeping with their battlefield role. They

have more aggressive poses than Intercessors, too, with blades drawn (or being drawn), pistols raised and aimed, their bodies canted over or twisted to suggest an action about to happen. Their skull masks help to reinforce their brutal look in a clear and obvious way, leaving you in no doubt they mean business.”

### CHAPTER COMMAND

The new Primaris characters – the Captain, Lieutenants, Chaplain, Librarian and Apothecary – combine the look of the new Primaris Marines with the classic imagery we've come to associate with Space Marines characters. The Captain, for example, wears a cape, a crested helm and an iron halo, though now he also wears Mk. X armour and a tactical console on his arm, a feature that can also be found on Primaris Lieutenants who fulfil the role of secondary commanders. The Librarian,

**“...they'll hit the ground at high velocity. They're not going to land gently - they're going to make a crater!”**

meanwhile, wears the classic psychic hood and robes of his order, while his gauntlets now feature power nodes to reflect how it's been adapted to channel his psychic powers.

Likewise, the Chaplain is replete with skulls, ►

## REPULSOR

The Repulsor is a major development in how Space Marines vehicles work. While it floats above the ground – a first for a Space Marine tank – it's not a hover-tank in the same way as an Eldar Falcon is – it's not sleek and elegant, it's blunt and brutal. “When the Repulsor moves, it doesn't so much as float over walls, but pummel its way through them,” say Tom Walton, the kit's designer. “Its grav plates forcibly shove everything out of its way, flinging debris and rubble before it. You can't stand too close to this tank or it will batter you with waves of grav energy. That's why there's a gap in the grav plates around the access hatches, so the Primaris Space Marines can disembark without being pulverised by the tank's overlapping grav fields.”







SIMPLE, BUTAL CROWN, MADE  
 MACE LIKE, KNIVED GRIP FOR  
 INDUSTRIAL EDGE.

FORCE FIELD  
 GENERATOR, TIPPED FORWARD  
 TO MAKE IT MORE LIKE  
 CLASSICAL MACE

HEAVY GUNTIET WITH  
 SCULPTED DETAIL ON CUFF/  
 VAMBRACE.

FISH GUNTIET (ROUND  
 ROUN WITH ROSARIES,  
 CHAINS, MINDLE PELIC)  
 ETC  
 [BOM SIDES]

LONG "STOLE"  
 FORGED IN LITANIES  
 AND FIXED WITH  
 IRON HAND CLASPS  
 AT TOP.  
 "PROFOUND"

HALF  
 MACE  
 WEIGHTS.

WHIST STENGA  
 AROUND WITH ORGANIC  
 DETAILING.

HEAVY CEMENT  
 BOULDER  
 PISTON, BOLT  
 + MESSIER  
 ROSARIES,  
 CHAINS,  
 RELIQUARIES

HEAVY BOLT  
 GUN/Pistol,  
 "THE  
 EXECUTIONER"  
 [with psyked  
 bolts=]

HEAVY CASSOCK  
 SMILE ROBE WITH  
 SKULL BUTTON CLOSURES.

FINGER BONE  
 RELIC

RELIQUARY BOX  
 - MANY OF THE CROZUS/IGNAC

**Much of the concept work for the Primaris Space Marines was done by veteran designer Jes Goodwin, who has been sculpting Space Marines since before some of us were born! His sketch of the Primaris Chaplain provided designer Ed Cottrell with the framework for the new miniature. Ed then had to turn Jes's 2D sketch into a 3D reality!**





# REDEMTOR DREADNOUGHT

One of Tom Walton's goals when working on the new Dreadnought was to make it as modular as possible, with loads of posing opportunities. "So, the arms can rotate at the shoulder and elevate up and down," says Tom. "The main gun can also be raised and lowered, the power fist can rotate. The armour around the front of the sarcophagus can be opened. The leg components have been moulded with pegs to hold them in specific

places, so if you're a new hobbyist you can build the kit pretty easily. However, if you want to, you can snip off the pegs and pose the legs at the hips (the hydraulics move with the leg), knees and ankles. It's easily as posable as the Riptide and Wraithknight kits. You can even swap the left and right legs over for more posing options."

## +++PRIMARIS REDEMTOR DREADNOUGHT+++

+++ Sarcophagus, wherein lie the mortal remains of one of the Chapter's greatest heroes. Can be removed and replaced with other sarcophagi. +++



+++ Torso-mounted storm bolter on vertical traverse mount. +++



+++ Power reactor bearing the icon of the Adeptus Mechanicus. +++

+++ Tap the numbers for more information. +++



## REINFORCEMENTS ACROSS THE GALAXY

Primaris Space Marines have been dispatched to join the forces of virtually every Chapter in the galaxy. Here are a few painted examples.



1



2



3



4



5



6



7



8



9

A Space Wolves Reiver (1). The Chapter badge is shown on the model's left pauldron.

Imperial Fists Hellblaster (2) with plasma incinerator. Note the campaign badge on the model's left greave.

Ultramarines Intercessor Sergeant (3). This model was converted using parts from the new Ultramarines upgrade frame, including his arms holding his gladius and auspex.

Crimson Fists Intercessor (4) with auto bolt rifle.

Dark Angels Intercessor (5) with stalker-pattern bolt rifle. Note the company markings on his left knee.

White Scars Intercessor (6) with stalker-pattern bolt rifle and drawn combat blade.

Salamanders Reiver (7) with bolt carbine. The bowl of his helmet has been removed, leaving just the lower, death's head mask component.

Raven Guard Reiver (8) with heavy bolt pistol and combat blade. His backpack features grav-vanes, showing that he deployed from low altitude.

Iron Hands Hellblaster Sergeant (9). He has extensive bionics, a curious obsession in members of his Chapter.

### REPULSOR

The Repulsor is a new design of Space Marine tank, but there are lots of nods to existing kits on it – you can see both the Land Raider and the Rhino in its design, from the glacis plate to the exhaust covers, access hatches and turret sensors. “There’s a more utilitarian feel to the Repulsor, though,” says Tom Walton, who worked on the kit. “It’s not covered in aquilas and skulls, but it does have stowage along the sides, all of which is modular, plus loads of aerals and frag launchers. It feels lived in, which adds to the character of the kit.” We also wanted to know if it could really fit 10 Primaris Marines inside. “Of course,” says Tom, showing us design sketches. “The internal space is large enough for a unit of troops plus a driver, gunner, engines, and so on – we really took into consideration how this tank would function.”

### SHOULDER PADS

Primaris Marines wearing Tacticus armour share a handy feature with existing Space Marine kits – their shoulder pads are the same size. All the kits out this month have separate shoulder pads (yes, even the Chaplain and the Apothecary), so you could feasibly use any shoulder pads you already own on them, such as the many spare ones that come in the Blood Angels Tactical Squad, for example, or on the Dark Angels upgrade frame. You could even stick Deathwatch pads on them and make Primaris Deathwatch Marines!



### REDEMPTOR DREADNOUGHT

Tom also worked on the Redeptor Dreadnought. “Space Marines Dreadnoughts have a really distinct design,” says Tom, “and I wanted to maintain that look and feel for the Redeptor while giving the kit even more poseability and construction options – the kit is almost entirely modular, so creating a characterful, action-packed pose is really easy and rewarding. One of the focal parts of any Dreadnought is its sarcophagus, which it has almost in lieu of a head – that’s where the eye is drawn when you’re looking at it. On this Dreadnought, I kept that focal piece, but armoured it – the Redeptor has a shell that can close over the sarcophagus to protect it, the sarcophagus is a relic of the Chapter after all and should be preserved. That’s also the reason why it’s more ornate than the rest of the suit, which is fairly austere.”



# THE INDOMITUS CRUSADE

**When the hour was blackest and the Imperium's doom seemed at hand, there came a shining light, a beacon in a galaxy gone dark. That beacon was the Indomitus Crusade.**

As Roboute Guilliman stood before the Golden Throne on Terra, the Imperium reeled beneath the onslaught of Chaos. Abaddon the Despoiler's 13th Black Crusade was ravaging the Imperium, and the Daemon Primarchs Magnus and Mortarion were both abroad in the galaxy. Death and destruction, decay and depravity reigned. And then came the Blackness, the Noctis Aeterna. The Emperor's light was eclipsed and the galaxy was plunged into darkness. As the Imperium recovered, the full horror of the Blackness was revealed – a great warp rift had torn the galaxy in half, leaving many worlds at the mercy of traitors, heretics and Daemons. Guilliman vowed to save them.

And so the Indomitus Crusade was born.

At the fore of the Indomitus Crusade stood the Ultramarines Chapter of Space Marines – where Guilliman walked, they would follow. Alongside them stood the Imperial Fists, who saw in Guilliman a new future for mankind, as well as countless regiments of Imperial Guard, Skitarii Maniples and Imperial Knight households. Even the Adeptus Custodes and the Sisters of Silence joined the crusade. Conveyed in thousands of starships from across the Segmentum Solar, the crusade spread across the galaxy, reunifying humanity and reclaiming hundreds of lost worlds. Tallarn was rescued from the clutches of Daemons, rebellions were quelled on Necromunda and the followers of Chaos were eradicated from the surface of Catachan. Yet it was the arrival of the Primaris Space Marines, awoken from stasis by Archmagos Cawl, that saw the crusade make its greatest gains. When the vast fleets reached Rynn's World, the ranks of the Crimson Fists were reinforced with new battle-brothers from the Ultima Founding. Soon, Baal was rescued from the brink of annihilation and the Blood Angels' ranks were bolstered by this new generation of Space Marines. Many Chapters and many Primaris Marines joined the Indomitus Crusade as it pushed deeper into the Blackness – a sliver of hope and salvation in a dark Imperium.





# THE GENERAL'S ALMANACK

The General's Almanack is our occasional series on gaming in the Age of Sigmar, where we bring you thoughts and advice from some of the finest generals in the Mortal Realms. This month, Pete Foley talks tournaments. They're for the ultra-competitive, right? Maybe not...



## PETE FOLEY

Pete is a real veteran of the hobby. A former 'Eavy Metal painter, he's worked across the Design Studio and now manages the teams who make all of our books and boxed games. He still finds the time to put together new armies and attend the odd tournament. He can be found on Twitter @geekjockpete.

**T**ournaments are full of 'win at all cost' guys who ignore the background, paint their armies really badly and don't care about anything but winning, right?

I've been to loads of tournaments and I have to say that, in my experience, this couldn't be further from the truth. The vast majority of people who take part in a Warhammer Age of Sigmar (or Warhammer 40,000) event, of any type, tend to be into all the same things as most of us: showing off their painted army while playing some fun, exciting games. It just happens to be in a competitive environment where there are some prizes for the people who've done the best at the end of the weekend. Most players attend tournaments knowing they aren't going to win it. In fact, there are probably only a handful of people in the world who could honestly attend a big

tournament and expect to finish on the podium. The rest are there to enjoy everything else that a tournament has to offer, but what is that exactly?

The first thing is spending a day, weekend or week (in the case of some of the big conventions) with like-minded hobbyists who all love the same things you do. The social side of tournaments is probably the thing that I enjoy most. Spending the evening talking about the games you played, the things you could have done, how you would have won if only that Brute unit had made its 3" charge – these are conversations through which life-long friends are made. It also helps that you will almost certainly see lots of the same people at each event you attend, and that there's usually a bar.

The other thing that's great is playing against a bunch of new opponents. Whether you play



with your friends or in a gaming club, suddenly facing people that you don't normally play against means that you inevitably play armies that you have never faced, with strategies you had never even thought of. It's great fun heading to your table knowing only that you are playing against a guy called Steve and he has a Space Marine army. Who is Steve and what exactly is going to be in his army? How will it be painted? Let's find out...

There are prizes for stuff other than winning games, too! Most tournaments run a painting competition, sometimes quite elaborate ones. Most events have some sort of award for the best-painted army, giving everyone at the event a chance to vote for the army they think looks the coolest. Others, such as the events at Warhammer World, also run a painting competition where you can bring along your best models and have them judged by all the other players in various categories. A lot of the people I know who attend tournaments are thinking as much about the best army award as they are about the gaming awards. There's also usually an award for sportsmanship, for the guy or girl who was most fun to play against. It's probably the hardest prize to win, it takes a special kind of player to be the person remembered at the end of the event as the one everyone would love to play against again.

"I am absolutely going to get that new unit for my army finished tonight, and I will get right on it after I have just <insert other pastime activity here>..." Sound familiar? All too often my hobby projects stall due to distractions. The one thing I know that will guarantee I complete something is a rigid deadline. Buying a ticket for an event really focuses the mind and keeps my motivation going. Almost all of my completed armies have been finished because of an event I attended. The rest of the shelves in my cabinets are filled with half-finished projects that I am definitely going to get done. Sometime. Any day now.

So, if you want to hang out with a bunch of friendly people who like painting armies and playing games, if you want to test your army against a wide variety of new challenges, if you want to compete for a whole host of different prizes for all aspects of the hobby, if you want to gawk at amazingly painted and converted armies, and if you want to absolutely guarantee you finally get round to finishing that last unit – then why not sign up for a tournament? You can search the internet for tournaments in your area, check the Warhammer 40,000 and Age of Sigmar Facebook pages for their events calendars, or, if you're lucky enough to live near Nottingham, then Warhammer World has an event almost every weekend. So what are you waiting for? Get signed up and maybe I'll see you there! 🤖

## ADEPTICON 2017

In March this year I was fortunate enough to travel across the Atlantic Ocean to take part in several tournaments at the Adepticon event in Chicago. Not only did I get to play a ridiculous number of games over the week that I was there, I also managed to meet a whole lot of super-enthusiastic hobbyists. Many of these people I knew through the mystical powers of social media, so meeting them all face to face was a real treat.

I took my brand-new Disciples of Tzeentch army that I had finished painting a few nights before and set off for the airport – another army completed thanks to the impending deadline of a tournament! I then competed in three different Age of Sigmar events, two Vanguard-sized tournaments and the immensely good-fun Team Tournament. Playing six games of Age of Sigmar in one day was great, but playing doubles with Jes Bickham and his new Tzeentch army in the Team Tournament was a real treat. We had an absolute blast and although we didn't win any trophies, we definitely made a bunch of new friends and had a whole host of stories to tell everyone when we got back.

Over the weekend all of the Design Studio guys who attended Adepticon teamed up for the world-famous Warhammer 40,000 Team Tournament. Commanding the studio's Ultramarines collection we took to the field against over 100 teams from across the world. This event is insanely good fun. Playing with a random team member against two other guys every round is a unique challenge and the range of different people and armies we came across was staggering.

Adepticon itself is truly one of the best spectacles in the hobby calendar. Seeing over 4,000 people swarm through a convention centre, playing different games and hanging out is something everyone should see, even if its just once. I am already planning my return to Chicago.





# COALITIONS OF DEATH

For this month's Battle Report, we decided turn our to Matched Play in Warhammer Age of Sigmar. So, we invited four prolific tournament players from the Design Studio, freshly returned from a tournament in the US, no less, to pair off and do battle...

**T**he Design Studio foursome of Pete Foley, Jes Bickham, Ben Johnson and Robin Cruddace were recently guests at Adepticon – a long-running convention in Chicago, USA – and, as regular tournament players, the four were invited to take part in the Warhammer Age of Sigmar Team Tournament taking place as part of the event. So, we thought, why not get them to bring together the same forces they'd pitted against an

unsuspecting public at AdeptiCon and show off their tactical nous in this month's battle report. The four split into the same two teams as at Adepticon, one team stalwart defenders of Order, with Ben's Stormcast Eternals and Rob's Sylvaneth, and the other wicked agents of Chaos with both Jes and Pete taking armies from the Disciples of Tzeentch battletome. All that remained was to pick a battleplan and get the dice rolling.





## BLOOD AND GLORY

The battleplan we chose for this was Blood and Glory from the General's Handbook, with the Coalition of Death multiplayer rules from the same book.

There are four objectives – the side with the most models within 6" of an objective at the end of their turn claims it. From the third battle round onwards, should a side control all four objectives, they secure a major victory. Should no one have control of all four by the end of the fifth battle round, the side with the majority wins a minor victory. Simple enough, eh?



## THE ARCH-CONSPIRATORS

**Jes:** Our army (check it out over the page) revolves around Destiny Dice, as they let us adapt and tinker with our dice rolls – so we need to have something capable of generating and manipulating them. Enter the Tzaangor Shaman, who can generate fresh ones with his spells and alter existing ones. At the heart of a mass of Tzaangor Enlightened and Skyfires (as part of a Skyshoal Coven warscroll battalion) he stands to be a lethal lynchpin.

**Pete:** I've got two real monsters with my Lords of Change – between their abilities to boost casting rolls by 1 and to rig low casting dice, the Greater Daemons will swamp the hero phase with magic. The biggest boon they bring is their unique spell, Infernal Gateway, which can scrub objectives clear of

most units – it basically projects an 18" bubble of death around each Lord of Change. Also, early on in a game, the laws of probability don't really apply to the Disciples of Tzeentch – if we get a hot hand of Destiny Dice, we can shatter Ben and Rob's first strike before it hits.

**Jes:** The real worry about them is that their army can move very fast by navigating the realmroots or riding the winds aetheric – there's a very real chance Ben and Rob can gazump us on objectives, or even strike from behind our board edge and hit us in our weak spots. We might have the initial advantage – magical supremacy and a very mobile army – but we shouldn't get cocky. Ben and Rob can easily steal the game right out from under our noses...

## THE WILD HUNT

**Ben:** We've got a real uphill struggle with this game from the get-go – our armies are mismatched at the best of times, as both me and Rob have elite, well-armoured forces with few models and lots of wounds, but nothing in the way of dealing with wizards. Jes and Pete have an army made up almost entirely of wizards and can dish out mortal wounds – which ignore all our armour – like sweets. We need to get in and hold onto our objectives, but at the same time we need to take the fight to Pete and Jes – their army isn't built for combat, and even a Lord of Change will go down quickly if you give it a good kicking.

**Rob:** That's why we're planning on holding a lot of the army back – units like the Kurnoth Hunters and the Spirit of Durthu are absolutely terrifying in combat, but also

rather slow – especially in comparison to all the Tzeentch units. My thinking is we dive into the heart of Jes and Pete's battle line and open a way for Ben to get his Stormcasts down on the board. If we fail to get a charge off or don't get in close enough, the Tzeentch army can just zap us with magic and we've got no counter to that at all. We both have a bit of shooting – the kurnoth greatbows and longstrike crossbows, for example – but nothing like the sheer weight of fire Pete's Lords of Change can bring to bear.

**Ben:** It won't be easy by any stretch, but we can certainly secure a minor victory if we fight them to a standstill. We just have to hope the dice are with us and that we make the right moves – or it might be a very short game.



### PETE FOLEY & JES BICKHAM

Pete's a regular feature on the Warhammer Age of Sigmar tournament circuit, and Jes has played his share of Battle Reports in his days as editor of White Dwarf. Will victory be theirs?



### BEN JOHNSON & ROB CRUDDACE

Rob's a veteran rules writer with a long list of books to his name, while Ben's attended more tournaments than many people have had hot dinners. They're not a pair to underestimate!





# THE DISCIPLES OF TZEENTCH

JES  
PETE

ICON	UNIT NAME	BATTLEFIELD ROLE	POINTS	NOTES
	Tzaangor Shaman	Leader	120	Nexus of Fate, Aspect of Tzeentch, Glimpse the Future
	Skyshoal Coven	Warscoll Battalion	80	
	Tzaangor Skyfires (3)		160	
	Tzaangor Skyfires (3)		160	
	Tzaangor Enlightened (3)		160	Discs of Tzeentch
	Tzaangors (10)	Battleline	180	Brayhorn, Icon Bearer, Twistbray, Mutant, Savage Greatblade
	Pink Horrors (10)	Battleline	140	
	Lord of Change	Leader, Behemoth	300	Magical Supremacy, Pyrofyre Stave, Tzeentch's Firestorm
	Lord of Change (Summoning)	Leader, Behemoth	300	Bolt of Tzeentch
	Pink Horrors (10)	Battleline	140	Unchecked Mutation
	Pink Horrors (10)	Battleline	140	Unchecked Mutation
	Blue Horrors (20) (Summoning)		100	
	Brimstone Horrors (20) (Summoning)		80	

2000 POINTS





# THE WARRIORS OF ORDER

BEN —  
ROBIN —

ICON	UNIT NAME	BATTLEFIELD ROLE	POINTS	NOTES
	Lord-Aquilor	Leader	200	Staunch Defender, Aethereal Stalker
	Knight-Venator	Leader	120	Luckstone
	Vanguard-Hunters (5)	Battleline	140	
	Vanguard-Hunters (5)	Battleline	140	
	Vanguard-Palladors (3)		220	
	Vanguard-Raptors (3)		180	
	Spirit of Durthu	Leader, Behemoth	400	
	Tree-Revenants (5)	Battleline	100	
	Tree-Revenants (5)	Battleline	100	
	Kurnoth Hunters (3)		180	Kurnoth Scythes
	Kurnoth Hunters (3)		180	Kurnoth Greatbows

1960 POINTS

## HEAVENS AND EARTH

Thanks to the Scions of the Storm battle trait Ben could keep a lot of his units in reserve – though that did mean there was a chance they wouldn’t show up exactly when he needed them. This granted him a lot of tactical flexibility – his Vanguard-Hunters could easily strike down

onto objectives, or support units going after objectives, while no enemy would be safe from the Knight-Venator’s realmhunter’s bow. Rob’s army, similarly, could use the realmroots – so his Sylvaneth could pop into the battle when they were needed.



# BATTLE REPORT

## DEPLOYMENT: THE CALM BEFORE THE STORM

Below: The map displaying the armies at the end of deployment. At the heart of the table is a Sylvaneth Wyldwood – distinct from the normal woods that dot the rest of the table. This difference is important, as there's a chance of Sylvaneth Wyldwoods being roused by enemy spellcasting (which the Tzeentch armies will be doing a lot of) and dishing out mortal wounds. Any non-Sylvaneth general foolish enough to move his units through a Wyldwood stands a chance of having his soldiers torn apart by magical trees.

While the rest of the board has a handful of terrain features, the generals chose not to use the Mysterious Landscape rules. Finally, three of the board corners (north-west, north-east, south-west) have ruins jutting in, the fronts of which we counted as the board edge – a deviation from a normal battlefield, but one that will be of equal benefit to both teams.

**P**ete: We won the roll off to see who gets to deploy first, so I laid Pink Horrors out in such a way as to provide a screen to the Lord of Change that I have on the table, and to leave a secure gap, away from enemy fire, for my second Lord of Change to be summoned in my first hero phase.

**Rob:** Mine and Ben's plan is simple enough – we can hold a lot of our army back in reserve, either in the Heavens or in the realmroots, and we have. We can deploy down onto the table where we need to – well, at least 9" away from enemy models – and if we put a lot of our units on the table at the start there's a chance they'll just get shot to pieces by Jes and Pete's superior shooting and magic. By keeping our heavy hitters off the table until we're ready, we can mitigate some of the Tzeentch advantages.

**Ben:** That being said, we need to have some units on the table at the start – Rob's placed down some of his Tree-Revenants and Kurnoth Hunters, while I've deployed the Vanguard-Palladors and Lord-Aquilor. It may seem a bit of a waste to use elite cavalry like this, but they'll be securing the south-west objective early on – in case we forget it's there until the third battle round and realise we haven't

claimed it, which could easily cost us the game if we're not careful.

**Rob:** Says the voice of experience there, I think...

**Jes:** I've placed my Tzaangor Shaman in the heart of my block of Tzaangors, but it's not just for the look of it. If the Skyfires are within 9" of him, they can add 1 to their hit rolls – boosting the chance of them rolling a 6 and triggering their Judgement from Afar rule. The Shaman boosts the wound rolls of the normal Tzaangors, too – he really is one of the most vital models in my entire army.

**Pete:** While me and Jes finished deploying our army first, we chose not to take the first turn. There's just not much on the table in Ben and Rob's army yet, so we can't really open up with shooting or magic. We may as well react to Ben and Rob's moves in the opening round.

**Jes:** There's also one of the biggest considerations – the double-turn. If we take the second half of the battle round, there's a chance we can get two turns together if we get priority in battle round 2 – doing double the damage to Ben and Rob's army, setting ourselves up to nab all four objectives and win the game in round 3!



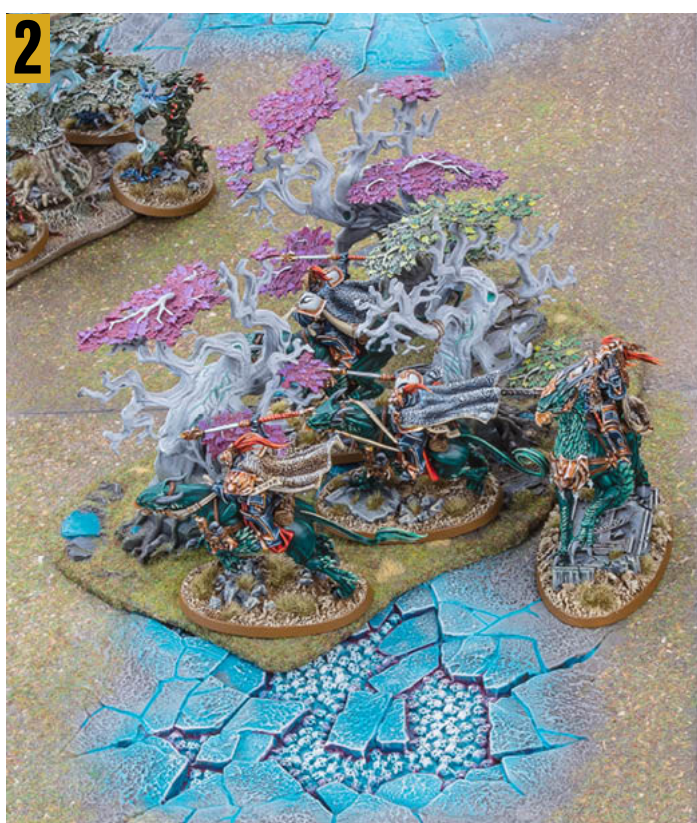


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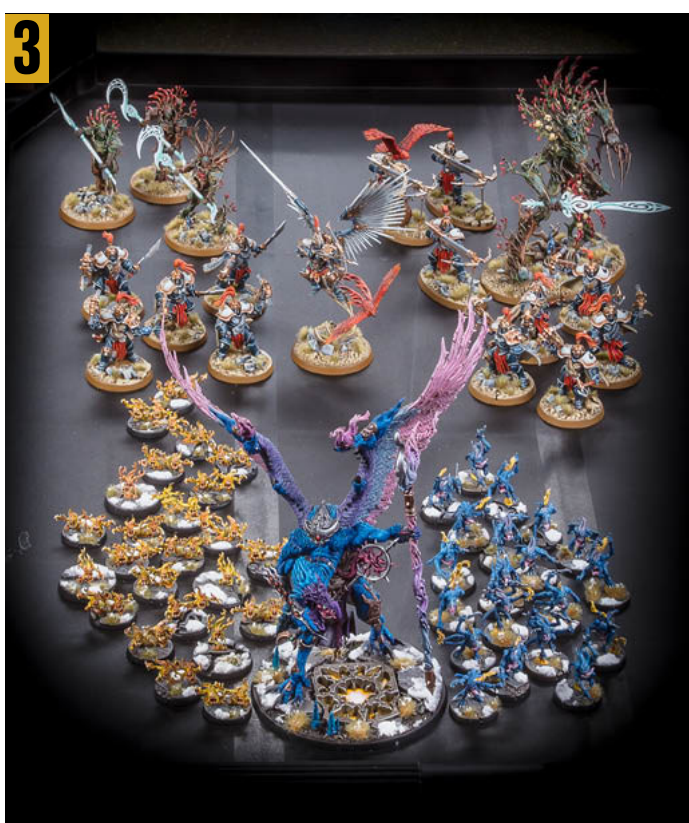


How Pete and Jes deployed their Pink Horrors (1) is more than just a pretty pattern. The semi-circle shape maximises the Horrors' range for spellcasting and shooting, while at the same time creating a bubble that prevents any Stormcast Eternals from sneaking in on the back of Pete and Jes's battle line in the early turns. The way the Pink Horrors have been deployed will also provide support to Jes's Tzaangors – their icon bearers roll a dice for each wizard within 9", and stand a chance of inflicting mortal wounds on a target unit. Happily for Jes, Pink Horror units are wizards.

2



3



Ben opted to deploy his Vanguard-Palladors and Lord-Aquilor onto the table (2) rather than, like much of his army, leaving them in reserve at the start of the game – the two units can move where Ben needs them easily, but their presence also allows Ben to secure one of the objectives early on in the game.

Like Ben and Rob, Pete chose to have most of his army starting the game off the table (3). Much of Pete's army was kept back to be summoned, letting him call on the right tool for the job. The drawback is he still needs to make the required summoning roll, or have units split after taking damage in the case of Pink and Blue Horrors.

4



As all of Jes's Disc-mounted Tzaangor (bar the Shaman) are part of the Skyshoal Coven warscroll battalion, he was able to deploy the lot in one go (4). Warhammer Age of Sigmar's deployment phase is about placing the right units in the right order – and choosing how to react to and counter the emergence of each new unit – so Jes's decision to unleash a great mass of his army in one go gives him a tremendous advantage in some respects, such as ensuring he and Pete finish deployment first and get to choose whether or not they go first. The drawback to this, however, is that Ben and Rob can then react to Jes's placement as they deploy the rest of their forces.



# BATTLE REPORT

## BATTLE ROUND 1: THE DEATH OF HEROES

**T**he first battle round opened with Ben and Rob taking the first turn. To start with, Ben deployed his Vanguard-Raptors via the Stormcast's battle trait Scions of the Storm (allowing them to be held in reserve and deployed anywhere on the battlefield on a 3+ at the start of Ben's movement phase), right in sniping range of the Tzaangor Shaman. Rob's Tree-Revenants and the Spirit of Durthu lumbered out of the Wyldwood at the centre of the board. In the shooting phase, Ben chose to focus on killing the Tzaangor Shaman...

Jes and Pete started their hero phase by summoning the second Lord of Change, which then cast Infernal Gateway on the Spirit of Durthu – inflicting eight mortal wounds – followed by Bolt of Tzeentch, which inflicted another six. The sudden magical barrage was far too much for the titanic Treelord to bear, and before he had even managed to act, the Spirit of Durthu was killed.

Right: The Spirit of Durthu appears from the Sylvaneth Wyldwoods at the start of Rob and Ben's turn. As the Wyldwood would provide no cover (units with the Monster keyword do not benefit from cover in Matched Play), Rob chooses to place the Treelord as far from the Wyldwood – just under 3" – and as close to the enemy as he can in the hope of getting a successful charge roll. It is to no avail, sadly, and the Spirit of Durthu is left to endure Jes and Pete's magic and shooting in the next turn.

With the largest enemy target on the board gone, Pete had his first Pink Horror unit cast Treason of Tzeentch on the Kurnoth Hunters with scythes, killing one. Then, Pete's second Pink Horror unit cast Arcane Bolt on the same unit to inflict three mortal wounds on one of the survivors. The Tzaangor Enlightened, having moved in the hero phase, closed the gap with the Vanguard-Raptors, stopping just over 3" away to ensure a successful charge, while the Tzaangors moved up to fight the remaining Kurnoth Hunters with scythes.

In the combat phase, the Enlightened dispatched the Vanguard-Raptors, with the Raptor-Prime meeting his end at the spikes of a Disc of Tzeentch. For the Tzaangors, Jes employed a cunning piece of positioning by only having one model end the charge phase in base contact with the Kurnoth Hunters, then used a pile-in move to have the rest of the unit take part in the combat, as Wyldwood tests don't apply to pile-in moves.

### DICING WITH DESTINY

What helped Jes and Pete early on in the game was the battle trait of the Disciples of Tzeentch, Destiny Dice – a pool of nine dice they could use for various rolls, such as spellcasting and charges. With the right spells, warscroll battalions and artefacts of power, Jes and Pete could manipulate and replenish the pool. Yet as handy as these skills are, they are tied to particular models, like Jes's Tzaangor Shaman. So, should they die, the advantages go to the grave with them.



**OBJECTIVES HELD:**  
ORDER – 2  
CHAOS – 2

### END OF TURN 1 – BEN AND ROB

**Rob:** I'd say for a first turn that went alright. It would have been a lot better if the Spirit of Durthu or the Kurnoth Hunters had managed to make a charge – we're now forced to wait and react to Jes and Pete, rather than take the fight to them. We did take down Jes's Tzaangor Shaman though, so it's still a strong start.

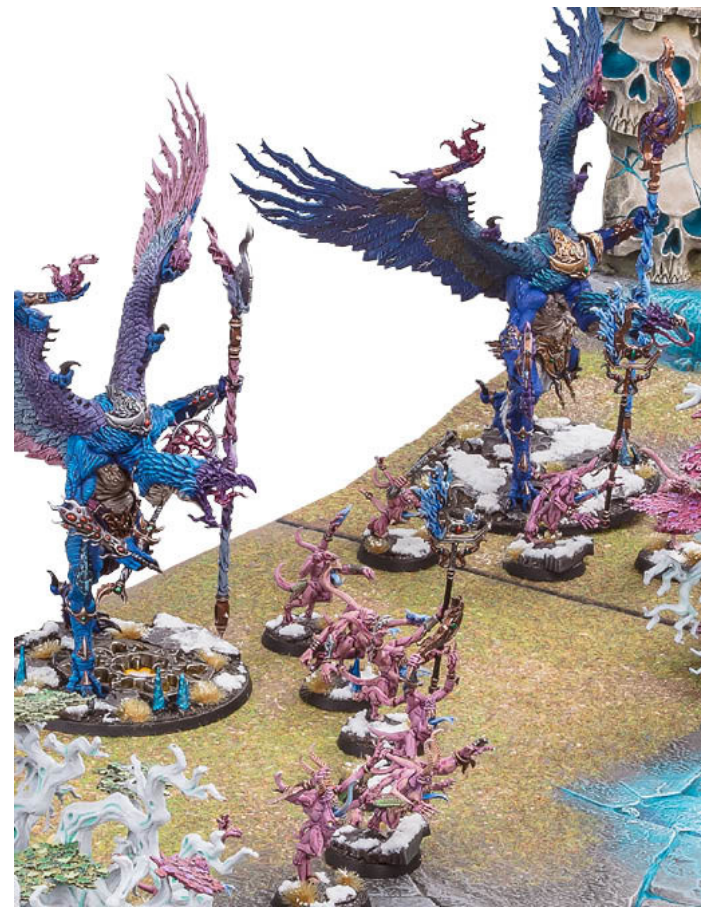
**Ben:** We also managed to nab two of the objectives, and we've got plenty of units left in reserve, so we can deal with the inevitable fightback.





Left: The Tzaangor Shaman isn't long for this world – Rob's Kurnoth Hunters with greatbows soften it up, stripping off three wounds, before Ben's Vanguard-Raptors polish it off with a volley of crossbow bolts. Not only does this weaken the nearby Skyfires (who lose their +1 to hit rolls from being within 9" of a Tzaangor Shaman), Jes and Pete's ability to manipulate Destiny Dice has been removed.

Right: "The first action of my hero phase was to summon the second Lord of Change," says Pete. "I made it a certainty by using one of the Destiny Dice (a 5), then used the Lord of Change's Mastery of Magic to double it up to 10 – ensuring we had two on the board when we needed them."



Left: "Thanks to their warscroll battalion ability, my Disc-mounted Tzaangors can move 9" in the hero phase," says Jes. "For the Enlightened, it means they can easily move a whopping 25" in a single turn – so I could place them just over 3" away from Ben's Vanguard-Raptors at the end of my movement phase. Once you throw in some cunning use of the Destiny Dice, I'm guaranteed a successful charge – which was worth it, as it ended up being a very bloody combat phase. The Enlightened easily wiped the entire unit of Stormcast Eternals out."



**OBJECTIVES HELD:**  
ORDER – 2  
CHAOS – 2

**END OF TURN 1 – PETE AND JES**  
Jes: The modest dream at the start of the turn was to remove some of Ben and Rob's units – realistically, the Spirit of Durthu and the Vanguard-Raptors. We had an absolutely fantastic hero phase, which meant we got to take the Spirit of Durthu out of the game early on, and mopped up the Vanguard-Raptors by the end of the combat phase. The only letdowns were the Tzaangors and the Skyfires – the loss of the Shaman really took the shine off of them and they failed to kill anything.



# BATTLE REPORT

## BATTLE ROUND 2: RIDING ON THE STORM

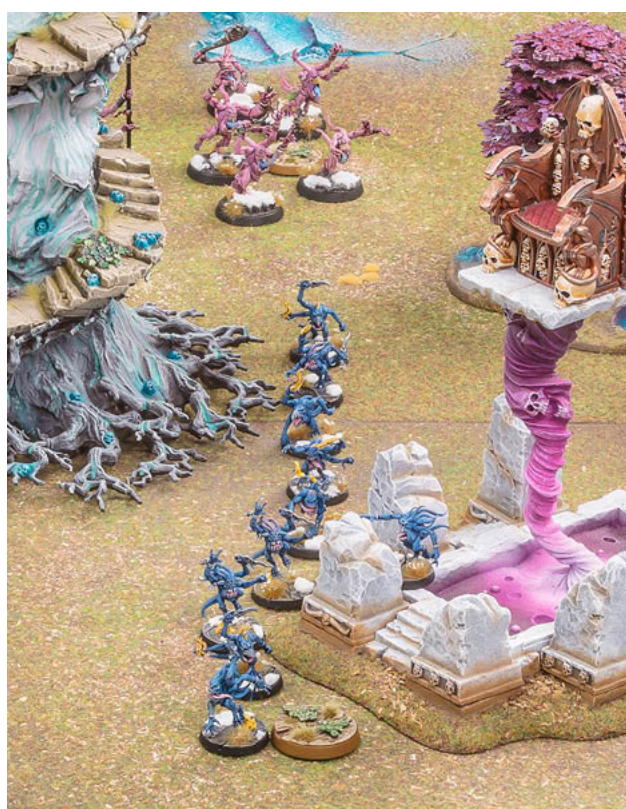
**J**es and Pete won the priority roll for this round but – as Ben and Pete had few units on the table – opted to take the second turn.

Ben started the Order turn by using his general's Lord of the Azyrite Hurricane ability to move his Lord-Aquilor and Vanguard-Palladors to the north-west section of the battlefield. Then, Ben's Knight-Venator descended from the Heavens to rest on the south-east edge of the Wyldwood, adding to the firepower of the nearby Kurnoth Hunters. On the north-east edge, Ben also placed his second unit of Vanguard-Hunters – to draw fire from Pete's Horrors and Lords of Change, but also to snatch the objective out from under Pete's nose. The plan worked too well, as in the following shooting phase Ben killed five Horrors, which split into 10 Blue Horrors that Pete placed in a line leading to the south-east objective. Ben's shooting against the summoned Lord of Change was more successful, as his Knight-Venator, with the help of his Luckstone, inflicted nine wounds – which also weakened the Daemon's Infernal Gateway spell.

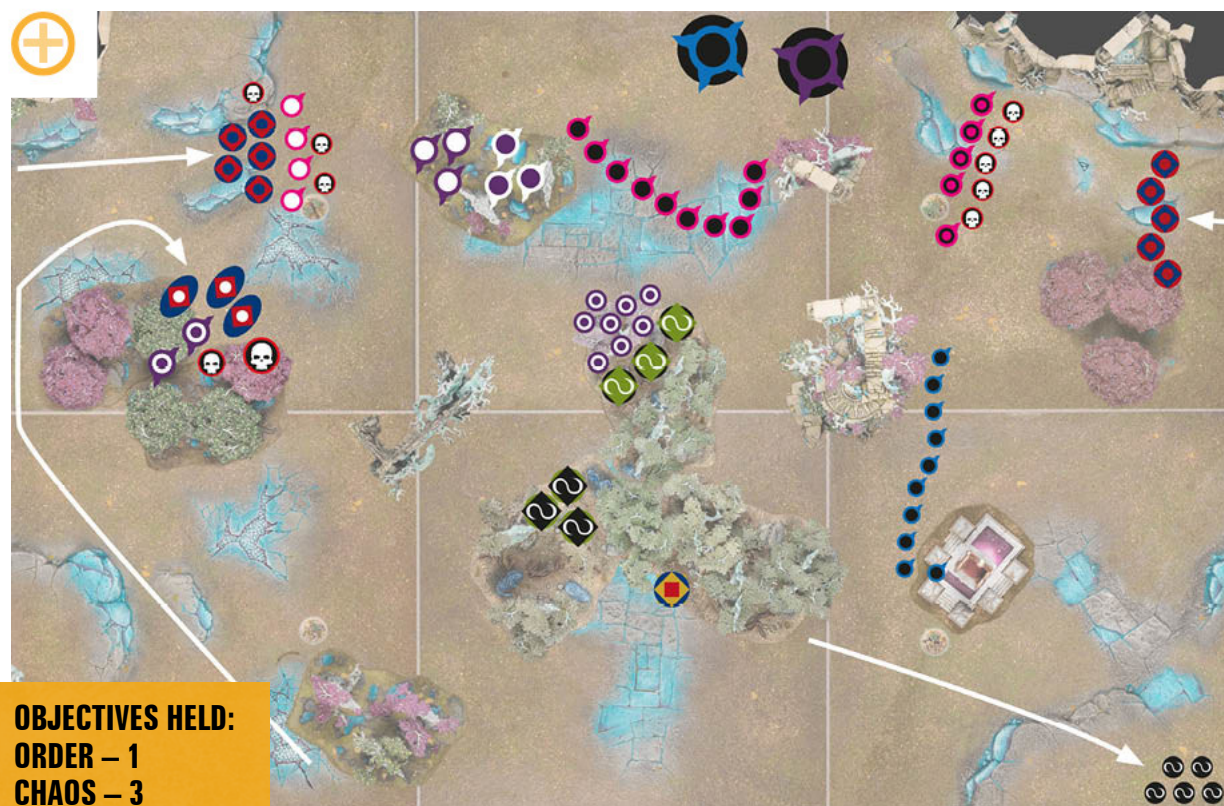
Fortune swung back in the favour of Jes and Pete as Ben's Lord-Aquilor was slain by a Disc of Tzeentch, and the Pink Horrors lurking by the northern woods cast Unchecked Mutation on the Vanguard-Hunters, killing two. Jes sent his Tzaangors through the Wyldwood to deal with the Kurnoth Hunters, only to lose more Tzaangors to the Wyldwood than he'd lost in the previous combat. Ben and Rob's turn saw another Tzaangor killed in combat by the Kurnoth Hunters, and two more fleeing in the battleshock phase.



Above: At the start of Ben and Rob's move phase, Ben deploys one of his Vanguard-Hunter units on the north-east board edge, close enough to Pete's objective that he can't ignore it, but safely outside of the Lord of Change's 18" range for Infernal Gateway. Their boltstorm pistols manage to kill five of the nearby Pink Horrors in the subsequent shooting phase...



Below: ...only for 10 Blue Horrors to spring from the remains! Pete carefully places the Blue Horrors in a line an inch apart, starting 6" away from their parent Pink Horror unit, forming a line of Blue Horrors that could then contest the south-east objective.



**OBJECTIVES HELD:**  
ORDER – 1  
CHAOS – 3

### END OF TURN 2 – BEN AND ROB

**Ben:** The plan we had was great – the dice didn't agree with it. The Kurnoth Hunters were useless, but at least Jes's Tzaangors weren't that much better.

**Rob:** The plan was for the Kurnoth Hunters to kill the Enlightened, and then the Vanguard-Palladors could have swept in from the southern edge, mopped up any stragglers and secured the objective – then the dice happened. The Spirit of Durthu would be really useful for us about now...





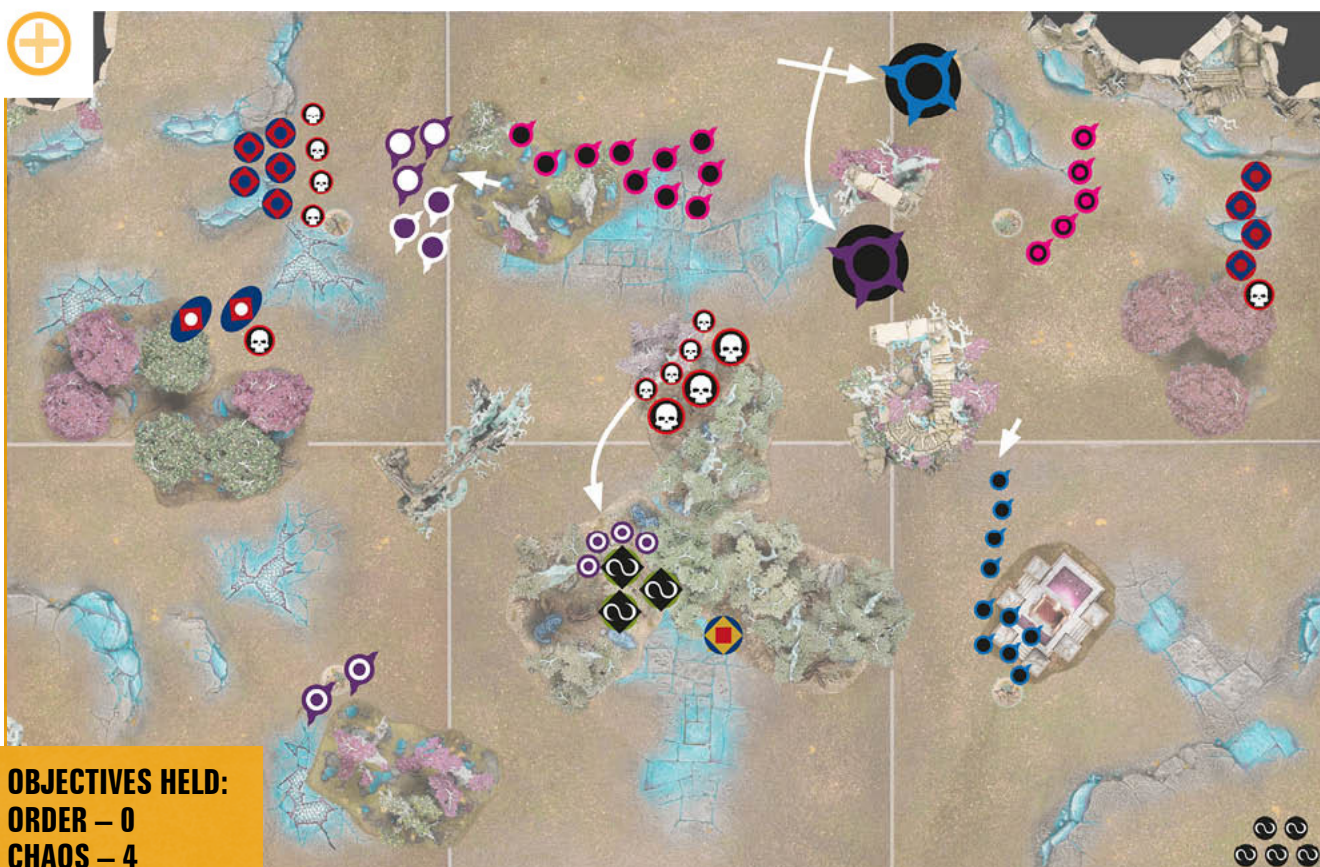
### WHAT ARE THE ODDS OF THAT?!

Using Lord of the Azyrite Hurricane, Ben moved the Lord-Aquilor and the nearby unit of Vanguard-Palladors up the board to support his Vanguard-Hunters fighting the Enlightened and Skyfires, as well as secure the north-west objective. It didn't go exactly to plan for Ben, as in one of the biggest upsets of the game, the Lord-Aquilor fought the remaining Enlightened, evading the fiend's Tzeentchian spear... only to be pecked by its beak (losing one wound), then mauled to death when the Enlightened's Disc inflicted six wounds on the Stormcast hero.



Left: Eager to deal with Rob's second unit of Kurnoth Hunters, Jes sends his Tzaangor unit through the Wyldwood at the heart of the board, as the massive archers are hiding at its southern-most edge.

"This proved to be a risky gamble for my Tzaangors," says Jes. "When a non-Sylvaneth model (that isn't a monster or hero) crosses a Wyldwood, on the roll of a 1 it's swallowed by the woods – which, of course, happened to four of the Tzaangors, including the brayhorn and icon of Tzeentch. It was hardly worth the effort in the end, as the Gor-kin didn't kill a single one of the Kurnoth Hunters. Blast!"



**OBJECTIVES HELD:**  
ORDER – 0  
CHAOS – 4

### END OF TURN 2 – PETE AND JES

**Pete:** The next turn is the turn we score – so we need to hang on to all four objectives. The plan this turn was to swamp the enemy in Horrors of all stripes – they can't fight all of them, and when Ben took the bait it meant I could sneak a load of Blue Horrors onto the south-east objective!

**Jes:** We – or rather, I – did make the decision to run through the Sylvaneth Wyldwood. It was heroic and dramatic, but from a tactical angle it was stupid – and you can quote me on that.





Left: In the latter stages of the game, Rob's cunning plan is to use the Tree-Revenants' waypipes again to move them to the north-east edge of the board in the hopes of charging the wounded Lord of Change. Sadly, it is not meant to be and they once again fail to reach their target – poor charge rolls being a defining feature of Rob's Tree-Revenants throughout this game – but because they outnumber the Lord of Change, they secure the objective, for a round at least. This does little to change the fact they are both well within the Lord of Change's Infernal Gateway and Tzeentch's Firestorm range...



Left: Rob chose to split the fire from his Kurnoth Hunters between targets – the Skyfires to the north-west and the wounded Lord of Change on the north-east section of the table. They manage to pick off one of the Skyfires, and chip another wound off of the already-wounded Lord of Change.

"It doesn't do much to change the rest of the game," says Rob. "Pete and Jes have much of the table locked down. So while my Kurnoth Hunters can pick off any of their units on the table, at the same time the Kurnoth Hunters are unable to get anywhere near any of the objectives in time."



**OBJECTIVES HELD:**  
ORDER – 2  
CHAOS – 2

#### END OF TURN 4 – BEN AND ROB

**Rob:** It could have gone a lot better, and we're in pretty dire straits. The Tree-Revenants had one real job – pop up on to the north edge of the board, charge the now weakened Lord of Change and keep us in the game, while the Kurnoth Hunters picked off all of the Skyfires. Oh well...

**Ben:** We can't win, but we can lose well – if we can secure priority in the next battle round, we should be in with a chance of getting ourselves a loss on victory points.



# BATTLE REPORT

## BATTLE ROUND 3: TWISTS AND TURNS

**T**he third round opened with Ben and Rob securing priority, and they were eager to wrest back control of the objectives and deny Pete and Jes an instant major victory. To contest the south-east objective, Rob moved his Tree-Revenants (which had been held back for just such an eventuality) via their waypipes, taking them off the board and placing them at the southern edge of the Wyldwood, within charge range of the Blue Horror unit. Rob's second Tree-Revenant unit moved to engage the lone Enlightened who'd taken control of the south-west objective. In the north-west, the Vanguard-Palladors, supported by the nearby Vanguard-Hunter unit, moved east to engage the Skyfires holding their objective, while the Knight-Venator moved in to thin the numbers of the Blue Horrors on the south-east objective. Ben and Rob's shooting succeeded in softening up their targets, with the Skyfires and north-east unit of Pink Horrors losing two

and three of their number respectively before being charged. Of all the charges Ben and Rob declared, only that of Rob's south-east unit of Tree-Revenants failed. In the combat phase, the Vanguard-Hunters wiped out the Pink Horrors to secure the north-east objective, the Tree-Revenants killed the Enlightened to take the south-west objective, and while the Vanguard-Palladors did not wipe out the Skyfires, they outnumbered the gorkin, so Ben and Rob claimed three objectives.

In their turn, Jes and Pete tipped the balance back in their favour by using the unharmed Lord of Change to wipe out the unit of Vanguard-Hunters with Infernal Gateway, while the Pink Horrors near the Skyfires used Treason of Tzeentch on the Vanguard-Palladors. In the following combat phase, Jes relied on his Skyfires' Discs to slay the Vanguard-Palladors – which they did with ease – and the nearby Pink Horrors mopped up Ben's Vanguard-Hunter unit.

### TIME IS TICKING, TICKING AWAY

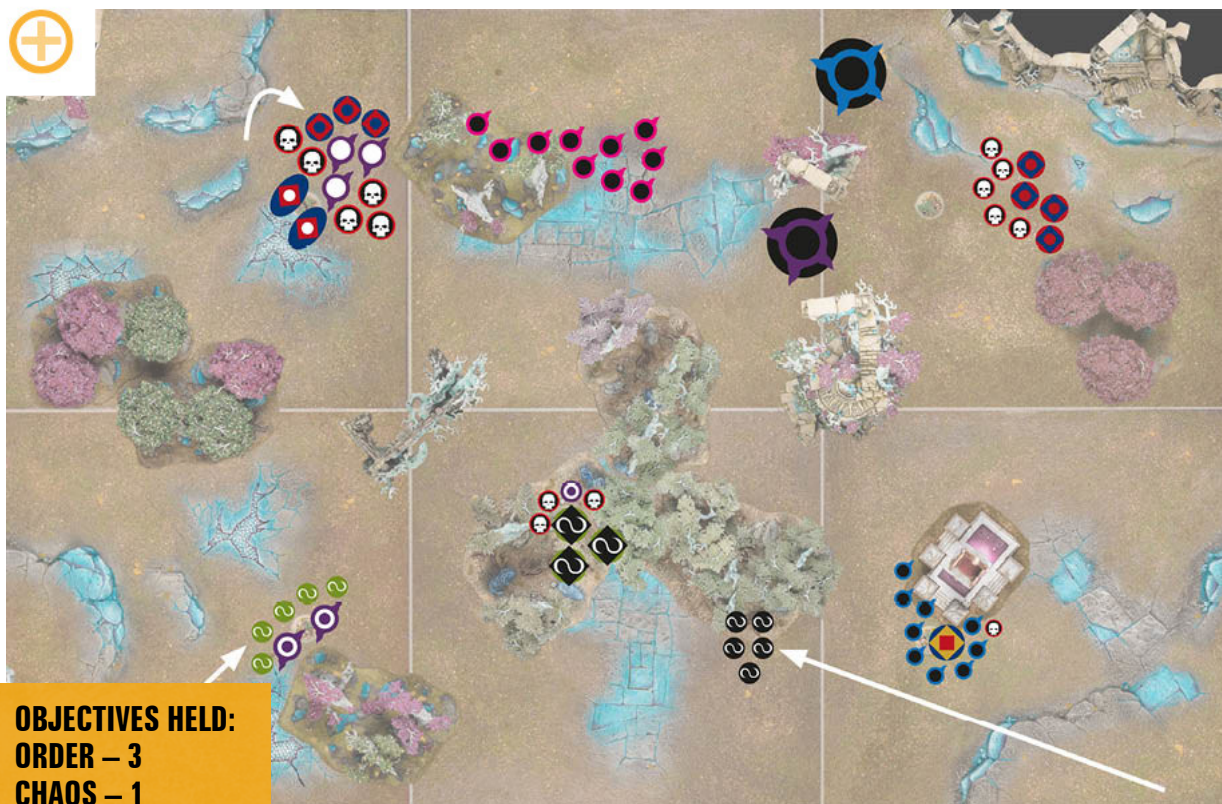
Just who is in control of the four objectives does not really come into play in this battleplan until the third battle round – at which point, if either side finishes a turn with all four objectives in their possession they immediately win the game outright.

This is what makes things like double turns (taking the last turn of one round and the first of the next round) so important – if Pete and Jes could achieve that, they would net a major victory. It was also why Ben and Rob tried so hard to secure as many as they could in their turn.



Right: Sensing they'll be useful supporting the Knight-Venator, Rob uses the Tree-Revenants' waypipes to place them by the south-east edge of the Wyldwood, although they fail their charge at the Blue Horrors.

Far right: On the north-east edge of the board, Ben tries to force Pete's hand by wiping out his Pink Horrors near the north-east objective. "The downside," says Ben, "is that it puts him well within the Lords of Change's 18" casting range of Infernal Gateway."



**OBJECTIVES HELD:**  
ORDER – 3  
CHAOS – 1

### END OF TURN 3 – BEN AND ROB

**Ben:** The turn went exactly as we expected – we stopped Pete and Jes from winning in their next turn by taking three of the objectives – if the Tree-Revenants had charged the Blue Horrors, we might have taken all four. It's unlikely we're going to pull off a major victory at this point – there's a chance of it coming down to victory points, which might get close if we keep killing Horrors and force Pete to split them in places he doesn't want to. But it's not going to be easy by any stretch...





Far Left: Just as they are closing in and doing serious damage to the Skyfire units, Pete uses the Pink Horrors' Treason of Tzeentch on the Vanguard-Palladors – the Prime turns his lunar blade on his fellows and deals a mortal wound to one, avoiding killing any of his kin – but this opens the way for the Skyfire's Discs to kill one of them.

Left: The Lords of Change continue their dominance of the north-east corner of the board, with one shredding the south-east unit of Tree-Revenants (which has failed to achieve anything during the game) with its Rod of Sorcery, while its twin manages to wipe out the nearby Vanguard-Hunters with its Infernal Gateway.



Far Left: "Following my very foolish decision to send my Tzaangors after the Kurnoth Hunters, they were slowly whittled down by the Kurnoth's quivering spites," says Jes, "until the last Tzaangor was dead – and Rob's Kurnoth Hunters were mostly unharmed."

Left: One of Ben's last units on the board, the Knight-Venator, tries to use his superior combat ability to clear out the Blue Horrors. Despite the efforts of the Knight-Venator's Star-eagle, he only manages to banish two of the surly Daemons back to the Realm of Chaos.



**OBJECTIVES HELD:**  
ORDER – 2  
CHAOS – 2

### END OF TURN 3 – PETE AND JES

**Pete:** The plan was to bag the Vanguard-Palladors which, with them gone, should tip the game in our favour...

**Jes:** This turn went as well as could be expected – we wiped out most of the Stormcasts. It'll also be hard for Ben's Knight-Venator to nab the south-east objective back as scoring is predicated on numbers, not wounds – even though he's stronger, he's outnumbered. It's only a matter of time before one of the Lords of Change throws him into an Infernal Gateway.



# BATTLE REPORT

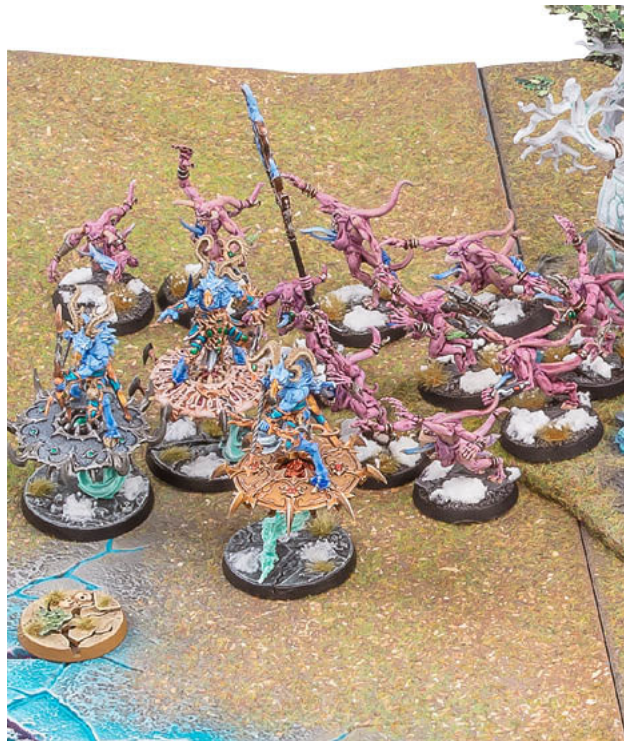
## BATTLE ROUND 4: THE END DRAWS NEAR...

**T**he fourth round began with Jes and Pete securing priority, and the chance of a major victory was within their grasp – all they had to do was wipe out the remaining Vanguard-Pallador to secure all of the objectives. Sadly for the pair, the Pink Horrors' attempt at Arcane Bolt failed – seemingly the first Lord of Change had sucked up all the magical power on the battlefield to cast Infernal gateway on Ben's Knight-Venator. With the Stormcast Eternal hurled into the Realm of Chaos, the south-east objective was left in the grasping hands of the Blue Horrors. Jes added insult to injury by having the Skyfire Aviarch snipe the last Vanguard-Pallador, taking Ben out of the game entirely. Seeking to end the game by wiping out Rob's army as well, Pete's Lord of Change used its Rod of Sorcery to pick off the Tree-Revenant unit nearest to the south-east objective, leaving the forces of Order looking severely depleted.

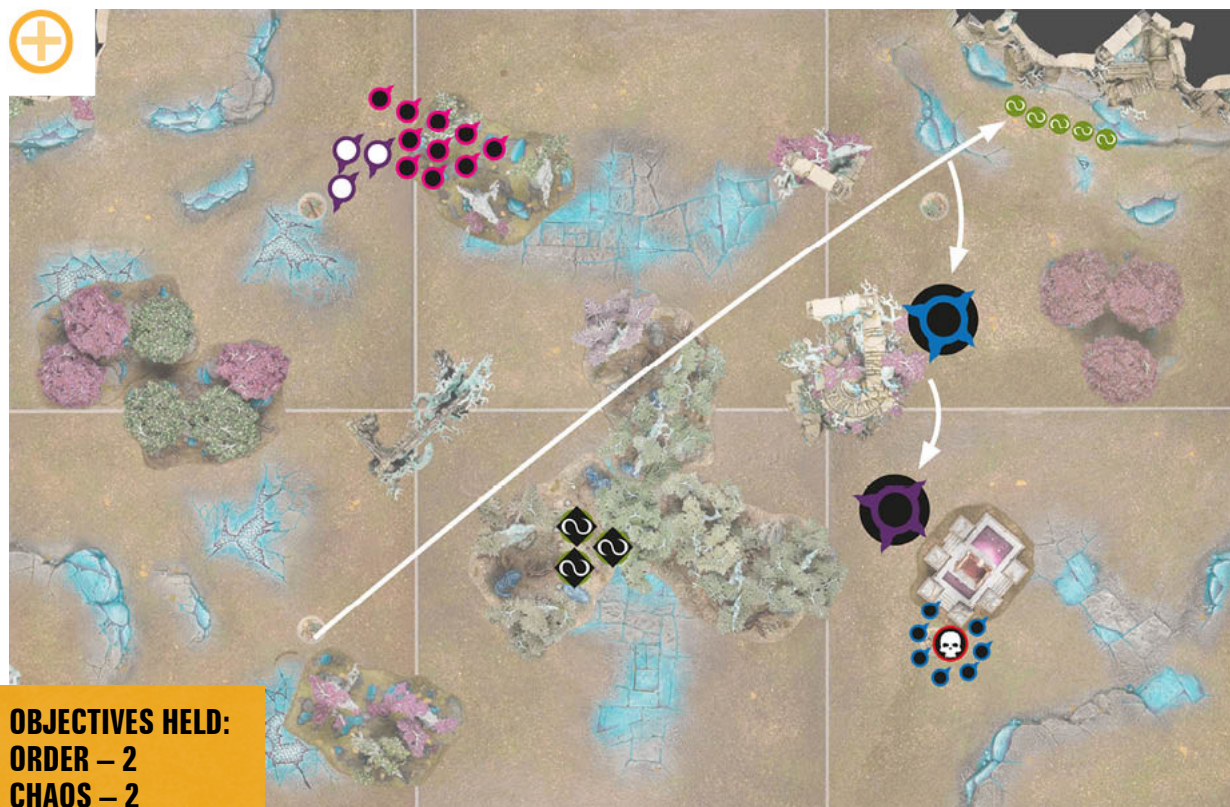
With hope fading fast of even securing a minor victory, Rob used his remaining Tree-Revenants' waypipes to shift them from the south-west objective to the north-east edge of the board, in the hope they could fight off the wounded Lord of Change and kill it. Hoping to stop the Skyfires from zipping down to secure the south-west objective, Rob split his Kurnoth Hunters' fire between the Lord of Change and the remaining Skyfires – only inflicting a single wound on the Greater Daemon, and leaving one Skyfire alive. The Tree-Revenants then failed their attempt at charging the wounded Lord of Change, leaving them in control of the objective, but facing certain death. If Pete and Jes secured priority in the next turn, it would end very badly for Rob...



Above: Unable to fight off the Blue Horrors the Knight-Venator is plucked out of the combat by the Lord of Change and cast into an Infernal Gateway, neatly securing the south-east objective for Jes and Pete – with no foes nearby to threaten it.



Left: "We really needed to kill the Vanguard-Pallador in the hero phase," says Pete. "While we killed him in the shooting phase, its presence prevented the Skyfires from flying away in the hero phase, as it'd count as a retreat and would leave them unable to kill anything this turn – so for this turn at least, we can't take all four objectives."



**OBJECTIVES HELD:**  
ORDER – 2  
CHAOS – 2

### END OF TURN 4 – PETE AND JES

**Pete:** The plan to pick off the Vanguard-Pallador didn't work out like we'd hoped, so a major victory is off the table for this round at least, but we're still in a good place.

**Jes:** As it stands now, we've set things up so we can't really lose now – it all depends on how big we want to win. Do we push to wipe out Rob entirely and win the game that way? Should we try and secure all the objectives? Or should we just be content with controlling the majority of the objectives?



# BATTLE REPORT

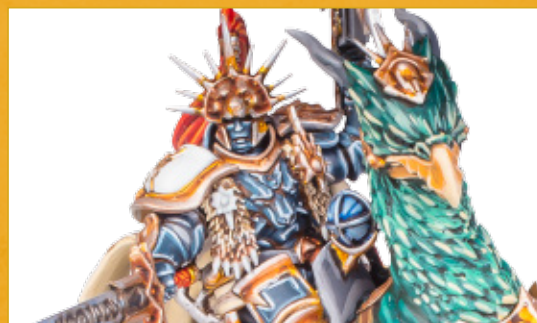
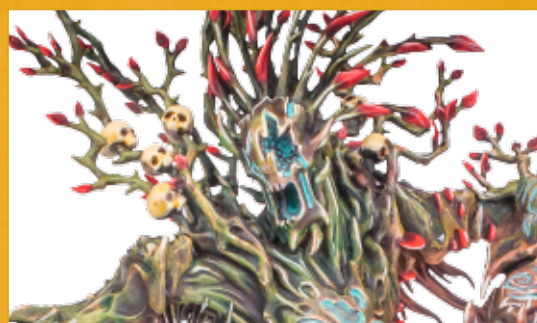
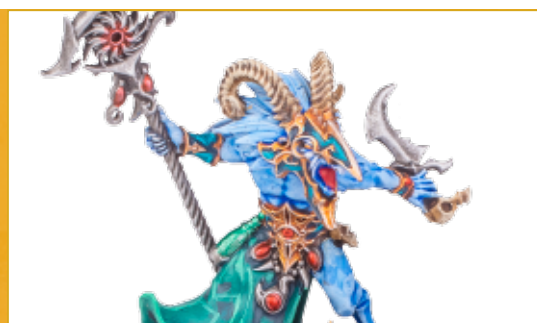
## BATTLE ROUND 5: THE WRATH OF THE CHANGE-GOD

**T**he final battle round still had stakes for both sides – on the part of Jes and Pete, it would dictate whether they would win a major victory with four objectives, a minor victory with three, or a minor victory on victory points if Rob and Ben secured two objectives. By contrast, Rob and Ben were fighting for bitter pride and to deny Jes and Pete a major victory – the Order players were in a position where any victory was impossible, and they could only secure a minor defeat on victory points at best. If Pete and Jes secured the first turn, a major defeat was all but assured.

Sadly for the forces of Order, Jes and Pete won the roll for priority. To start with, the unwounded Lord of Change cast Infernal Gateway on the nearby unit of Tree-Revenants, casting them into the void and taking back the objective. With no serious threats nearby, the remaining Skyfires made use of their Skyshoal Coven warscroll battalion ability and moved down to the south-west objective in the hero phase, which – followed by a run – brought all four objectives under the control of Tzeentch. And winning the game for Pete and Jes!

### FULCRUMS OF DESTINY

The characters on both side's proved to be key points on which the battle hinged – each set of heroes provided powerful abilities that would have increased the usefulness of nearby units, especially if they'd lived longer. The Tzaangor Shaman had the ability to change Destiny Dice – if it had lived, it would have altered things in Jes and Pete's favour at key points. By contrast, the Spirit of Durthu is a heavy hitter – it could have slain anything in Pete and Jes's army, had it reached their lines. Finally, the Lord-Aquilor could have shifted units around with ease in the later rounds – with its loss, Ben was no longer able to easily contest any objective on the table.



**OBJECTIVES HELD:**  
**ORDER – 0**  
**CHAOS – 2**





# THE RESULT: THE PRICE OF VICTORY AND THE WAGES OF DEFEAT



**Rob:** We really had some catastrophic luck with the dice in this game. As soon as the Spirit of Durthu was killed it felt we were fighting on the back foot – he was really the tent post of our offensive ability. We really needed just one of those three charges in the first round to reach Jes and Pete's lines to keep the initiative and act rather than react.

**Jes:** Losing the Tzaangor Shaman in the first round was a real blow, as it suddenly downgraded the Skyfires – they just didn't live up to their potential. With that extra +1 to hit, they could have dealt with the Kurnoth Hunters a lot quicker, and that would have meant we could have sent the Tzaangors elsewhere rather than (stupidly) send them through the Wyldwood.

**Ben:** It was always going to be an uphill battle to keep that Shaman alive – it's such a useful model we'd have been fools not to kill it straight away. But to make sure it was dead meant we had to deploy the Vanguard-Raptors early on and lose them relatively cheaply to take it out – when they could have been put to better use on other parts of the battlefield. If we're honest, it was a tough matchup – my Stormcasts' heavy armour and Rob's elite units were always going to have a tough time against an army that dishes out mortal wounds by the bucketload.

**Rob:** While we really had the centre of the table to ourselves, we were kind of hamstrung by it, too – we had to have the Spirit of Durthu start in the realmroots, as there was a chance he'd have been shot to bits in the first round – and if we didn't deploy him early on there was every chance Jes could have whizzed his Discs into the Wyldwood and stopped us from deploying the Spirit of Durthu at all.

**Ben:** If we'd managed to get Durthu or the Kurnoth Hunters to break into Jes and Pete's lines it could have been a different game – you try and outfight something like the Spirit of Durthu and it's going to end badly for you.

**Pete:** I'd say a lot of our luck stemmed from the fact that things like the law of averages don't apply to a Disciples of Tzeentch army – the Destiny Dice meant we could have as strong a start as possible and negate minor problems like a model or two running in the battleshock phase. It also meant we were able to have the second Lord of Change when we needed him.

**Jes:** Despite that, it really could have gone either way – in battle round 3 there was a very good chance Ben and Rob could have snatched victory from the beak of defeat. They played us to a standstill, and made us earn our victory.

## MODELS OF THE MATCH

**Rob:** If me and Ben are honest, the model of the match is probably the Sylvaneth Wyldwood – it did a lot more damage to the Tzaangors than the Kurnoth Hunters did!

**Jes:** For us, it's probably that one Tzaangor Enlightened – or rather his Disc of Tzeentch. The odds of it killing a Lord-Aquilor were pretty long – but it was hilarious when it pulled it off. The Discs actually seemed to be far more dangerous than the Tzaangors riding them – the old beak-and-disc is not something to be underestimated!





THE ULTIMATE GUIDE TO...

# TRAITOR LEGIONS

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, White Dwarf braves the Eye of Terror to learn the terrible truth of the Traitor Legions.

**O**f all the multifarious threats that assail the Imperium of Man, the one that stands paramount is the threat of the Primordial Annihilator, Chaos. And of all the legions of the lost and the damned – cultists mutants, Daemons – chief amongst the servants of the Dark Gods are the first of the Heretic Astartes, the Traitor Legions.

The Traitor Legions were once, in a bygone age, loyal Space Marines, but have since spat on their oaths of loyalty and brotherhood in favour of power, conquest and selfish desires. Following Horus in his heresy against the Emperor, upon his defeat they were scattered, many fleeing to the Eye of Terror, and yet they remain, all nobility and honour burned away by white-hot hatred and millennia of bitterness, loathing and madness. Even those souls who have not fully bowed down before the Dark Gods have been forever tainted by the warp's touch – truly, they are forever the lost and the damned.

The millennia have changed the Traitor Legions. Some, such as the Word Bearers and the Iron Warriors, still bear a semblance of unity, dark mirrors of the proud Legions they once were, but others have long-since fractured and succumbed truly to Chaos – Legions like the World Eaters and the Night Lords have descended into barbarism, savagery and piracy, beholden to none but their gods and their whims.

They are for this no less a threat. Scattered and fractious as they may be, the Traitor Legions have been changed by their years in the warp, many amongst their number bloated and twisted by the raging power of Chaos, their numbers now joined by packs of gibbering, merciless Daemons and other hellish, warp-spawned entities.

To face such foes is to face the veterans of the Long War, ancient warriors who seek to cast down the Imperium they built in an age that to most is little more than myth and fable. The Traitor Legions are the monsters from a dark past, a grim reminder of the Imperium's ruined potential.



# THE ULTIMATE GUIDE TO...

## THE PRIMARCHS

To lead his armies, the Emperor created 18 demigod sons – the Primarchs. Yet soon after their creation, they were scattered across the nascent galaxy by an unknown hand. Each of the 18 was shaped and tempered by their adopted homeworlds and cultures, for good or ill. Nine turned their back on the Emperor at the outbreak of the Horus Heresy, and nine stood firm. Of the Traitor Primarchs, three have been slain – Horus, Konrad Curze and Alpharius – and the remaining six have ascended to daemonhood. These Daemon Primarchs were once content to rule their infernal domains, but as the Great Rift has opened, their attention has turned upon the Imperium once again.

## THE HORUS HERESY

The Space Marines were wrought by the Emperor of Mankind for a single purpose – conquest of the entire galaxy in the name of humanity. 20 Legions were raised for this Great Crusade, and for almost two centuries the Legiones Astartes and their Primarchs worked towards bringing new worlds into the Imperial fold and exterminating alien empires without number. At the height of their success, the Emperor left the Great Crusade in the hands of his most favoured Primarch, Horus.

Warmaster Horus, however, was a prideful and arrogant soul, and following his near death upon the moon of Davin he was seduced by the promises of the Dark Gods. The paramount military commander of the age, Horus spread his corruption until many of his brother Primarchs were secretly sworn to his service. The might of those he could not turn he succeeded secretly in blunting instead, dispatching them to distant corners of the galaxy, as with Jaghatai Khan and his White Scars – others he turned against their brothers, even before his own treachery was revealed, as with the bitter war between the Space Wolves and the Thousand Sons.

It was upon Istvan III that Horus purged his forces of Loyalist elements, before openly declaring his secession from the rule of the Emperor on Istvan V – leading to the Drop-

Site Massacres, where the Iron Hands, Salamanders and Raven Guard were bled white by an ambush by the Iron Warriors, Word Bearers, Alpha Legion and Night Lords.

What followed was several years of brutal civil war – the Legions that declared for Horus carved a blood-red path across the galaxy. Some worked towards the Warmaster's goal of conquest, paving the way for the march on Terra, while others indulged in their whims or sought to settle old scores – such as the Word Bearers's so-called 'Shadow Crusade' against the Ultramarines on the Eastern Fringe of the galaxy, for example.

Despite the efforts of the Emperor's forces, the Traitor Legions reached the gates of the Emperor's Palace on Terra – a titanic siege that only ended with the Emperor and Horus facing each other in single combat aboard the bridge of the Traitor flagship, the Vengeful Spirit. The duel left the Emperor forever seated upon the Golden Throne in a deathless state, while Horus was slain. With the Warmaster dead, the Traitors fled from Terra and were hounded by the vengeful loyalists all the way to the Eye of Terror, the hellish rent in reality that would become both the stronghold and prison of the Traitor Legions. Here, where time has no sway, those same traitors still exist, waging the Long War against the Imperium they had helped create.





# THE NINE WHO TURNED – THE TRAITOR LEGIONS



## THE BLACK LEGION

The Warmaster's own, wrought from the broken remnants of the Sons of Horus and countless Traitor Legions and Renegade warbands, the Black Legion stand at the forefront of the Long War.



## THE THOUSAND SONS

The damned scions of Magnus the Red, the Thousand Sons are split between the mighty sorcerer-lords who rule the legion and the deathless Rubricae warriors who enact their will.



## THE DEATH GUARD

Rotten-hearted traitors to the core, the Death Guard are festering vectors of hellish plagues spreading agonising death across the length and breadth of the galaxy in the name of Nurgle.



## THE ALPHA LEGION

A Legion of secrets and lies, the Alpha Legion have long made use of unconventional stratagems, tactics and operatives, seeding the Imperium with nascent cults to corrupt it from within.



## THE IRON WARRIORS

Stoic siege-masters and war-smiths, there is not a structure built the Iron Warriors could not tear down. Utterly devoid of mercy or pity, there is no stratagem they will not employ against their foes.



## THE WORD BEARERS

The Word Bearers are the most fanatical zealots of the Primordial Annihilator in all its terrible glory, prosecuting wars of dark faith against the Imperium of Man.



## THE WORLD EATERS

Savage warriors even before their fall into damnation, the Legion of Angron are blood-soaked bezerkers dedicated utterly to Khorne – nothing of their original existence remains, washed away by blood.



## THE NIGHT LORDS

Even before the Horus Heresy, the Night Lords were a byword for terror and cruelty. 10,000 years later they are naught but scattered warbands preying upon the weak to sate their own cruel appetites.



## THE EMPEROR'S CHILDREN

Enthralled by Slaanesh, the Emperor's Children's quest for perfection led them to become the decadent and twisted monsters they are today.



# THE ULTIMATE GUIDE TO...



## THE DARK MECHANICUM

It was not just the Legiones Astartes who were riven by the Horus Heresy – half of the Martian Mechanicum marched with the Traitors, and fled to the Eye when they were defeated. Today, they are the grinding engine that fuels the Black Crusades – crafting arms, armour, and Daemon engines. Each dark forge world is a law unto itself, trading slaves for ammunition, weapons and the services of their corrupted Taghmatas – or the Chaos Titan Legions who pay homage to the infernal machine-priesthood of the Dark Mechanicum.



## THE SHIFTING TIDES OF CHANGE

Imprisoned in the Eye of Terror for ten millennia has changed the Traitor Legions to a greater or lesser extent – none who dwell within the Eye for any length of time remain unchanged.

It is not just the individual Traitors who have changed – the structures of the Legions themselves has not survived the 10,000 years of exile. At its most extreme, cohesion has broken down entirely and all that remains are scattered warbands with no allegiance save those to their leader and their patron deity – a fate that has consumed the entirety of the World Eaters and the Emperor's Children, as well as the Night Lords. Others, such as the Word Bearers and the Iron Warriors, have simply adapted to their new existence, but many of the specialisms of the old Legions have fractured – functioning Apothecarians are effectively nonexistent and those skilled in the arts of creating new Space Marines are highly-prized individuals. The strictures of the Librarius and the Edict of Nikea have been long-since forgotten, and psychic adepts are roving warlocks, free to indulge their curiosities. Even the Techmarines of the Legion Forges are breeds apart – either ranking adepts of the Dark Mechanicum forge-fanes or (it is rumoured) twisted into living weapons by the dreaded Obliterator Virus. ►



## THE TOUCH OF CHAOS

The agents of Chaos are endless in form and variety – but there are breeds and covens of mutant and traitor that many belong within, such as the Warp Talons and the Mutilator.







"While the Traitor Legions are split through lines of loyalties and twisted faith a particularly strong-willed or successful leader can unite warbands beneath their will – for a time, at least. Such alliances can last millennia, or they can last days. Such is Chaos." Inquisitor Ostvald, to the Conclave of Tarsh.

- Even the most disciplined and organised of warbands are different beasts from the military formations they once were – simply by the nature of the warriors within their ranks.

#### THE GIFTS OF THE GODS

At its most extreme, the changes afflicted upon individual Traitor Legions have turned them into something both more and less than what they once were – the hulking Obliterators and cackling bands of Raptors are some of the more common examples, with the Raptor cults in particular have descended from the Assault Squads of the Great Crusade, becoming feral and avian in aspect, like hunting shrikes. At its most extreme, this corruption becomes a full-blown melding of post-human flesh and daemonic power – with Daemons taking control of a willing (or more often than not, unwilling) Traitor Astartes host. Drawing their heritage from the Gal Vorbak of the Word Bearers and Luperci of the Sons of Horus, these Possessed grant the vessel potent powers indeed, and the Daemon a foothold in the real.

Ultimately, the warp is the source of the power of all servants of Chaos – it fuels their sorceries and brings life to Daemon engines, and allows their daemonic allies to walk abroad. Without it, and without the poisonous immortality it brings, their Long War would have ended in defeat.

#### THE WEAPONS OF DARKNESS

Much like the warriors who wield them, the weapons of the Traitor Legions are twisted and vile things – at the very least, they are riddled with battlefield repairs, infernal decoration and creeping strands of fleshmetal – in the most extreme cases, becoming an inseparable part of the wielder.

##### BOLTER



##### COMBI-BOLTER



##### REAPER AUTOCANNON



##### CHAINAXE



Many of the weapons borne by the Traitor Legions are ancient relics from a bygone age – weapons such as chainaxes and reaper autocannons are seldom seen outside of the Traitor Legions.



# THE ULTIMATE GUIDE TO...

## WARMASTER

One of the few warriors able to unite the Traitor Legions under a single banner, Abaddon the Despoiler was once the First Captain of the Sons of Horus. Since his sire's defeat, Abaddon has nursed a white-hot hatred for the Imperium – and has set out to unite the disparate factions and warbands into a force that will shatter the Imperial Palace and cast the Emperor from the Golden Throne. To this end, the Warmaster of Chaos has embarked on the Black Crusades – monumental conflicts that have wrought great damage to the Imperium of Man.

## THE LONG WAR

The Space Marine Legions were built for one purpose – war – and so remains the Traitor Legions' only purpose. Existing solely to battle, they wage war against each other, against innumerable xenos empires, and against the Imperium, the point and purpose the Traitor Legions attach to these conflicts as multifarious as the Legions themselves – some times it is for resources such as slaves, weapons and ever-more esoteric treasures. Sometimes, vengeance and millennia-long blood feuds. Some times it might simply be for sport, for glory, or just because battle is all they have ever known. The Long War, as it is known, is seemingly without an end.

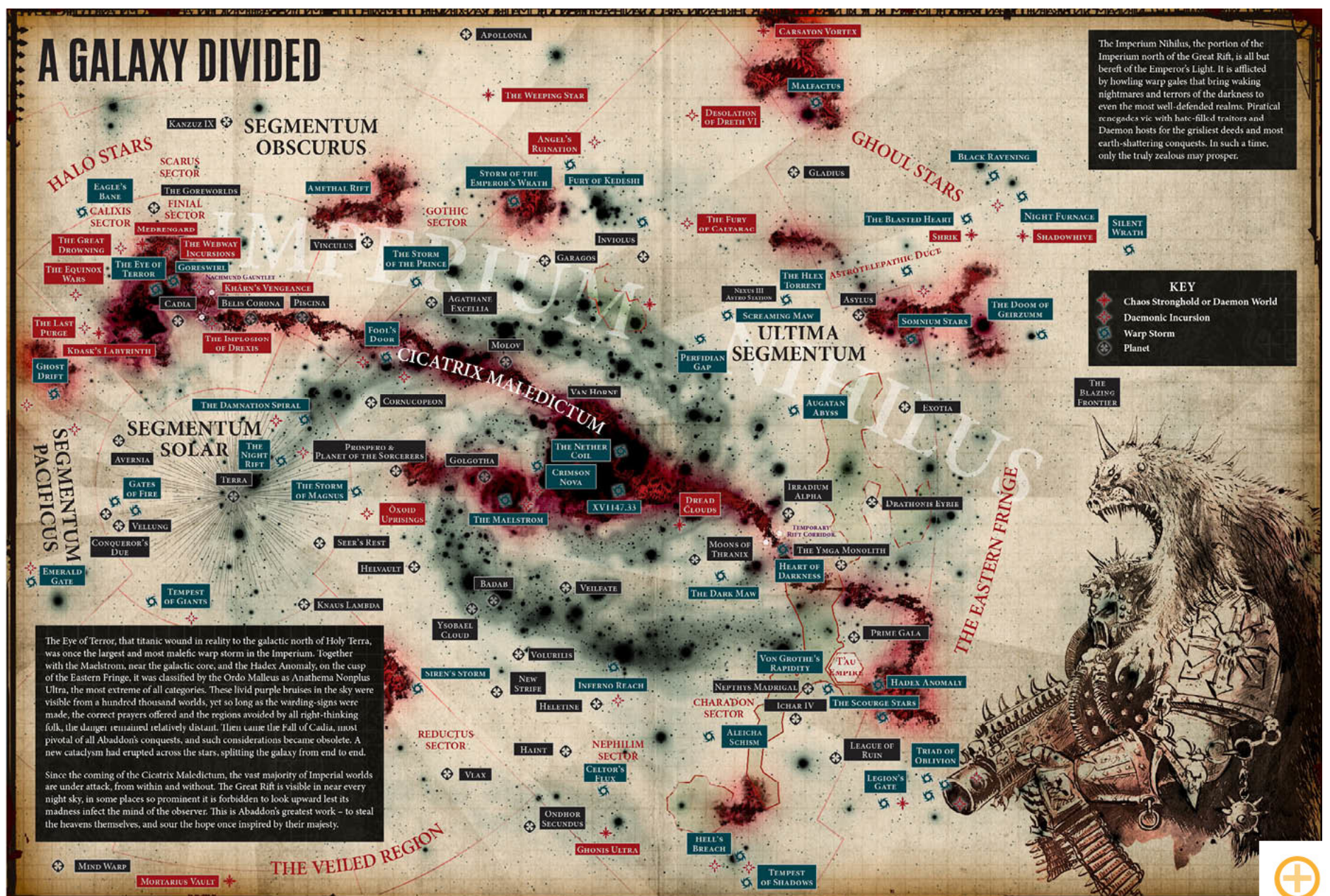
The ultimate goal of the Long War is the destruction of the Imperium of Man, the razing of Terra and the death of the Emperor of Mankind. To achieve such a titanic aim, Abaddon the Despoiler has set out on his Black Crusades. While no individual event has taken him straight to the gates of the Imperial Palace, each crusade has brought him another step closer to achieving his goal – the 13th is the most audacious yet, as it has razed the

**“The ultimate goal of the Long War is the destruction of the Imperium of Man, the razing of Terra and the death of the Emperor of Mankind...”**

Imperial fortress worlds that barred passage from the Eye of Terror, and torn a bloody wound in reality from one end of the galaxy to the other. Once, the Traitor Legions had to rely on making it past the Cadian Gate to reach the galaxy at large – now, there are few places that the Traitor Legions cannot strike. With the Imperium divided by the Cicatrix Maledictum (as the Great Rift is otherwise known) the realm of the False Emperor as never been an easier target – the very warp rifts that make travel impossible for the Imperial Navy are able to be navigated by heretic shipmasters with ease.

## AN ETERNITY OF SLAUGHTER

Just how the Traitor Legions strike out at the Imperium at large varies – some warbands will colonise space hulks, staggeringly vast collections of astral flotsam and starship graveyards, and ride the tides of the warp wherever the whims of the gods may take them, disgorging on unsuspecting worlds as ►





► the space hulk is vomited out into realspace. Others warbands will make use of heretic fleets, some stolen or salvaged Imperial vessels or even ancient ships dating back from the Great Crusade itself. These hellships will be as warped and changed as any other weapon in the Chaotic armoury, and may possess malicious sentience, above and beyond even the most wilful of machine spirits. These fleets will be guided by heretic navigators or even Chaos Sorcerers, riding the tides to target worlds.

Some warbands will lay the groundwork for invasions years, decades, even centuries and millennia in advance – seeding Chaos cults across unsuspecting target worlds, twisting feral societies to the worship of Chaotic entities – or they may be drawn in by the prayers and summons of cults and renegade psykers. Others simply descend on the first world they encounter and put it to the sword.

Just how a Traitor Legion will wreak carnage and mayhem will largely depend on the Legion itself – the blood-crazed World Eaters will disgorge from red-wet wounds in reality like a tide of violence, burning worlds and sectors in orgies of destruction and carnage; the Iron Warriors will break the defences of a world with perfectly crafted plans of attack, bleeding

defenders dry in protracted sieges before crushing the survivors with overwhelming and devastating firepower; the Night Lords will isolate a world and drive its populace insane with fear, before striking in the dead of night and butchering the cowering defenders with sickening ease. And so it goes, each Legion, each warband, using whatever vile methods and doctrines that pleases them and their vicious deities.

To face the Traitor Legions is to face the very tides of Hell itself. For the warriors of the Astra Militarum, a Heretic Astartes is a creature out of nightmare, beings whose mere presence can render even the most hardened veteran a weeping wreck. To the Adeptus Astartes, their heretical counterparts are their most loathed foes – for such monsters spat on their oaths to the Emperor when He still walked amongst His people. To the Traitor Legions, all such beings are, at best, distractions – mere humans are beneath their notice and the thin-blooded descendants of the Emperor's loyal lapdogs are pale imitations of true Astartes.

Devoid of mercy or fear, fuelled by white-hot hatred and murderous rage, the Traitor Legions are abominations – living weapons wrought to conquer a galaxy, since twisted into cruel and black-hearted fiends.

#### PRIMOGENITOR

Once Chief Apothecary of the of the Emperor's Children, Fabius Bile is a genius intellect obsessed with the secrets of life itself. His work is considered an abomination by the Imperium, as he leaves broken trails of twisted monsters and mutants wherever he goes – the failed creations left behind on his path to perfection. Even the Traitor Legions only tolerate him because few others are as skilled as he at creating new Space Marines. Bile cares not either way – all that matters to the Primogenitor is his work, not the morals of short-sighted fools.

"The malign intellects behind the warbands of the Traitor Legions are fiends from a bygone age – each is an architect of heresy, a terror that has beset Mankind again and again. Save the Daemon Primarchs, there are few greater threats to the Imperium." Inquisitor Ostvald, to the Conclave of Tarsh.





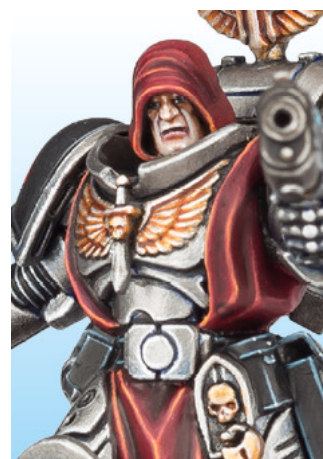
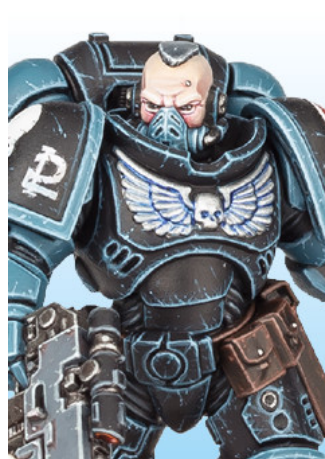
## 'EAVY METAL

# SPACE MARINE CHALLENGE

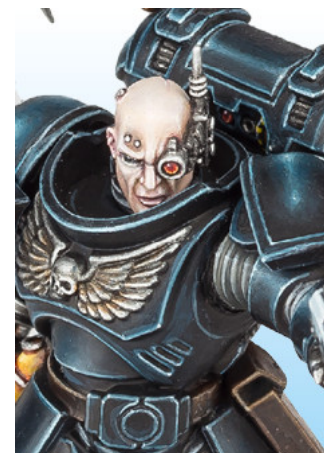
'Eavy Metal is our regular feature celebrating beautifully painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This month, the team set themselves a challenge to celebrate the release of the Primaris Space Marines.

**T**he 'Eavy Metal team are some of the finest miniatures painters in the world, and to celebrate the new Warhammer 40,000 and the launch of the Primaris Space Marines, several members of the team decided to set themselves a challenge: to each paint a Primaris Space Marine in Chapter colours of their choice. To add an element of competition, a winner would be chosen from amongst the team's efforts, chosen by miniatures designers Jes Goodwin and Darren Latham (the latter himself a former member of the 'Eavy Metal team and, in fact, the winner of the last 'Eavy Metal challenge, The Wizards, all the way back in July 2009's White Dwarf 355).

The team set a few simple rules: they'd each use one of the Intercessor models from the Dark Imperium box, although they were free to add to them with other bits from their bitz boxes and attempt whatever conversion work they wanted, and all the finished pieces would be mounted on the same size of plinth. So agreed, we set them a deadline and left them to it. The result was six stunning pieces of work, which you can see over the next few pages, before we reveal Jes and Darren's chosen winner...



"...the team decided to set themselves a challenge: to each paint a Primaris Space Marine, in Chapter colours of their choice."



## 'EAVY METAL

The 'Eavy Metal team paint many of the miniatures that you see in our codexes and rulebooks, on posters and box fronts, on the Games Workshop website and in the pages of White Dwarf.

Since the early days of Games Workshop, the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures. So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting, and seek to emulate their style on their own models. The team even inspire each other.



Miniatures designers Jes Goodwin (no stranger to Space Marines) and Darren Latham (a former 'Eavy Metal painter himself) pore over the finished entries on judgement day. "He's missed a bit here," says Jes...







### ASTRAL HAWKS VETERAN SERGEANT BY AIDAN DALY

**Aidan:** I thought it'd be cool to see one of the Intercessors in a colour scheme we don't normally see, rather than one of the 'main' Chapters. I like the limited palette of the Astral Hawks – the highlights on the black are the exact same blue-grey as the arms and the trims of the shoulder pads, so it gives it all quite a balanced and quite a harmonious look. You could make the black and the blue quite different, but I liked the idea that they're essentially the same colour. It's a very complementary scheme, with the really nice red spot colour on the Chapter markings. I used that as a spot colour on the purity seals on the bolt rifle, too.

I went a bit crazy on the battle damage – I really chipped it up. Most of the Primaris Marines we've painted so far have been quite clean so I thought it'd be cool to see one a bit more bashed up. He's a veteran, so I thought that would make sense. He's actually one of the sergeant models from the Dark Imperium box. I've given him a headswap because I wanted to get some skin tone on the model. It's quit a pale skin tone but it's actually slightly red so it stands out from the blue. I also wanted to use a rebreather, and the mohawk's stylish. I went for a desert base so he stands out from it a bit. The base is quite a warm colour and contrasts with his cool grey-blues.



Aidan built the model with just a few small changes to the original Intercessor taken from the Dark Imperium box, swapping the arms and adding a head from the new multipart kit.

Aidan made use of a few transfers to help finish off the model. "The hawk's head of the Chapter symbol is a transfer," says Aidan, "then I've painted the rest of the badge by hand around that (1). The skull on the opposite shoulder pad (2) is a transfer as well."

"The line drawing I used for reference shows the Astral Hawks using gothic numbering rather than roman numerals for company and squad numbers, so I used those on the model. The number on the shoulder pad adds a nice bit of detail if you're viewing the model from the front, where you can't see the skull symbol."

Having used the same blue-grey on the arms and to highlight the black, Aidan used a different grey on the model's bolt rifle.



1



2



3

### WHAT THE JUDGES SAID

**Darren:** The treatment of the battle damage on Aidan's model is particularly nice. I bet it took as long as painting the rest of the miniature! The trick with battle damage is making it look natural. When you're painting, your brain will start putting it into a pattern. Battle damage might concentrate on the edges but it's mostly random and getting it look like that is difficult, and Aidan's got it.

**Jes:** I like that it's scuffed rather than chipped or dented. It almost looks like the armour is blue and the black paint has been scuffed away in places. It makes it look more like a ceramic.

**Darren:** It's easy to make all of the damage look fresh. Aidan's got it so that some looks older, too.



# 'EAVY METAL



## GUARDIAN OF THE COVENANT BY SIMON ADAMS

**Simon:** I chose to do a Guardian of the Covenant – they're a Dark Angels Successor Chapter. It's an Intercessor model with a load of extra robes on him. The robes are sculpted – I added them on with Green Stuff. A Guardian of the Covenant colour variant was one of the first models I ever painted for 'Eavy Metal, so this challenge was an opportunity to go back and do another one.

For the silver, I started by spraying on Leadbelcher. I sprayed it to save time and to make sure it was smooth. I always keep silver very simple. I used a couple of washes – a blue wash and a black wash – and I mixed some 'Ardcoat into each wash. I tend to do that for shiny metals like this as it helps make the metal look new rather than battered or tarnished.

I used grey highlights for the shoulder pads and weapon casings and I used blue highlights – Thunderhawk Blue and Fenrisian Grey – on the belt, holster and pouches to differentiate those areas and make them feel like shiny black leather. I went for a pale complexion for his face to make it bright enough to stand out against the silvers and gold. Lastly, for the base, I used weathering powders, grass tufts and a bleached skull to add some warmer colours to the cold feel of the stone and to provide contrast.



Simon sculpted the robes onto the model using Green Stuff. "I'm trying to hone my sculpting skills a bit and I didn't really think there were any suitable parts anyway. The hood isn't sculpted – it's the cowl head from the Deathwatch kit. I added some bits from the Dark Angels upgrade pack, like the relic blade and the icon on top of his backpack. Obviously, as a Dark Angels successor, he's got a plasma pistol, which is from the Hellblasters kit. The sword emblem on his breastplate (1) I carefully cut from another one of the icons in the upgrade kit and stuck it on him.

"I used a turquoise-blue, on the relic blade (2) and the plasma pistol (3), as a complementary spot colour – it's similar to some of the highlights on the black and some of the shading on the silver."



1



2



3

## WHAT THE JUDGES SAID

**Jes:** This is the most extensively converted. It's another one that shows you what you can do. I like the fact that he's got his helmet slung. There's some bits from the Dark Imperium box, there's some bits from some of the older Dark Angels models – I really like that, seeing them combined.

**Darren:** The Guardians of the Covenant are a tricky Chapter to tackle. It's nice to see that Simon's gone for it.

**Jes:** Yeah, the metallic colour scheme's a really difficult choice and Simon has shown you can make it work.

**Darren:** The only mistake for me is that the base is the same colour as the miniature. The two are just starting to blend into each other a bit.





1



2



3

## IMPERIAL FISTS SERGEANT BY CHRIS INNES

**Chris:** I imagine him as the sergeant of an Intercessor Squad, maybe specialising in securing objectives on the battlefield or some kind of sentry duty. He's got this extra targeting stuff on his backpack, the idea being that he's like a rangefinder. He's been around for a long time – he doesn't need a helmet, or doesn't believe he needs it, because he trusts his eyes more. I imagine him walking around on patrol duty, making sure everything's secure, maybe just after the end of the fighting. He's a quick draw, obviously, just in case.

The idea behind the colour scheme was to make it look really utilitarian, more like machinery than heraldry. That's how I do all of my Imperial Fists. I started with Averland Sunset and then really carefully applied the shading. For the first bit of shading I just added a tiny bit of Doombull Brown to the yellow. I highlighted with yellows, too – I didn't add any white in until the very last highlight. For the highlights, I thought about the shapes of the armour – the legs are almost like cylinders, the shoulder pads are almost like orbs, the torso is more like flat panels – and I placed the highlights where the light would fall on those shapes. I added some crenellations in black, to symbolise a fortress, on his greave, just to add some detail to the large areas of yellow.



As with the other models in the challenge, Chris's Sergeant is built from the body of one of the Intercessors from the Dark Imperium box. "I gave him a pistol," says Chris, "to look like he's scouting around corners, securing and clearing out a recently claimed area. The original model is designed to carry a bolt rifle, so he has a pistol in his holster. I had to gouge the pistol out to make the holster empty. "The targeting equipment on his backpack is from the Devastators kit. The head is from the Sternguard Veterans."

Chris kept to clean colours, painting over a transfer to render the Chapter badge in black and white (1), and used black or small amounts of silver for most of the non-yellow areas, with just a few colourful details like the scanner on the vambrace (2).



## WHAT THE JUDGES SAID

**Jes:** I always think yellow Space Marines look really industrial when done well. It's one of the best renditions of Imperial Fists yellow I've ever seen.

**Darren:** Yeah, it's a really nice utilitarian yellow, isn't it? It's hard to get right and Chris has done it really well. It's more muted, it isn't too garish and in your face. Yellow's a difficult colour to tackle. It's one of the lighter colours, so you have to incorporate both shading and highlighting but if you do too much of one you lose the colour. It can look orange if you shade it too much or pastel if you highlight it too much. It's a very fine balance, which Chris has achieved by shading it subtly with some warm browns and natural, earthy tones. I really like the cog pattern he's done, too.



# 'EAVY METAL



## SPACE WOLVES WOLF GUARD BY DAVE PERRYMAN

**Dave:** The head is from the Deathwatch Kill Team, chosen mainly because it looks cool but also because it doesn't have a huge beard, which might have conflicted with the collar of the armour. I replaced the model's power sword with a chainsword from the Thunderwolf Cavalry set as it's more suited to the Space Wolves.

The wolf pelt hanging from the model's waist is from the Space Wolves Pack. I just carefully cut it off, stuck it on and filled the gaps with Green Stuff. The skull on the backpack is taken from Krom Dragongaze. It's something I changed as the figure evolved – it felt a bit more savage than the emblem I had on there previously and it fits in with the other diamond-shaped gems on the chest and pistol. These were painstakingly cut from various other Space Wolves plastics. I had to do most of them a couple of times because as I tried to attach them they would ping off into oblivion! The overall objective was to make the conversion look as seamless as possible – I chose bits that feel like they were meant to be there.

The paint job was fairly simple, really. I just tried to keep it neat. I added a few small chips to the armour but nothing over the top. I imagine the armour is fairly new so I didn't want it to look too ancient and battle-damaged.



Dave's original model, with the smaller backpack trophy, which he later replaced. Unpainted, you can see just how simple Dave's conversions are – even the wolf pelt only required a few blobs of Green Stuff to tie it in.

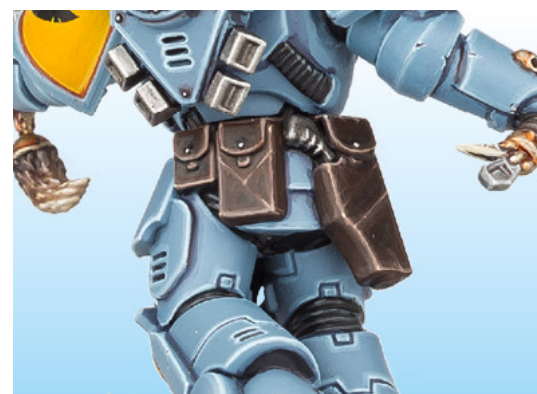
The jagged pattern on the chainsword (1) is a classic Space Wolves motif and echoes the teeth of the weapon.

Dave used a rich brown colour for the holster and pouches (2), providing a different colour and texture to the black used on the weapon casings and belt buckle. Some sharp, fine lines make the leather look slightly cracked and worn.

Dave managed to get a huge variety of textures onto the model, without going overboard on extra details (3). There's metal, hard, black casing, fur, the gold on the mounting for the wolf tail and the skull on the vambrace, and even a few scratches of battle damage on the armour.



1



2



3

## WHAT THE JUDGES SAID

**Jes:** This one I appreciate because it says so much about Space Wolves. You give them these new Space Marines and all this new kit, they're not going to just paint it grey – I like the fact that he's still got his chainsword and he's added all these bits to his armour. It's a great example of how you can take the Primaris Space Marines and make them unique to your Chapter.

**Darren:** This one is quite a modest conversion, really. I think it's a nice amount. You could always use different bits and pieces but the combination of them in just the right amounts really tells you he's a Space Wolf. I think Dave's rendered the face beautifully as well. There's a lot of warmth to it, a lot of depth to it with glazes around the eyes.





### BLOOD RAVENS SERGEANT BY TOM WINSTONE

**Tom:** I've chosen a Blood Raven. I chose red because I really like painting red and I thought it would be cool to do Blood Ravens because of the Dawn of War III computer game coming out soon (*at the time of writing, that is – it's out now!* – Ed). I didn't want the model to look like a Blood Angel so I used a slightly darker red. I tried to keep it vibrant but a bit darker at the same time. Compared to how we'd usually paint this kind of red I used a few more glazes of mid-tones on the armour and in the shading I used a bit of Incubi Darkness, which makes for a very nice cool, dark colour when applied to Khorne Red. I also used Incubi Darkness on some of the black areas as a highlight so it subtly ties those areas together. I tried to keep to a fairly simple style of painting, using line highlights – nothing too flashy.

The Blood Ravens have a lighter colour on their shoulder pads and I wanted to use that on the base as well to tie it all together, so the stone colour is quite similar, even though the shoulder pad's a bit brighter.

It's a slight conversion. I haven't gone for anything too drastic – I just wanted a Marine that seemed more at ease, with his helmet off, holding it in his hand. I added some scarring to the head, which I thought would make it a bit more interesting.



"The model is built from one of the Intercessors in Dark Imperium," says Tom. "I swapped the arms and had to cut the pistol arm a bit to get it to fit. There's a spare Sergeant helmet on the sprue, which I wanted him to hold in his hand, so I just had to drill that out a little to make it completely hollow."

"During painting, I changed my mind about the face. I started off using one from the Dark Imperium box but I was painting one of the models from the multipart set, a White Scar (*which you can see on page 51. – Ed*), and I decided I preferred that head. I painted on some scarring to make him a bit more individual."

"The Chapter symbols on the shoulder pad (1) and backpack (2), and the company and squad markings (3) are from the Forge World Blood Ravens transfer sheet."



1



2



3

### WHAT THE JUDGES SAID

**Jes:** Tom's – like Chris's – is just a really, really excellent rendition of the Chapter colours, just beautifully painted. He's used black for the belt and the pouches and so on to contrast with that.

**Darren:** Space Marines are lots of flat shapes with sharp edges, and Tom has really emphasised that by just picking them out. The red's retained really well by that minimal highlighting.

**Darren:** The face on this model is awesome. He's got a lot of character, with Tom giving him a scar.

**Jes:** They've all got a bit of personality, haven't they?

**Darren:** I like that he's used a stripe on the knee pad to identify his company rather than a number.



# 'EAVY METAL



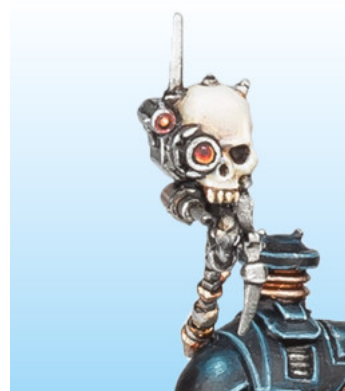
## IRON HANDS INTERCESSOR BY MAX FALEIJ

**Max:** I chose black because I thought it would be an interesting challenge – especially the Iron Hands. Their whole thing is that they're just black, iron and white. How do you make that look interesting? I thought that'd be a great challenge. I gave the armour a slight sheen to get some more colour into it. There's a subtle colour transition to it, too. The base suggests an industrial setting, and I imagined some harsh artificial lighting above the model, so there's a cool tone to the armour. As it transitions down towards the base, I mixed in a little red to make it warmer, suggesting the light cast down bounces off the floor and is reflected in the armour.

I used the backpack from the new Primaris Apothecary – it's really chunky and there's a lot of stuff going on there. I wanted to add some bionic parts but at the same time I wanted him to remain an Intercessor. I didn't want to convert him too much and make him look like a Captain or something. I added an antenna to his head to suggest he's connected up to the servo-skull, which is from the Deathwatch Watch Master. The bionic arm is from the Hellblaster kit, with a claw I took from Belisarius Cawl. I added in some grenades and a scanner on his arm to make sure that whatever angle you're looking at him from there's a spot colour to contrast with the black.



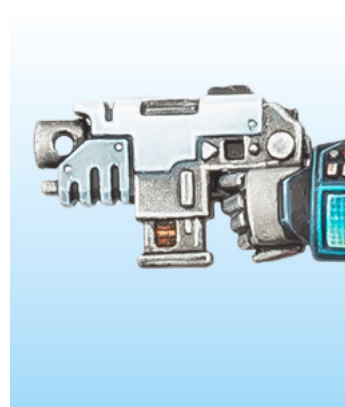
1



2



3



4



5



6

Max added a small tilting plate from the Grey Knight Terminators set (1) which allowed him to add a spot colour to the largely dark model. "Using red ties it into the Adeptus Mechanicus," he says.

"I also added a needle pistol to the servo skull (2). I felt like it needed some sort of weapon.

"If you see a bionic hand on an Ultramarine, for instance, it might look like a human hand. The Iron Hands use parts that are more mechanical-looking, so I thought it'd be cool to do that (3). He's got his iron hand on the other hand (4). I made the metal on the bolt pistol a bit darker so the hand would stand out."

Max used the Forge World Iron Hands transfer sheet as the basis for the Chapter symbol (5). "For the squad number (6), I used the Adeptus Mechanicus transfers," he says, "because I wanted to use that style of numbering to show the Iron Hands' allegiance to the Adeptus Mechanicus."





Left: Max celebrates his win to applause from Jes and Darren. "Can we get a picture of the other entries in a trash can or something?" says Max, graciously.

"It's great to see 'Eavy Metal doing this," says Darren. "It seems like it's really pushed them – I'm sure it'll push some of the people that see this as well."

"I just like how they've used so many bits from across the Space Marine ranges," says Jes. "Some bits from new kits, some from older kits... it's great. We designed the Primaris Space Marines to be compatible with lots of the bits and pieces from across the range but it's one thing saying that, another showing people how to do it. The 'Eavy Metal team have really shown what you can do – I think they're just some great examples."



"The body and the arms are all from one of the Space Marines in the Dark Imperium box," says Max. "The head is from the Intercessor multipart kit. The backpack is from the Primaris Apothecary. The upper part of the bionic arm is from the Hellblaster kit. I used bits from Belisarius Cawl to make the hand and to add some of the extra techy bits on the model – I thought it was a good kit to use for any Adeptus Mechanicus bits."

"Once I had the components I wanted, I put them together to mock up the pose (which you can see here). While I was painting it, I realised that adding the shield would allow me to get a spot colour into that area. I also added a servo skull from the Deathwatch Watch Master for some more detail. It was holding keys originally, but I cut those off. The extra techy bits on the servo skull are also from Belisarius Cawl."

"I didn't do any re-posing of the model. The Green Stuff you can see is just to fill the gaps and the bits where my cleaning up was a bit untidy!"



## WHAT THE JUDGES SAID

**Darren:** Like Max said himself, the challenge is to get the colour in there, and he's done that. He's made what is, on paper, a fairly dull colour scheme very exciting, with the unique heraldry he's put on the shield and then punching in all that colour with the lenses and screens and even using the lighting. And then the base contrasts perfectly with the model. You can tell he's thought about that in the composition, because the focus is still the miniature.

**Jes:** Max was just going all out to show what you can do. All of those little bits and pieces, they add so much to the model. When you look at the screen on the side of his arm, Max has even painted a grid on it! The treatment and the detail on this model is just on another level.

**Darren:** The personal heraldry is really nice. I imagine every Space Marine has his own personal heraldry on some level and he's used that as an opportunity to put some colour in. Max has almost highlighted this miniature in a different way to everyone else – he's got this beautiful zenithal highlighting, and it's concentrated, like the light's coming from the top. Max really thinks about everything he does.

**Jes:** Yes, I think the Iron Hand wins it on virtuosity.

**Darren:** The only thing that puts me off is the number of parts from different kits he's used to make it!

**Jes:** It's certainly the most expensive one here!

**Matt:** You should see what he's made with all the other bits...

**So, the winner is... Max Faleij for his Iron Hands Intercessor!**





**ILLUMINATIONS**

# THE MORTAL REALMS

In Illuminations we take a look at the rich tapestry of illustrations that can be found in our many publications. This issue, our subject is the Mortal Realms and how the art in our books conveys what they're like to live in. We begin, as is only sensible, at the Allpoints.





The Allpoints, nexus of the Mortal Realms by Jon Cave. "When I started work on this piece the Allpoints had never been seen before, so essentially I had a completely clean slate," says Jon. "As the hub of the Mortal Realms – the point where they all meet – I knew it had to be epic both in scale and scope, somewhere where armies could gather and launch massed invasions into the different realms. I tried out a bunch of different concepts as to what the Realmgates could look like and decided to give them a standardised form – that way they could easily be recognised as Realmgates and remain relatable to each other. On top of that, each gate has its own style that relates to the realm it represents and they all feature the realm's symbol above their entrance. I also wanted to show that individual gates could be locked, so they needed to have an obvious on/off state, which is represented by the glow emanating from them. As you can see, the Hysh and Ulgu gates are turned off."



# ILLUMINATIONS



Above: The Realmgate to Azyr in the Allpoints by Mike Azevedo. Here you can see the size and scale of the Allpoints Realmgates, with armies pouring forth from their glowing interiors. The gate to Azyr (centre), shares a similar architectural style to that used in Azyrheim, with art-deco columns and statues, while the gate to the Realm of Life (right), emits a green glow – a colour synonymous with the realm. To the left is the gateway to the Realm of Beasts, which shares the same shape as the other gates, but has been fashioned to look more like a colossal jawbone.

Below: The Sylvaneth of the Realm of Life by Slawomir Maniak. Colour plays a big part in defining the look of the Mortal Realms and the colour most closely associated with Ghyran is green, that of trees and grass and nature. It is also a colour commonly linked to the armies that fight across those realms – the Sylvaneth and Nurgles foetid plague hordes. Yet despite Ghyran being the Realm of Life, much of its essence is twisted and distorted by the influence of Chaos and its own vengeful inhabitants – note the warped trees and the skulls embedded in their bark.





The Temple of Grinnir in the Realm of Fire, by Kevin Chin. "The Fyreslayers are the race most closely associated with the Realm of Fire," says Kev. "They are the embodiment of the realm – they're angry and hot-tempered, but proud, noble and plain-speaking, just like the spirit of the lands they inhabit. In this piece I wanted to convey the harshness of life in Aqshy – to become one of Grinnir's chosen warriors a Fyreslayer must climb the stairs of the temple, stepping into the heart of a volcano to receive Grinnir's blessing. The atmosphere there would be overpowering and relentless, almost like you're living in a heat-haze hallucination."



## AZYR

### The Realm of Heavens

*The Realm of Heavens glitters like a swirl of celestial jewels, its palaces and spires glowing from within. Here, mighty Sigmar reigns supreme.*

## AQSHY

### The Realm of Fire

*Lands of passions untold and volatile landscapes. In this realm, aggression is born and carried afar upon hot, gusting winds.*

## SHYISH

### The Realm of Death

*Domain of endings and silent decay, where all is in decline. No realm is more haunted, for all gates to the Underworlds reside here.*

## GHYRAN

### The Realm of Life

*From barren to abundant, this realm is forever flowing in cycle. Yet when in bloom, there are no lands more verdant or bountiful.*

## HYSH

### The Realm of Light

*Once the domain of reason and symmetry, here there is still purity. The very lands themselves are rife with symbolism and hidden meaning.*

## GHUR

### The Realm of Beasts

*A primeval realm of untamed savagery, all of its lands have one thing in common: only the strongest can hope to survive there.*

## CHAMON

### The Realm of Metal

*Dawn breaks golden over the hard and unyielding lands of this realm. Strange transmutations abound amongst its vast mountain ranges.*

## ULGU

### The Realm of Shadows

*Thirteen regions, each a realm of secrets and riddles whispered upon the breeze. All the shrouded countries are saturated with illusion and lurking menace.*

## CHAOS

### The Realm of the Dark Gods

*Roiling, inconceivable, this realm encompasses nightmarish landscapes beyond counting. Those who trespass upon such domains are devoured, grotesquely transformed, or damned for all eternity.*



# ILLUMINATIONS



Assault on the Teyr Vos spire city in the Realm of Death by Shen Fei.

Shyish, the Realm of Death, shares a characteristic with the Realm of Beasts – there are skulls everywhere. Yet while the skulls in Ghur are those of dead beasts and devoured foes, many of those in Shyish are carved from rock – every skull in Shyish is the head of a potential warrior and cannot be spared as a building material. They are a constant reminder of mortality, of the finality of Shyish and that all things end in this morbid realm.

While the landscape of Shyish is black and featureless, its cities are monumental and intimidating, their spires taking on the shape of rib cages, striated blades and shattered bones. In scale they are monolithic, for billions of undead hands can work without pause for hundreds of years. The feeling in Shyish is one of oppression and misery characterised by an eternal gloom that is punctuated only by the unearthly green glow of unquiet spirits.







The Everwinter Steppes in the Realm of Beasts by Igor Sid.

The Realm of Beasts is characterised by its barrenness and untamed vastnesses. There is little to no civilisation in Ghur and technology is virtually unheard of – there's an air of honest simplicity to the realm indicative of the beasts and creatures that traditionally live there. In place of wondrous cities lie grey fields of boulders; where statues would stand tall in other realms, the skeletal remains of giant beasts lie forgotten in the dust of aeons. Even the smallest tracts of land in Ghur are vast and, while they seem less obviously hostile than the Realms of Fire and Metal, there is a lingering air of destruction surrounding the Realm that is not stifling, but energising to its inhabitants. It is a Realm where might makes right and battles never end despite there being nothing appreciable to fight over. Life for the inhabitants of Ghur is harsh for little apparent gain.



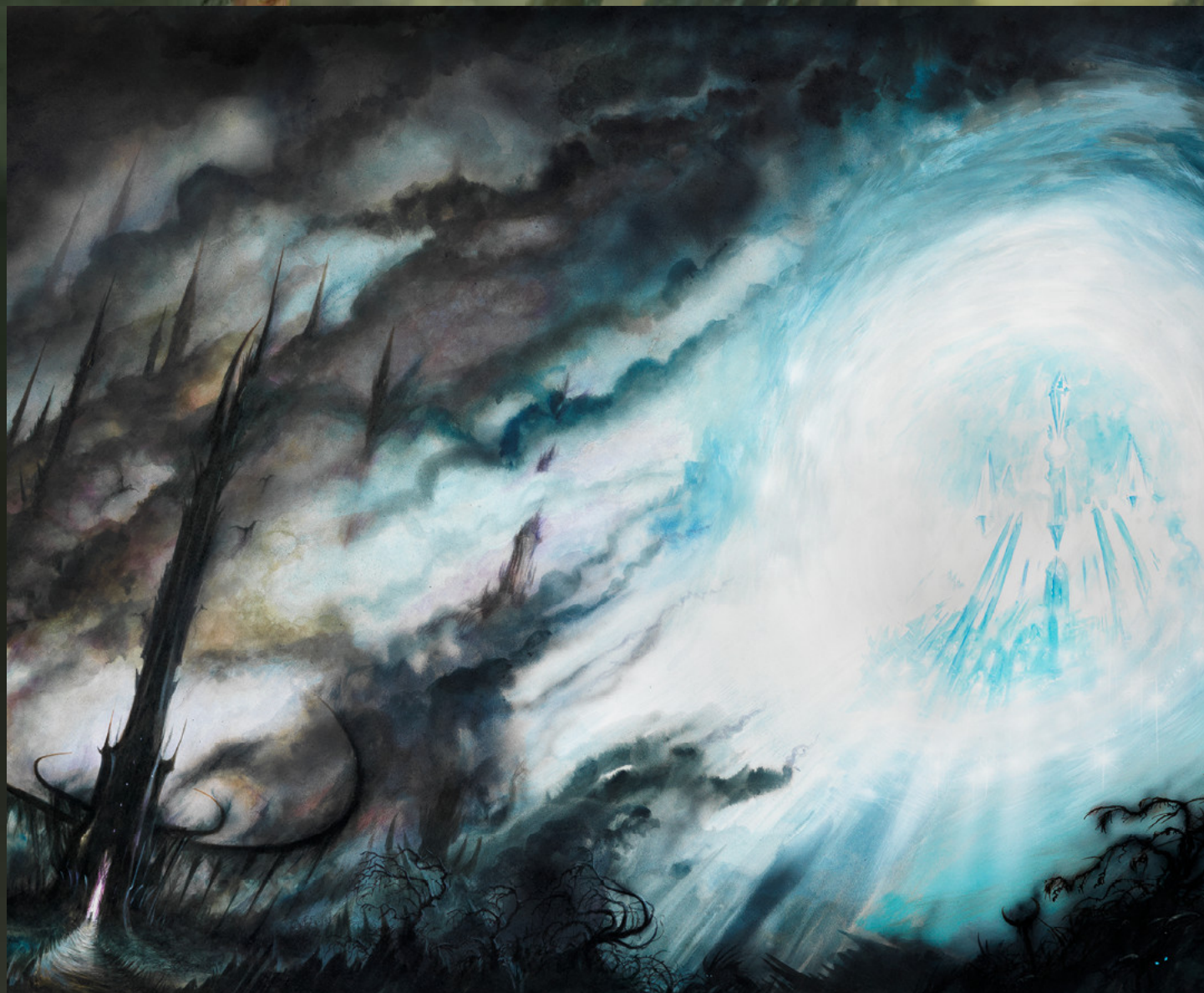


# ILLUMINATIONS



The Realms of Shadow and Light by Dave Gallagher.

Of all the Mortal Realms, least is known about Ulgu and Hysh, where even Sigmar's far-seeing gaze cannot penetrate. Ulgu and Hysh are known as the Mirror Realms, for what exists in one can often be found in the other, though often as a polar opposite. In this illustration you can see two towers, one in each realm. Where the tower in the Realm of Shadow is amorphous in shape, the one in the Realm of Light is made up of straight lines, though neither can be seen fully as the former is shrouded in cloying smoke, while the latter is made almost impossible to see by blinding light. The phenomena that obscure them are indicative of the realms – the shifting fog of Ulgu is slow and insidious, like shadows and treachery and lies, while the rays of light in Hysh are direct, honest and clear, though at times they can dazzle the mind with their brightness.







The Skyport of Barak-Zilfin in the Realm of Metal by Catherine O'Connor. "When you think of metal, you think of heaviness and solidity," says Catherine. "Which is why the Kharadron in their floating cities are such an oddity. I like the idea that their technology has mastered the realm to some extent but that life is still very difficult for them, that Chamon is a very draining place to live in. If you look into the properties of different metals, you'll find that many of them are quite toxic, and I wanted to get that across in this piece – it's got a haze of noxious gases lying over it, which is why the colours aren't shiny like you'd expect from metal, but subdued and weathered."



The Pilgrimage to Sigmaron in the Realm of Heavens, by Paul Dainton. "This piece shows the people of Azyr coming to Sigmaron to pay homage to Sigmar," explains Paul Dainton. "The piece is mostly rendered in rich blues and whites, the colours of the heavens, both physically – the sky – and spiritually. They're colours you associate with gods, which, of course, Sigmar is."

"The look of Azyr, the architecture of its main cities, really, is very progressive – it's got an art-deco feel to it that gives it a more forward-thinking appearance compared to, say, the Realm of Beasts. It shows civilisation and advancement, learning and culture. There's an interesting merging of progress and ancient magic, too – the chunky, monumental style of the architecture next to the lightning, thunderclouds and glowing orbs indicative of wizards and conjurers."



# TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This month, we head full-tilt for November 1997 and issue 215.



**W**hite Dwarf 215 began with a changing of the guard – ‘Unda Noo Manijment’ read the somewhat orky editorial, as Robin Dews signed off and ushered in a successor who would become one of the most legendary editors in the history of White Dwarf, former Citadel Journal editor Paul Sawyer. The issue featured campaigns in Gorkamorka (released the previous month) as Andy Kettlewell attempted to lead his mob, Da Badskars, to glory, with a look at rival mobs from the White Dwarf team and others across the Design Studio as well. Elsewhere in the mag, Jervis Johnson recounted the 1997 Grand Tournament, held at the University of Leicester and there was also a rather heavy Bretonnian presence with a complete jousting game, including card scenery, inside!



## FULL TILT

Sir Nigel of Stillman, the once and future Bretonnian fan, crafted a set of rules for playing knightly jousting tournaments with your collection of knights. To help get you in the mood for duels of derring-do, the issue came with two sets of cardboard inserts – one for jousting play cards, the other to make the tents, tilt and grandstand.



## DA MASSACRE AT BIG TOOF RIVER

A long-running Games Day tradition was the

Big Display, and in 1997 it was Da Massacre at Big Toof River, where the Orks gave the Imperium a good, sound kicking. In an age before plastic Stompas and resin Thunderhawks, the article showed off just what it took for the team to craft a Warhammer 40,000-scale Ork Gargant (lots of wood)!



## A DAVE ANDREWS SPECIAL

Alongside the Full Tilt minigame, issue 215 also featured this diorama by veteran scenery builder Dave Andrews – it had won him a gold in the Open Competition at Golden Demon 1996. The diorama took Dave three months to complete and features hand-written scripture, a fair amount of sculpting and, of course, incredible painting. And all this in-between dressing up as a knight on his days off.





**CASH COUNT: 24!**

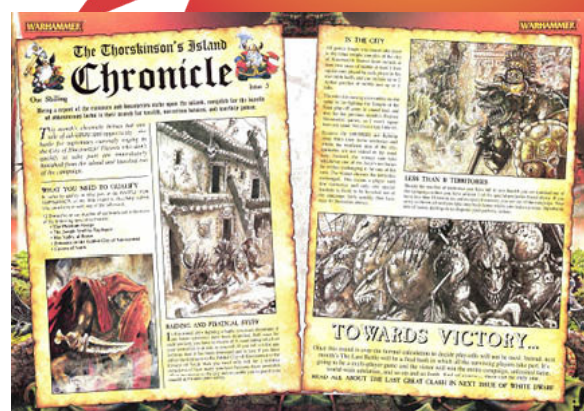
The late-1990s design style of White Dwarf took more than a few leaves out of the average greengrocer's bag of tricks, making heavy use of brightly coloured stars or 'flashes'. Issue 215 boasted a whopping 24 of them!



## A STILLMAN SCENARIO

## MAKING THE FALCON GRAV-TANK

**In ye olden days, before Warhammer Fest, there was Games Day. This issue covered the event that took place in Baltimore, Maryland, featuring such delights as the Golden Demon painting competition, speed painting contests, Formula Waaagh! (it's an Ork buggy racing game if you couldn't guess...) and a giant, fully operational Squig catapult.**



The penultimate entry in the Studio Warhammer campaign in which Games Designer Rick Priestley wore a most offensive Hawaiian shirt and the players fought for the mysterious Arc of the Toad.

**1997 saw the release of new Space Marine Scout miniatures alongside the Storm of Vengeance Campaign Pack. In this issue, a game report was played, which featured a team of Scouts sneaking up on an Ork encampment. Sounds like a prototype game of Shadow War: Armageddon, if you ask us.**



At the time, the Falcon was one of the largest tank kits to have come out for Warhammer 40,000. It's still around now, 20 years later!





# A TALE OF FOUR WARLORDS

Over the last five months, four warlords have raised mighty armies with which to conquer, liberate, protect or defile the galaxy. This month, our quartet of warmongers have brought out the big guns and are preparing themselves for the final showdown.



**T**his month in A Tale of Four Warlords: tanks, scenery, demolisher cannons, Primaris Space Marines and a little bit of cheating! Yes, our warlords have been burning the midnight oil (or whatever the modern day equivalent is – light bulbs, we assume...) once more to bring you their latest creations. And this time round its Heavy Support month, which means lots of guns; lots of big guns.

If you're new to reading White Dwarf and wondering what we're talking about, A Tale of Four Warlords is our regular feature that follows the trials of four hobbyists as they build, paint and play games with a new army of their own creation. This is the fifth month of a six-month challenge and by now our hobbyists are starting to look a little frayed around the edges – much like their paintbrushes, which have been in constant use since the challenge started. This month, Iron Warriors overlord Dan and Cadian commander James went down the route of siege warfare, both painting

demolition tanks for their collections (though James's tank has more guns, much to Dan's dismay). Meanwhile, Maxime continued painting Primaris Space Marines for his Black Templars, though this time they're armed with plasma incinerators. First up, though, is Chris's contribution to this month's challenge – a mighty Wraithknight (the rules-savvy among you may well have just realised who cheated this month...) for his Craftworld Iybraesil collection. You can see it over the page.

Alongside painting new models, our four warlords have also been coming up with some ideas for their final tabletop showdown and have even been painting a Sector Imperialis gaming board to fight over – you can see more of it in a few pages' time. Remember, if you're also taking part in A Tale of Four Warlords where you are, you can always visit our Facebook page and share some pictures (search for 'White Dwarf magazine') – we'd love to see what you've been painting.

## THE WARLORD CHALLENGES

Every month, we set our four warlords a new challenge to complete. This month, our warlords were given the task of painting a heavy support choice for their army, be it a tank, a battery of big guns or a unit of heavily armed troops. For next month – the final challenge – our warlords have been asked to paint a centrepiece model for their collection. That it's impressive is the only requirement.

Above: The Cadian 1260th, known as the Dauntless, and the Black Templars of Castellan Mauger's Crusade prepare to weather an Iron Warriors assault.



A TALE OF FOUR WARLORDS

# CRAFTWORLD ELDAR

The army of Craftworld Iybraesil is joined this month by a mighty Wraithknight, Chris's latest painting project. He hopes its colossal presence will help him turn the tide on the field of battle.

Chris's Wraithknight towers over his Dire Avengers, ready to bring a mercifully swift death to the foes of Iybraesil Craftworld.





“Well, it looks pretty heavy,” was Chris’s only defence when we pointed out that the Wraithknight was, in fact, a Lord of War and not a Heavy Support choice for a Craftworlds army. “Besides, I only cheated in spirit, I did paint a Vaul’s Wrath Support Battery this month, too, which is a Heavy Support choice. I just spent most of my time on the Wraithknight is all...”

So why did Chris paint the Wraithknight this month when he could have painted it for last month’s free-reign extravaganza? “I wanted to test my colour scheme on the smaller Wraithlord first,” explains Chris. “The Wraithknight is a big project and I didn’t want to mess it up. I also wanted to use the spare tassels that you get in the Wraithlord kit on the Wraithknight to make it look a bit more regal and give it some more pizzazz (*now that’s a word you don’t see very often.* – Ed). I built the whole kit to completion – except the tassels, which I left separate – before undercoating it Chaos Black and painting it in the same colours, and with the same techniques, as the rest of my force. Overall it took about 20 hours – the equivalent of a few hours’ painting each night for a week.

I’ve found that if you break up your painting with lots of small goals, such as completing the basecoats or applying highlights by a certain day, then you get so much more painted. Once I’d finished the Wraithknight’s body, I painted all the tassels in the same colours as my Farseer’s robes and carefully painted tiny runes on them before gluing them in place underneath the armour panels. I also added a Craftworld Iybraesil transfer to the groin plate and some diamonds to its knee to help break up the colour scheme a little.”

We also asked Chris about his choice of weaponry for the Wraithknight – the pair of heavy wraithcannons are formidable weapons in battle and a single salvo can obliterate a tank. “Actually I picked them because they make the Wraithknight symmetrical,” says Chris, laughing. “I like symmetry in my models and all the other loadouts the Wraithknight can be equipped with are asymmetrical – they seemed like the best option. I don’t play a huge number of games, so having the ‘strongest’ weapon is not really a consideration for me. I just pick what looks cool.”



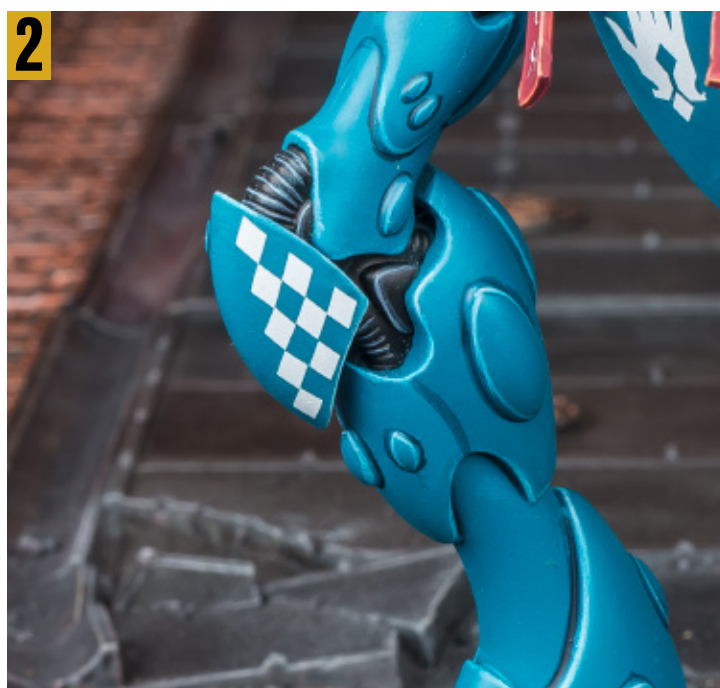
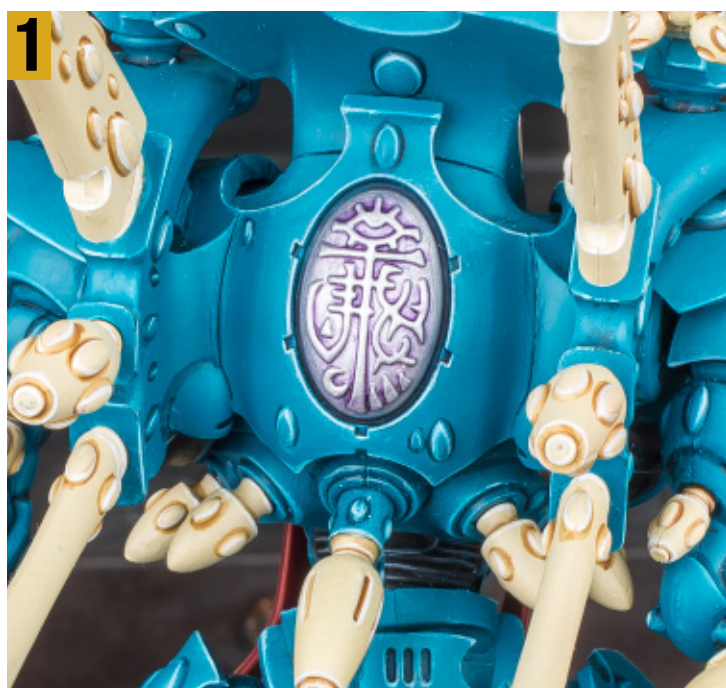
### CHRIS BILEWICZ

Chris has been a painting machine this month, completing not only a Wraithknight but a unit of Harlequins and a Vaul’s Wrath Support Battery, too. He’s clearly going for the (unofficial) largest army award.

Chris painted the spirit seal (1) on the back of the Wraithknight Runefang Steel, then washed it with Druchii Violet to give it a mystical, metallic sheen, similar to the swords carried by his Howling Banshees.

Chris used loads of diamond transfers from the Harlequins transfer sheet to make the pattern on the Wraithknight’s knee (2). He waited for each transfer to dry in place before applying the next one so they wouldn’t knock each other out of position. The symbols on the tassels, though, were all painted by hand (3). Chris looked at painted models in his old Eldar Codexes and the new Index: Xenos 1 book to get the symbols correct and carefully applied them with Celestra Grey and an XS Artificer Layer brush.

The parched earth base (4) was created using two different basing techniques – the rough earth was created by sticking sand to the base with PVA glue, then painting it, while the cracked earth is Agrellan Earth painted directly onto the bare base. Chris picked a neutral colour scheme for his bases, ensuring they didn’t clash with the blue armour worn by his units.





## A TALE OF FOUR WARLORDS

# ASTRA MILITARUM

James's Cadian force was already pretty tank heavy before this month's challenge began. Now it's even more so, with James having painted a Demolisher tank to add to his collection.



**JAMES ASHBEY**

Tanks, tanks and more tanks, that's all James has been talking about this month. Well, that and how many shells they can churn out on the battlefield (he loves heavy bolters). But will his precious tanks survive the final four-player battle?

Above: Like his other vehicles, James equipped his Demolisher with a range of sponson weapons so he could try them all out. He's most looking forward to using the demolisher cannon.

James is clearly showing his love of tanks, having painted another Leman Russ for this month's challenge. Then again, that isn't entirely a surprise considering it is Heavy Support month...

"There are a few reasons why I picked the Demolisher," says James. "Firstly, I love the idea of it – there's something about the look of the tank and its squat main gun that feels very dangerous, like it's about to deliver a close-ranged punch to the face. Which, of course, it is! I was also really keen to see how it worked with the new game rules, what with there being no templates or blasts any more. I had a lot of fun using my Leman Russ when we last played – the way vehicles work now is really exciting and that's one of the main reasons I was encouraged to paint another one. Tanks are also a lot more versatile than they used to be as you can fire their guns at multiple targets – that definitely increases the enjoyment of using them for me as it feels like you're getting more bang for your buck, as it were."

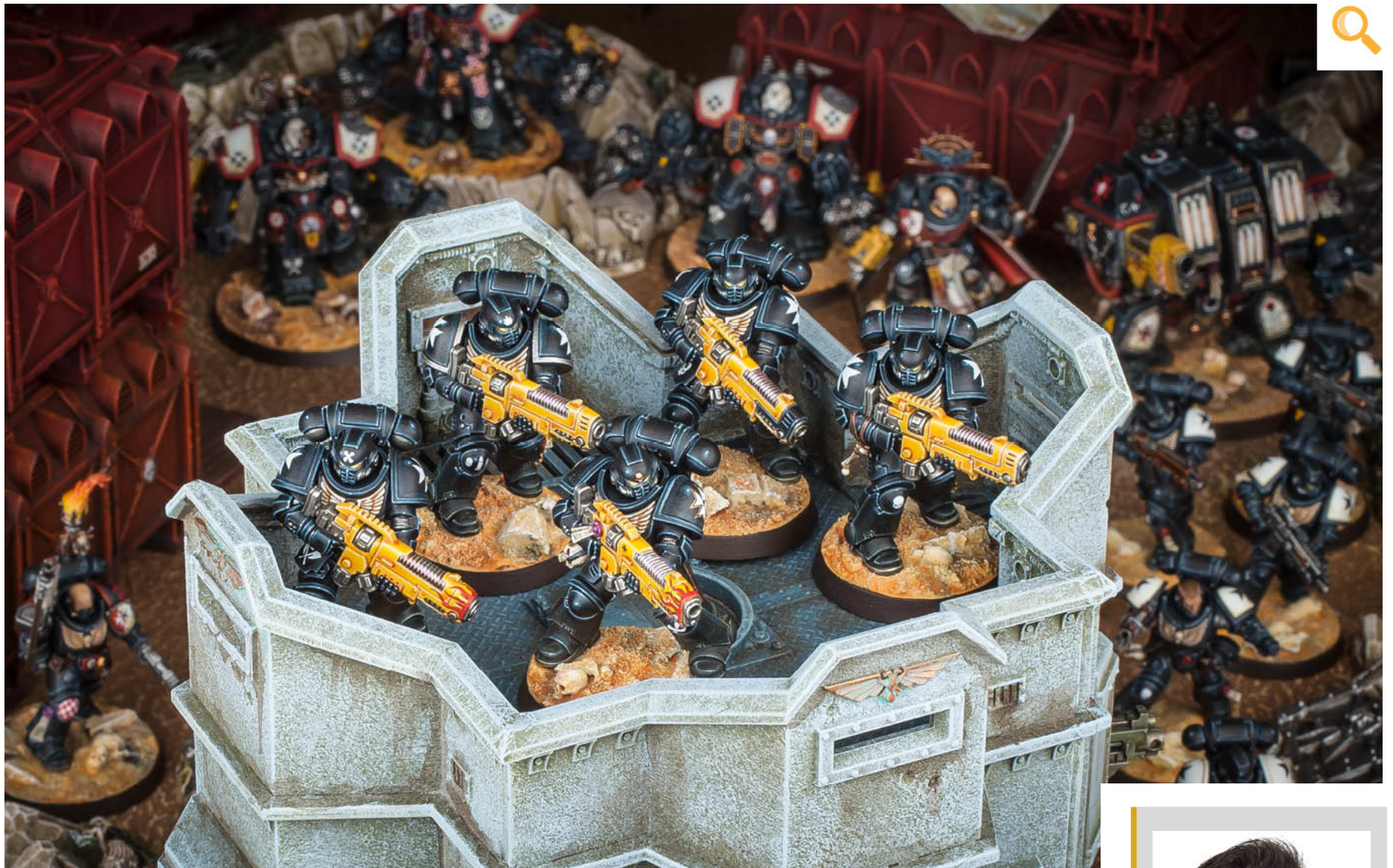


"I painted my Demolisher the same way as the rest of my armoured vehicles, using Mechanicus Standard Grey for the basecoat and then drybrushing up through Dawnstone to Administratum Grey," says James. "I kept the secondary colours the same, too, to retain unity across the force, using Khorne Red and Celestra Grey for the markings and Incubi Darkness for the guns. I didn't put a commander in this tank, though – it will have to get pretty close to the enemy, and I can't imagine anyone wanting to stick their head out to have a look around!"



# SPACE MARINES

Maxime's Black Templars continue their crusade to eradicate Chaos from the galaxy. Like last month, their ranks have been bolstered by Primaris Space Marines, only this time they're Hellblasters!



Maxime's project this month was a second unit of Primaris Space Marines, this time armed with plasma incinerators – Hellblasters. But they look distinctly more sinister than his other Templars. We asked him why.

"You'll notice that my Hellblasters are armoured almost entirely in black with barely any white on them," says Maxime. "The main reason for this is the additional heraldry information presented in the Dark Imperium book (*see right*. – Ed). I also thought it made them look a bit more scary and helped them stand out from the rest of the army. The yellow guns help with this, too – I've painted all my plasma weapons yellow so far, and it really helps break up the dark, cold colour scheme of the Hellblasters with a few warmer tones. I also did a couple of tiny conversions on the models to mark them out as being more morbid than their battle brothers, such as hanging bone totems from their armour. I avoided using hazard stripes, though, I couldn't have them looking like Dan's Iron Warriors – that would be heresy!"



Battleline



Close Support



Fire Support



Lieutenant

"The new Space Marine Codex has loads of great background in it for fans of Space Marines, as does the Primaris Space Marines book that comes in the Dark Imperium set," says Maxime. "One of the details I was most happy about in the Dark Imperium book was the development of the heraldry for the Black Templars – they now have unit markings for fire support squads such as Hellblasters. I think the all-black look makes them appear really sinister and dangerous, like the Destroyers found in the armies of the Great Crusade."



**MAXIME CORBEIL**

Maxime has painted half of the Primaris Space Marines from the Dark Imperium box, but he has a revelation for us. "I've finished painting black power armour for now," says Maxime. So what's he painting for next month's challenge?

Above: Maxime's Hellblasters prepare to rain down incandescent plasma upon the Imperium's foes. Chris and Dan looked decidedly worried when Maxime finished them.



## A TALE OF FOUR WARLORDS

# CHAOS SPACE MARINES

According to Dan, no Iron Warriors army is complete without at least one Vindicator, which is exactly what he decided to paint this month. He also painted some cannon fodder. We mean, Cultists...



Dan loves converting models, swapping arms, heads and weapons to create new characters in his army. The unit leader for his Cultists was converted from the Cultist Champion in the Dark Vengeance boxed set, with a new head taken from the Genestealer Cultists Hybrid upgrade frame. His right arm comes from a Catachan commander and his left from a servitor – Dan simply clipped off the model's existing arms and head with a pair of Fine Detail Clippers and glued the new ones in place. The Cultist with the flamer has also had a head swap.

Since the time of their founding, the Iron Warriors have been known as masters of siege warfare. It is for this reason that Dan decided to paint a Vindicator for Heavy Support month. "It had to be done," says Dan, simply. "Nothing says total annihilation quite like a Vindicator – it's a squat, ugly-looking tank with a huge demolisher cannon wedged into the hull like a giant cyclopean eye – it's a brutal, tough and serious tank, just like the Iron Warriors crew inside it."

Dan used masking tape to mark out the hazard stripes on the Vindicator's dozer blade, painting them Averland Sunset first, then tidying them up with Abaddon Black and highlighting them as normal. "Just remember to take some of the stick off the tape before you apply it to the model," says Dan, "otherwise it might peel the paint off when you remove it and no one wants that." Dan also painted a few Cultists for this month's challenge, describing them cheekily as "bullet catchers." We think he meant "valuable military assets", but his evil laugh suggested otherwise.



**DAN HARDEN**

Last month, Dan went a bit Nurgle-y and painted some Plague Marines. This month, he's back to painting silver and chevrons, though he's also continued work on a Sector Imperialis Gameboard for the final showdown of the four warlords.

Above: Indentured Cohort XXVII march eagerly to war alongside the Vindicator Arkaloch. Little do they know that their service will be rewarded not with power, but with death...



# WAR IS IMMINENT

**As the end of this series of A Tale of Four Warlords approaches, our four commanders make preparations for the final showdown, painting gaming boards, scenery and extra units for their armies.**

After five months of building, painting and playing games, our four warlords are almost ready for their final battle. Between them they've painted 41 units totalling 147 models, including tanks and war machines – not a bad effort so far, but they still have to complete one more painting challenge before the final encounter.

Alongside painting their new units, the warlords have been planning what sort of game they'd like to fight for their final battle. All four agreed that a narrative game of their own forging would be a fun way to end the challenge, with the Imperials, Eldar and Chaos facing off against each other in a three-way battle. They haven't decided on all the details yet, but apparently it will need a pretty big battlefield, which is what Dan and Chris have been working on (you can see more of Chris's contribution next issue). Maxime, meanwhile, has been busy with gold paint. He's being pretty secretive about exactly what he's up to, but he says it's going to be "incroyable". Apparently that's French for "pretty good". ☠



As we've come to realise over the last few months, Chris Bilewicz is a painting machine and, alongside painting a Wraithknight this month, he has also painted a unit of Harlequins (1) and a Vault's Wrath Support Battery (2). At this point he might even have overtaken Dan in having the largest army.

But that's because Dan has been painting scenery in his spare time for the final battle. This is the second building he's completed – a small Manufactorium tower (3) that he's "been at with the clippers" to make the battlements and walls look ruined and battle damaged. Dan painted the building using the same three grey paints – Skavenblight Dingo, Dawnstone and Administratum Grey – as he used on the board he painted last month (which you may have seen in last month's Battlegrounds article). Since then, Dan's painted two more board sections and is working on the final two as we type these very words (4). See!





## PATH TO GLORY



# FOR GLORY AND INFAMY

Hot on the heels of Warhammer Age of Sigmar: Skirmish comes a new supplement for playing smaller-scale games in the Mortal Realms – Path to Glory. We take a closer look at what the new expansion for Warhammer Age of Sigmar entails...

### RIISING UP

You can dive straight into a Path to Glory campaign, either with a Start Collecting! box or whatever individual units take your fancy – just have a look at what each faction can take and start putting your force together.

As it sits between Skirmish and Warhammer Age of Sigmar, you can easily take your expanded Skirmish warband from the end of a Skirmish campaign and use it as the basis of a Path to Glory warband – continuing the legend of your champion as they go from one of countless warrior-lords to a legendary general.



**P**ath to Glory is a campaign system for small-scale battles in Warhammer Age of Sigmar. Alongside fighting battles, it's designed to help you expand and reinforce your growing warband as your it goes from being just another petty champion and their bodyguard to a mighty lord of battle aided by the finest warriors of the Mortal Realms – the more battles you fight, the more Glory you get to spend on new units, war machines, monsters and heroes, or on enhancing your favourite warriors and champions to become legends on the battlefield. Path to Glory campaigns can go on for as long as you and your friends choose, but ultimate victory goes to the most successful general or the leader of the mightiest horde. With nigh on every unit in Warhammer Age of Sigmar eligible to be used in Path to Glory, you're spoiled for choice as to what you can take – the only difficult part is picking out where to begin...

### THE LEGIONS OF GLORY

With the release of the General's Handbook in 2016, the Path to Glory campaign system expanded to include many of the factions of the Mortal Realms – and after that, new warbands were added as part of subsequent battletomes. The new book, out now, collects warbands for every single Grand Alliance – eight lists covering the legions of Chaos (Slaves to Darkness, Followers of Khorne, Slaanesh, Nurgle and Tzeentch, Beasts of Chaos, Skaven and Clans Pestilens), six for the armies of Order (Kharadron Overlords, Stormcast Eternals, Fyreslayers, Sylvaneth, Seraphon, and a warband that covers the smaller factions of Order), two for Death (Flesh-eater Courts and the multifarious legions of Death) and four for Destruction (Ironjawz, Bonesplitterz, Beastclaw Raiders and a warband that can represent the smaller factions of Destruction). In short, if it's a faction, you can use it in Path to Glory – the



only things that are excluded are the super-powerful demigods (or actual gods) like Archaon, Alarielle and Nagash.

GATHERING YOUR WARRIORS

While Path to Glory follows exactly the same rules for fighting battles as Warhammer Age of Sigmar, it differs in how you build up your army. First, you choose your champion from a faction’s list of heroes, which then dictates how many choices of starting units you can take as well. In short, the more powerful the champion, the fewer units your warband can start with – a weedy Gitmob Grot Shaman can have four bands of cronies to do his fighting for him, but a mighty Lord of Change will only have two – and a Kharadron Overlord Admiral aboard an Arknaut Ironclad starts with no units whatsoever.

The next step is to actually start recruiting your warriors. Each warband has a variety of tables to choose units from, where you can either pick units individually or put yourself in the hands of fickle fate and roll a D6 to see what you recruit. Each choice will typically take up one ‘roll’ on a table of followers, but there are also tables that take up two, or even three, choices to recruit from – it is these tables that provide access to the most powerful of followers, such as Celestial Hurricanums, Mortis Engines or Hell Pit Abominations. Will you focus on

adding more units to a warband, or do you choose to have only one or two supremely powerful units?

Recruitment doesn’t end after setting up your warband, though. After each game you have the choice to recruit new units to your cause – not only can you pick reinforcements from your own faction, but any faction that’s part of your Grand Alliance as well. You can even use your hard-earned Glory to add further reinforcements, including the most powerful units available to your Grand Alliance.

ON THE CAMPAIGN TRAIL

After you and your friends have gathered your warbands and given them suitably fearsome names and back stories, you must then answer the call of battle. You can play as many games in a Path to Glory campaign as you so desire but there are only two ways to claim victory in a Path to Glory campaign – by Might or by Blood. By Might means you need to add at least five additional units to your warband, while by Blood requires you to accrue 10 Glory points. Of course, it’s not as easy that – after reaching this point, you need to secure an additional win to cement your victory forevermore. Fail, and you have to try again until you can achieve eternal glory – unless someone else pips you to the post!

THE WEIRD AND WONDERFUL

Path to Glory opens the field for your warband to include units from all of a Grand Alliance, as the warbands in Path to Glory use Grand Alliance allegiance abilities rather than specific allegiance abilities for particular factions. You’re at no disadvantage for freely mixing in units from the same Grand Alliance – either because you feel they’ll add a tactical edge to your growing warband, because you feel they fit the story you’re trying to tell or simply because you like the models.

This mixing and matching does give you a chance for some interesting combinations – perhaps a blend of Wanderers and Darkling Covens? Or Spiderfang Grots and Beastclaw Raiders? And rare indeed is the Chaos warband that isn’t improved by the addition of a trio of Varanguard – or a Jabberslythe...



TALES OF CARNAGE, SLAUGHTER AND HEROISM



Path to Glory has a strong narrative element running through it – after all, what’s a campaign without a story to tie it all together?

As an example, the book offers up the tale of the Bonesplitterz boss Gulgaz Stoneklaw – leading his warriors to Gorkamorka’s promised land, illustrating how a player may grow their own Destruction warband from a small war-party to a mighty horde. Stories like this can add narrative context to your warband – and maybe guide you in expanding it further.

There are pieces of narrative seeded throughout the book – such as in the gallery pages – which may prove to be a kernel of inspiration for your own warbands and campaigns. All that’s needed then is to take that inspiration and spin your own tales of derring-do.





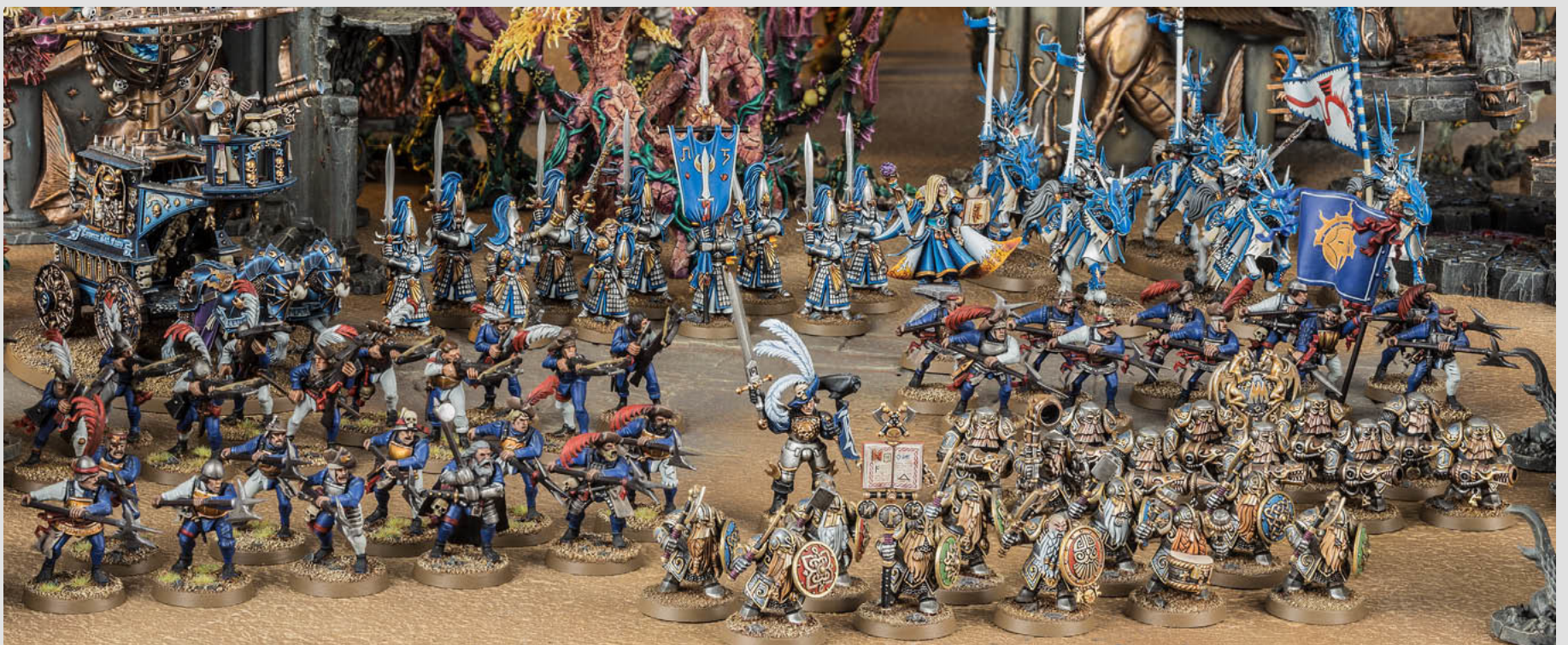
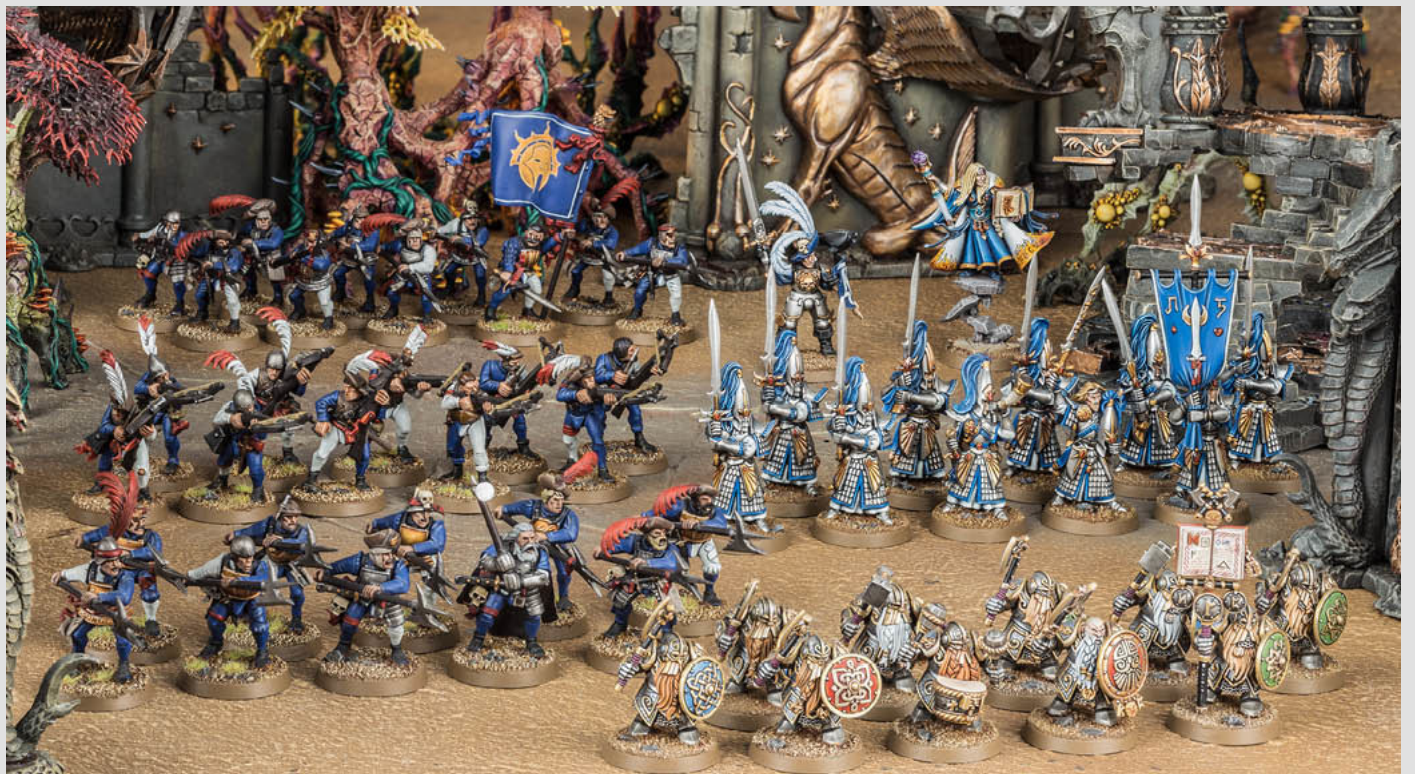
# PATH TO GLORY

## WALKING DOWN THE PATH

Here, to represent how a Path to Glory warband can grow, we put together a small force from the Studio collection, using the Order warband list to represent a patrol of the Free Peoples of the Cities of Sigmar (1). The Freeguild General commanding 20 Freeguild Guard and 10 Freeguild Crossbows is a good reflection of a warband at the end of a Warhammer Age of Sigmar: Skirmish campaign, and it's a strong starting force for Path to Glory.

The second picture represents the warband after a few games (2). The Aelf Archmage adds some magical power to the warband, while the Swordmasters and Ironbreakers add some tough melee punch, as Freeguild Guard may struggle a little against heavier infantry like Blood Warriors or Ironjawz Brutes. Also, it shows just how an expeditionary force from the Cities of Sigmar may look – the races of men, aelves and duardin united to take back the Mortal Realms from Chaos.

The final picture shows how the warband could look at the end of a Path to Glory campaign (3) – with a Celestial Hurricanum and a strong mix of cavalry, infantry, ranged units and magic, it is an army ready to conquer the Mortal Realms.





## A CHAMPION'S BOON

Glory is not just a measure of success – it's also the main way in which you recruit the most powerful of units to your cause, so you're left with something of a choice – do you spend your Glory to expand your warband with the finest warriors and risk someone else reaching 10 Glory points before you, or do you hoard it and hope not to get crushed by more powerful warbands? This is the grand strategic conundrum you'll be faced with as you walk the Path to Glory.

As well as recruiting new reinforcements after a game, you can choose to grant a reward to your champion to make them more effective in fights – each warband has a different table for their champions to roll on, with rewards focused on their particular abilities and play style. With the Sylvaneth, for example, there's a chance your champion will gain the ability to summon a swarm of furious spites to harass their foes, while some Flesh-eater Court champions can avoid their final death once per battle by healing D6 wounds. Ironjawz champions, as you may expect, have a thuggish and violent selection of rewards on offer, with Too Angry To Die summing them up rather neatly – even if they're killed, they fight on



## START COLLECTING! BOXES

For those who have eyes on starting new warbands for Path to Glory with a Start Collecting! box, there are 15 prebuilt starting warbands included in the book, based on each of them. As some of these sets contain especially powerful monsters and heroes, they have harder goals to achieve in campaign play. Ben Johnson chose the Daemons of Nurgle (above), which contains a balanced choice of units – unlike the Flesh-eater Courts, who get an Abhorrant Ghoul-King on Terrorgheist but need to accrue 12 Glory to win a campaign.

**“Do you spend your Glory to expand your warband with the finest warriors and risk someone else reaching 10 Glory points, or do you hoard it and hope not to get crushed by more powerful warbands?”**

until their next hero phase. And as for Chaos, the leaders of the Slaves to Darkness can be granted the ultimate reward – Daemonhood. But just as easily, spawnedom beckons for those the Dark Gods deem unworthy... Should that happen, at least you get a free Chaos Spawn to add to your warband – the unfortunate former champion!

It's not only the champions who can be rewarded for their valour – your units can too, should you feel a particular band of brave souls has earned such a boon. Bonesplitterz, for example, can daub themselves with Extra Warpaint, granting them an extra 6+ saving roll, while Death units can perform the Danse Macabre to run and charge in the same turn. Skaven followers can become Verminous Hordes, letting you replace the unit with an identical copy, should it be wiped out, and Stormcast Eternals can learn Iron Discipline and never have to take a Battleshock test ever again.

On top of all these rewards making your units better, they help you create stories about your warriors, turning them into legends of the

battlefield with histories, names and sagas.

## The Fickle Favour of Dame Fortune

While you can pick your warband to your own designs, whims and stories, there's always the option to simply throw caution to the wind and select every unit with the roll of a dice. This also has the added advantage of making a Path to Glory campaign potentially more of a challenge for seasoned generals – it's all well and good picking the same units as you always take, but there's always a fresh frisson of excitement as you have to adapt your thinking to what you've been dealt by the dice. And after you've led your warband to victory, who knows where that might end up taking your army as you expand it...

At the core of it, Path to Glory provides you with a different way to collect an army and to play games. But it's more than just rules for army collection and tables of units and victory conditions. Path to Glory gives you and your friends the chance to tell tales of valour and glory through the roll of the dice – crafting your legends upon the Path to Glory.

## BUILDING YOUR CAMPAIGN

One of the big parts of Warhammer Age of Sigmar is, oddly enough, the 'war' thing – and Path to Glory offers up seven new battleplans, each lending themselves easily to narrative play, such as Beast's Lair or The Sacrifice. With little effort, you can stitch the battleplans together into a narrative framework. You can also use any of the huge numbers of battleplans already in existence with just a little bit of tweaking to accommodate the size of your board and add things like Glory.

While Path to Glory provides everything you need to run a campaign, there's plenty of additional ideas to be found – the General's Handbook, the Realmgate Wars books and other supplements contain plenty of neat things you could add into your campaign, like campaign maps or Times of War rules.





## COLLECTING AND PAINTING

# ARMIES ON PARADE

**Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. Dozens of staff from around our head office are taking part this year – we went to find out what they’ve got planned.**

### PARADE WEEKS

The Parade Weeks for Armies on Parade 2017 are taking place in Games Workshops and Warhammer stores around the world over the course of two weeks in October and November – a week each for Warhammer Age of Sigmar and Warhammer 40,000. To enter a Warhammer Age of Sigmar army, take it into your local store between 23 and 29 Oct. For Warhammer 40,000, you can enter it between 30 Oct and 5 Nov.

**A**rmies on Parade is an event that anyone can join in with, no matter how experienced they are at building and painting Citadel miniatures. For many it is an opportunity to start a new army. For others it's a chance to try out scenery building or a new army-painting technique they've heard about. For some, it's the impetus they need to finish off an army or bulk out an existing one with new units.

Whatever your reason for taking part in Armies on Parade, one of the first things you'll need is a source of inspiration. It could be that you've seen an army in White Dwarf or your local Games Workshop that you really like and you want to paint one just like it. It might be that you've been inspired by an 'Eavy Metal colour scheme or something in Blanchitsu. Perhaps

you've seen a bit of artwork in a codex or battletome that really captured your imagination. Here at our head office, we're lucky to be surrounded by inspiring ideas, people, images and models all the time, so we thought we'd share some of our Armies on Parade ideas and plans with you. They're still in their infancy at the moment, but over the next few months you'll see them grow to fruition.

If you want to take part in Armies on Parade 2017, have a chat to your local Games Workshop staff about your ideas and also to find out what they're doing for their Parade Week, when you get to show off your hard work to your fellow hobbyists. You can also find out more about Armies on Parade on [armiesonparade.com](http://armiesonparade.com). 🐉



### DAN AND OWEN'S LAKE-TOWN BATTLE SCENE

"Owen and I were inspired by *The Hobbit: The Desolation of Smaug*™ movie," says Warhammer World scenery builder Dan Hyams. We thought it would be cool to create a display between us – Owen's going to build the

board, which will feature a load of Lake-town houses, while I'll paint *Smaug*™, *Bard the Bowman*™ with his Windlance and all the Lake-town Militia. The plan is to recreate the iconic scene where *Smaug* takes out his wrath on the poor people of Lake-town."



### MEL HOLLAND'S SERAPHON HOST

"I've never entered Armies on Parade before," says Mel. "I have a Seraphon army, but I've never painted any scenery to go with them. This seemed like a good opportunity to have a go. The plan is for my army to be streaming through a Realmgate, the power of which is leeching into the land around it. I'm going to paint the rocks with an ethereal glow and the leaves on the trees, too, like they're absorbing the Realmgate's energy through their roots."



### SOPHIE WILLIAM'S SISTERS OF BATTLE

Sophie has always been a fan of the Sisters of Battle and the Ordo Hereticus, particularly the way they're portrayed in this piece of artwork by Karl Kopinski. "This piece of art highlights the fanatical aspect of the Sisters of Battle and the creepiness of the Inquisition and their retinues – I'd love to try and capture some of its weirdness in miniature form," says Sophie. "One of my favourite parts of the hobby is converting, and there's plenty of scope to do that here."





# COLLECTING AND PAINTING

## DAN HARDEN'S T'AU FROM D'YANOI SEPT

Dan has entered Armies on Parade every year for the last five years and despite taking part in A Tale of Four Warlords, he wasn't going to let something silly like painting deadlines get in his way this time either.

"When the Stormsurge came out I had a rethink about my T'au colour scheme," says Dan. "Previously I was painting my models dark purple with stark blue edge highlights – they certainly caught the eye! But since then my painting (and my knowledge of painting) has improved considerably and so I set about reinventing my colour scheme. I have a Riptide, Stormsurge and Ghostkeel painted in my new colour scheme already but I really wanted to turn it into an army. I've painted my first new model for the army – the Crisis Battlesuit to the right – but as yet I don't have a plan for my board."





## JAMES KARCH'S SONS OF GUILLIMAN

A few years ago we featured James Karch's Sons of Guilliman army in White Dwarf and Warhammer Visions. Now he's gone back to them. "This year's Armies on Parade is all about painting the new Primaris Marines to add to my existing force," says James. "I plan to use some of the new Sector Mechanicus scenery on my display board, though I have no idea yet how I will model and paint it to match the wasteland bases I have on my models..."



## STUART EDNEY'S DISCIPLES OF TZEENTCH

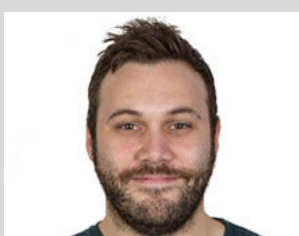
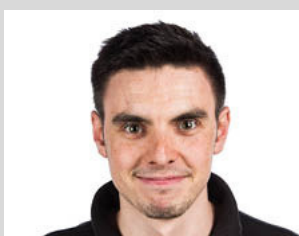
"I've always wanted to collect a Tzeentch army, so when the new models came out I knew exactly what my next project would be," says Stu. "I've actually been a little slow on my hobby over the last year, painting units or heroes but no full armies – I aim to change that right now. I worked out how many models I could physically fit on a board and set out a plan to get them all finished on time. I built the whole army over a weekend. Now I just need to paint them all!"





# THE THEORY OF COLOUR

Choice of colours is an important factor when painting any Citadel miniature, but did you know there's a theory behind the use of colour? We chatted to some of the best miniatures painters around to find out how colour theory can help you paint great-looking models.



### THE PAINTERS

From top to bottom, the contributors to this article are 'Eavy Metal's Max Faleij and Aidan Daly and Studio Army Painters Steve Bowerman and Tom Moore. Between them, they have painted countless miniatures over the years, be they whole armies or single models, and the colour schemes for all of them have been carefully thought out and considered. Who better to ask about colour theory, then?

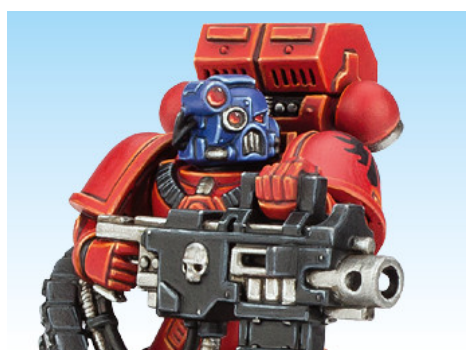
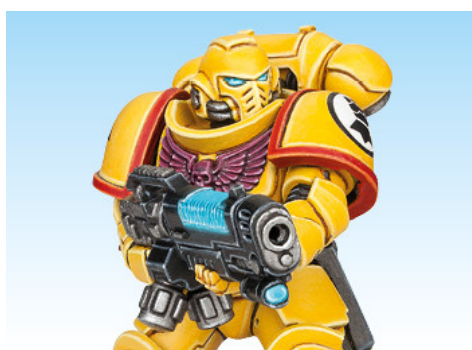
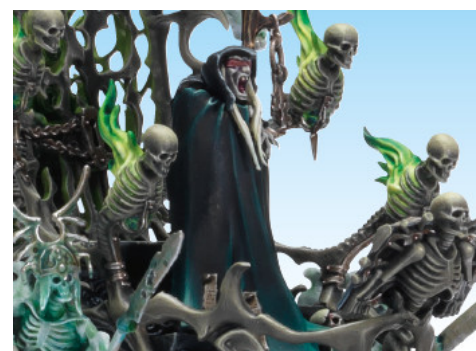
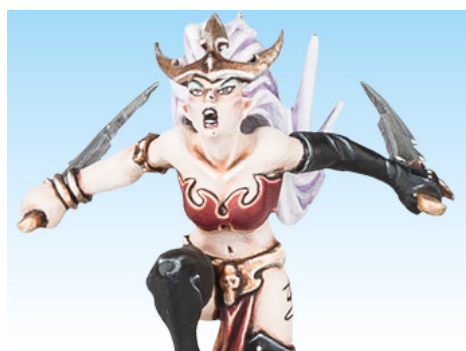
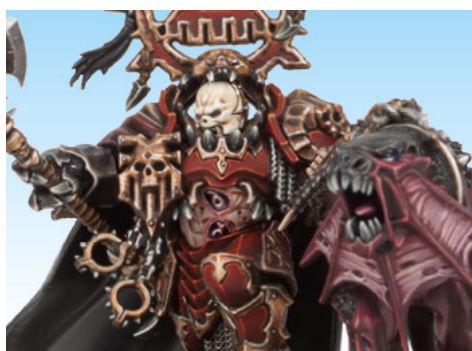
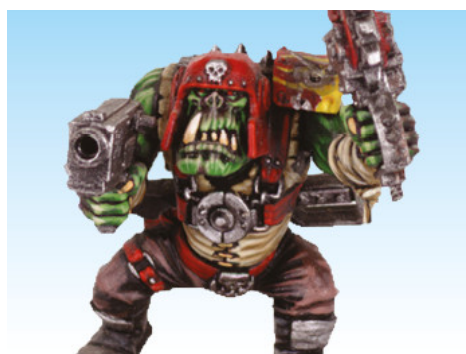


**W**hen it comes to painting, colour is central. Your choice of colours can really define a model, making it look dark and sinister or shining and heroic. Understanding these properties of colour and why different combinations of colours create these effects can really improve your painting. While understanding this so-called 'colour theory' is certainly not essential, it can be a useful tool when it comes to painting.

"The end goal when painting any miniature, or collection of miniatures, is to create something that looks great," says 'Eavy Metal's Max Faleij. "For that to happen you'll need a good colour scheme, one where the colours work harmoniously with each other. As an example, neon green on its own looks fine, but placed next to neon blue on a model it will look horrible. A lone colour can never be a bad colour choice – it's about how you use it in

conjunction with others that can make or break your colour scheme. Colour theory can help you with that, giving you guidance on what colours work best together.

"But there's more to colour theory than just picking the right colours for your models. Over the years, often in the pages of White Dwarf, we've mentioned the word contrast. Contrast can have many applications – the contrast between light and dark colours, for example, or warm and cool ones. Or even how dull or vibrant a colour or group of colours is. All these factors can have a big impact on how you paint your miniatures, be it an individual figure for a competition or an entire army." So, over the next few pages we take a look at how colour theory can help you paint your miniatures – we bet many of you have been painting for years and never realised you've been using it all along!



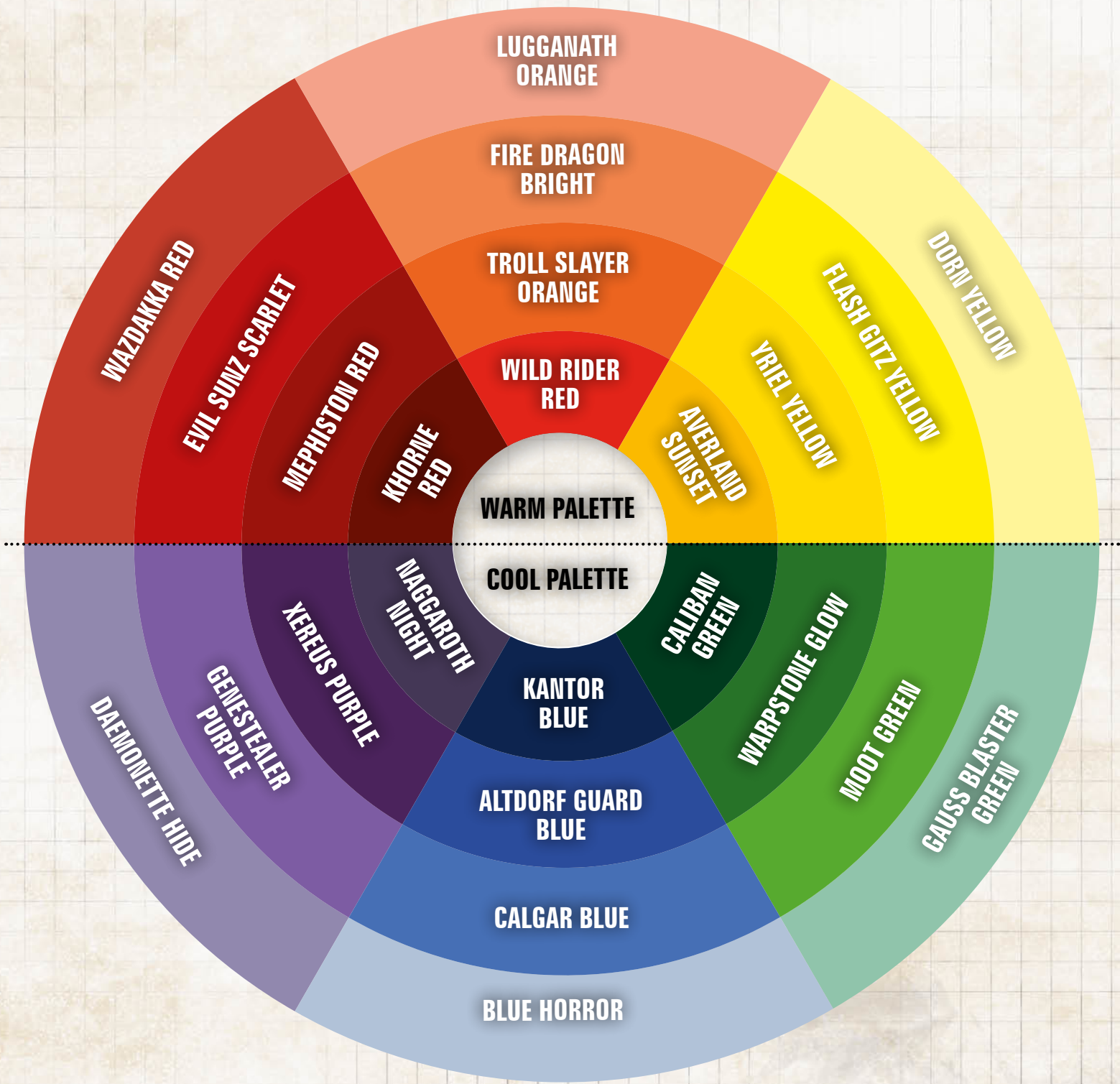
Right: A few examples of colour theory at work on Citadel miniatures. The first row includes models that have complementary colour schemes featuring two main colours. The second row features models with analogous colour schemes, while the miniatures in the third row exhibit triadic colour schemes.



# THE COLOUR WHEEL

**Steve:** The colour wheel is a really handy tool when you're learning to paint as it can help you identify colours that work well together and others that might clash. Here we've adapted it to use colours from the Citadel Paint Range as an example of how specific colours can interact. Colours tend to fit into two camps – warm colours such as red, orange and yellow, and cool colours like purple, blue and

green. That isn't always a given – you can get warm greens or cool reds – but in basic terms you'll notice that a warm colour always has a cool one opposite it on the colour wheel; red and green, orange and blue, yellow and purple. These are the complementary or contrasting colours – they may be opposites, but they work well together.



## THE GREY SCALE

Black, white and grey do not appear on the colour wheel, for they are achromatic – they are colours without colour! Because of that, they can sit easily alongside other colours without clashing. Colour combinations such as blue and white often suggest something heavenly or powerful (like

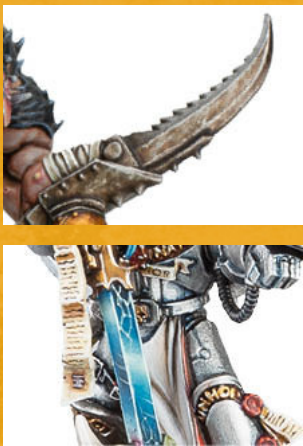
plasma coils). White and purple hint at regality, which is why it often appears on capes and cloaks. Grey and green are often seen together on camouflage. Black and yellow hints at danger – think hazard symbols, chevrons and wasps.



# PAINTING MASTERCLASS

## HOT AND COLD METAL

**Tom:** While brass, gold and copper are quite hot colours, silver is a fairly neutral colour – basically a shiny grey. But you can wash it with Agrax Earthshade to make it warm or Drakenhof Nightshade or Guilliman Blue to make it cold. This can be used to reinforce the narrative of the model – Skaven or Ork weapons washed with brown make them look dirty and oily, while Grey Knights and Aelves look mystical and magical with a blue shimmer to their armour.



## WHITE: WARM OR COOL?

**Steve:** White is normally thought of as a cold colour, but it can be warm, too. The Knights Excelsior Stormcast Eternals have a warm feel to them achieved by shading their armour with Seraphim Sepia and layering it with Pallid Wych Flesh, both of which have a yellow hue. The Primaris Apothecary, on the other hand, was washed with Drakenhof Nightshade and layered with Ulthuan Grey, both of which have a blue hue to them and give the model a much colder and more clinical feel.



## COMPLEMENTARY SCHEMES

**Max:** Complementary colours are, as Steve has already mentioned, those that sit opposite each other on the colour wheel. It's not quite as simple as that, though – you wouldn't want to use a dark red and a dark green – say, Khorne Red and Caliban Green – as complementary colours, because they may clash, not only because they're both dark, but also because they're both cold colours tending towards blue. On the orruk below, the red is rich and dark in the recesses and very vibrant, while the orruk's green skin is bright but pale. In this case, the two colours work superbly well together.



Mephiston Red  
Skarsnik Green



Troll Slayer Orange  
Sotek Green



Wild Rider Red  
Baharroth Blue

### GORE-GRUNTA

The red armour on this Gore-grunta has been highlighted with oranges and yellows to give it a really warm feel, while the orruk's skin has been highlighted with bone and khaki colours, making it a more pale and neutral colour. The pale green and the vibrant red next to each other make for a powerful contrast.

### GRIMWRATH BERZERKER

The contrasting colour to this Hearthguard Berzerker's bright orange hair and ruddy flesh tone is blue but, rather than use a bright, saturated blue, the 'Eavy Metal painters used turquoise as an edge highlight on the warrior's obsidian blade. The cool blue contrasts well with the warm orange.

### TOMB BANSHEE

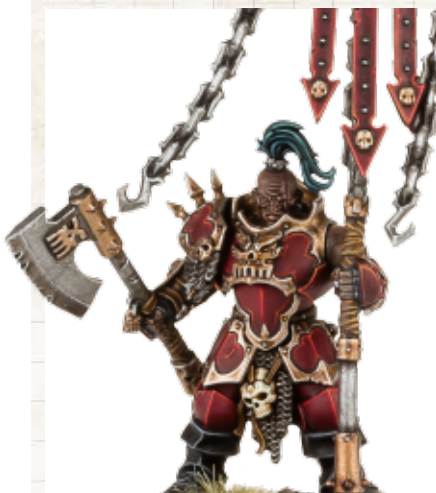
The Tomb Banshee has a similar colour palette, though her hair is much closer to red in colour and is a lot darker than that of the Fyreslayer. In contrast, her robes are a much lighter turquoise than the Fyreslayer's blade. The two colours have reversed their positions, the turquoise now being dominant over the orange.

## ANALOGOUS SCHEMES

**Max:** Analogous schemes involve a small spectrum of colours that sit near to each other on the colour wheel such as red, yellow and orange. You'll find a lot of analogous colour combinations in nature – a tree will often have leaves of similar colours all sitting next to each other. Analogous colour schemes can often be categorised as coming from the warm or cool half of the colour wheel, but remember that a warm green such as Elysian Green may look better next to a yellow than a blue. You can even use lighter and darker tones of the same colour, such as red and pink, to create an analogous scheme.



Genestealer Purple  
Lothorn Blue  
Kabalite Green



Khorne Red  
Retributor Armour



Kantor Blue  
Warpfiend Grey  
Screamer Pink

### MASQUE OF THE SOARING SPITE

The Harlequins of the Masque of the Soaring Spite wear blue and purple holo-suits. The black elements of their clothing are highlighted with purple and their helmet plumes are often painted green which, like purple, sits adjacent to blue on the colour wheel.

### BLOOD WARRIOR

Blood Warriors traditionally wear red armour the colour of spilled blood, which is highlighted with orange to give it a warm look. Their skin also has a red tone to it (even when it's a neutral brown) while the trim of their armour is gold shaded with Agrax Earthshade – another reddish brown that suits the warm palette.

### GENESTEALERS

This Genestealer is painted blue and purple. The blue is very dark in the recesses and rich in tone, while the purple is much paler, tending towards grey. This creates a contrast between the light and dark parts of the model. The model's pink tongue completes the analogous scheme.



## TRIADIC SCHEMES

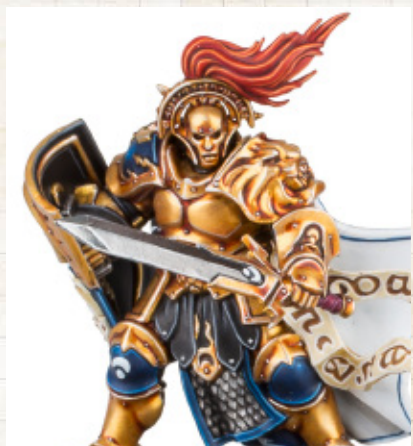
**Aidan:** Triadic colour schemes are basically a complementary scheme but with a third colour added in. The classic combination here is red, yellow and blue, the primary colours. As Max mentioned with complementary colours, you don't need the three colours to all be dark or all be light as they will end up competing for attention and clash. You also don't want to give each colour the same amount of space on the model, otherwise they will all try and dominate it. A miniature ideally needs one dominant colour with other colours supporting it to create a powerful and evocative colour scheme.



Mephiston Red  
Macragge Blue  
Retributor Armour

### ULTRAMARINES

Ultramarines are an example of a triadic colour scheme using blue, yellow and red. Most of the model is painted blue, while the yellow (in this case, gold) is used for details on shoulder trims and aquilas. Red is used as the spot colour for eyes and purity seals and appears only sparingly on the model.



Mephiston Red  
Retributor Armour  
Kantor Blue

### HAMMERS OF SIGMAR

The Hammers of Sigmar use the same triad of colours as the Ultramarines, but with gold as the primary colour with details painted blue and spot colours in red. Blood Angels use red as the primary colour with blue and gold as the two supporting colours.



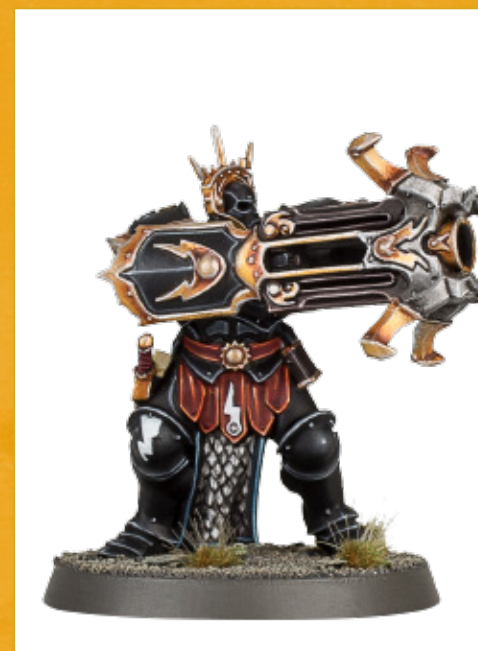
Warpstone Glow  
Moot Green  
Screamer Pink  
Troll Slayer Orange

### IL-KAITHE ELДАР

This Eldar Guardian from Il-Kaithe uses the three secondary colours for its colour scheme. Two green hues were used for the main armour colour – one light, one dark – with purple and orange (on the soulstones) as the supporting colours in the triad.

## COLOUR CHOICE AND NARRATIVE

**Tom:** The colours you pick for your models can help explain and reinforce the narrative behind an army. Warriors of Khorne, for example, traditionally wear red – it's a colour associated with anger and, of course, blood. They wear brass, too, which is hotter, more angry-looking than cold steel. A good example of how much a colour scheme can change the look and feel of a miniature can be seen on the Stormcast Eternals. The Knights Excelsior wear white armour with a cream tone – they look pure, clean and noble. The Anvils of the Heldenhammer, on the other hand, wear cold black armour desaturated with grey highlights – they clearly look more sinister and intimidating.



## MONOCHROMATIC COLOURS

**Max:** Monochromatic colour schemes feature just a single colour, but it's amazing how much variety you can get! The C'tan Shard of the Nightbringer is a great example of a monochromatic colour scheme but, as you can see, it's not just painted blue, it's painted using several different hues of blue, some of them tending towards purple on the colour wheel, others leaning more towards green. Equally as important is the contrast between light and dark on the model, which is most evident between its skin and its robes, but also across its musculature, which has been painted to look like reflective metal. While you probably wouldn't paint a whole army this way, painting a model in a monochromatic colour scheme is a great way to learn more about use of colours.





# PAINTING MASTERCLASS

## COLOUR CASE STUDY

**Steve:** When the Imperial Knights came out, the Army Painters and 'Eavy Metal painted a load of colour variants to establish the colour schemes for the main houses. We gave House Terryn a triadic colour scheme of blue, red and yellow, but it didn't work, the yellow was too bright and dominating. Instead, we took the yellow panels and re-painted them an off-white. The effect of this is twofold. First, the off-white is now a neutral colour – it sits alongside the black and is unobtrusive in the colour scheme. You can still see it, but it never dominates. Secondly, it meant that the gold armour trim would not clash with the yellow panels. The gold now acts as the third colour in the triadic colour scheme, but it's clearly more subdued than the blue and red. ☠

Screaming Skull

Abaddon Black

Screaming Skull and Abaddon Black are neutral colours and so do not impinge on the main colour scheme of the miniature.

## NEUTRAL COLOURS

**Aidan:** Neutral colours are traditionally thought of as black, white and grey, but they include any colour that has been pushed so far towards the fringes of the colour wheel in tone that it becomes neutral – they're colours that don't draw your eye. Paints that fall in the neutral camp include Screaming Skull, Fenrisian Grey, Karak Stone, Steel Legion Drab and most browns. They're unobtrusive colours and you can sit them next to any colour on a model and they shouldn't clash. On the House Terryn Knights the main colours are a deep, saturated blue and a deep red that tends towards blue (as opposed to yellow) on the colour spectrum. As both are cool colours, the gold is painted warm to even out the colour scheme. The neutral cream is also slightly warm, which again helps to balance the palette. Using pure white or grey-white instead of cream would have made the House Terryn Knights look much colder overall.



The primary colours of blue, yellow and red are featured on this Knight. Blue forms the majority of the colour scheme followed by yellow, then red.

Gehenna's Gold

Khorne Red

Kantor Blue



# A FEW WORLD-CLASS EXAMPLES

The principles of colour theory can be seen on every Citadel miniature and we picked out some of the very best examples that epitomise the theories we've been exploring over the last few pages.

1



2



The Studio's T'au collection managed to sneak into the last Painting Masterclass on textures and materials, but it also exhibits some great examples of colour theory. "The Vior'la T'au (1) have a monochrome colour scheme," says Aidan. "The white armour, black exoskeleton and grey panels and highlights all lean towards a desaturated, stark look. But look carefully – the models do have a triadic colour scheme, too. Red helmets, blue lenses and yellow (gold) servos and power nodes."

This Celestial Vindicator (2) was painted by Tom Winstone from the 'Eavy Metal team. "It's a great example of a complementary colour scheme where the two dominant colours (turquoise and red) take up most of the model," says Max. "Tom has played with the value of the turquoise, controlling the contrast cleverly to make the Dracoth's hide lighter and the Stormcast rider's armour darker."

3



4



Miniatures Designer Seb Perbet painted this version of Ghazghkull Thraka (3), which was picked out by Max because of the number of different green hues Seb used on the model. "It's almost monochromatic," says Max, "which is really hard to achieve on any miniature, let alone one so busy. It's a great example of different types of green – warm yellow-greens and cool blue-greens sitting next to each other."

"Angelo Di Chello's Golden Demon-winning Gaunt Summoner (4) combines all the aspects of colour we've talked about," says Aidan. "There are rich, deep purples next to vibrant greens and yellows. There's a lot of heavy shading and a lot of stark highlights and hues from pretty much every part of the colour wheel. Red is the least evident, but it can be seen in the desaturated pinks on the staff and around the Gaunt Summoner's mouth."

## WHAT NEXT FOR PAINTING MASTERCLASSES?

Have you got an aspect of painting you'd like explored or a painting question you'd like answered by the members of the Studio painting team? Send us a request to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) and if we like your idea we'll see if we can make it into a masterclass.



## MODELLING AND PAINTING



### CHRIS PEACH

Chris Peach has been a hobbyist for almost 30 years, a real all-rounder who loves to build, paint, collect and play – as his armies and their proud histories testify. Today, Chris runs the Studio's Army Painting team but still finds the time to add to his own collections at a furious rate.

# MUSTERING FOR WAR

**Mustering for War is our feature looking at different approaches to getting an army painted and ready for battle. This issue, we ask Chris Peach how he goes about planning a project, and just how does he manage to cram in all those conversions?**

### THE ARMY OF HALLOWGUILD

Chris originally produced his army of Hallowguild for the last year's Armies on Parade, and regular readers will also recall seeing it take on Steve Bowerman's Chaos army in March's Battle Report. Since completing his Armies on Parade entry, Chris has continued to add new units to the army (including a whole new contingent of troops drawn from the Realm of Fire, which you can see later in the article). This showcases a couple of different aspects of Chris's approach to painting, modelling and collecting – careful planning to make sure a project is completed on time, with the freedom to come back and add more later on. "Most, if not all, of my armies have grown that way," says Chris. "I might have an original idea to start with, but that changes as you go along anyway, and painting the army always makes me want to come back and add some more."

Chris's original idea for the army of Hallowguild was for an army from the Celestial Realm, defending a city in the Mortal Realms home to a Realmgate leading to the Realm of Fire. A key part of Chris's original idea was that he wanted to include many different races from amongst the armies of Order – humans, aelfs, duardin and Stormcast Eternals.

### CONVERSIONS TO THE CAUSE

Having decided to include such a variety of units in his army, one of the first tasks Chris faced was how to make them all feel part of a cohesive whole. Painting, he knew, would be part of that but, ambitiously, Chris also wanted them to share common visual elements in their design, too. "I wanted to build the units to function as they are on the warscrolls, but I wanted to give them a new identity," says Chris.





Chris Peach produced the original heart of his Army of Hallowguild for Armies on Parade in 2016, presenting them on this board tile featuring one of Hallowguild's city gates at the back. Since then, Chris has continued to add new units and, now, a whole new contingent from the Realm of Fire to the army – which all just goes to show there really is no such thing as 'finishing' an army.





# MODELLING AND PAINTING

## HALLOWGUILD MILITIA

Chris's favourite unit in the army is the Hallowguild Militia, a unit of Freeguild Militia charged with defending the city. Chris aimed to give the miniatures a look that suggested diverse origins.

"In my head, there was a theme running through all the conversions. I wanted each of them to feel as if they're from a different realm. So there's some guys in there that are from the Realm of Shyish, some from the Realm of Fire, some from the Realm of Light – or at least they're each influenced by those places. Maybe they're keepers of different Realmgates in different districts of the city of Hallowguild that lead to all these different places." The finished unit captures this idea of a motley bunch perfectly, using parts from across the Citadel range.

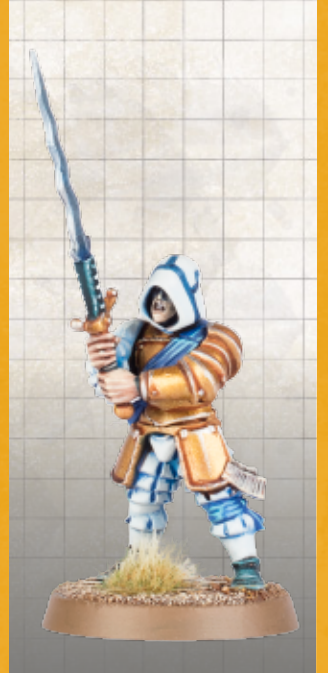
"I imagine these guys as using bits and pieces from all over – I imagine Hallowguild as a trading city, with lots of races living in it, so maybe a human will be buying armour from an aelf blacksmith, maybe other units will be kitted out in unusual garb imported from another realm – those were my ideas about how I wanted the army to look."

**"I laid out all the sprues and started picking bits from different kits that I thought would work well together"**

Most painters will try out a conversion on the odd model here and there, but even these conversions can take time. One of the interesting things about Chris's approach is that it allows him to make use of a whole army's worth of conversions while still getting the army ready for battle in next to no time. "When I started this army, I ordered all of the kits I wanted to use initially," says Chris. "I knew I wanted some Greatswords, I wanted some Wyldwood Rangers, and I wanted some duardin, so I ordered all these things. When I got them, I laid out all the sprues and started picking bits from different kits that I thought would work well together. The Wyldwood Rangers have the same sort of neck fitting as

## THE TEST MODEL

"A test model is a really important part of the process for me," says Chris. "I won't always do things the right way on the test model – it's to help me get the colours figured out and to find out if they work – but as I'm painting the test model, I'm thinking 'I've got another nine of these – or another 10 of these, or another 100 – what's the best way to paint them? If I do this first, or this first, it'll make them easier and quicker to paint.' A test model really helps you work out the best order to paint things in."



the Greatswords, for instance, and I like the crowns on the Eternal Guard heads so I decided to use those ones of my Wyldwood Rangers. They're still obviously Wyldwood Rangers because of their big glaives and so on – but I knew I could use those and then steal the heads with the hoods on to use on the Greatswords. I found that the hooded heads gave the Greatswords the look of warrior ►





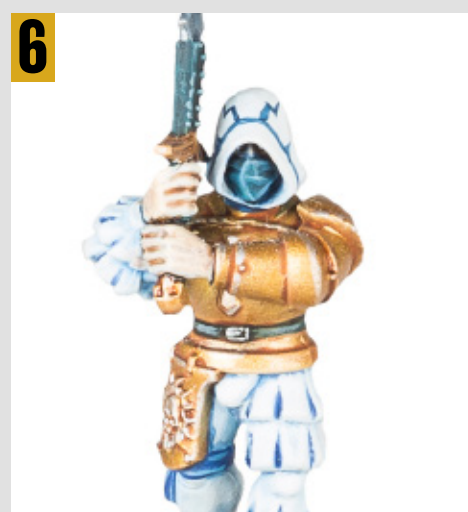
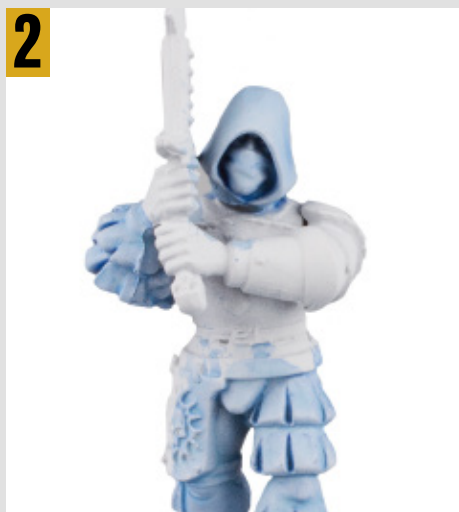
# READY FOR BATTLE: CONVERTED GREATSWORD



One of the keys to Chris's success in painting whole armies is the use of colour schemes which allow him to make use of the most efficient painting techniques. Here's how he painted his Greatswords.

Starting from a Corax White spray undercoat (1), Chris washed the cloth areas with a 2:1 mix of Guilliman Blue and Lahmium Medium (2). He wasn't especially neat at this stage as he knew he'd have to tidy up other areas anyway. This was followed by a heavy drybrush of Ulthuan Grey – a colour very similar to the original Corax White (3). Hands and other areas that might have got a bit of blue on them were also tidied up with a layer of Ulthuan Grey.

Next, Chris applied Retributor Armour, thinned down with Lahmium Medium, to the armour (4). Next, Chris applied a wash of Reikland Fleshshade over the gold and directly over the white undercoats on the hands and face (5). The armour is finished up with a drybrush of Retributor Armour and a few carefully chosen edge highlights of Stormhost Silver.



► mystics, which I liked, but it didn't damage the silhouette or conflict with their overall look. It wouldn't make them look like Wyldwood Rangers, either – they're still clearly Greatswords. Likewise, even with the crowned helms, the Wyldwood Rangers are still clearly just that.

With those first few units, I had a really clear idea of what I wanted to do, based on my original concept. After I'd built those first few units and started swapping some pieces around between the kits, I became really excited about doing the Freeguild Militia, because with those units I'd decided I was just going to order some Archers and some Guard – and some more Greatswords, because I really love the bodies as a starting basis – and use whatever other bits and pieces I had spare. That unit was actually probably a couple of evenings' work just sticking them together because there were so many bits and pieces I could use.

## THE FIRST MUSTERING

Chris almost always builds all the units for a project before beginning painting. That was true with his army of Hallowguild. "Because the army was for Armies on Parade, I wanted to see

what they'd look like all 'ranked up' on the board, and also to make sure I could fit them all on there and that I'm not going mad painting stuff that I can't use and also because it's a thing I've always done. When I'm starting an army, I build everything that I want in the initial force because then that inspires me to get it done. It's not in a box in a cupboard waiting to be built. It's there on my desk. When I expand an army, I approach it in a similar way – I'll add on a unit of a few units all together, and I'll build them all up and paint them in one go."

## MASTER STROKES

"What I aim to do is make painting as easy and as effective as possible," says Chris. "My aim with most of the units was to do a lot of the painting using washes and let the washes do the hard work. That's natural when you're mostly using light colours like I did with this army, and when you're painting mostly over white.

"I knew I wanted to use blue, gold and white as the colours, because of the links to the Celestial Realm, so I knew I could use make use of some blue washes and glazes, on the white areas as well as the blue." ►

## HOOD MOTIFS

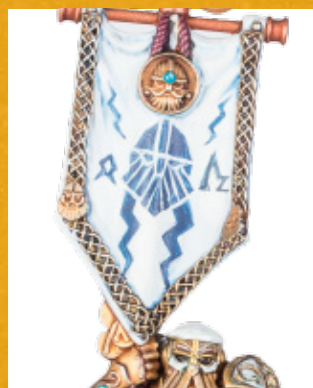
"When I'd finished painting my Greatswords, there was this a field of white on the hood and I thought it could do with some more detail. I got a piece of paper and started scribbling some designs. I was looking through the Stormcast Eternals book and looking at the hammers and lightning bolts and and I just started playing around with similar designs. I settled on a key-line with lightning bolts coming off it – an arc of lightning. It's similar to the designs on some of the Stormcast Eternals shields and I thought it'd break up the white nicely. It's a bit time consuming but since I was able to paint the rest of the models quite quickly I always think that if I'm going to put in the extra effort, I want it to be for little details like that."





## STANDARDS AND SIGILS

"I wanted all the banners to have some kind of unified element, to show they're all from Azyrheim," says Chris. What he came up with was a stylised 'Az' rune, used on the banners as well as on the capes of several characters. Chris also incorporated an 'arc of lightning' motif. Unlike the 'Az' rune, he was able to carry this over to the banners in his Realm of Fire contingent as an element linking the two forces.



## STAYING ON SCHEDULE

"I gave myself deadlines for each unit. I set myself reminders in the calendar on my iPad. Once I'd got used to the colour scheme I was quite confident I'd be able to finish each unit within the time I'd given myself, so I started treating myself to some other bits and pieces as I went along. With the Greatswords, for example, I decided I'd do 10 in a batch, and after each 10 I'd do a character – I did a Stormcast hero – just as a nice break. I also use this time to plan ahead – doing test models and trying out colour schemes for other units in the army in between finishing the big batches of models, for instance. That, in particular, gave me chance to think about later parts of the other army before having to work on them.

► "I don't just use Shades – I use a lot of other paints, thinned down to a wash with Lahmium Medium. I decided that if I was going to go beyond that on most of the model, it might be a single layer, and maybe a final edge highlight – even that's mostly on particular details, like the leather areas, to get a bit of definition."

### CANNED SUCCESS

"Normally, I look to have a main colour for the army that I can find as a spray, to speed up the process. Sometimes I will use different sprays for different units, though. For the Wyldwood Rangers, I sprayed them Corax White. There's only a small amount of gold on them which was

**"I look to have a main colour for the army that I can find as a spray, to speed up the process."**

easy to apply by watering it down quite a bit – it goes on better that way anyway. The Greatswords were a bit of an exception – they're quite 50/50 in colour. I thought, 'Do I spray them gold or do I spray them white?' so I ended up doing two test models for that unit, one sprayed Retributor Armour, one sprayed Corax White. I found that spraying the model white was actually slightly quicker than spraying the model gold, because thinned down Retributor Armour over Corax White covers better than painting white over a gold basecoat. When I got to the duardin, it made sense to spray them all gold, because with those models I could then wash them and drybrush them all over and build up those layers directly over the gold. So, having three different coloured sprays sped up painting the army quite a bit."

"I made sure to paint all the gold on the models before doing any of the washes. I

mostly highlighted the gold with drybrushing, so I knew if I painted areas like the flesh before finishing the gold, I'd end up with flecks of gold and silver on the skin! So, I painted the gold first then tidied up the original Corax White undercoat with Ulthuan Grey and then I washed areas like the skin, building the colour up with washes of Reikland Fleshshade.

"The hair on most of the models is a wash then a drybrush to provide a highlight. You can be more controlled when you're drybrushing areas like hair, because it tends to be around the edges of the model and you can target just the tips anyway, so there's less of a risk of making a mess than when drybrushing central areas like armour. You can paint hair quite late in the process.

"I do paint quite quickly, but that's mostly just painting carefully and sensibly. Sometimes you want to use a basecoat, then a layer, then a wash, then another layer. Sometimes a wash will do."

### INTO THE REALM OF FIRE

Chris's approach is obviously disciplined, but the main thing that allows him to turn out amazing armies like the Army of Hallowguild is the enthusiasm that builds over the course of a project. For Chris that's clearly as much about narrative as it is about painting or gaming. With one of the Realmgates on his Hallowguild board leading to the Realm of Fire, it was the obvious next step for Chris to add some units from there. "I'd already done a Sorceress in the original army, in quite fiery colours. I really liked that so I decided to add a whole contingent. One day I imagine the army being pretty much half and half. I never really stop adding to my armies."



# READY FOR BATTLE: CONVERTED EXECUTIONERS



Chris came up with a new colour scheme for the Realm of Fire contingent recently added to his army of Hallowguild – contrasting reds paired with gold, rich leather and worn iron. Here's how he does it...

Chris begins with a basecoat of Mephiston Red spray (1). He then applies a further basecoat of Khorne Red (2) to the armour – this is the first step in giving the armour its dark, lacquered look and making it look different from the red cloth.

Chris then basecoats the other areas with Retributor Armour (gold trim) and Leadbelcher (weapons), Incubi Darkness (leather) and Warlock Bronze (weapon handles). Neatness is key for these basecoats (3). Chris then applies a wash of Agrax Earthshade over the whole model (4), then a second wash with Agrax Earthshade Gloss over the lacquered armour and the gold to bring some of the shininess out (5).

Finally, he highlights the cloth with Evil Sunz Scarlet and Wild Rider and the leather with Dawnstone (6).





## MODELLING AND PAINTING

# KITBASH

Grey Knights armies can now be led by a Grand Master in a Nemesis Dreadknight. It seemed only right that we showed you how to convert and paint one.



### WHAT IS KITBASHING?

Kitbashing is the art of taking parts from two or more Citadel miniatures kits (that's the key word, here) and combining them to create a new model or a variation of an existing one. Kitbashing can be as simple as a weapon or head swap. It can be as complex as your imagination allows!

**T**he new Codex: Grey Knights includes a datasheet which allows your Grand Master to go to war in a suit of Nemesis Dreadknight armour. If you didn't think Grey Knight characters were tough enough already (they are!), this one's now unstoppable. While there isn't a specific model for a Grand Master in Nemesis Dreadknight, you can quite easily use the Dreadknight kit to build one – the Nemesis greatsword is a suitably heroic-looking weapon and the pilot could easily pass as the leader of a Grey Knights brotherhood.

But this new addition to the Grey Knights army list also offers up the opportunity for a cool conversion. After all, who wouldn't want to make an impressive commander to lead their army into battle? Having consulted the Prognosticators, we decided that Grey Knights collector and exceptional painter Jason Lee should take up the challenge of converting one for us. We handed him a Nemesis Dreadknight kit and Grand Master Voldus model (out this month as a separate kit) and gave him a couple of weeks to come up with something. We weren't disappointed...



# CONVERTING THE GRAND MASTER

“One of my main goals with this conversion was to keep it pretty simple,” says Jason. “Not only does that help retain the original design of the miniature (which you don’t want to compromise or it will stop looking like a Dreadknight) but it also shows people that cool conversions aren’t just for long-time, experienced hobbyists. Aside from the Nemesis Dreadknight and Voldus, I also made use of some spare purity seals from a Land Raider Crusader and some Green Stuff modelling putty to fill in any gaps. My advice if you want to do conversions: never throw any parts away – you never know when they might come in handy.”

If you’re planning out a conversion like this, Jason has some useful tips. “Always put it together with adhesive putty first,” says Jason, “that way you can plan out where each piece will go and how they will all relate to each

other. You don’t want to glue an arm in place, say, and then find that it’s in the way of the model’s head. Also, if you’re cutting a component in half and you want to keep both halves, use a Citadel Knife or a Citadel Saw for the job, as Fine Detail Cutters will only give you a flat cut on one side. Use the knife for small pieces and the saw for larger ones.”

Jason started his conversion by working on the main body of the Dreadknight itself. Most of it is built following the instructions that come in the kit except the arms, the pilot and the suit’s left leg (right as you’re looking at it, below). “I cut the mounting point for the left leg just below the hip joint,” explains Jason. “That way I could twist it outwards a little to give it more direction. Now it looks like the Grand Master is walking off to his left and the arm of the suit mimics that pose by pointing in the direction he’s facing. He’s also looking the same way.



**JASON LEE**

Regular readers may be familiar with Jason Lee’s work. Two years ago, we featured his Salamanders Space Marines army in the weekly White Dwarf and last year he wowed us again with his Grey Knights army for Armies on Parade. Jason was our first choice when it came to converting this Grand Master.





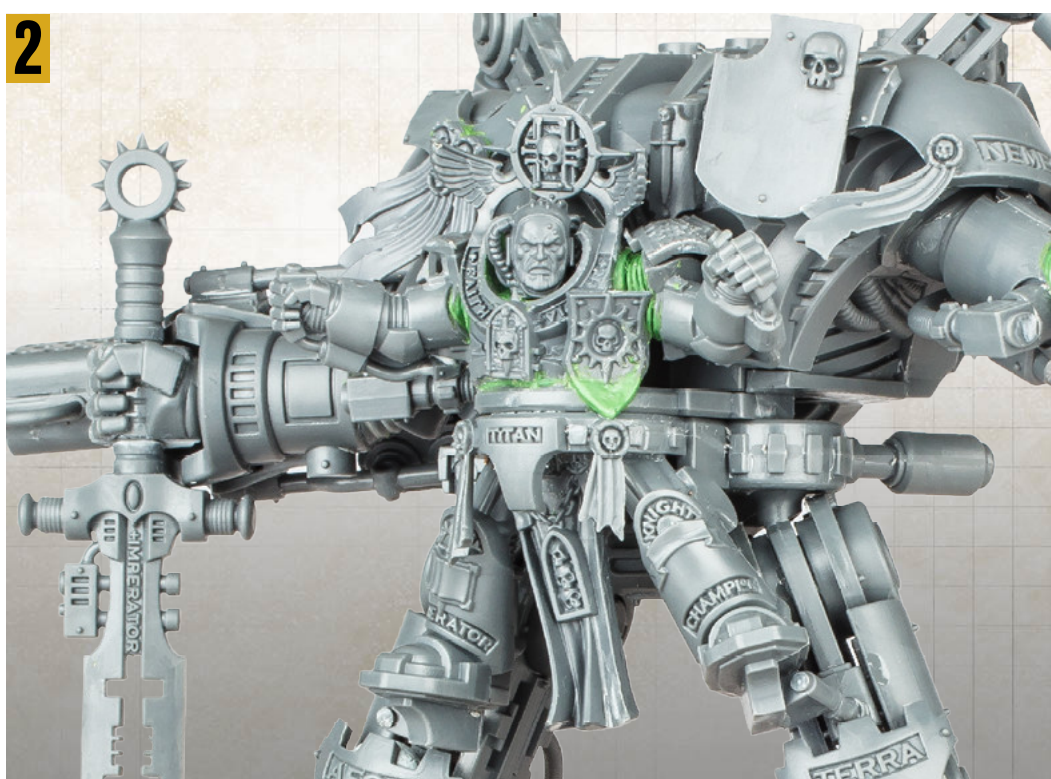
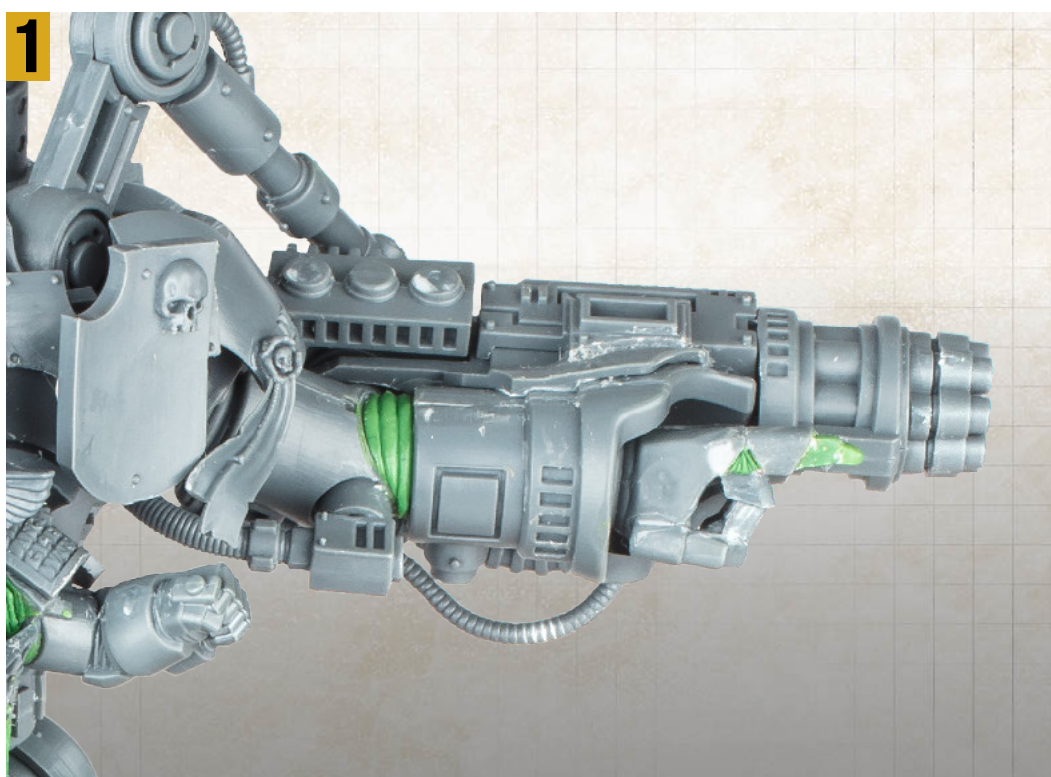
# MODELLING AND PAINTING

That's always an important consideration when converting a model – that all the elements of the model flow in the same direction. It would look weird, for example, for the Dreadknight to be striding one way and pointing the other with the pilot looking somewhere else entirely.”

Starting with the arms of the kit, Jason cut them at the elbow using a Citadel Saw, being careful not to damage the armour plates. The left arm he posed outstretched (1), before filling in the elbow joint with Green Stuff, using a sculpting tool to make ridges in the modelling putty to represent the flexible tubing of the suit's joints.

To convert the Nemesis greatsword so the Grand Master was holding it point down, Jason cut the sword's hilt above and below the hand holding it (making his cuts between the ridges of the hilt to disguise them) and swapped the two over. The sword, however, needed to be lengthened to reach the ground (2). “I had a spare greatsword in my bits box from when I built the other Dreadknight in my Grey Knights force,” says Jason. I carefully cut the tip off of this one with a Citadel Saw, then cut the other blade to the right length and stuck the two together. I filled in the tiny gaps with Green Stuff. I didn't worry about getting the Green Stuff smooth at that point – when it was dry I ran my knife along the flat of the blade and gently shaved the Green Stuff flat to match the shape of the blade. If you're ever using Green Stuff and it ends up a bit rough, fine-grade wet-and-dry sandpaper (in wet mode) will smooth out the bumps really well. Just be careful, though, because it sands down plastic pretty easily, too!” You can also see here how Jason built up the base of his Dreadknight to represent igneous rock and bubbling lava (3). The rock is made from cork board covered in sand while the texture of the lava is Stirland Mud Texture paint.

Building the Grand Master pilot was the trickiest part of the conversion for Jason. “I had to cut Voldus in half at the waist,” he says. “His upper body comes in two halves – front and back – and I also had to shave them down in the middle to make his body thinner so it would fit in the harness. I could have cut off the back of his armour, but that would have been messier and harder to disguise. The only real bit of sculpting I had to do was to the bottom of his tilting plate and adding in the flexible undersuit in his armpits. I could have just glued the pilot's arms on, but I wanted their pose to match that of the Dreadknight. I also glued Voldus's tabard in place under the harness and added a few purity seals. You can never really have enough of them!”



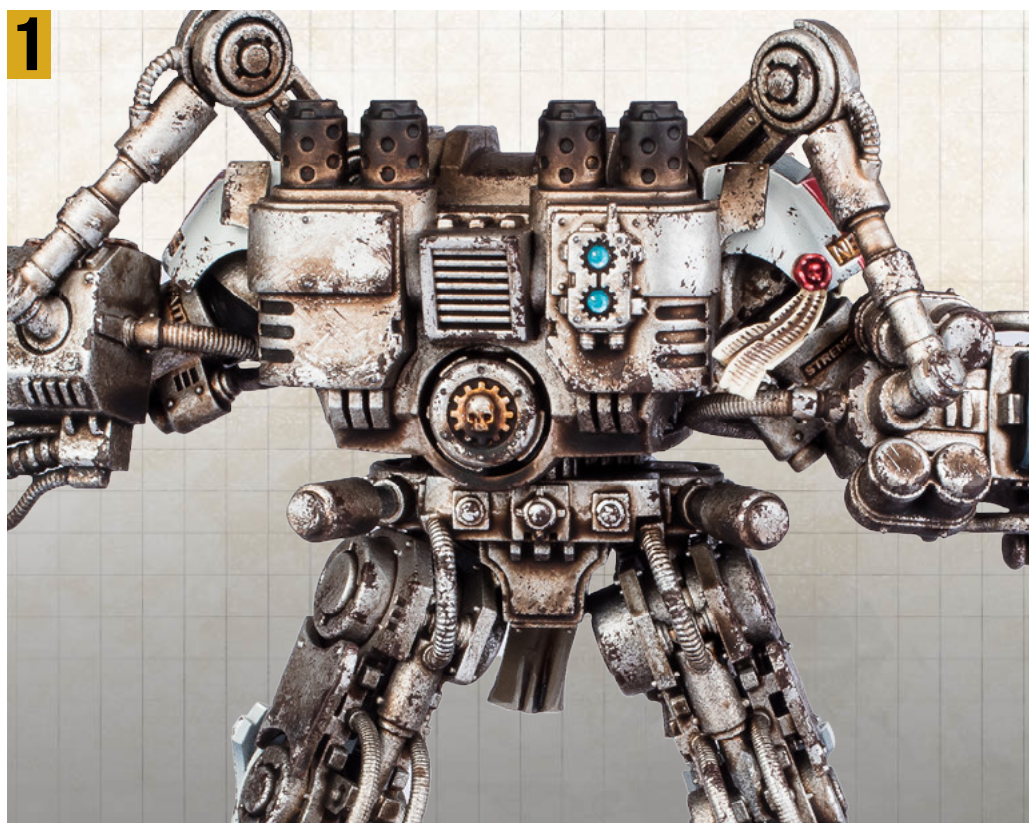


# PAINTING THE GRAND MASTER

Jason painted his Grand Master in the same way as the rest of the models in his collection, using Leadbelcher as a basecoat and then airbrushing on Stormhost Silver to make it really bright and shiny. He then applied a wash of Agrax Earthshade to the recesses to shade the model.

For the white armour panels, Jason used Russ Grey as a basecoat, followed by Ulthuan Grey and then a highlight of White Scar. The red armour he painted Mephiston Red, then Wazdakka Red, then mixed in White Scar for successive highlights. To make the Dreadknight look battle worn and damaged, Jason used a small sponge to stipple Rhinox Hide onto the armour panels (1). He also used the sponge to apply Abaddon Black to the gun barrels and exhausts to make them look heat-damaged. 🐼

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# PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. This month, Studio Army Painter Natalie Slinn shows us how to paint a Grey Knights Terminator, with a few interesting little tips and tricks along the way.



## NATALIE SLINN

Natalie recently painted a Stormcast Eternals Lord-Castellant in shining silver armour and learned a few interesting painting techniques along the way. Who better, then, to give us some painting tips for Grey Knights, which wear more silver armour than you can shake a silver stick at?

## PAINTING QUESTION OF THE MONTH

I love Paint Splatter and I was wondering if you have any tips on how to deal with paint that's too watery even after a good shake and paints that are too thick to apply to the model.

Robert Dickson,  
Gosport, UK

Hey, Robert. Thin paint normally happens when the chemical make-up of the paint separates in the pot – it's a perfectly natural occurrence. We suggest giving the paint a good stir with a clean piece of plastic (or the other end of a brush) to mix it all back up again. If the paint still seems thin, try leaving it on your palette for ten minutes to dry out a bit. For thick paint, try mixing in a spot of Lahmian Medium to thin it down. Good luck!



**T**he Grey Knights are the most secretive, and the most powerful of all the Space Marine Chapters. Trained from a young age to combat Daemons, they wear psychically bonded holy armour that protects them in battle from the very worst the galaxy can throw at them. Their armour is traditionally a noble, shining silver and here, Natalie shows us how to paint it to perfection.

“Seeing as most of the model will be silver, the best thing you can do is basecoat it with Leadbelcher spray,” says Natalie. “You can use a brush and a pot of paint, but I used the spray as it's much quicker and will give better coverage. Next, I layered the whole model with Ironbreaker – you can be quite messy with this

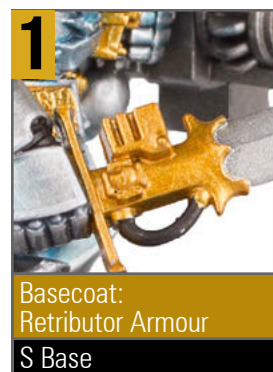
as you're just building up the silver colour, and you can even miss out parts under the arms and in the collar to help create shadows. A wash of Drakenhof Nightshade into the recesses (not all over the model) will then help accentuate those shadows.

“A little trick that I've found is to glaze the armour with the Technical paint Soulstone Blue – it gives the armour a blue shimmer that makes it look like it's glowing with power (*just like we suggested in the Painting Masterclass earlier* – Ed). Mix the Soulstone Blue with water – not Lahmian Medium, which will take away the paint's natural glossiness – and apply it to the lower halves and recesses of the armour panels to give them a blue sheen.”

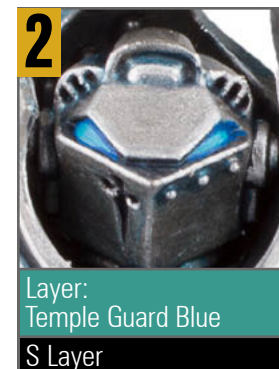
### TERMINATOR ARMOUR



### GOLD DETAILS



### HELMET LENSES





NATALIE'S TOP PAINTING TIPS

“Use red as your spot colour – it’s the traditional colour of the Ordo Malleus and it also completes the triadic colour scheme alongside the blue hue of the armour and the gold scripture and details.

“Re-basecoat the gun with Leadbelcher before washing it. It’s likely to have been painted over

while you’ve been working on the rest of the model and you want it to look darker and more functional than the shiny armour.

“Use thin glazes of Guilliman Blue to create the reflective effect on the Nemesis force sword. You must be patient between each layer, allowing it to dry before applying the next coat.” 🦾

FORCE SWORD



TILTING PLATE



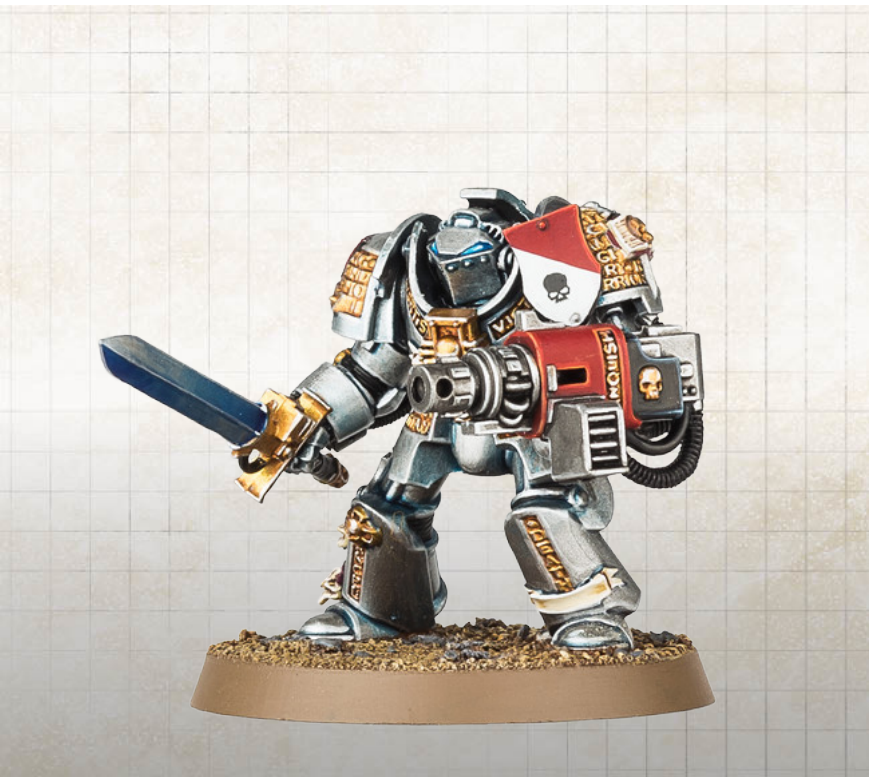
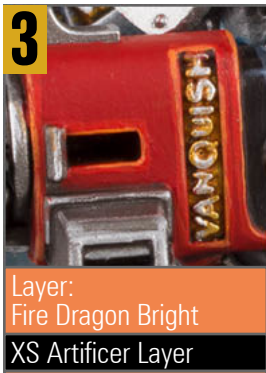
GUN COWLING



GUNMETAL



GUN SHIELD



CHOOSE YOUR HERALDRY

“Before you put brush to model, it’s worth drawing a few heraldry designs out on a piece of paper to get a few ideas – quarters and stripes work best,” says Natalie. “Then you can apply transfers to finish off the shield. Remember to seal the decal with Lahmian Medium once it’s dried in place on the model.”

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.

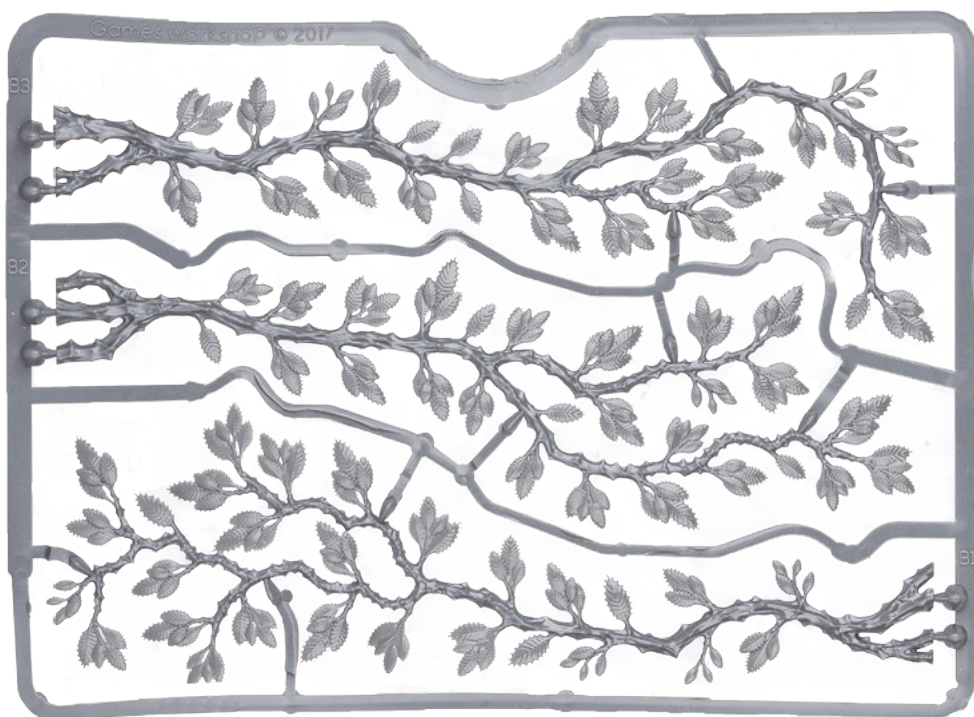
**Brush:** We name the Citadel Brush used – the name here is exactly what you’ll find on the Citadel Brush, making it really easy to identify the right one.



# REALMS OF BATTLE

**Realms of Battle is our regular feature of planning, building and painting your own terrain collection and getting the most out of it in your games. This issue, we're not looking at boards, but things that go on them – in this case, the new Creeping Vines, out soon!**

**C**reeping Vines are one of three new and very exciting products coming out soon from the talented team that brought you the Sector Mechanicus buildings and Hero Bases™ (pronounced HERO BASES!). The three new sets are Creeping Vines, Barbed Bracken and Skulls, and they contain exactly what you'd expect from the box titles – vines, bracken and chocolate cake. No, wait... skulls. The curious thing about the bracken and the vines is that they, and the sprues they come on, are flexible and they can be bent up, over and around your miniatures and scenery to create wonderful, natural-looking flora. You get 12 vines in one box and 146 bracken in the other, plus 340 skulls in the Skulls set. All three packs are coming out later in the month. In the meantime, check out what you can do with Creeping Vines. 🌿



### CREEPING VINES

The Creeping Vines and Barbed Bracken sprues are bendy and can be crushed and twisted without breaking (1).

The vines and bracken may be bendy, but they can still be pruned (2). If you want a smaller bit of vine for a model, simply cut it off with a Citadel Knife.

When sticking your vines to a model, use Super Glue, not Plastic Glue (3). The vines and bracken are made of plastic, but not the same kind as Citadel miniatures, which means Plastic Glue (polystyrene cement if you want to get technical) won't bond it to your plastic models.

Once you've glued the vine down and let the glue dry, you can bend it around your bases, models and scenery (4). Here you can see a vine being bent around a pillar to give you an idea of its flexibility. You can either glue the vines in place or heat them gently with a hairdryer (don't melt your model!) and then bend them to the required shape. When they cool they will set firmly in place.





### BUT WON'T THE PAINT CRACK?

Surely if the vines bend, the paint will crack on them and flake off, right? Wrong!

To fully test this, we put on our lab coats and safety goggles and bent some of the leaves shown to the right clean in half and the only visible result was a tiny grey sliver of plastic where the paint had come apart. It was so small, in fact, that we couldn't even show it in a picture (we did try, but it was just too tiny). When we let go of the leaf, it sprang back into place and the crack closed – you'd never know it was still there. You can even put your be-vined and en-bracken-ed models in a Figure Case, vines and leaves bent, and they'll be fine next time you take them out. It must be magic...



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### GALLERY OF GREATNESS

This Librarian's Hero Base has been augmented with the use of a few pieces of Barbed Bracken (5), while this Slaughterpriest has had a base crafted from some of the many skulls in the Skulls set (6).

A Fellwater Troggoth stands atop a customised base that has been covered in cut-up sections of Creeping Vines (7), giving it a swampy look.

The new sets can be used on scenery, too, not just bases. This Magewrath Throne has been made to look old and abandoned with the addition of a few pieces of Barbed Bracken (8).

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# DEATHWORLD FORESTS

This month, we present rules for the deadly flora that can be found in the Mortal Realms and on planets across the galaxy in the 41st Millennium. You can use these rules in any of your games of Warhammer Age of Sigmar and Warhammer 40,000.

### MORE TERRAIN

You can find rules for other Warhammer 40,000 terrain pieces such as ruins, craters and fuel pipes on page 248 of the Warhammer 40,000 Rulebook, with additional terrain rules for specific battlefields (such as urban warfare or sieges) from page 256 onwards.

For Warhammer Age of Sigmar you can find warscrolls for terrain in both the Dominion of Chaos and Chaos Dreadhold battletomes. Many of these rules are also available to download for free from the Games Workshop website.

**T**he war zones of the 41st Millennium and the myriad lands of the Mortal Realms are immeasurably dangerous, and not just because of the armies fighting across them. A warrior must be vigilant at all times, for even the local flora can prove deadly. A spire of innocuous-looking rock may prove to be razor sharp (and sometimes poisonous, to boot), while alien trees may suddenly come alive, snapping down with voracious maws at unwary passers-by. Even the seemingly abandoned ruins of the 41st Millennium can still retain their ancient power – a boon for those attuned to their psychic harmony.

Over the next few pages we present new up-to-date rules for using Deathworld Forests in your games of Warhammer 40,000, plus warscrolls for Barbed Venomgorse and Shardwrack Spines in Warhammer Age of Sigmar (after all, we can't let the Space Marines have all the fun, can we?).

Identifying your deathworld fauna

Deathworld Forests in Warhammer 40,000 can be made up of four different types of terrain – Eldritch Ruins (the Eldar runes), Shardwrack Spines (the pointy root-like ones), Barbed Venomgorse (the mutated angry-looking trees with mesh-like leaves, buds and barbed flowers) and Grappleweed (the stumpy bushes with trumpet-like flowers).

using your deathworld forests

Each piece of Deathworld terrain has different rules and each piece can be placed on the battlefield individually. If you're playing a larger game we recommend placing each terrain type in groups so you can manage their special rules more easily. In smaller games such as Warhammer Age of Sigmar: Skirmish, spreading them out will create an obstacle-strewn battlefield that could be as deadly as the enemy you're fighting. ☠





# WARHAMMER 40,000

## DEATHWORLD FORESTS

Razor-sharp walls of crystalline growth bursting from the ground. The esoteric remnants of ancient civilisations long since overgrown, fallen into decay. Sentient flora that ensnares and consumes the unwary. These are but a few of the many dangers that can be found within a Deathworld Forest.

A Deathworld Forest consists of one or more of the following terrain pieces in any combination: Shardwrack Spines, Eldritch Ruins, Barbed Venomgorse and Grappleweeds. Each piece of Deathworld Forest terrain is a separate model.

Units within 1" of a piece of Deathworld Forest terrain, and behind it from the point of view of the firing unit, receive the benefit of cover. In addition, you must subtract 1 from any hit rolls made for models that make close combat attacks whilst they are within 3" of a Deathworld Forest terrain piece – this represents the warriors' limbs being entangled by sentient roots and boughs or eldritch energies that surround ancient ruins and fog the mind.

In addition, each of the four Deathworld Forest terrain pieces has an additional ability, as described below:

**Shardwrack Spine:** Roll a D6 each time a model moves within 6" of a Shardwrack Spine terrain piece whilst Advancing or charging – on a roll of 1, that model's unit suffers a mortal wound.

**Eldritch Ruin:** Add 1 to any Psychic tests or Deny the

Witch tests you make for a Psyker that is within 3" of an Eldritch Ruin terrain piece.

**Barbed Venomgorse:** Roll a D6 each time a model moves within 3" of a Barbed Venomgorse terrain piece whilst Advancing or charging – on a roll of 1 or 2, that model's unit suffers a mortal wound.

**Grappleweed:** Roll a D6 each time a model moves within 3" of a Grappleweed terrain piece whilst Advancing or charging – on a roll of 1, that model has been ensnared and throttled and its unit suffers D3 mortal wounds. In addition, at the start of each battle round, each Grappleweed terrain piece moves 2D6" directly towards the nearest visible unit provided there are any within 12". If two or more units are jointly the closest within 12", roll off to see which one it moves towards. When moving Grappleweed, it will stop 1" away from any units or any other battlefield terrain. After their movement has been resolved, each Grappleweed terrain piece will then lash out with its venomous barbs – roll a D6 for each unit within 3" of any Grappleweed terrain piece. On a 4+, the unit being rolled for suffers a mortal wound.







## SHARDWRACK SPINE

Shardwrack Spines are jagged formations of fossilised organic matter that have hardened over thousands of years, forming dense, impassable walls of crystalline spars. Those seeking to make their way past such obstacles must take great care, lest they tear themselves to shreds upon their diamond-sharp spikes.

### DESCRIPTION

A Shardwrack Spine is a piece of scenery consisting of a single model.

### SPECIAL RULES

**Organic Wall:** If all of the models in a unit are within 1" of any Shardwrack Spines, then the unit receives the benefit of cover. In addition, you must subtract 1 from any hit rolls made for models attacking with melee weapons whilst they are within 3" of any Shardwrack Spines – this represents the warriors'

blows being obstructed by the jagged protrusions.

**Razor-sharp Spines:** Roll a dice each time a model starts or finishes a move within 6" of any Shardwrack Spine scenery whilst running or charging – on a roll of 1, that model's unit suffers a mortal wound.



## WARSCROLL



## BARBED VENOMGORSE

Of the numberless specimens of predatory flora that can be found within the Mortal Realms, none are as feared as the horror known as Barbed Venomgorse. Possessed of a primal, cunning sentience, this carnivorous plant is highly adaptable, and is able to generate new weapon-growths and toxins throughout its life cycle.

### DESCRIPTION

Barbed Venomgorse is a piece of scenery consisting of a single model.

### SPECIAL RULES

**Organic Wall:** If all of the models in a unit are within 1" of any Barbed Venomgorse scenery pieces, then the unit receives the benefit of cover. In addition, you must subtract 1 from any hit rolls made for models attacking with melee weapons whilst they are within 3" of any Barbed Venomgorse scenery pieces – this

represents the warriors' limbs being entangled by the plants' sentient roots and boughs.

**Predatory Sentience:** Roll a dice each time a model starts or finishes a move within 3" of any Barbed Venomgorse scenery pieces whilst running or charging – on a roll of 1 or 2, that model's unit suffers a mortal wound.

### KEYWORDS

SCENERY, BARBED VENOMGORSE



# 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.

Pink Horror  
by Rémy Tremblay



Lord of Plagues  
by Amy Snuggs



Human Lineman  
by Florian Weinheimer



Mortis Engine  
by Todd Broadwater





Mourngul  
by Tyler Mengel



Spirit Host  
by Tyler Mengel



Skaven Deathrunner  
by Rémy Tremblay



Furioso Dreadnought  
by Łukasz Fraczek

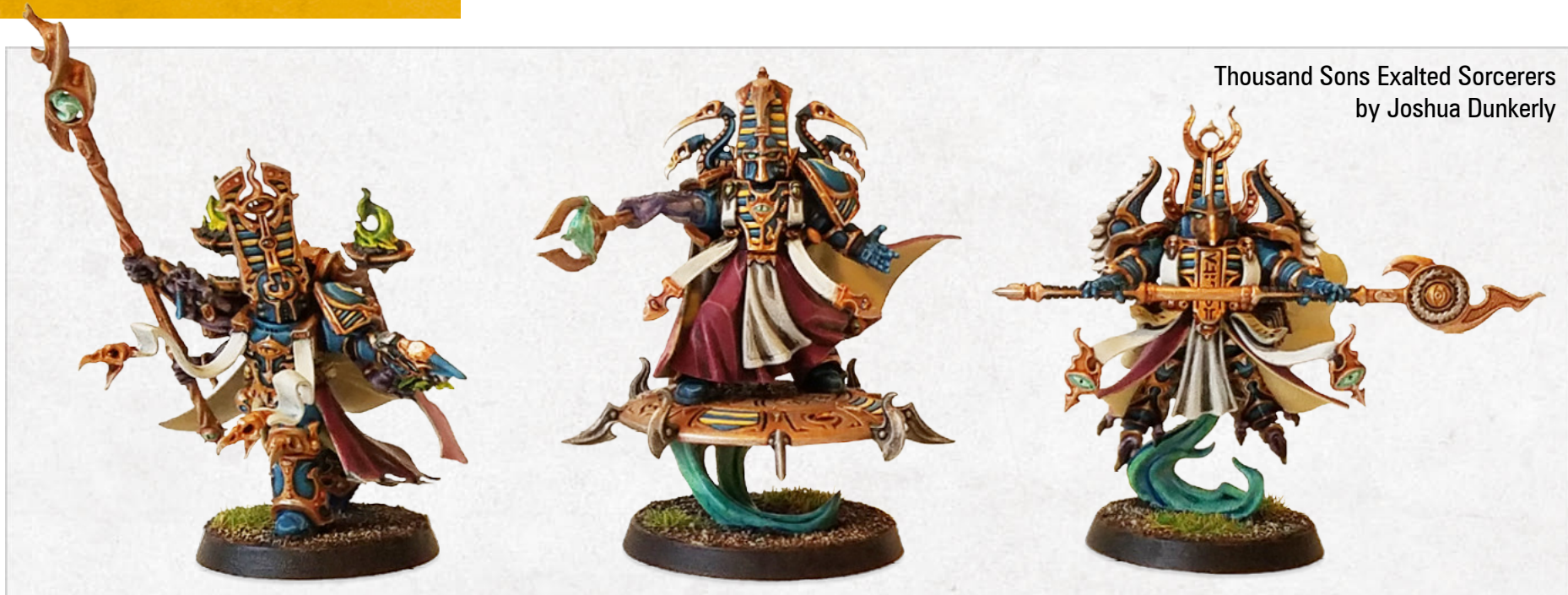


Murderfang  
by Andrew Welsh





## READERS' MODELS



Thousand Sons Exalted Sorcerers  
by Joshua Dunkerly

House Terryn Imperial Knight  
by Alex Lloyd





T'au Ghostkeel Battlesuit  
by Alex Lloyd



Stormcast Eternals Liberator  
by Adam Weller



Stormcast Eternals Knight-Questor  
by Rémy Tremblay



## READER'S MODEL OF THE MONTH

This Stormcast Eternals Lord-Aquilor was painted by Juan Cardona who, despite serving abroad in the military, and with limited painting resources, managed to pull this gem out of the bag.

If you read our article earlier in the issue about colour theory then you'll be able to see it in action on this miniature. The Gryph-charger is primarily red, as are the Lord-Aquilor's cape and helmet plume, while the trim of his armour is gold and his Astral Compass is blue – a triad of primary colours. Juan used black as his other main colour, both on the Lord-Aquilor's armour and on the Gryph-charger's feathers. He even stippled a few mottles onto the mount's skin to add texture to the model.



## OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:







# IN THE BUNKER

Welcome to the last few pages of the magazine, where we'll be taking a regular look at what's been going on inside the White Dwarf bunker over the past month...

**T**he White Dwarf bunker has been a hive of activity this month, both on the battlefield and at the painting table. Matt K both won and lost a game of Blood Bowl (he conveniently forgot to mention the one he lost, we had to find out through nefarious means...) while Matt H and Martyn played each other at Warhammer 40,000 with their Thousand Sons and Dark Angels respectively. Meanwhile, Mel and Stu have been working on their Armies on Parade entries and Dan has been busy painting a battlefield for the final showdown in A Tale of Four Warlords. Michael has grown progressively more undecided about what model to paint next, though he did finish a Kharadron Admiral, while Jonathan put the finishing touches to a Kharadron Ironclad.



## ADMIRAL MJODFIST

Michael's Kharadron Overlords are from the skyport of Barak-Khrum and the commander of his fleet is Admiral Bron Mjodfist. "My skyport is a mercenary base and Mjodfist is more of a mercenary boss who was once a Grundstok Thunderer," says Michael. "I even converted him to have a Grundstok head." Michael painted the armour of his Admiral with Rhinox Hide, which he recess shaded with Nuln Oil and highlighted with Mournfang Brown and Baneblade Brown.



## THE START OF THE IRONWING

Last month, Martyn started work on a Dark Angels Predator. Well, it's finished. "I used Caliban Green for the basecoat then a wash of Nuln Oil to shade it," says Martyn. "I then used Warpstone Glow and Moot Green for the highlights. This was also the first time I'd done weathering on a tank – I stippled Steel Legion Drab and Screaming Skull (the same colours I use for my models' bases) onto the lower hull to simulate dirt, and Rhinox Hide and Runefang Steel onto some of the armour panels to represent battle damage.

## WORK IN PROGRESS

Hobby never stops at White Dwarf – here's a look at some of the team's works in progress. This month, Mel has been painting an Ogroid Thaumaturge, while Michael... well, Michael's desk is covered in unfinished models. He is regularly ridiculed as a result.



A couple of issues ago we mentioned the team's Silver Tower painting challenge. "I've almost finished him," says Mel, talking about the Ogroid Thaumaturge. "I'm painting him pale blue to make him look magical."

Meanwhile, somewhere on Michael's desk is a Doomseeker that Michael is painting for the same challenge...





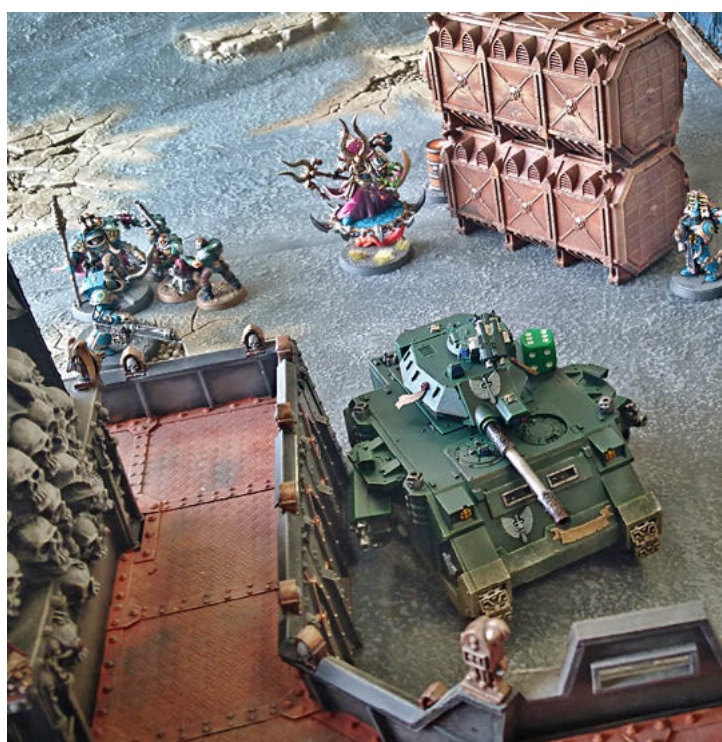
## SKULL ART

What do you do when you've got 340 skulls to play with? Make a skull montage, of course! Resident scenery painter James Littler mounted and painted a whole load of skulls on a board so they could be featured on the box cover of the new Skulls set, out next month. Look closely and you can see orruk skulls, T'au skulls, Beastmen skulls and one mega-massive skull in the middle, the former owner of which remains a mystery. As you can see, there's a lot of cranial variety in this set, which we reckon will give you plenty of modelling options for you miniatures.



## GAMING IN THE BUNKER

Matt H and Martyn took to the hobby room for a game of Warhammer 40,000 using their newly painted models this month. Martyn's Dark Angels quickly found themselves in trouble when Matt's Scarab Occult Terminators teleported in behind his units, but then the Deathwing Terminators teleported in behind the Thousand Sons and got revenge. Ahriman was the star of the show, though, his psychic powers securing a victory for the Traitor Legion when he blasted the predator into molten slag.



## IT'S A KIND OF MAGIC

He may be working on his second Kharadron skyship at the moment, but Matt has also painted an Exalted Sorcerer for his Thousand Sons force this month.

"After giving Martyn a good kicking in our battle, I realised how good Sorcerers were," says Matt. "So I painted another one! I liked Ahriman floating around on his disc, so I made the Sorcerer on disc first – I didn't realise you could turn it the other way up, giving you two different designs – very cool! I built the model with all the mutated arm options – he's got five arms in total. My favourite is the one magicking up bullets for his bolt pistol."



# VOX CHATTER

This month, Matt K and Dan share their thoughts on the three new Codex books out this month.



**Matt:** I can't emphasise enough how great the Stratagems are as an addition to the new codexes. They make it so much easier and more fun to get special rules for your units without having to learn or remember things. You want to use a Stratagem, you just use it – it's really easy.

**Dan:** Codex: Space Marines and Codex: Chaos Space Marines have Chapter and Legion-specific Stratagems, too, which reflect how they conduct themselves on the battlefield. And they tie in really well with the Chapter and Legion traits, too. It makes your army much more characterful and it feels more like the army you've painted if that makes sense.

**Matt:** Considering the special rules in these three books, I'm really excited to see what the games designers come up with in the future for the other armies. Tyranids I think will be very interesting. Also, I'm really glad the Stratagems are in the Datacards set with the psychic powers and tactical objectives.

**Dan:** Don't forget the new units in the books, too. I'm glad the Fallen have made it into the Chaos book along with Cypher (again!). Oh, and the easy-reference weapons summaries – they make the shooting phase much quicker.

**Matt:** Also, there's all the conversion tips in the Grey Knights Codex showing you how to convert Space Marine Captains, Chaplains and Librarians into Grey Knight heroes. They're simple conversions, but really effective.





## IN THE BUNKER

Jonathan has been very hobby-quiet as of late. But that's only because he's been working on a Kharadron Ironclad! He undercoated it in lots of sub-assemblies, enabling him to paint all the aether-endrins, crew and gubbins separately – he says it is much easier that way than trying to paint it all

in one go. The metalwork is painted with Balthasar Gold, washed with Druchii Violet and layered with Sycorax Bronze, while the ship's dark red hull was painted using Abaddon Black mixed with the Sanguinius Tint paint and highlighted with Khorne Red. ☠





# NEXT MONTH

## WHITE DWARF SEPTEMBER 2017 ON SALE FRIDAY 01 SEPTEMBER

30 YEARS OF WARHAMMER 40,000 / PAINT SPLATTER  
'EAVY METAL / KITBASH / A TALE OF FOUR WARLORDS  
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