

# WHITE DWARF™

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MONTHLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL

THE LORD OF THE RINGS™

OCTOBER 2012

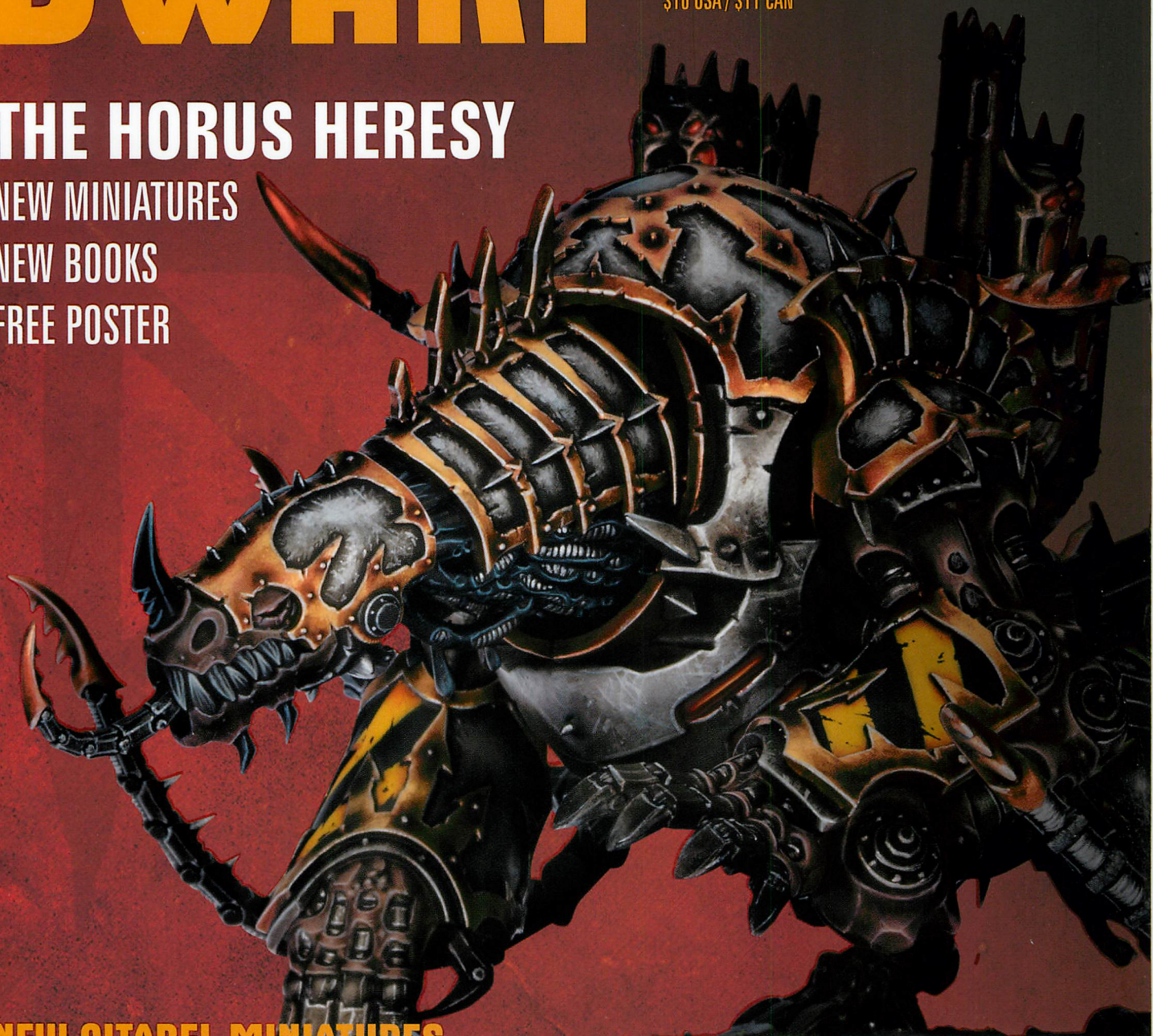
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## THE HORUS HERESY

NEW MINIATURES

NEW BOOKS

FREE POSTER



NEW CITADEL MINIATURES  
CHAOS SPACE MARINES



Printed in Poland



# WHITE DWARF

OCTOBER 2012

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## MEET THE WHITE DWARF TEAM

With the advent of a new-look White Dwarf comes a new-look team, including familiar friends and new faces. We're here to act as your guides throughout all the exciting goings-on in the hobby this month.



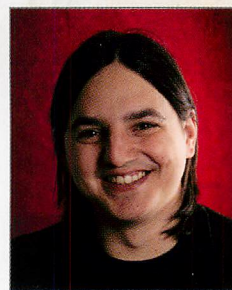
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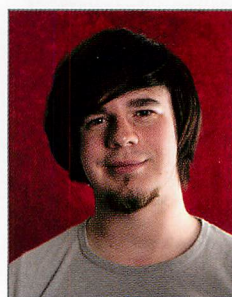
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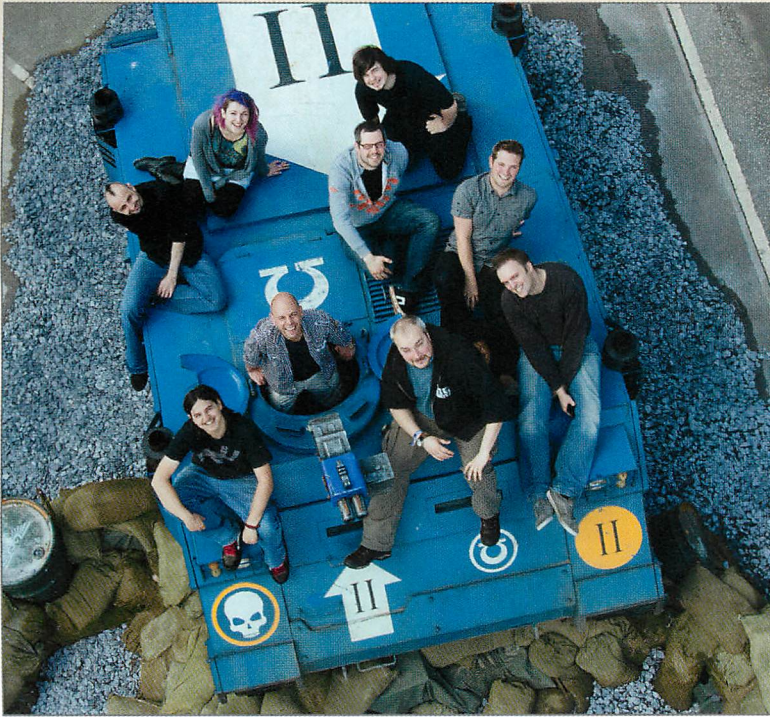
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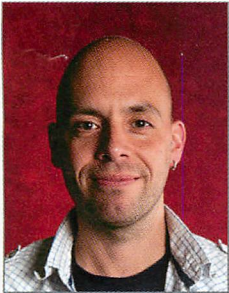






WHITE  
DWARF

# OPENING SALVO



**Jes Bickham**  
Editor

We are living in a Golden Age of the Games Workshop hobby. Citadel miniatures have never been more detailed or impressive, from the smallest goblin to the biggest battle tank. The books have never been more lavishly illustrated or bound, the stories never more entertaining and the rules are more engaging and fun to play than ever. From collecting to painting to converting to playing games, every aspect of the hobby is hitting new heights; there has never been a better time to pick up miniatures that take your fancy and immerse yourself in Warhammer, Warhammer 40,000 or The Lord of the Rings.

And so we have changed White Dwarf to better suit these thrilling times. This most august of organs has a long and storied history from its tireless voyage through the Warp (35 years and counting), and has emerged into realspace this month as a very different beast, with a new team, a

new editor (hello!) and a bold new look. From our towering Imperial stronghold overlooking the battlements of the Design Studio, Forge World and Black Library, we will be bringing you everything that's new, exciting and interesting in the wide world of the hobby.

So join us on our epic quest, and write in and let us know what you think of the magazine; we want you, our readers, to be a part of it. We begin with this month's new release; the stunning return of the Chaos Space Marines, who burst explosively forth from the Eye of Terror with an amazing new Codex and miniatures that have to be seen to be believed. Turn the page to begin your descent into darkness... **JB**



# CONTENTS

## COVER STORY NEW RELEASES

4

The White Dwarf team showcase of all the exciting new additions to the hobby this month – headed up by the stunning new Chaos Space Marines.

## FULL RELEASE LISTING

48

Full details, prices and on-sale dates for all the new releases this issue, including Codex: Chaos Space Marines, the new miniatures, and books.

## ARMY OF THE MONTH

52

Dan takes a look at Ben Johnson's enormous Skaven collection, and discusses what it takes to amass so many beautifully painted miniatures.

## JERVIS JOHNSON

58

Regular columnist and veteran games designer Jervis Johnson discusses why rules that limit your collection are a bad thing.

## BATTLE REPORT

60

Andrew Kenrick and Adam Troke put the new Chaos Space Marines through their paces testing the new units on the battlefield.

## THE RIVALS

76

Two highly competitive gamers delve deep into Warhammer to discuss whose army and tactics will bring victory on the gaming table.

## COVER STORY HORUS HERESY

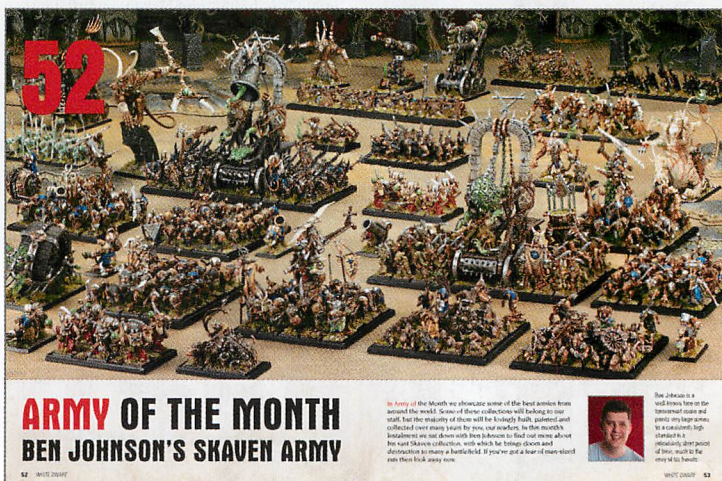
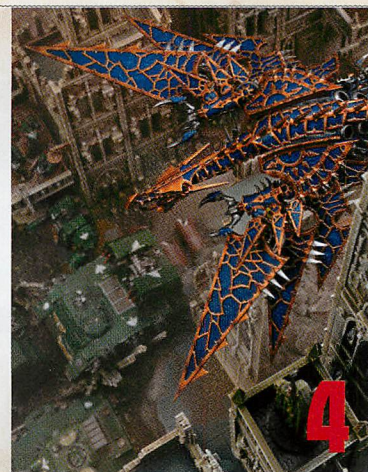
82

October is a big month for fans of the Horus Heresy. We battle through aeons to look at the legendary event that gave birth to the Dark Millennium.

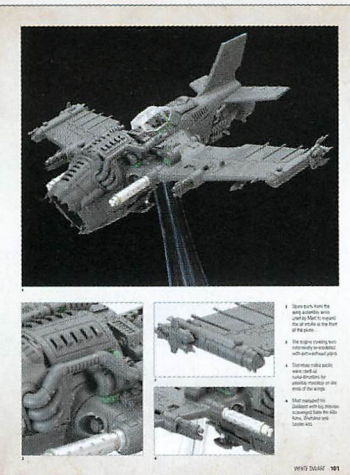
## BLANCHITSU

90

The undisputed master of Games Workshop imagery and artwork, the legendary John Blanche, delves deep into his collection of weird and wonderful Citadel miniatures for your delight and delectation. This month: Inquisitorial warbands.







## CITADEL HALL OF FAME 94

'Eavy Metal painter Anja Wettergren nominates a new model to the Citadel Hall of Fame.

## PARADE GROUND 96

Parade Ground is a showcase of fantastic Citadel Miniatures united by a common theme.

## KIT BASH 102

A corner of White Dwarf devoted to the art of customising and converting your models.

## BATTLGROUND 106

An insight into how the stunning Warhammer 40,000 Urdek Refinery gameboard was made.

## PAINT SPLATTER 112

The best of this month's painting hints and tips, including four different methods for rust and colour schemes for Traitor Legions and Chaos Renegades.

## JEREMY VETOCK 118

Jeremy is our resident mad hobby scientist, creating bespoke scenarios for custom-made battlefields. In his column he explains why this is a good thing.

## LOCAL EVENTS 121

Find out what's going on in the Games Workshop hobby in your corner of the world.

## WHERE TO BUY 125

Want to know where your nearest Games Workshop stockist is? Look no further!

## THIS MONTH IN... 137

**White Dwarf:** It's all about us, as we show you what we've been getting up to this month.

**The Design Studio:** Behind the scenes on Chaos Space Marines with Phil Kelly and Jes Goodwin.

**Forge World:** Work in Forge World has been relentless this month. We take a peek at why.

**Black Library:** Gav Thorpe's favourite moments from the Sundering and more from Black Library.

## OCTOBER HOBBY CALENDAR 153

Notable hobby events for the coming month.





# NEW RELEASES





**Ten thousand years** in the Warp, and they're angrier than ever. Yes, the Chaos Space Marines burst forth from the Immaterium this month with a dazzling selection of Citadel miniatures and a new Codex to boot. We managed to get our mechatendrils on all of the lovely new stuff – read on to see what we thought. There are also new releases from Forge World, Black Library and more, so October is shaping up to be an exciting month in the Games Workshop hobby.

The Chaos Space Marines assemble for war, accompanied by mighty Daemon Engines such as the Maulerfiend, Forgefiend and Helderake.







## CHAOS SPACE MARINES

# MAULERFIEND

The Maulerfiend is a Daemon Engine designed to rip apart enemy armour and break through the toughest defences, and this awe-inspiring miniature's clawed power fists give it the tools to do just that. Standing twice the height of a Dreadnought and larger than many tanks, the Maulerfiend is clad in thick armour plating that covers vital components.

In addition to its power fists, the Maulerfiend also has a pair of magma cutters, which have the look of heavy-duty acetylene torches and are designed to slice through armour up close. While these are its standard armament, there is also the option to swap the blazing heat of the magma cutters for the lasher tendrils also included in the kit.

Assembling the Maulerfiend is a delight – cunningly placed locator sockets on the critical components make the construction really quite straightforward. It also makes posing the model very simple, since these locator plugs inform the posture and pose of the miniature. Of course, free-spirited modellers can snip these locator sockets away and try out other poses, getting some terrific results from the kit. **AT**



The Maulerfiend is armed with a pair of magma cutters (left), which can be upgraded to lasher tendrils (right), that entangle enemy attackers.







NEW RELEASES

CHAOS SPACE MARINES

## MAULERFIEND

The **Maulerfiend** is a brutal Chaos Space Marine Daemon Engine, designed to tear enemy vehicles and infantry apart in the midst of bloody close combats. Spewed forth from the blasphemous forges of the Warp, the Maulerfiends belong in the vanguard, where their power fists can crush the foe.





## CHAOS SPACE MARINES **FORGEFIEND**

**Bristling with monstrous** weaponry, the mighty Forgefiend dominates the Chaos Space Marine battle line, towering over the warriors arrayed around it. This disturbing amalgam of Daemon-beast and heavily armoured death machine unleashes Warp-tainted firepower from within its Daemonforge.

NEW RELEASES



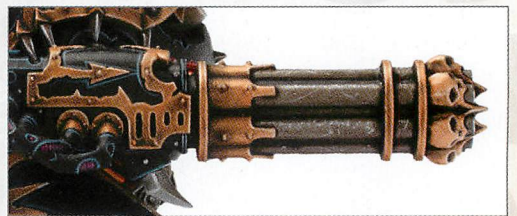
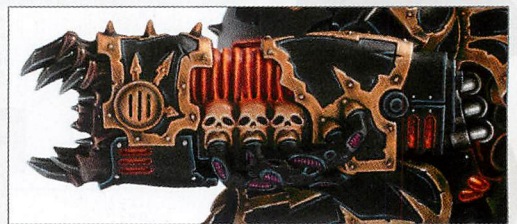
## CHAOS SPACE MARINES

# FORGEFIEND

The **Forgefiend** is a ferocious gunbeast, a Daemon Engine constructed to destroy the enemy from afar just as surely as the Maulerfiend eviscerates its foes up close. Inside its thickly armoured shell burns a rage so fierce that it can be focused to fire deadly bursts of energy or high-calibre shells from its dual weapon mounts. Upon the Forgefiend's back is an assembly of soul-furnaces detailed with shrieking faces; grim exhausts for the roiling Daemonforge at the beast's heart.

Both the fanged, maw-like ectoplasma cannons and the chunky rotary barrels of the Hades autocannons look terrifying – these guns are bigger than the foot troops around them. The Forgefiend's head can also be swapped out for a third ectoplasma cannon, making it one of the most heavily armed units in the Chaos Space Marine army, able to annihilate infantry and tanks alike.

Making the choice of which weapon loadout to go for is probably the hardest decision to make when building the Forgefiend – but with those tough choices aside, the kit is a snap to assemble, just as with the Maulerfiend. **AT**



The ectoplasma cannon (top) excels at blasting apart heavy infantry, while the Hades autocannon (above) can tear through enemy vehicles.







## CHAOS SPACE MARINES

# HELDRAKE

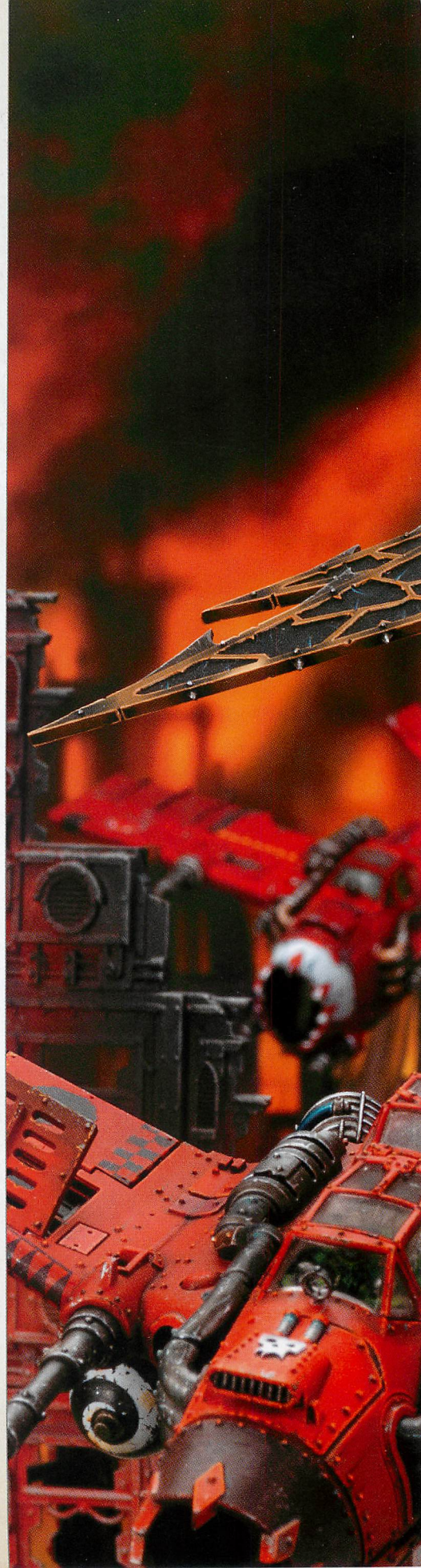
**Heldrakes are twisted Daemon Engines, great mechanical monstrosities that soar above the Chaos Space Marine army, tearing enemy aircraft apart in midair and swooping into the enemy's battlelines, breathing gouts of warpflame and hails of bullets to destroy their prey.**

This blasphemous fusion of man, machine and Daemon is sinuous and elegant, yet unmistakeably a fell creature of Chaos. Its immense wingspan makes the beast wider than a Stormraven, and the four layered, cruelly spiked pinions give the miniature a sinister silhouette unlike any other model in Warhammer 40,000.

Every surface is covered in ornate ironwork, creating a striking image of a metal-scaled creature. A wealth of great details add to the sense of awe, such as the umbilical cables trailing behind it: these really capture the impression of dynamic flight, as well as being the means by which these creatures cling to the underside of Warp-travelling Chaos warships. Its claws are outstretched as though swooping down upon its prey.

The kit has two different weapon options, the Hades autocannon and the baleflamer. When assembling my Heldrake, I went for the baleflamer – I love the look of the flamethrower jutting from its jaws and the weapon's ignition stylised as its curling tongue, not to mention its potency at scouring elite infantry from cover.

This is an intricate and detailed model, yet its design makes it straightforward to put together, the layered plating slotting seamlessly into place to give it a great sense of depth. **AK**









# CHAOS SPACE MARINES

## HELDRAKE



1

1 Swooping down on the Imperial Guard column, the Heldrake prepares to tear a Leman Russ battle tank asunder.

2 The Heldrake is armed with a Hades autocannon, a six-barrelled heavy weapon capable of tearing apart even heavily armoured targets.

3 The Hades autocannon can be swapped for a baleflamer, a weapon that projects a roiling torrent of Daemonfire.

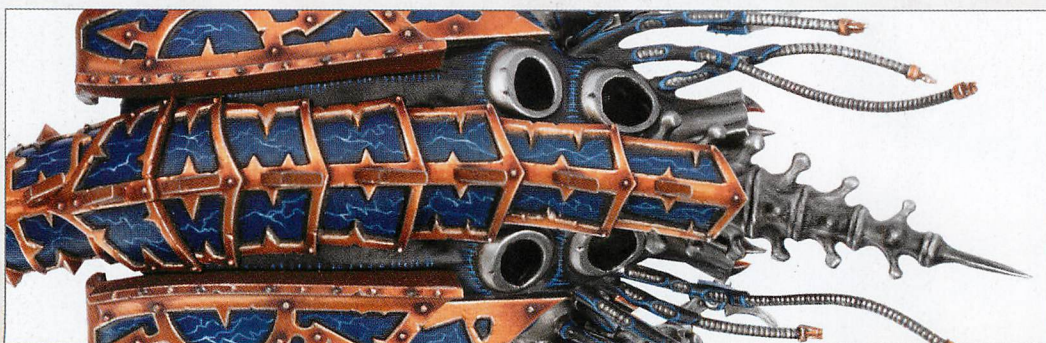
4 Although the Heldrake was once a purely mechanical construct, long years in the Warp have mutated its hull into a more organic form.



2



3



4









NEW RELEASES

## CHAOS SPACE MARINES **RAPTORS**

**Raptors** were **once** the proud assault troops of the Space Marine Legions, but now they have been twisted by their own arrogance and lust for violence. Armed with close combat weapons and jump packs, these murder squads sow terror amid the ranks of the enemy army.



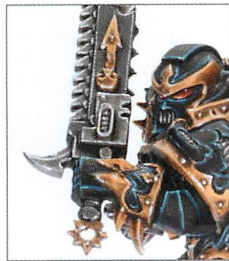




1

The Raptors are addicted to the thrill of melee combat and this is borne out in every aspect of the models in this set. Each is armed with a bolt pistol and chainsword and the detailing of these weapons gives an insight into their nature – their chainswords (already one of Warhammer 40,000's most brutal weapon concepts) are decked out with wicked-looking serrations and hooks.

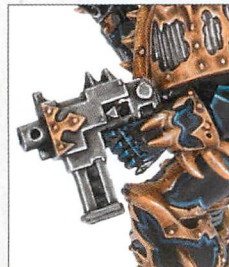
The kit contains plenty of optional weapons for the miniatures, enabling you to tailor your Raptors how you want, both in terms of looks and tabletop efficacy. There is a plasma gun, meltagun, flamer and three plasma pistols, giving the unit some real punch in short-ranged firefights. There's also a choice of power sword and power fist for the Aspiring Champion. Each of these weapons is detailed with the same twisted, highly stylised appearance of the unit. The models all have scenic bases, perched atop battlefield debris from twisted girders to piles of rubble, making them look like they're leaping into the midst of a frenzied assault. **AT**



2



3



5



4



6

- 1 With jump packs and close combat weapons, units of Raptors spearhead the Chaos Marine attack.
- 2 The Raptors' chainswords look particularly vicious, covered in additional hooks, spikes and blades.
- 3 Each of the Raptors is mounted on a scenic base, leaping over piles of rubble and battlefield debris.
- 4 The Aspiring Champion's power sword has a wickedly curved blade.
- 5 The Raptors wield a variety of older designs of bolt pistols.
- 6 The Raptors' armour is all ornately decorated.





1 A unit of Warp Talons attacks the rear of an Imperial Guard battleline.

2-3 The power armour of the Warp Talons is covered with ornate detail, from monstrous faces to the symbols of Chaos.

4 The Aspiring Champion's head sprouts a pair of daemonic horns.

5 Razor-sharp talons burst through the power-armoured glove.

6 The banding on the armour's vambraces and greaves form stylised lightning bolts.



2



3



4



5



6

The Warp Talons are daemonic, Warp-spawned predators, with jump packs mutating into wings, helmets twisting into leering faces and claws bursting through their armoured fists.

Every surface of the models is adorned with intricate detail; their armour is the most ornate power armour in the Chaos Space Marine army bar none, covered in eldritch sigils of the Dark Gods. In fact, if you take a closer look at the metallic banding on the legs and vambraces, you can see that it forms stylised lightning bolts. The Warp Talons are bristling with blades; not only do they all possess lightning claws, but their feet are shod with sharp talons as well and their jump packs are modified with bladed wings protruding from the sides.

On the battlefield it's these claws that allow them to tear their way through the walls of reality, unleashing a burst of energy as they do so that blinds nearby enemies, making them a great shock unit with which to spearhead an attack. **AK**





## CHAOS SPACE MARINES **WARP TALONS**

**Warp Talons** are Chaos Space Marines whose long exposure to the Immaterium has transformed their physical form, enabling them to stalk their prey through the veil of reality. With vorpal claws they slice their way into the material world, to attack from the nightmare dimension of the Warp.

NEW RELEASES







CHAOS SPACE MARINES

## WARPSMITH

**Warpsmiths are the** masters of the soul forges, the twisted artisans behind the daemonic war engines that march alongside the armies of Chaos. It is by their hands that creatures such as the Maulerfiend and the Forgefiend come to life, an unholy union of Daemon and machine.



The Warpsmith exudes an air of power and authority combined with a hint of insanity – he is the dark echo of the Space Marine Techmarine. With sprouting mechatendrils tipped with snapping jaws, an axe of monstrous proportions and a wealth of augmetics, bionics and snaking data cables, the Warpsmith is covered in exquisite mechanical detail. This miniature is a blast to paint, whether with a simple wash and a drybrush to bring out the details, or far more lavish brushwork (either way I would suggest painting the mechatendrils separately before you glue them to the model).

As the masters of the Chaos Space Marine forges, Warpsmiths have picked up plenty of wargear to take on their foes, and their armament includes a flamer, meltagun and the aforementioned mechatendrils and massive power axe. It is with these weapons that they repair the vehicles in their care, while laying waste to those of their foes. **DH**

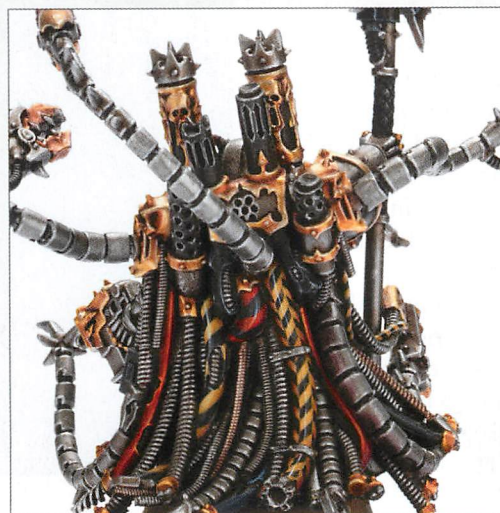
Full details for this month's releases are on page 48.



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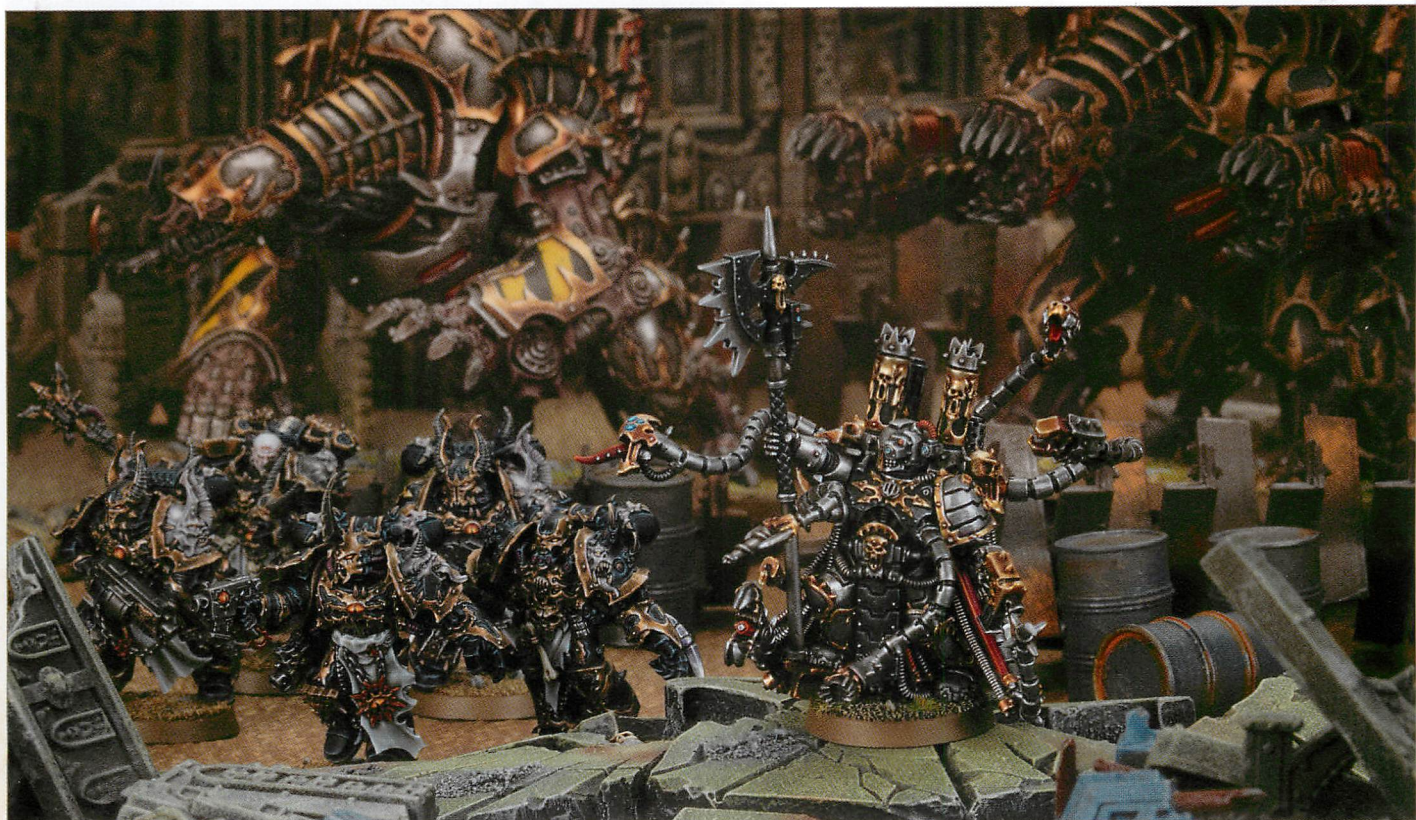


2



3

- 1 The Warpsmith's arm has been replaced with a bionic augmetic.
- 2 Among the exhaust stacks and snaking cables are hidden a variety of weapons, including a flamer and several snapping claws.
- 3 The Warpsmith wears a cloak made of mechatendrils and other mechanical artefacts.
- 4 The Warpsmith remains near the Daemon Engines, as he is able to repair vehicles in battle.



4



## CHAOS SPACE MARINES

# ASPIRING CHAMPION

**Aspiring Champions** are the leaders of the Chaos Space Marine squads; bloodthirsty warriors intent on glory. This kit contains a single, masterfully sculpted plastic miniature – the cunning workmanship, how the model goes together, the sense of depth and the staggering design all make it a Citadel miniature that is beyond compare. The model is covered in great details as well, from the Inquisitor's head on his backpack and the combi-melta slung over his shoulder, to the daemonic face on his axe head and the dismembered Necron on his base. All this detail doesn't come at the expense of ease of assembly either, as the model is remarkably straightforward to build. I had it clipped out, cleaned up and stuck together in ten minutes. **AT**



1 The Aspiring Champion's power axe takes the form of a daemonic face.

2 The decapitated head of an Inquisitor is mounted as a trophy on the Aspiring Champion's backpack.

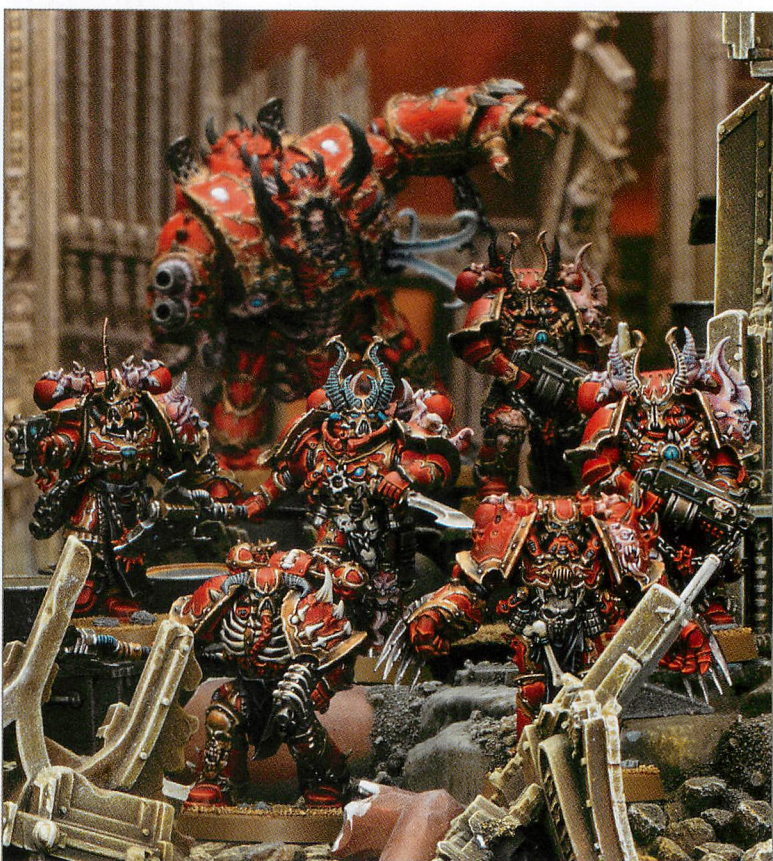
3 A Champion leads a squad of Chosen through the ruins, backed up by a formidable Helbrute.



1



2



3





1

1 Three Mutilators – the Chaos Space Marines' heaviest assault troops – lead the charge into the Ork Boyz.

2 The Mutilators box set includes two different designs of head.



2

## CHAOS SPACE MARINES **MUTILATORS**

**Mutilators** have bound themselves to the bloodthirsty spirits of ancient weapons and dedicated themselves to the act of close combat slaughter. They are monstrous warriors whose only desire is to engage the enemy up close and personal and tear them limb from limb.

These vast creatures tower over other infantry models. In fact, they are as wide as Terminators are tall, giving them an impressive air of solidity and menace that is only enhanced by the gargantuan claws that they're armed with. On the battlefield they can summon weapon spirits, and the model's claws appear to be morphing between power weapons, lightning claws or even chainfists to provide them with the perfect tool to eviscerate any given foe. With three of these abominations in one box, you have access to the hardest hitting elite infantry unit in the Chaos Space Marine army. **DH**





## CHAOS SPACE MARINES

# DARK APOSTLE

Dark Apostles devote their lives to the propagation of the unholy word, actively spreading the worship of Chaos across the galaxy. So powerful are their profane speeches that they can inspire entire planets to rebel against the Imperium.

The Dark Apostle is the epitome of blasphemy, the antithesis of the Space Marine Chaplain, his mere presence inspiring warriors to acts of extreme violence. His armour is etched with the sacrilegious runes of Chaos and draped with fluttering parchments of flayed skin. In his mighty gauntlet he carries a corrupted Crozius Arcanum, while underfoot he grinds a pile of defiled Imperial literature into the ground. The level of intricate detail on this Citadel Finecast miniature is astounding – a feat that would have been impossible had it been cast in metal. **DH**



1



2



3

1 The Dark Apostle tramples a stack of Imperial propaganda beneath his power-armoured boots.

2 A dark grimoire bound in tortured flesh hangs from the Dark Apostle's belt, along with Chaos icons of the same design as the Cultist models.

3 Tattered parchments and scrolls covered in profane words flutter from the Dark Apostle's backpack.

4 The Dark Apostle rouses a rabble of Cultists.



4

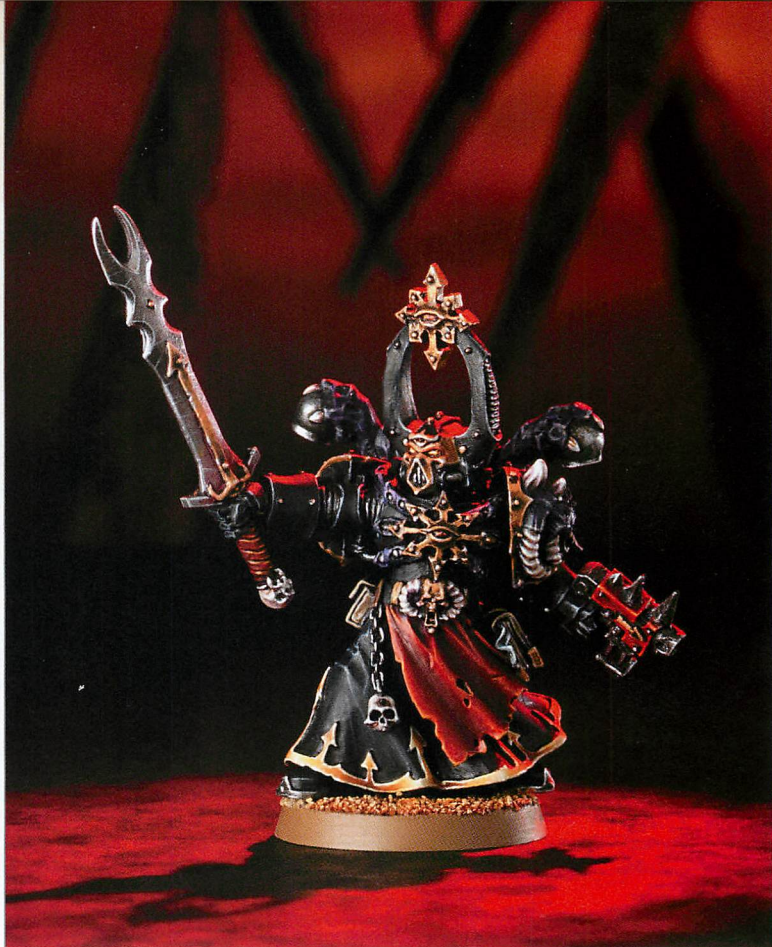


## CHAOS SPACE MARINES

# SORCERER

The Sorcerers of Chaos shape the destiny of the galaxy with forbidden rituals and unspeakable pacts. They channel the soul-blasting energies of the Warp into potent hexes and walls of flame, laying waste to all those who would stand in their path to glory.

As befits a formidable Sorcerer of Chaos, this miniature exudes a palpable aura of power and dark majesty. In his outstretched hand he carries a forked force sword – a weapon corrupted and reformed to serve its terrible master. Likewise, his armour and equipment are bedecked with arcane symbols, from his ornate helm to the daemonic face on his shoulder pad. He is an obscene parody of the noble Space Marine Librarian, but with access to forbidden psychic powers, not to mention the dubious morals required to use them with little regard for the consequences. **DH**



1



2



3



4

- 1 The Sorcerer's shoulder pad is carved into the shape of a Daemon Prince's head.
- 2 The bolt pistol is adorned with vicious spikes and a grimacing visage.
- 3 The Chaos Sorcerer's backpack is covered in ornate detail, including a screaming skull and claws.
- 4 The shoulder pad is decorated with a stylised eye and flames.
- 5 The Chaos Sorcerer joins a Chaos Space Marine squad where his psychic powers can have the most effect.



5



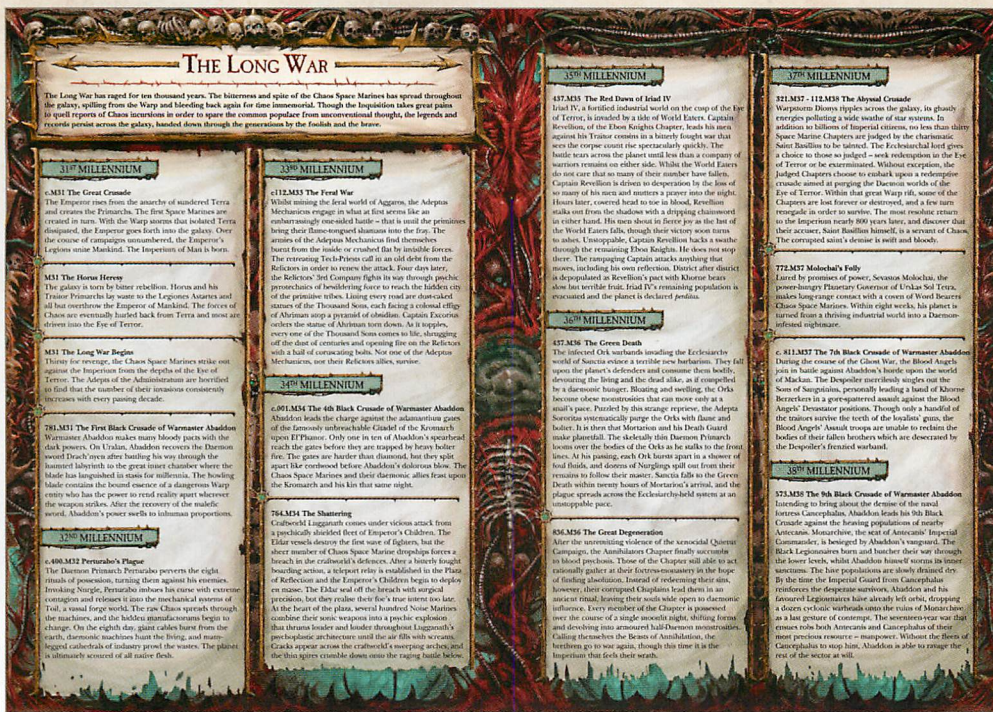


CODEx

## CHAOS SPACE MARINES

**10,000 years of** warfare and hatred are contained in the pages of Codex: Chaos Space Marines, the first full-colour hardback Codex for Warhammer 40,000. Bursting with new units, art and a fold-out reference section, it's the ultimate resource for servants of the Ruinous Powers everywhere.

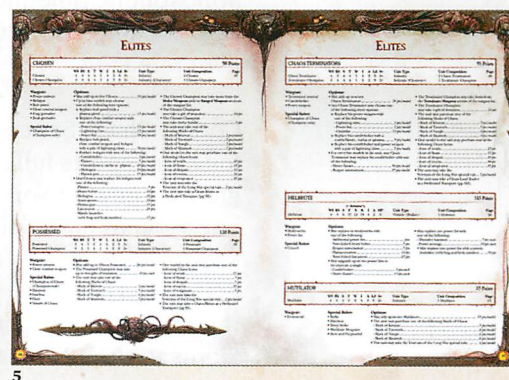




- 1 The timeline details all the major events of the history of the Chaos Space Marines, from the Horus Heresy itself all the way up to the 13th Black Crusade.
- 2 The Scions of Chaos section showcases the full range of Chaos Space Marines miniatures.
- 3-4 Stunning all-new artwork brings the deeds of the Chaos Space Marines to dramatic life like never before.
- 5 The new army list contains all the rules you need to field your army.



“The combination of sturdy hardcover and full-colour art make this the best-looking Codex yet.”





# CHAOS SPACE MARINES



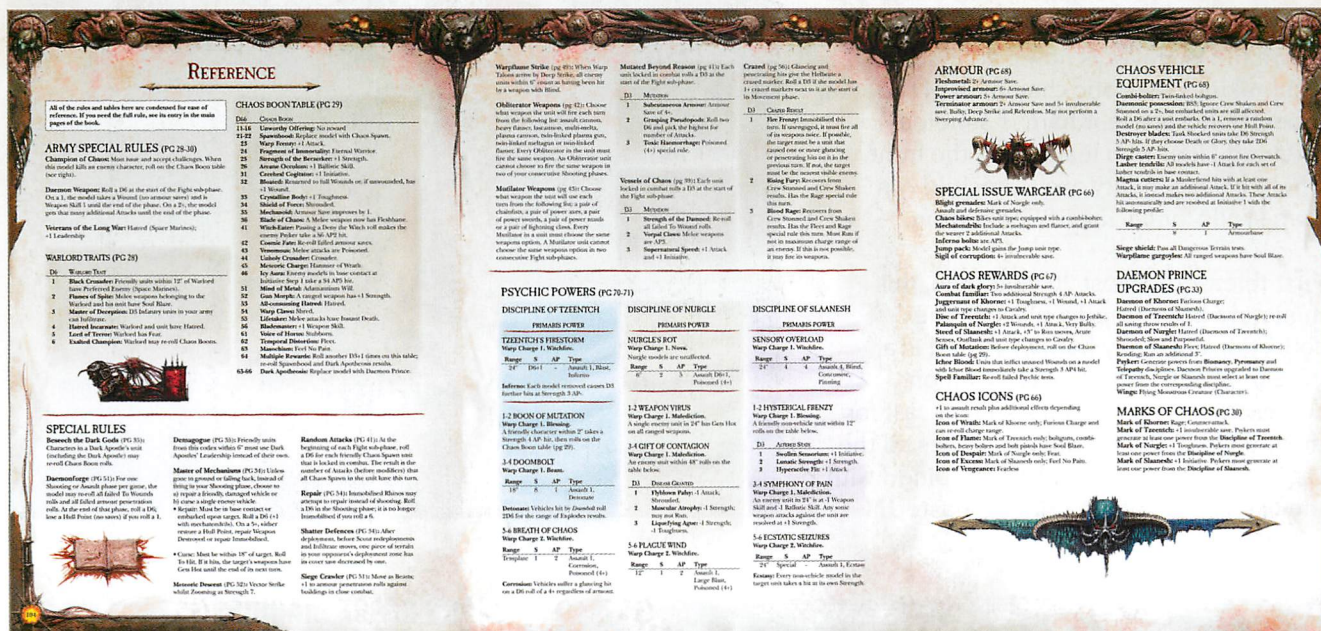
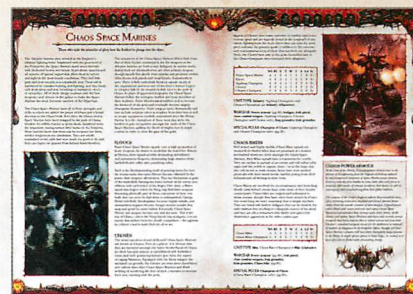
**Codex: Chaos Space** Marines is the first new codex to be released since the launch of the latest edition of Warhammer 40,000 in the summer, and it's fair to say it's the most lavish and sumptuous ever. There has been a noticeable leap forward in both the presentation of the book and the content found within; a real evolution in the design and look of the format. The combination of sturdy hardcover and full colour artwork, along with small touches like the characterful page bordering and atmospheric timeline, make this the best-looking Codex Games Workshop has ever released.

Codex: Chaos Space Marine is 104 pages long and sports full colour throughout; the glorious new artwork and exciting background material is adorned with striking illustrations and brooding page graphics. The book details the history of the Chaos Space Marines, from the fall of Horus to the 13th Black Crusade 10,000

years later. It contains a glorious miniatures showcase, along with all the background and rules you need to use all of the units in your games. There are also special rules for earning the favour of the Dark Gods and capturing the feel of the long and bitter enmity between the Chaos Space Marines and the Space Marines, plus a fold-out reference aid that contains all the rules you need to play at a glance, including all 12 new psychic powers and Chaos-specific Warlord Traits.

The book details the origins, actions and organisation of the Chaos Space Marines. This introduces the most famous Chaos Space Marines of all, such as Abaddon the Despoiler, Lucius the Eternal, Typhus and Ahriman. While some of the information presented in the first half of the book will be familiar to owners of previous editions of Codex: Chaos Space Marines, there's plenty of new material, including an engaging four-page timeline awash with





tales of infamy and plenty of new background and information from the author of the Codex, Phil Kelly.

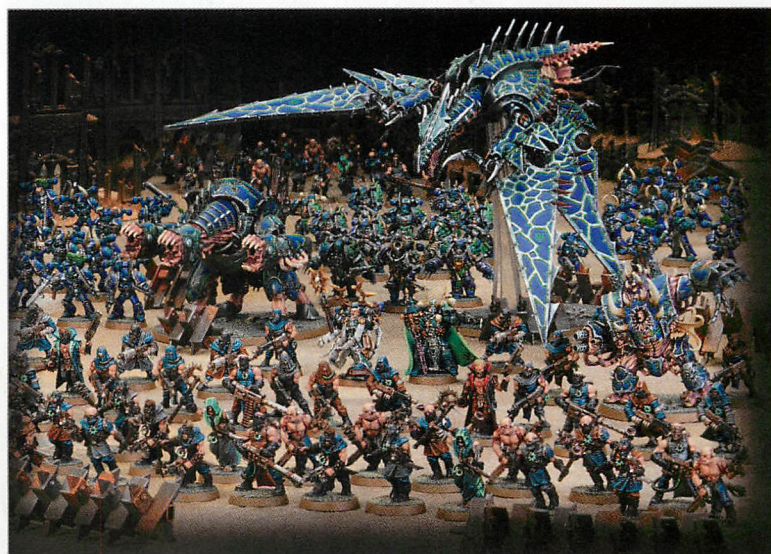
The showcase section is dedicated to the Design Studio's Chaos Space Marine miniature collection. Moody, atmospheric photos of Chaos Space Marine armies on the battlefield contrast with perfectly lit shots of individual models, providing plenty of variety and information for both collectors and painters. It's enough to stir the hobby enthusiasm of even the coldest heart. Finally, the army list allows you to not only create an army of Chaos Space Marine renegades, but also thematic renditions of the original Traitor Legions.

New and existing Chaos Space Marine players alike have good reasons to be excited about this Codex – it's a great-looking book and a fantastic read. To see how the new rules and units work, turn to the battle report on page 106. **AT**

1 The showcase section contains loads of glorious pictures of the Chaos Space Marines, including alternative colour schemes and new models.

2-4 The codex is lavishly illustrated throughout with many new pieces of full-colour art.

5 At the back of the book is a fold-out reference section containing all the rules you'll need during play in one handy place.





## CHAOS SPACE MARINES

# KHÂRN THE BETRAYER

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

Once a noble Space Marine and equerry to the Primarch of the World Eaters Legion, Khârn the Betrayer is now a gore-soaked, skull-taking psychotic champion of the Blood God Khorne. Khârn is a melee-oriented killer who leads from the front, where his legendary axe Gorechild can reap skulls for his rage-filled patron.

First released almost 20 years ago, this miniature has earned a place in the collections of many hobbyists and is a perennial entry into Golden Demon competitions. Now in Citadel Finecast for the first time, the model possesses all the charm of a classic miniature combined with the crisp detail of the original master. **AT**



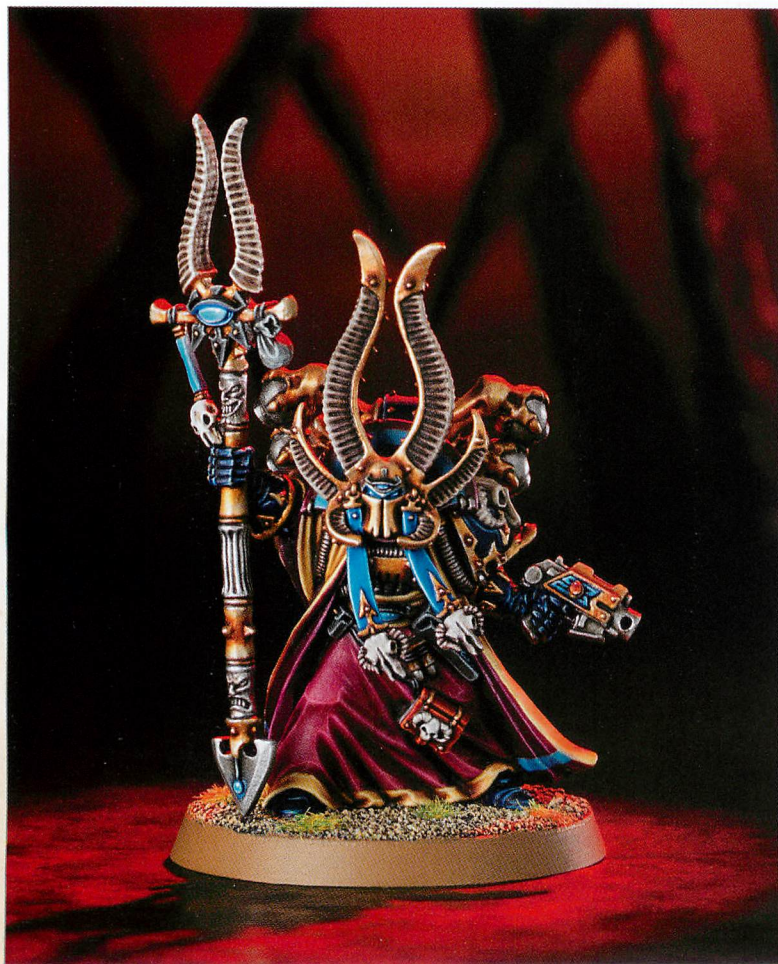
## CHAOS SPACE MARINES

# AHRIMAN

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

Ahriman is the foremost sorcerer of the Thousand Sons Chaos Space Marines, a deadly psyker whose name is reviled across the galaxy. The most formidable psyker available to Chaos Space Marine players, if you're looking to dominate the battle using the power of the Warp, Ahriman should be your first choice.

This Citadel Finecast miniature is redolent with the iconography of the Thousand Sons and the trappings of a master psyker. From the ghastly faces engraved upon his infamous Black Staff to the corrupted Librarium symbols that adorn his armour, the crisp Finecast details on Ahriman are a delight for painters looking to demonstrate their skills. **AT**





## CHAOS SPACE MARINES

# LUCIUS THE ETERNAL

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

**Lucius the Eternal** was arguably the finest swordsman among the original Space Marine Legions but took his pursuit of perfection too far. Now an immortal killer who delights in duels and tests of skill, any who best Lucius risk the curse that rests on his soul, for to slay him and gain even the slightest satisfaction from it will see this eternal warrior reborn in his killer's body.

Lucius the Eternal is covered in intricate detailing that are crisper than ever in Citadel Finecast resin, including the self-inflicted scars that cover his hideous visage to the screaming faces peering out from his Armour of Shrieking Souls, and the coiled barbs of his Lash of Torment. **AT**



## CHAOS SPACE MARINES

# TYPHUS

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

**Typhus** is the most feared of all the Plague Fleet commanders, spreading the blessings of Nurgle in his wake. The miniature is replete with great little details crying out to be painted in putrid tones. I've long had a soft spot for Typhus. The model oozes corruption, from the cracking armour and protruding bones, to the chimney stacks jutting from his Terminator armour and the Nurglings scrambling all over his body.

As befits the vector by which the Zombie Plague is spread, if you include Typhus in your army you can upgrade all of your Chaos Cultists into Plague Zombies. **AK**

*Full details for this month's releases are on page 48.*



## CHAOS SPACE MARINES

# TRAITORS OF CHAOS

*These classic models have been remastered with new moulds and are now released in Citadel Finecast.*

These four Chaos Space Marine miniatures are among the most iconic Warhammer 40,000 miniatures ever released – they established the look of the Traitor Legions still recognisable to this day. As a collector who remembers these models back when they were first released, it's hugely exciting to see them available now in

Citadel Finecast. The ultra-crisp Finecast resin enables the capture of impeccably sharp details, making these models the closest possible thing to Jes Goodwin's original sculpts of more than 20 years ago. The set includes warriors from the Thousand Sons, World Eaters, Emperor's Children and Death Guard. **AT**



## CHAOS SPACE MARINES

# FABIUS BILE

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

An outcast from the Emperor's Children, Fabius Bile now allies himself with any Chaos Space Marines desperate enough to take on his services. As the dark mirror of an Apothecary, Fabius Bile isn't going to save your warriors from harm, but his malign tinkering with genetics means that he can improve a unit in your force.

Now wrought in Citadel Finecast, the model is more durable than ever – in particular there is less risk of damaging his surgeon. The model's details are exceptional, especially the anguished faces that stare out from his coat. **AT**





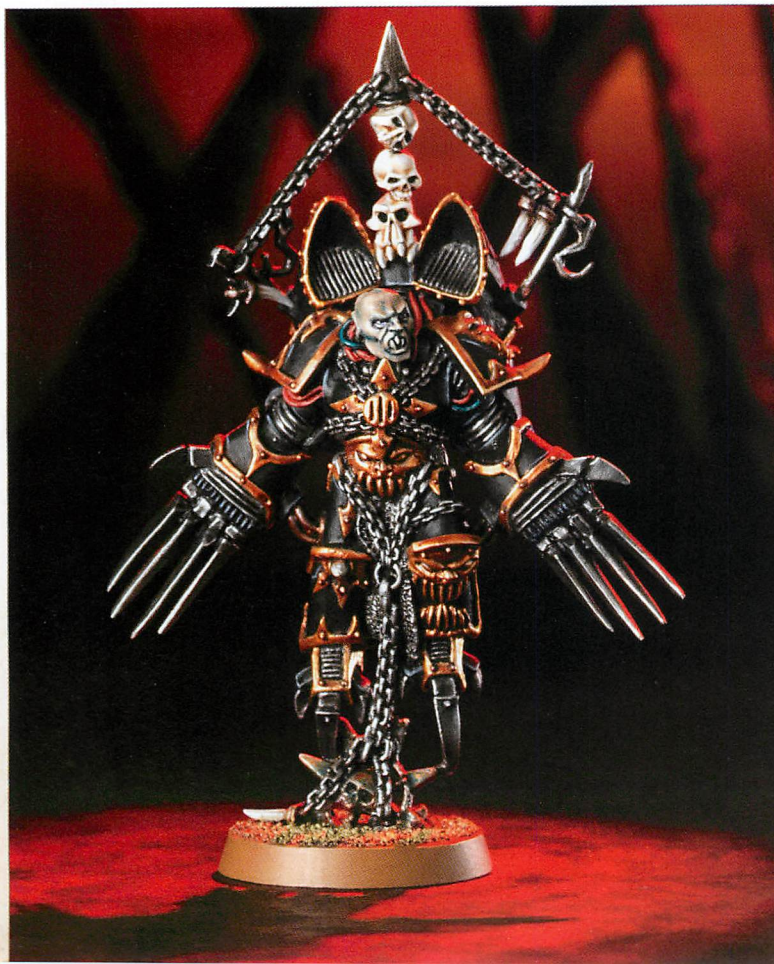
## CHAOS SPACE MARINES

# DAEMON PRINCE

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

The ultimate ambition of a Champion of Chaos is to earn the patronage of the Ruinous Powers and ascend to Daemonhood. Exalted among the ranks of the Chaos Space Marines, these Daemon Princes are true paragons of evil and terror. Although swollen with dark power, Daemon Princes still bear marks of their mortal lives, such as the twisted power armour this miniature is clad in.

Daemon Princes are now deadlier than ever. They have a statline to die for, and plenty of upgrades, including Daemon Weapons like the mighty sword wielded by the model. And with the release of this classic miniature in Citadel Finecast to go with the plastic Daemon Prince and the Nurgle Daemon Prince, collectors have a choice to include in their army. **AT**



## CHAOS SPACE MARINES

# CHAOS LORD WITH JUMP PACK

*This classic model has been remastered with new moulds and is now released in Citadel Finecast.*

This ferocious Chaos Lord is covered in all manner of great little details, from his triple-jet jump pack and the Ork skull on his trophy rack to the heavy Chaos star chained to his waist. With his pair of lightning claws, fanged maw and taloned feet, the Chaos Lord with jump pack will look particularly great leading a unit of Warp Talons or Raptors into the fray.

And what's more, now that this Chaos Lord is available in lightweight Finecast resin, the model is less likely to topple over in play, leaving him to get on with what he's best at undisturbed – namely, taking the fight directly to the beating heart of the enemy army. **AK**



## CHAOS SPACE MARINES

# OBLITERATORS

*These models have been remastered with new moulds and are now released in Citadel Finecast.*

**Obliterators** are a horrific fusion of warrior, machine and Daemon; the result of countless diabolical experiments conducted by the Dark Mechanicum and thousands of years living in the Warp. Their hulking, monstrous bodies can mutate at will, spawning innumerable weapon systems with which to destroy their foes from afar.

These mighty warriors are hulking figures on the battlefield, towering over the surrounding Chaos Space Marines. Their armour and skin are as one, seemingly flowing into one another as they mutate. The three models in this box set demonstrate the punished flesh and considerable bulk of the Obliterators perfectly, and come complete with a large selection of weapon options and two different heads to choose from, representing their ever-changing forms. **DH**



1 The Obliterator's flesh is sculpted as though it is writhing and changing even as the battle unfolds.

2 A unit of Obliterators lend their potent array of firepower to the Chaos Space Marine army.





## CHAOS SPACE MARINES

# HAVOCS

*These classic models have been remastered with new moulds and are now released in Citadel Finecast.*

**Chaos Space Marine** Havoc squads are armed with heavy weapons, allowing them to devastate the foe from afar with punishing volleys of firepower – a role that they take to with relish. This squad of five Havocs includes an autocannon, a missile launcher, a heavy bolter and a lascannon, giving you the right weapon to crack any

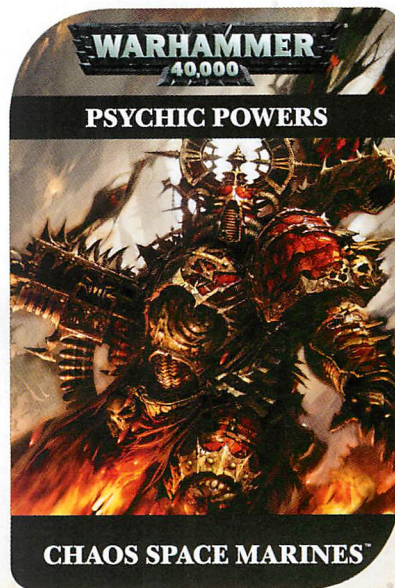
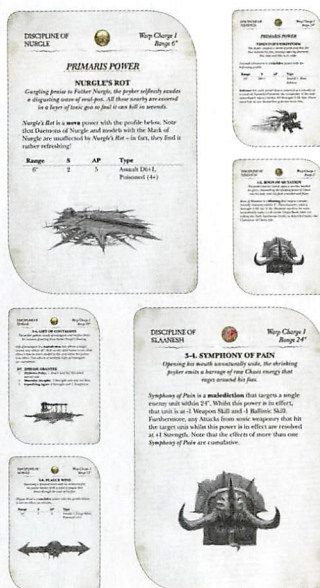
target you might face on the battlefield – they can even be armed with flakk missiles to target enemy aircraft. The heavy weapon-armed Chaos Marines have been remastered from the metal originals, but the set also includes a resculpted Aspiring Champion gesturing for the squad to open fire on their hated enemies. **AK**



## CHAOS SPACE MARINES

# PSYCHIC CARDS

The powers of the Warp are yours to command this month, with this deck of 12 psychic power cards. A handy reference to use in your games, these cards contain the new rules from Codex: Chaos Space Marines for Tzeentch, Nurgle and Slaanesh psychic powers. Be warned, however – they are available only on limited release and will surely sell fast. Seriously, if you want them, act right away. **AT**

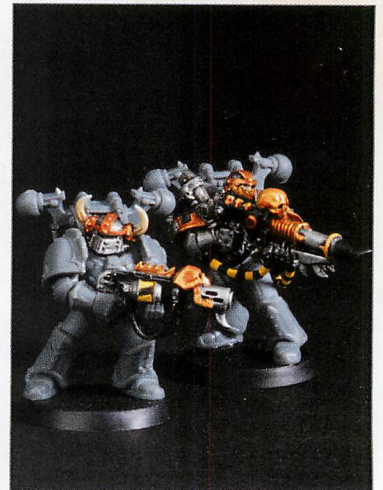




**There are a** range of upgrade packs available for the Chaos Space Marines, each containing a selection of resin components that you can combine with your plastic miniatures to add more options and details to your army.

## CHAOS SPACE MARINES IRON WARRIORS UPGRADE PACK

The **Iron Warriors** have a reputation as stone-cold killers and siege-masters both. The kit includes five helmets, five torsos, a meltagun and a lascannon.



## CHAOS SPACE MARINES NIGHT LORDS UPGRADE PACK

**Murderous and cruel** even by the standards of other Chaos Space Marines, the Night Lords are masters of terror tactics. This pack contains ten helmets, ten shoulder pads and a power sword.



## CHAOS SPACE MARINES CHAOS BIKE UPGRADE PACK

**Chaos Space Marine** Bikers combine the hard-hitting nature of assault troops with impressive durability. This upgrade pack includes a meltagun, a plasma gun, three helmets and a power sword.





## CHAOS SPACE MARINES THOUSAND SONS UPGRADE PACK

The **automatons** of the Thousand Sons are enslaved to the will of the Sorcerers of Prospero. This upgrade pack includes an Aspiring Sorcerer and enough helmets, torsos and boltguns to convert eight Chaos Space Marines into Thousand Sons.



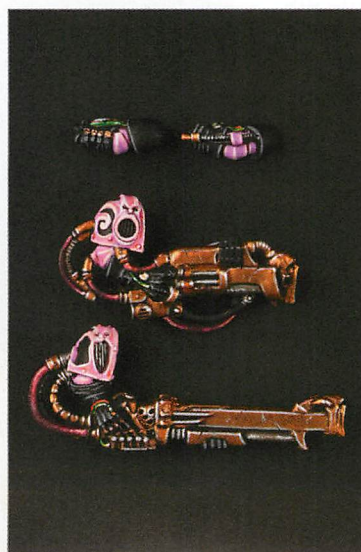
## CHAOS SPACE MARINES NOISE MARINES UPGRADE PACK

**Hankering to turn** your Chaos Space Marines into the ultra-noisy disciples of Slaanesh? Do you want to unleash death via the medium of acoustic bombardment? This kit contains the components to convert an Aspiring Champion, a sonic blaster and a blastmaster. **AT**



## CHAOS SPACE MARINES NOISE MARINES SONIC WEAPONS

**Noise Marine squads** can be upgraded to have as many sonic blasters as you want, and one blastmaster for every ten models in the unit. This kit provides you with five sonic blasters and a blastmaster for just that purpose.





## CHAOS SPACE MARINES

# BATTLEFORCE



Also released this month is the Chaos Space Marine Battleforce, a useful building block for hobbyists wishing to kick off their very own Black Crusade or to expand an existing warband. A Battleforce combines several different plastic kits in a single box set at an even better price than buying the kits individually. As such Battleforces are a good way to add a unified selection of miniatures to your army in one fell swoop.

The Chaos Space Marine Battleforce includes ten Chaos Space Marines, five Possessed, a Rhino APC and a squad of three Chaos Space Marine Bikers – a great spread of unit types from across the army list, as well as enough spare components and interchangeable parts to go to town with some customisation and kit-bashing. Combine a couple of Battleforces with a Chaos Lord or a Daemon Prince and you've got a great foundation for a new army of Chaos Space Marines. **AT**



1 The Battleforce box set contains a great selection of models, including Chaos Space Marines and Possessed.

2 As well as infantry models, the Battleforce also includes a fast-moving squad of Chaos Bikers and a Chaos Rhino.



## ALSO AVAILABLE

*These iconic Chaos Space Marine characters are also available in Citadel Finecast.*

### CHAOS SPACE MARINES

## ABADDON THE DESPOILER

As **First Captain** of the Luna Wolves, Abaddon was the right hand of Horus, and conquered worlds in the Emperor's name. One of the greatest commanders in the galaxy and an elite warrior, Abaddon is now the chosen of the Chaos Gods, and the greatest enemy of the Imperium.

When first released in 1996, Jes Goodwin's Abaddon was an instant classic, and now rendered in Citadel Finecast the details are better than ever. From the howling faces on his Daemon blade Drach'nyen, to the skulls adorning the Talon of Horus or even the expression on his hate-filled face, Abaddon is a masterful rendering of the arch-fiend, and a painter's delight. **AT**



### CHAOS SPACE MARINES

## HURON BLACKHEART

The **renegade master** Huron Blackheart turned against the Imperium in the Badab War. Now, from within the warp storm known as the Maelstrom, he conducts relentless warfare against the Imperium.

The Huron model perfectly captures the scarred and ravaged appearance of the commander of the Red Corsairs – with crisp detail showing where his flesh has been ravaged by the melta gun that nearly slew him. His armour is covered with cracks and chips from years of warfare, but also decorated in the sigils of his new dark patrons. The kit also includes Huron's familiar, the Hamadrya, the mysterious creature that proffers him council. **AK**





# DIGITAL PRODUCTS

**Games Workshop** has a constantly expanding range of digital content available for you to download from the App store to your iPad. Each month we add something great – here's the latest.

## WHITE DWARF DIGITAL EDITION

This month **White Dwarf** goes digital, with our first ever downloadable edition. Available via the Apple Newsstand, White Dwarf Digital has the same great articles, alongside plenty of exclusive extras.



The battle report features additional video content as the two combatants comment on the choices they made in the game.



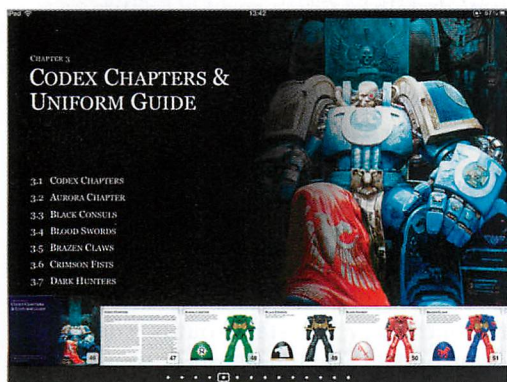
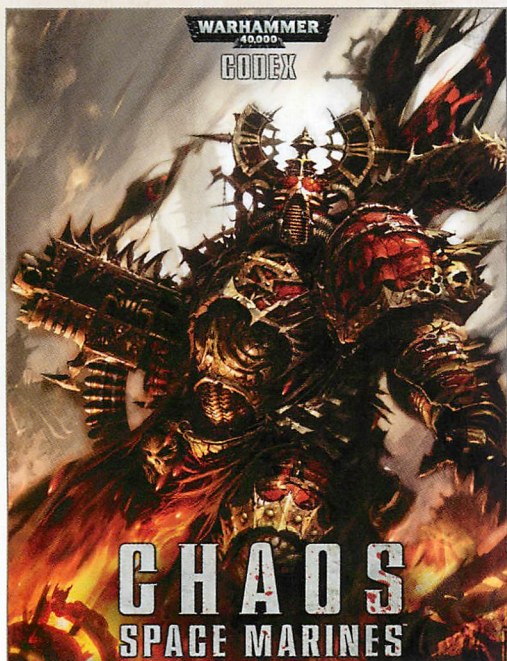
The new miniatures are showcased with stunning 360° galleries, showing the fantastic new models in all their glory.



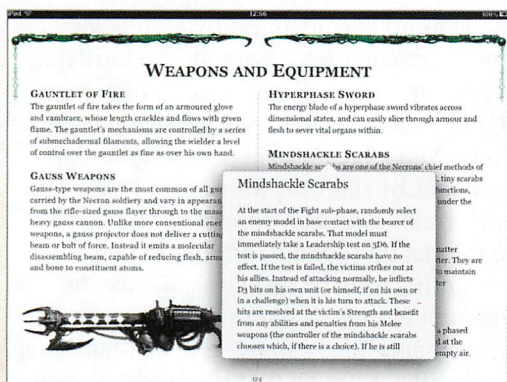
Many articles in the digital issue feature additional content, such as pictures or extended material that we simply couldn't squeeze into the paper edition.



# DIGITAL CODEXES



The digital Codexes feature lavish chapter menus, enabling you to quickly find the pages of the book you want.



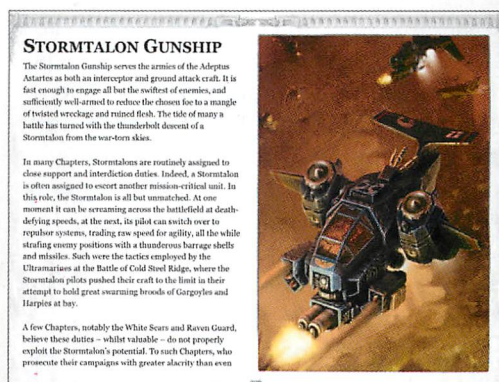
All weapons and wargear entries have easily accessed glossaries and explanations – making finding those rules easier than ever.

This month also sees the release of Codex: Chaos Space Marines for iPad, available from the iBookstore. The latest digital Codex from the Design Studio, Codex: Chaos Space Marines features searchable rules, 360° galleries of many models and a detailed glossary of terms.

There are a number of digital Codexes now available and they have proven to be great tools during a game, enabling users to have all the rules for their army at the touch of a finger. Whether it's quickly bringing up the exact wording of the rule you need in the middle of a battle or flipping between wargear items, the functionality and interactive nature of the Codexes make these indispensable for the technologically minded hobbyist. Simply put, the digital Codexes are the next step in the evolution of our books.



Lavish galleries of Citadel miniatures show the models in exacting detail, including 360° galleries of many models.



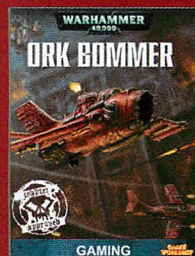
Digital Codexes feature the latest rules and erratas, and can be re-installed when a new update is available.



Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.

## BITE-SIZED CONTENT

The Design Studio has also created a range of Digital Products on the iBookstore featuring a host of great hobby content, from Scrolls of Binding for your Storm of Magic games to in-depth painting guides for Ultramarines, scenarios and much more. Get to the iBookstore and check out this ever-expanding range now.

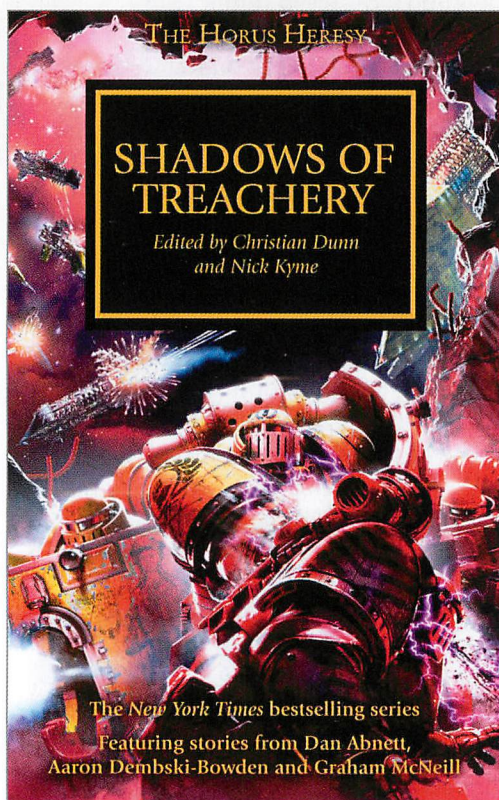




# BLACK LIBRARY

## SHADOWS OF TREACHERY

Edited by Christian Dunn, paperback, 416 pages



**The bloody battles of the Horus Heresy continue in *Shadows of Treachery*, an anthology of new stories and rarities.**

**This third collection** of Horus Heresy short stories is a fascinating filling-in of details to key events and vital characters. 'The Lightning Tower' and 'The Dark King' are the standout tales; both explore the subject of fear, and what it takes to give a Primarch pause. The former gives an insight into the preparations for the defence of the Emperor's Palace, and Rogal Dorn is revealed as a thoughtful, even caring warrior who must examine his own motivations and steel himself for the coming conflict. The story is beautifully written, and Dan Abnett portrays the

scenes around the Emperor's Palace with such vivid imagery that it's easy to place yourself right there on Terra.

In contrast to the introspection of 'The Lightning Tower', 'The Dark King' is a bloody tale, showing in vivid detail what happens when brother opposes brother, and here Graham McNeill exposes the nature of the Night Haunter. The gore-splattered conclusion makes this tale a pivotal moment in the burgeoning Heresy, and one that gives us an insight into the mind of the Primarchs.

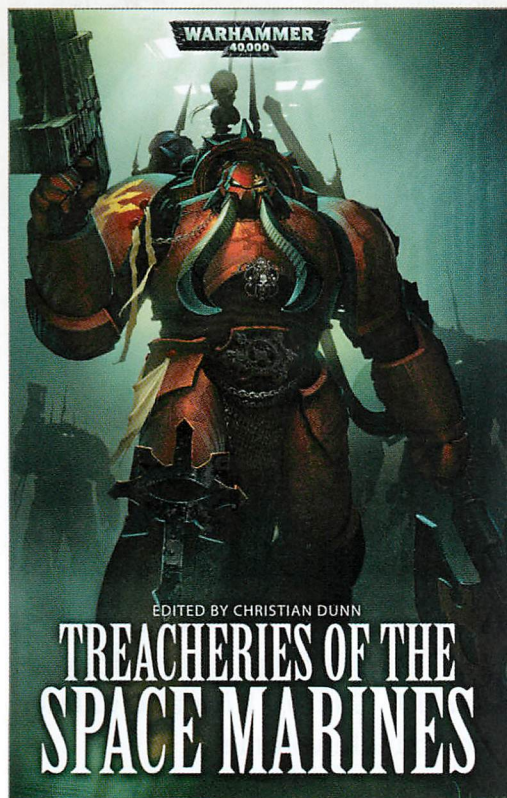
Another gem is 'Raven's Flight', in which Gav Thorpe looks at the aftermath of the dropsite massacre on Istvaan, telling the bloody tale of Corax and his fight to survive the slaughter. Thorpe shows us a Primarch with his back against the wall, outnumbered and most assuredly doomed. The story, of course, is not without its own ingenious twists, and sets up a turning point in the future of the Raven Guard Legion.

Of the three new tales contained within the anthology, the stand-out is 'The Crimson Fist', by John French. It's told from the perspective of two of the most famous Imperial Fists Captains, Alexis Polux and Sigismund, each experiencing the Heresy from a vastly different perspective. Sigismund is consumed by guilt as he aids his Primarch, Rogal Dorn, in the fortifying of the Imperial Palace. Alexis Polux, sent by his master upon a vengeance mission, finds himself caught in a trap cunningly wrought by the Iron Warriors at Phall. The viewpoint switches between the two Captains throughout, adding to the mounting tension as each waits for the unseen enemy to finally make his move. It's a marvellous capstone to a compelling collection, proving that the Horus Heresy shows no sign of abating as a font of creativity, excitement and sheer thrills. **AT**



## TREACHERIES OF THE SPACE MARINES

Edited by Christian Dunn, paperback, 416 pages



**This anthology of malevolent intent compiles nine tales of traitorous terror that celebrate the Dark Millenium's big bad guys.**

**Not content with** being the arch-fiends of Warhammer 40,000, the servants of Chaos are also first-rate storytelling inspiration. Matthew Farrer's opening fable, 'The Masters, Bidding', begins in grand fashion as a quartet of Chaos Space Marines take part in a most unusual auction. It's a portmanteau of high imagination, the stories within stories churning with the disturbing richness of Chaos.

Antony Reynolds' 'Vox Dominus' is similarly spellbinding, as the Word Bearers dispute a salvage claim made by the

Death Guard. What follows is a grotesque but hugely evocative look at the blessings of Grandfather Nurgle; Reynolds' descriptions drip palpably with revolting imagined fetor. The description of the Death Guard Captain Nargalax alone is worth the price of admission.

Indeed, of all the four patrons of Chaos, Nurgle seems to have captured the imaginations of the writers here the most; Typhus himself features twice, outwitted by a Slaaneshi Traitor Marine in 'The Masters, Bidding', and taking centre stage in David Annandale's terrific 'The Carrion Anthem', in which a most unusual plague takes root on the planet Ligeta. Aaron Dembski-Bowden, meanwhile, makes a deliciously dark return to his favoured sons of Chaos, the Night Lords, in 'Throne of Lies', in which First Claw make an unholy quest for a legendary artefact.

Elsewhere, Sarah Cawkwell enjoys writing again about her favourite madman, the one and only Huron Blackheart, in 'The Bitter End'. Having already established the leader of the Red Corsairs as a proper slaving madman in *The Gildar Rift*, Cawkwell goes deeper into the darkness with this most engaging of villains, showing exactly what happens when deals are made with the Tyrant of Badab.

In 'We Are One', John French sets his sights on an Inquisitor who has dedicated his entire life to hunting down the elusive Phocron of the Alpha Legion. Here we get a fascinating look at villains who triumph not solely by force of arms, but by subterfuge and espionage.

Three more tales remain to entertain, but we'll leave you to discover those for yourselves. This is a diverse collection indeed, dripping with diabolical splendour, daemoniac dread and decidedly dark deeds. **JB**

## FURTHER READING

If you enjoy the stories told within *Treacheries of the Space Marines*, a couple of the authors involved have also written novels featuring the dark deeds of the mankind's greatest enemies.

Anthony Reynolds, author of 'Vox Dominus', has written an excellent trilogy that is also about the Word Bearers, following the cruel exploits of First Acolyte Marduk. This trilogy is compiled in the *Word Bearers Omnibus*.

Author of 'Throne of Lies' (as well as 'Prince of Crows', in *Shadows of Treachery*) Aaron Dembski-Bowden has written a series of books that continue the exploits of First Claw. *Soul Hunter*, *Blood Reaver* and *Void Stalker* follow the Night Lords as they wage brutal and terrifying war on the hated Imperium of Man.

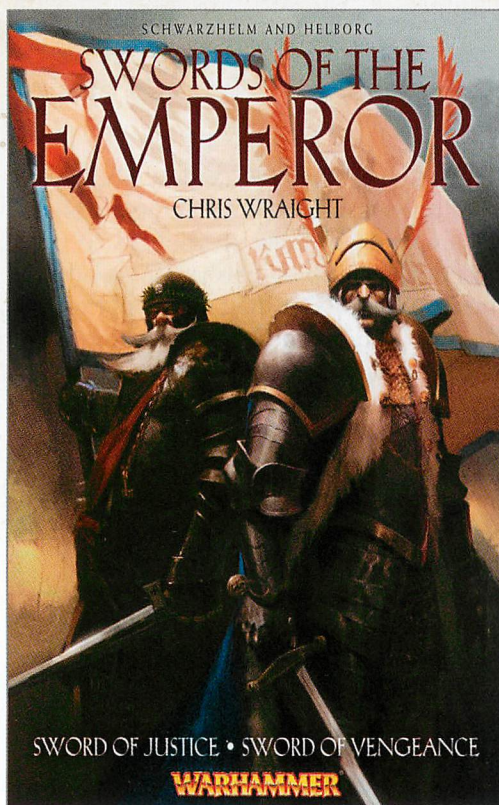


## FURTHER READING

Both *Sword of Justice* and *Sword of Vengeance* – the two stories compiled in *Swords of the Emperor* – are drawn from the Warhammer Heroes series of novels, and there are plenty more great stories in the series to enjoy. Each Warhammer Heroes novel follows one of the most legendary heroes in the Warhammer world, telling the tales of their victories (or defeats) and adventures in battle. While *Swords of the Emperor* features the exploits of two of the Empire's greatest heroes, the series also includes stories focusing on the dastardly deeds of such villains as the Red Duke, Valkia the Bloody and Prince Sigvald the Magnificent.

## SWORDS OF THE EMPEROR

By Chris Wraight, paperback, 768 pages

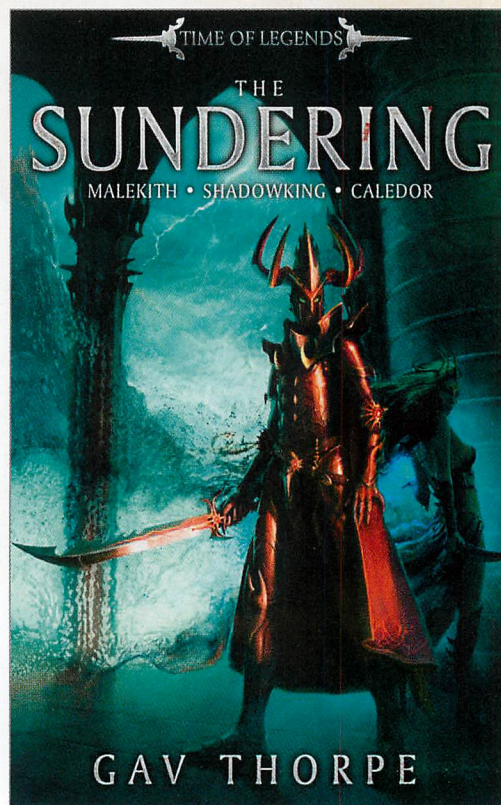


*Swords of the Emperor* features Chris Wraight's novels *Sword of Justice* and *Sword of Vengeance* in one omnibus edition.

Where many Black Library novels revolve solely around war, *Sword of Justice* and *Sword of Vengeance* focus instead on the machinations of two political opponents over the Electorship of Averland. Ludwig Schwarzhelm – the Emperor's Champion – is sent to resolve the dispute, a delicate situation for a man who settles his arguments with a sword. What really stands out is the complexity with which Chris Wraight portrays Schwarzhelm – he's insecure when not at war, and someone who's constantly doubting himself. Kurt Helborg, on the other hand, is just how you'd imagine; proud, inspirational and a little arrogant. This makes for some frosty confrontations, all of which are nail-biting. What will Schwarzhelm do? How will Helborg react? It's exciting storytelling that makes you want to keep reading even though it's long past bedtime. **DH**

## THE SUNDERING

By Gav Thorpe, paperback, 1024 pages



*The Sundering omnibus* combines Gav Thorpe's *Sundering* trilogy, *Malekith*, *Shadow King* and *Caledor*, into a single volume.

In *The Sundering*, Gav Thorpe brings the heroes (and villains) of legend vividly to life, turning names associated with ancient history into living, breathing heroes. The battles laced throughout the trilogy are a high point and there is plenty of bloody swordplay to enjoy, but it's the personal journeys the three main characters experience that makes the stories sail by. A case in point is *Malekith*, in which we follow the rise and fall of Ulthuan's greatest prince and see first-hand his catastrophic fall from grace. Thorpe's brilliant rendering of this tragic character makes *Malekith's* descent a rich, emotive experience punctuated by dire treachery, rather than the petulant temper tantrums of a spoiled rich boy. The same is true of *Alith Anar* in *Shadow King* and indeed *Caledor* too. If you like epic stories and your characters well wrought, read this. **AT**



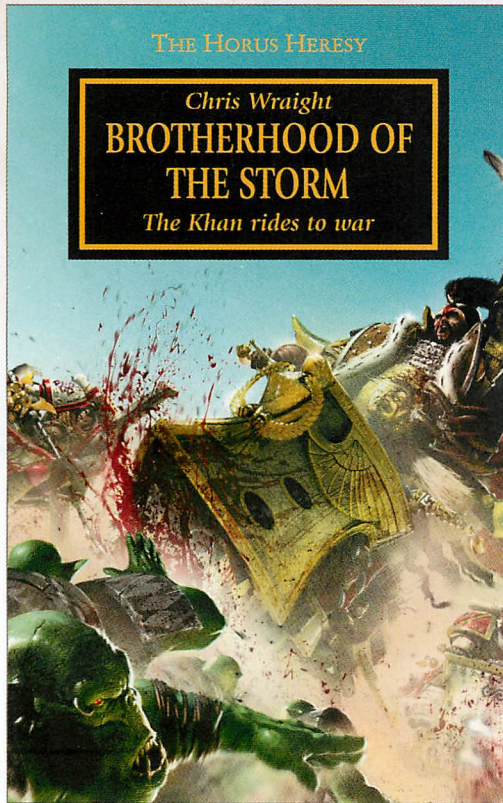
# ALSO AVAILABLE

These books and audio dramas are now on sale, but weren't available at the time of going to press.

These books and audio dramas are available in English language only.

## BROTHERHOOD OF THE STORM

By Chris Wraight, hardback, 128 pages

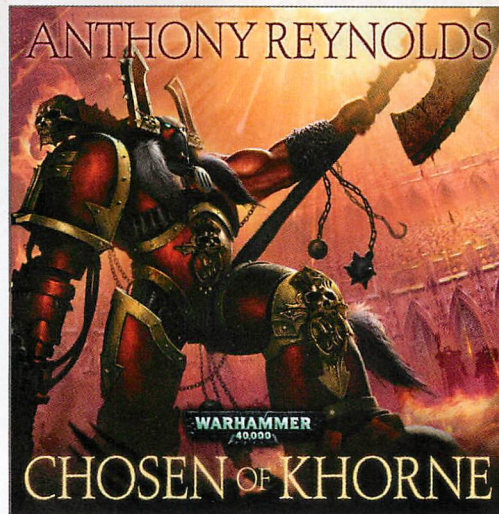


**Hot from the** Warp-powered pen of Black Library's rising star Chris Wraight (*Battle of the Fang*, *Wrath of Iron*) comes a new novella set within the Horus Heresy. *Brotherhood of the Storm* casts light onto one of the less-explored of the Legiones Astartes – the White Scars.

This is a special limited edition release that will only ever be available for one week in September (from Friday 21st until Friday 28th inclusive). Every copy of this book comes individually numbered and lavishly presented with thematic cover treatment and internal art. Each is also signed personally by Chris himself. This means, of course, that you may have already missed out, but if you've picked up this issue of *White Dwarf* on its release date, there's still hope and you have a few days to act. Tarry not – head over to [www.blacklibrary.com](http://www.blacklibrary.com) forthwith to purchase your copy before time runs out. **AT**

## CHOSEN OF KHORNE

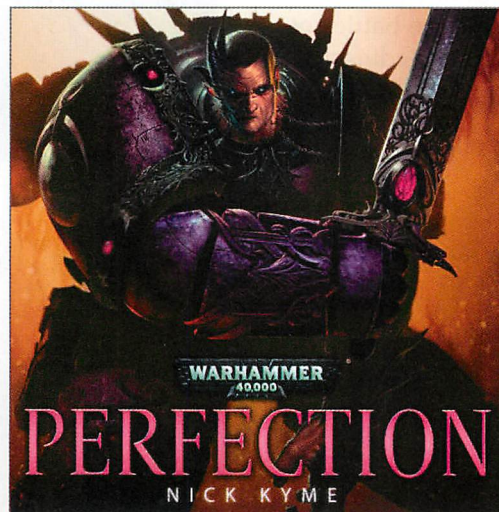
By Anthony Reynolds, CD, running length 70 minutes



**Khôr** the **Betrayer** himself takes to the field of battle in this audio drama as the champion of an old comrade, but his own motives go far beyond the petty squabbling of rival warlords.

## PERFECTION

By Nick Kyme, CD, running length 70 minutes



**On a world** besieged by Chaos, the Emperor's Children and the World Eaters are forced into an uneasy alliance when the bodies of the fallen start to go missing, in this audio drama written by Nick Kyme.

## LISTEN WHILE YOU PAINT

Black Library has an ever-increasing range of audio dramas and audio books available both as CDs and as downloadable MP3 files. From audio versions of some of their most popular books such as *A Thousand Sons* and *Horus Rising*, to stories exclusively available to download, there's a great selection to pick from:

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



# FORGE WORLD LATEST

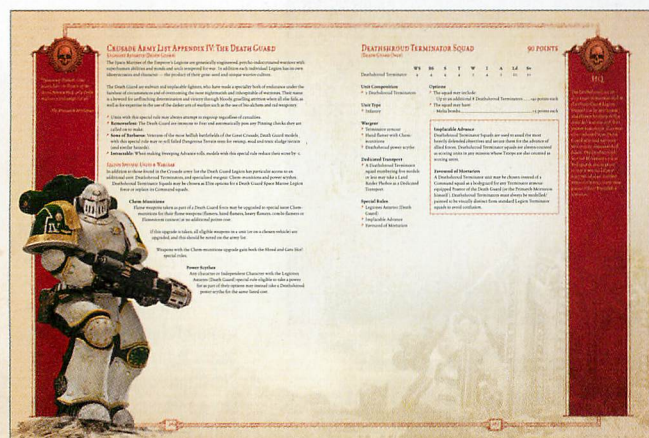
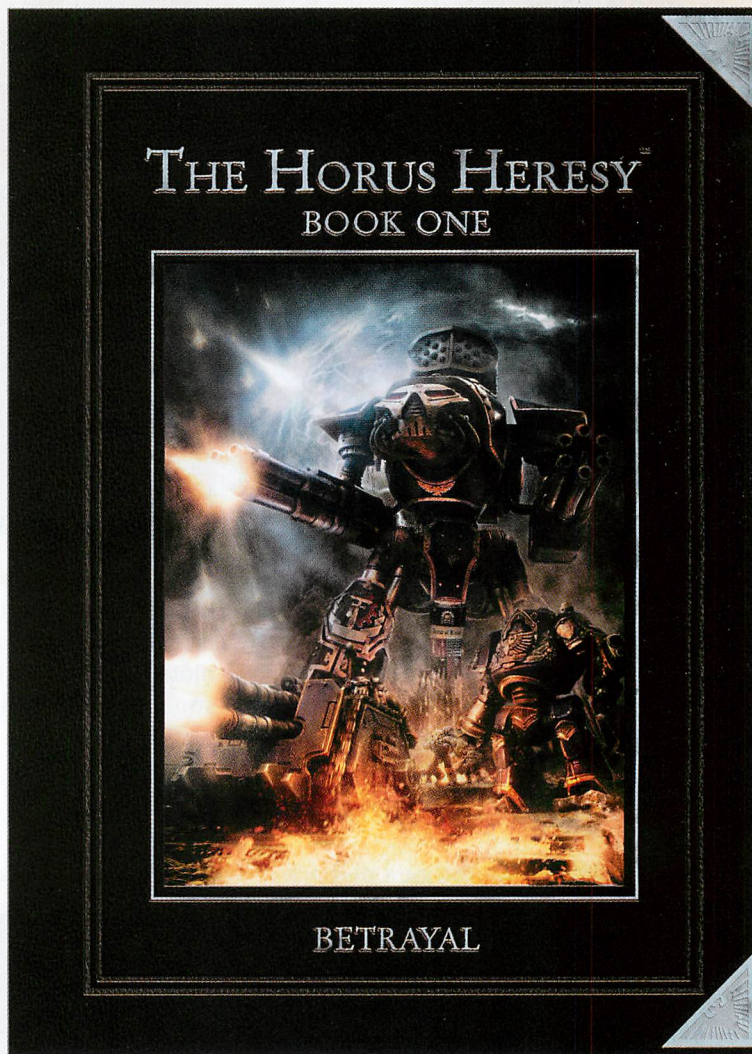
**Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Here is a selection of their latest releases.**

## HORUS HERESY BOOK ONE: BETRAYAL

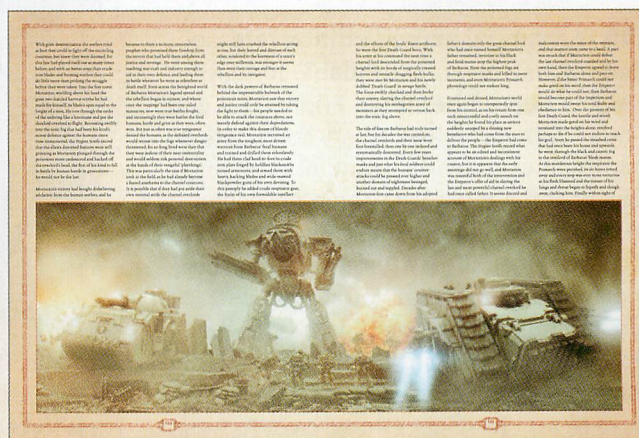
**The Horus Heresy** is a seminal event in the history of Warhammer 40,000: the galaxy-wide war that tore the Imperium asunder.

This mighty tome heralds the start of a glorious new age for Forge World as they introduce miniatures and rules that enable you to collect armies and play games set in the time of the Horus Heresy. **Horus Heresy Book One: Betrayal** is a sumptuous leather-bound volume overflowing with full colour imagery. Penned by Alan Bligh, inside you'll find recounted the events that led up to the betrayal at Istvan III and detailed information on the forces arrayed there – all illustrated. The book also boasts rules to recreate the battles of the Heresy on the tabletop, including a campaign and Legion army lists. **AT**

Read our massive *Horus Heresy* feature on page 86.



The Army Lists found in the book showcase the Legiones Astartes when the heresy first begins – making them different to those found in the 41st Millennium.



Detailed history sections recount not only the major events of the battle fought on Istvaan III, but also the history of the Legions leading up to that point.

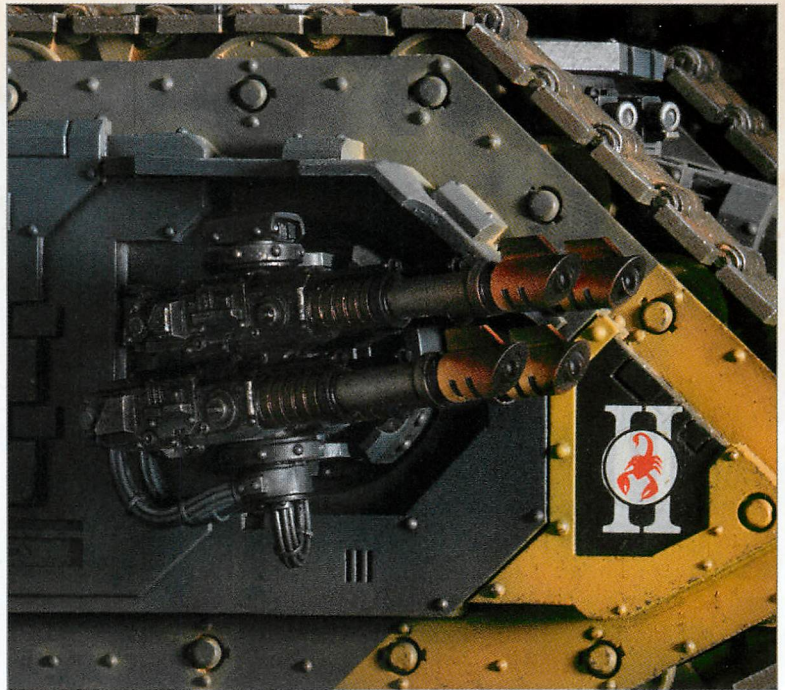


## SPARTAN ASSAULT TANK

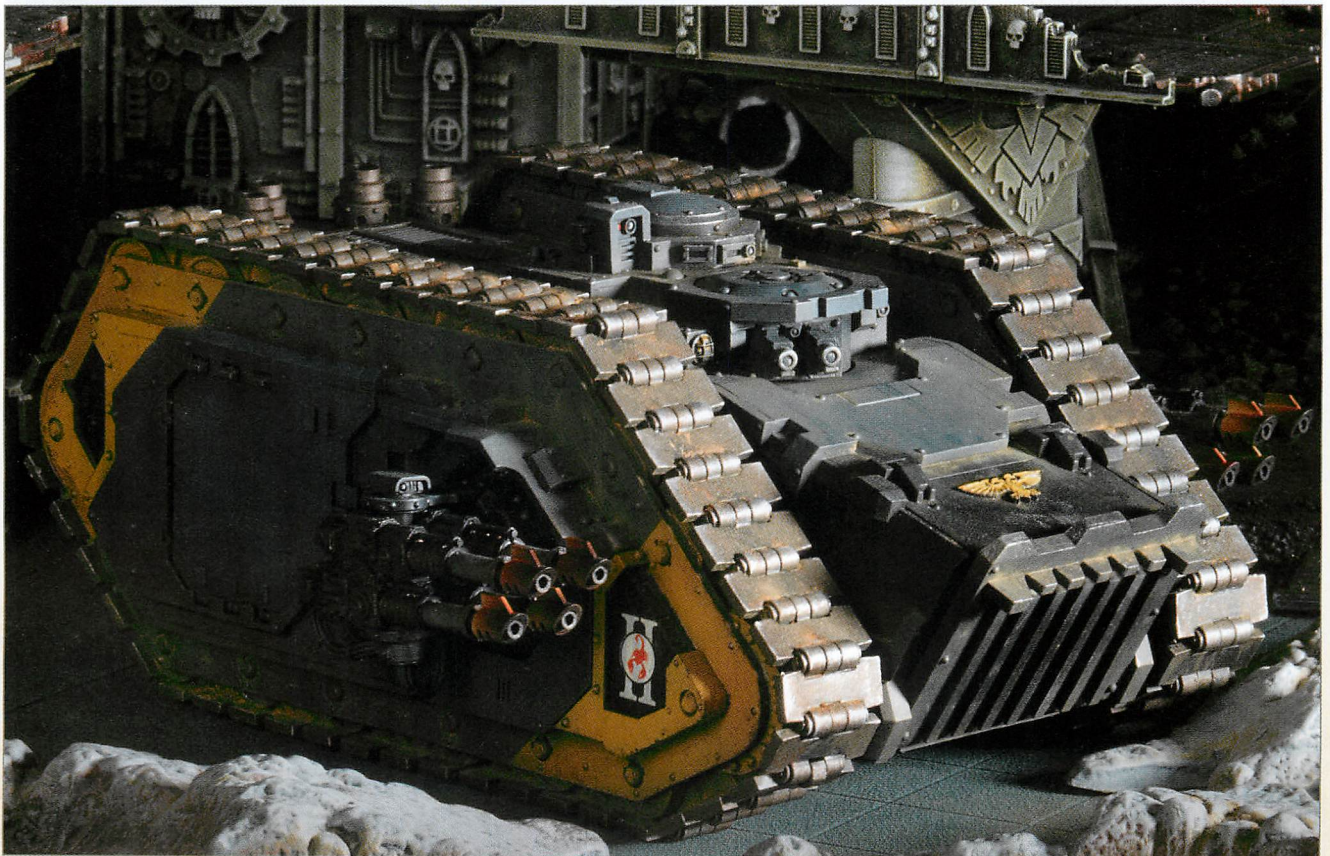
The **Spartan Assault** Tank is a heavily armoured troop transport, designed to deliver full squads of Terminators into the heart of the battle.

The tank itself is a massive war machine, significantly bigger than a Land Raider. It boasts two sets of quad lascannons and a front-mounted heavy bolter for armament, giving it a very intimidating silhouette. The interior of the assault ramp's vestibule looks stunning, containing lots of detail for painters to enjoy. While it was made famous during the Horus Heresy, especially in the war for control of Mars, the Spartan is still a favoured tank within the arsenal of the Adeptus Astartes thanks to its incredible firepower and formidable transport capacity.

For Space Marine collectors, this model represents the next step up from the Land Raider in terms of size and firepower – a heavily armoured assault tank that will dominate any Space Marine force. **AT**



- 1 The Spartan is heavily armed with a pair of sponson-mounted quad lascannons.
- 2 The Spartan is one of the heaviest tanks available to the Space Marines.





## FORGE WORLD LATEST

### CATAPHRACTII TERMINATORS

**Terminator armour enables** Space Marines to wage war in the deadliest environments, and face the void of space with the same contempt as the firepower of the foe. Cataphractii Terminator armour in particular is an iconic image of the Horus Heresy, a type of battle plate more heavily protected than the Indominatus-pattern that remains in use in the 41st Millennium.

Forge World's new Cataphractii Terminators are covered in lots of great details. Pteruges cover exposed areas and the helmeted head is recessed into an armoured torso that has a sepulchral look to it. The model's helm is framed by massive shoulder pads, adorned with banding and rivets. This armour is sure to please fans of the Heresy and those Warhammer 40,000 players who fancy a veteran look for their squads. **AT**



### MK IV ASSAULT SQUAD

**Assault squads comprise** the close combat experts of the Space Marine Chapters – elite warriors equally skilled with bolt pistol and chainsword. Clad in sturdy armour, they are able to close quickly with their foe before hacking them to ribbons in bloodthirsty melee.

This kit contains five beautifully sculpted Assault Marines. In games of Warhammer 40,000 these will make perfect veteran assault troops, clad in rare MK IV armour. Those hobbyists collecting a Horus Heresy force will find the Maximus armour will look great among their army. **AT**



## MK IV COMMAND SQUAD

Every **Adeptus Astartes** battle company is led by a Space Marine Captain and attended by a retinue of command staff. These are the greatest heroes of the Chapter, formidable leaders and courageous warriors both.

For gamers preparing to collect a Horus Heresy-era army or looking for a fantastic new model to command their Warhammer 40,000 force, this exceptional pair of models sculpted by Mark Bedford are ideal centrepieces. The finely detailed Captain holds a plumed helmet under one arm, while his left hand grips a deadly power sword. His MK IV armour is superbly detailed, with an elaborate chest eagle and resplendent cloak hung from one of his shoulder pads.

Also included with the Captain in the set is a highly detailed Space Marine standard bearer to hold the colours of your Company, Chapter or Legion high throughout the battle. Both these models are clad in MK IV power armour, which would be priceless artefacts in games of Warhammer 40,000. **AT**



The company standard is topped with a winged laurel wreath – the disc traditionally held the Legion's number, but in the 41st Millennium the Chapter's symbol would be more appropriate.



## PREYTON

**Preytors are creatures** of Chaos, corrupted beasts that are neither stag nor lion nor eagle but some hideous fusion of all three. Driven by malice, they gouge and tear their prey in a horrific display of bloodlust, leaving only trampled and half eaten remains in their wake. The Preyton is a new monster for Warhammer players to include in their games, first introduced in *Monstrous Arcanum*, where you can find its full rules and detailed background, as well as a Scroll of Binding for *Storm of Magic*. **AT**

Head to [www.forgeworld.co.uk](http://www.forgeworld.co.uk) for prices and details on how to order.



# LICENSED GAMES

Games Workshop has a number of partners who work tirelessly to produce great games set within the worlds of Warhammer and Warhammer 40,000. Every month they have something new to share.

## RELIC

Relic is an exciting new boardgame from Fantasy Flight Games set in the Warhammer 40,000 universe. Based on the incredibly popular Talisman game, in Relic players take on the roles of Imperial agents battling to save the galaxy in one of five scenarios. We managed to get our hands on a prototype copy to put through its paces in the White Dwarf hobby room. The scenario we picked for our game tasked us to defeat Kairos Fateweaver, but first we had to navigate several perilous regions of the galaxy. The idea of the game





is to complete a series of smaller missions and slay enemies until your character is powerful enough to brave the inner regions. Sadly, my Inquisitor made a rather ham-fisted effort of it, and duly died. Jes took a bullish line of attack with his Ogryn, and started racking up kills. Matt and Beth took a more pragmatic approach and led the way as Space Marine and Battle Sister, advancing into the inner regions...

The game itself is great fun. We quickly found ourselves whizzing around the board, fighting Daemons, killing aliens and hoarding great kit. Afterwards we spoke to Relic's designer, Adam Sadler, to find out more about the creation of the game.

"Talisman is easy to get into and provides hours of fun," he says. "And Relic's no different, except players have even more control with power cards, a choice of threats to go up against and more."

One of the things we remarked on was how the game oozed a Warhammer 40,000 feel, from the playing pieces to the artwork on the board. "We worked really hard to capture that. The aspect that really embodies this are the Corruption cards, which you steadily gain as the game goes on," he says. "At first they give you a measure of power, but get too many and you might end up as a Spawn." **AT**

Head to [www.fantasyflightgames.com](http://www.fantasyflightgames.com) to find out more.



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- 1 Warhammer 40,000 Relic uses the Talisman game system – a tried, tested and much-loved rules set.
- 2 Members of the White Dwarf team enjoy a lunchtime playtest using a prototype version.
- 3 Throughout the game, players gain experience and wargear for their character by defeating threats, all of which are recognisable to fans of Warhammer 40,000.
- 4 The rules for Relic are fast, furious and, most importantly, fun to play. They are also laid out clearly in a very pleasing rules manual.
- 5 Within Relic there are ten playable characters, including a Callidus Assassin, an Ogryn, a Rogue Trader and more.

## OTHER NEWS

### Blood Bowl: Chaos Edition



The guys from Cyanide Studio got in touch with us this month to let us know about the forthcoming release of Blood Bowl: Chaos Edition, which they excitedly told us was the ultimate edition of the computer game. We were particularly excited by the addition of three new races, especially the Khorne Daemons. Blood Bowl: Chaos Edition is out soon on PC.

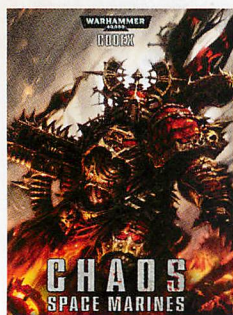


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# FULL RELEASE LISTINGS

The following products are available to advance order now, and will be released on Saturday 6 October. Visit [www.games-workshop.com](http://www.games-workshop.com) for more details.



## CODEx: CHAOS SPACE MARINES

By Phil Kelly, 104 pages

Product code: 60030102005

£30, €39, €39lr, 380skr, 380nkr, 150zl, 300dkr, USA \$49.50, Can \$59.50, 300rmb



## CHAOS SPACE MARINES PSYCHIC CARDS

12 Cards

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## CHAOS SPACE MARINES DARK APOSTLE

Sculpted by Edgar Ramos

1 Figure

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## CHAOS SPACE MARINES SORCERER

Sculpted by Dave Thomas

1 Figure

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## CHAOS SPACE MARINES WARPSMITH

Sculpted by Edgar Ramos

1 Figure

Product code: 99810102015

£18, €23, €23lr, 220skr, 200nkr, 90zl, 180dkr, USA \$30, Can \$36, 180rmb



## CHAOS SPACE MARINES ASPIRING CHAMPION

Sculpted by Dave Thomas

1 Figure

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Sculpted by the Citadel Design Team

5 Figures

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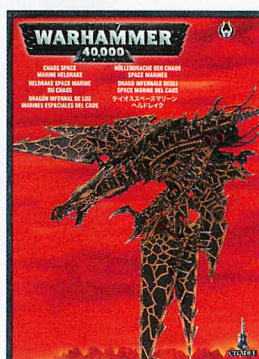
## CHAOS SPACE MARINES MUTILATORS

Sculpted by Mark Harrison & Mike Fores

3 Figures

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1 Model

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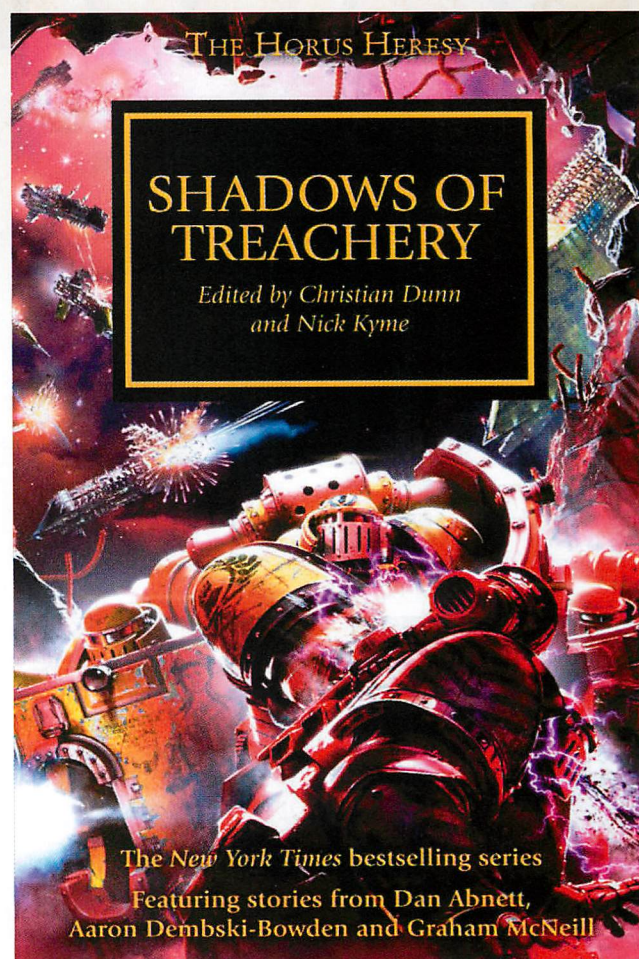
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**Horus Heresy: Shadows of Treachery** Released 22/09/2012  
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**Swords of the Emperor** Released 22/09/2012  
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**Brotherhood of the Storm** Released 21/09/2012  
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Novella  
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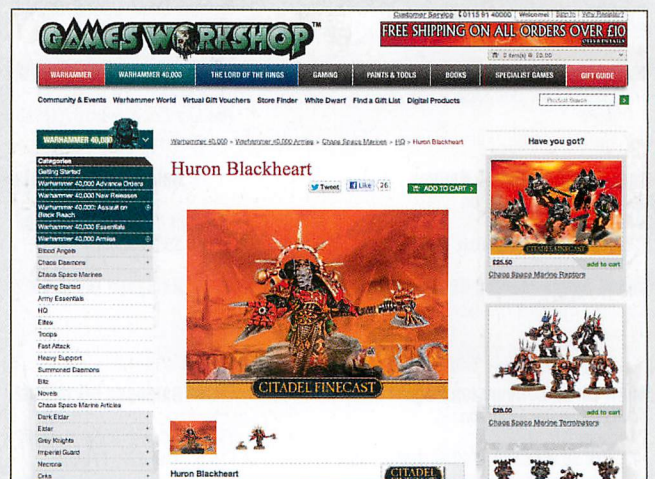
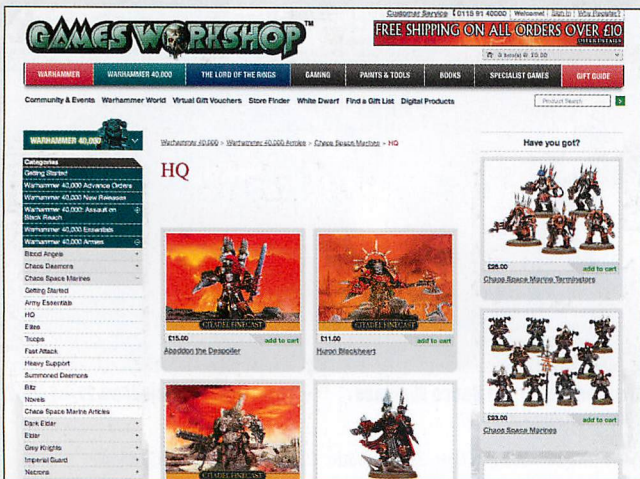
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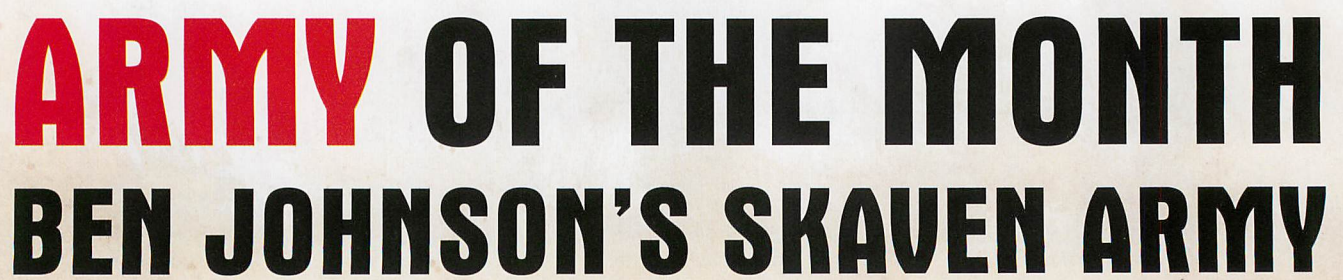


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**In Army of the Month** we showcase some of the best armies from around the world. Some of these collections will belong to our staff, but the majority of them will be lovingly built, painted and collected over many years by you, our readers. In this month's instalment we sat down with Ben Johnson to find out more about his vast Skaven collection, with which he brings doom and destruction to many a battlefield. If you've got a fear of man-sized rats then look away now.



Ben Johnson is a well-known face on the tournament scene and paints very large armies to a consistently high standard in a ridiculously short period of time, much to the envy of his friends.





**Ben:** It was around September 2010 when I first took an interest in the Skaven. The Island of Blood boxed game had just been released and I was on the hunt for a new army having collected Orcs & Goblins for many years. I thought I would give Skaven a go and I've never looked back.

When I started out I didn't realise how large the collection would get – I just kept building models. I currently have at least one of every unit type in the army book (except for the Poxrat and Bonebreaker mounts for the Warlord, though I have plans for both of them in the near future) and every model has seen action on the battlefield. Some units, such as the Skavenslaves, the Screaming Bell, the Gutter Runners and the Battle Standard Bearer take part in every game I play – they are the core of my force. The rest of the collection I use depending on the size of the game and the opponent I'm facing. I'm quite partial to games of Storm of Magic, so the Warlock Engineers and Grey Seer Thanquol also see a fair bit of action.

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1 Ben's units often feature mini dioramas such as the Dwarf Gyrocopter being torn out of the sky by a hungry Rat Ogre. Not only do they add to the random, chaotic look of the Skaven army, but they also add a lot of height to the regiment; something that Ben feels makes them appear more intimidating.

2 The Hell Pit Abomination is one of Ben's favourite units. So fierce is its reputation that many of his opponents concentrate all their firepower on it until it finally keels over.

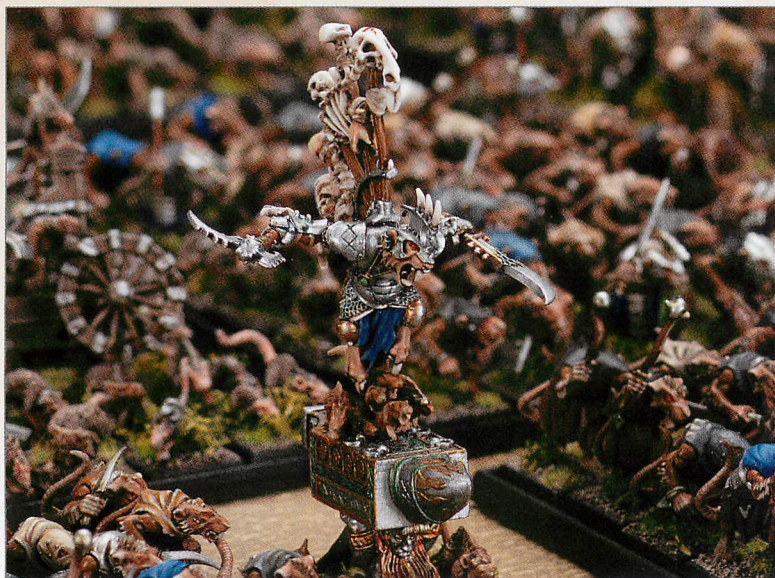
3 No matter the force he fields, Ben uses these three large units of Skavenslaves. Many Dwarf war machines and Gyrocopters were sacrificed to the Horned Rat in the construction of these regiments.



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**“My Commander, who is based on Warlord Queek, stands atop a war litter that was once an Anvil of Doom. It’s these little touches that I find really make an army come to life.”**

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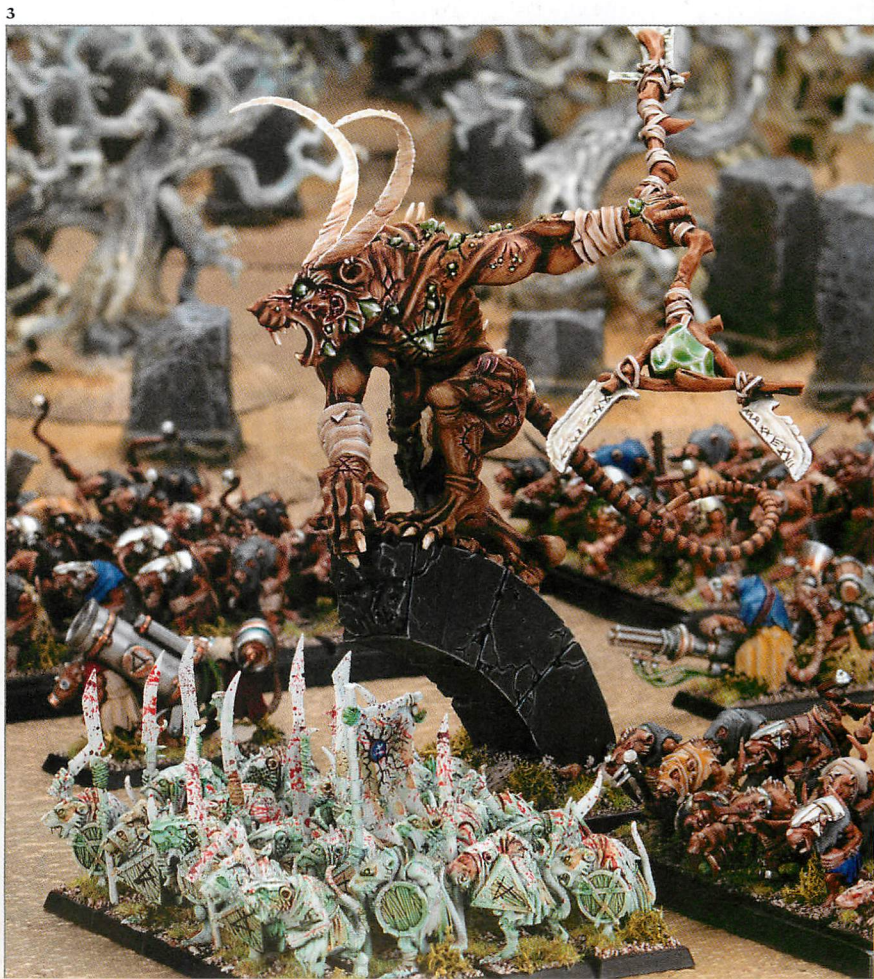
When it comes to painting and converting models, I like subtle conversions, exciting unit dioramas and a striking colour scheme. I opted for yellow and blue as my spot colours, but dulled them down to be more pastel-like – I can't imagine Skaven being bright and colourful under any circumstances. I also opted to paint the warpstone quite muted and smoky to keep the style consistent. The model that I'm most pleased with is the Exalted Vermin Lord from Forge World. I'm usually a very fast painter, but I spent around 30 hours painting this miniature as I really wanted to do the model justice.

I like my regiments to be visually intimidating, but individually Skaven are quite small, so I had to find a way to make the units look bigger and meaner. After a rummage through my bitz box I found some old Dwarf war machines, which I chopped up and added to the bases to give the impression that the Skaven were swarming over them. The Rat Ogres pulling Gyrocopters out of the sky added plenty of extra height and my general, who is based on Warlord Queek, stands atop a war litter that was once an Anvil of Doom. It's these little touches that give the models a sense of unity and purpose and makes the army come to life. **DH**

1 The Screaming Bell is an imposing miniature that adds a little height to Ben's regiments.

2 Even Ben's war machines are converted, including the double-barrelled Warp Lightning Cannon and the cowardly Jezzail teams hiding behind a fence.

3 When the Dreaded Thirteenth Spell is cast, Ben uses these ghostly ratmen to represent the enemy warriors that have been turned into Skaven.







# JERVIS JOHNSON

**Games designer and rules sage**  
Jervis Johnson lifts the lid on army lists and collecting miniatures, explaining why we don't apply limits to our codexes and army books any more.

If you've been playing any of our games for a while, you'll have noticed that we've removed a lot of the limitations from our army lists. Back in the day it was quite common for a unit entry to say 0-1 just before its name, which meant that you could not take more than one such unit in your army. You'll hardly ever see that in our army lists nowadays, and a number of readers have asked me why. So I thought I'd take some time to explain why we try to limit the limitations in our army lists.

I guess the first thing to say is that our army lists are, of course, full of limitations of one form or another. So a points value is a limitation, as are the restrictions on what troop types you can take, such as not being allowed to take more than two HQ units in a Warhammer 40,000 army or have more than a third of the models armed with missile weapons in an army for The Lord of the Rings army. Then there are specific unit limitations, like those I mentioned at the start of the column. For example, in some of our older lists you'll be limited to having one unit for every x points in the army (one unit per 1000 points, for example), or one unit of y for each unit of z included in the army.

Our modern Warhammer lists limit the number of Rare and Special units of the same type that you can include in your force, while our Warhammer 40,000 army lists limit the number of HQ units you may have, and so on. We use these limits to do two things: to allow you to play an enjoyable game and, just as importantly, to make sure that a tabletop army is a reasonably close representation of the way the army would look in real life. This second aspect is sometimes referred to, especially by people like me who like long and esoteric words, as making sure the army has verisimilitude. For example, an Empire army for Warhammer that was made up entirely of artillery wouldn't be all that much fun to play against, and it wouldn't reflect what a typical Empire army might look like either.

However, we see such limitations as a necessary evil. Why? Well, in a nutshell, because any limitations we impose stop



you from adding the models you want to your collection. Let's face it, when all is said and done, ours is primarily a collecting hobby. Of course, we paint the Citadel miniatures we've collected and play games with them, but these are things that we do with our collection; the act of collecting the miniatures comes first. This is why our games in their purest form boil down to 'my collection vs. your collection', and I'm sure I'm not alone when I say this is how all of my earliest games were played. The only limitations in those early games were the miniatures that my friends and I had available, and things like points values and 'rare' troop types where something we never considered. We simply collected the models we liked the look of and played games with them, and I have to say that's pretty much what I do to this day. Perhaps this is why I like Apocalypse games so much; it remains in spirit the closest to the bedrock of what I like most about our hobby.

## **"Any limitations we impose stop you from adding the models you want to your collection."**

Anyway, when Games Workshop started out we were only dimly aware of the importance of such limitations (some might say I remain dimly aware of most things to this day) and so we were rather profligate with the use of limitations in our army lists. Over time, though, we learnt the error of our ways, and now we try to write army lists with as few limitations as possible. After all, we're hobbyists and collectors too, and we feel the pinch of artificial limitations on what models we can collect just as much as anyone else; if anything it's even more galling when you're the one responsible for the limitations in the first place! Of course, our army lists will always need some limitations on what you can use, for the reasons I explained above (enjoyment and verisimilitude, for example). We just try to make sure that they are as few as possible.

Part of the reason I've gone on at such length about 'limiting limitations' is that quite a lot of the house rules I see players using add additional limitations to those found in our army lists. For example, a very common house rule is to limit the maximum size of a unit, or not allow players to use special characters. There's nothing wrong with this – long-time readers will know that one of the things I feel very strongly about is that the option to create house rules for our games is one of the things that makes them so enjoyable to play – but I do advise caution when applying similar house rules to your own games. All too often the only effect they have is to stop a player using some of the models in his collection, without having any real impact on enjoyment or verisimilitude. Instead, I'd recommend trying a few games where you use house rules to take away limitations, rather than add more. For example, why not say that in your next game of Warhammer 40,000 you will ignore the Force Organisation chart, or you could ignore the limitations on the use of Special or Rare troops in your next game of Warhammer, or allow any number of missile troops in a game of The Lord of the Rings. I think you'll be surprised at how enjoyable and liberating such an exercise can be.

And with that I will leave you for another month. As always, please feel free to write to me c/o White Dwarf if you have any feedback about this month's column or anything else. I read all of the mail I receive, and while I can't usually reply, I really do value your feedback.

*Jervis Johnson is a 30-year veteran of games development and has had a hand in the design of most of our classic games.*



# BATTLE REPORT

## CHAOS SPACE MARINES VS. SPACE MARINES

**Determined to see** how the new Chaos Space Marines Codex fares on the tabletop, we put it to the ultimate test in our battle report. Under laboratory conditions, Adam Troke and Andrew Kenrick don their metaphorical white coats and put the Codex through its paces.





**Having scrutinised Codex:** Chaos Space Marines and considered the pros and cons of the army list, it's time to give them a run out on the battlefield. Our plan is to identify the most exciting aspects of the Codex and try them out for ourselves.

Our first consideration was which armies to pit against one another. We quickly realised there could be only one choice: Space Marines. Not only was this thematic but it would enable us to see the effect of some of the new special rules.

To make this test as useful as possible, we'll be reporting on the action in general, and focusing on the details as they pertain to what the army is like to play with. A blow-by-blow account of who rolled what to hit is perhaps less interesting or useful than seeing the effect of the Veterans of the Long War rule in an assault, or just how well the Forgefiend fares in a long-range firefight. So, if you want to see the Chaos Space Marines in action and get a feel for what the new Codex means for them in the game, read on. The test starts here.

In this month's battle report we will be testing the mettle of the Chaos Space Marines against the implacable resolve of the White Scars.





# THE ARCH-TRAITOR'S PLAN



Once a long-time Space Marines player, in more recent years Andrew has turned traitor and amassed a rather large army of Death Guard.

With its AP2 ectoplasma cannons, the Forgefiend has the potential to slay anything in Adam's force.

**I've been collecting** my own Chaos Space Marines for a couple of years now, having enjoyed mixed success on the battlefield using the old Codex. While hardly a Veteran of the Long War, I've got enough of a handle on the forces of Chaos to give the new Codex a good test drive. After having spent some quality time with the book, we identified four things we wanted to test and see how they'd impact on the game:

## 1. Daemon Engines

The centrepiece additions to the army list, the three new Daemon Engines – the Maulerfiend, Forgefiend and Helderake – all look deadly on paper. I really want to see what they'd do to the Space Marines in a game.

## 2. Champions of Chaos

This new army special rule possessed by all Chaos Space Marine characters grants them a roll on the Chaos Boons table when they defeat an enemy in a challenge, and I'm looking to see how much of a benefit this offers. Against Space Marine characters it'll be a tough fight to earn the rewards though!

## 3. Veterans of the Long War

An upgrade that most units in the army can take, this gives +1 Ld and Hatred (Space Marines). I reckon it's a must have,

certainly against Space Marines, but it'll be interesting to see just how useful it proves in play.

## 4. Hordes

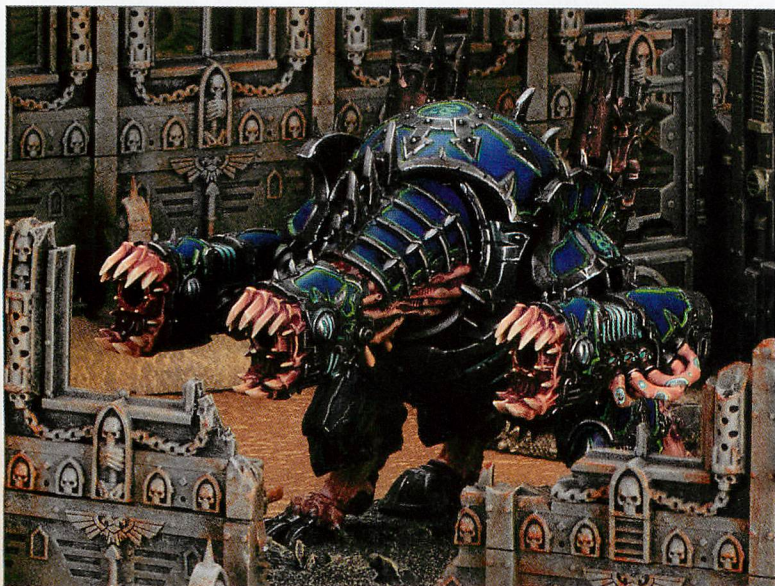
While the Codex has always had the option for taking large squads of Chaos Space Marines, with the introduction of Cultists you can now field an army that really outnumbers the foe. I want to see just how viable that is on the tabletop.

So, with that in mind, I set about picking a list. First up, I've taken one of each of the new Daemon Engines. To truly maximise the damage potential against Space Marines I've upgraded the Forgefiend to have three ectoplasma cannons (S8, AP2 blast weapons) and the Helderake to have a baleflamer (a S6, AP3, Torrent weapon, with the Soul Blaze special rule). I've given the Maulerfiend lasher tendrils too, so it can go up against Adam's combat units and reduce their Attacks.

I've gone for three large units of Troops – two units of 20 Cultists and a unit of 20 Chaos Space Marines. The Cultists are there to get in the way or grab any objectives, while the Chaos Space Marines focus on dishing out some major hurt. I've upgraded them with extra close combat weapons and Veterans of the Long War too, so they can get really stuck in.

My first instinct had been to take both the Warpsmith and Dark Apostle, but Codex author Phil suggested taking at least one fifty character – a Chaos Lord – to best Adam's characters in challenges and earn that precious Chaos Boon roll. The Chaos Lord has a couple of upgrades, but I'm mostly going to rely on his raw abilities. I've also taken a Warpsmith, whose job is to keep both my Daemon Engines alive.

Where possible, I've taken Gifts of Mutation on most of my characters, which gives them a free roll on the Chaos Boon table right at the start of the game – for 10 points it'll be a nice little bonus whatever happens, tentacles and all.







## THE PERFIDIOUS HOST

### HQ

**Lord Varus Hos, Scion of Alpharius**  
Chaos Lord with Gift of Mutation (Unworthy Offering), Aura of Dark Glory, Veteran of the Long War, plasma pistol, power sword. **125 points**

**Magos Vitaeli**  
Warpsmith with mechatendrils and power axe. **110 points**

### TROOPS

**The Damned Brotherhood**  
20 Chaos Space Marines with Veterans of the Long War, extra close combat weapons, meltagun, flamer and Champion with power sword. **358 points**

**The Hydra Uprising**  
20 Cultists with hand weapons and 2 flammers. **100 points**

**The Cult of the Serpent**  
20 Cultists with autoguns, 2 heavy stubbers and shotgun. **122 points**

### ELITE

**Raskar's Chosen**  
7 Chosen with Veterans of the Long War, 2 pairs of lightning claws, power fist, and Aspiring Champion with combi-melta, power axe and Gift of Mutation (Lifetaker). **260 points**

### FAST ATTACK

**The Aether Stalkers**  
5 Warp Talons, Champion with Gift of Mutation (Shield of Force). **170 points**

**Raptorous Rex**  
Heldrake with baleflamer. **170 points**

### HEAVY SUPPORT

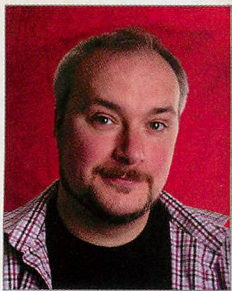
**Fuguefire**  
Forgefiend with 3 ectoplasma cannons. **200 points**

**Slaughterlord**  
Maulerfiend with lasher tendrils. **135 points**

**TOTAL 1750 points**



# THE EVER-LOYAL OPPOSITION



After 20 years of using Space Marines on the tabletop, Adam is confident that he'll be able to put up a fight that gives us an insight into what the dreaded Chaos Space Marines bring to the battlefield.

Adam's plan hinges on the Bikers, led by his Captain, choosing an advantageous place to fight – where their speed and durability can give them the edge.

**My main function** during this battle is to play the part of the opposition (I'm the crash-test dummy). So my goal in all of this is to provide some stiff competition for the Chaos Space Marines, and ensure that they get a suitable trial on the battlefield. So that we see them at their best, I am using the age-old adversaries of the Traitor Legions, the Space Marines. I've gone for a White Scars army, which is capable of testing the mettle of the Traitors on several levels.

I'm not looking to directly counter the strengths of Andrew's Chaos Space Marines, but I am looking to make matters as difficult for him as I can. A Space Marine Captain on bike will present some real issues for any champions of Chaos looking to impress their gods at my expense. My Captain is going to join a large unit of Space Marine Bikers (they are a Troops choice thanks to the Captain), and thus can claim objectives, as well as zoom around and harass Andrew. What I want to do is force Andrew to respond to me and hopefully test his army out both in attack and defence.

Two ten-man Tactical squads are the mainstay of the force – I've mounted them in Rhino APCs to protect them from the initial bombardment of Andrew's

Forgefiend (which is surely inevitable). One squad will push up with the Bikers to press Andy's army while the other will look to capture any objectives that need holding (I'll probably split into Combat squads for this). My Scout squad is a cheap, hassle free way of holding another objective. They're not a big threat, so they tend to go unmolested by the enemy. Hard-hitting clout comes to the army from a Terminator squad (oddly, the White Scars Terminators in our collection have no heavy weapons – we must get some assault cannons or heavy flamers painted for their next outing) and the Vanguard Veterans. Frankly these should sweep away any resistance shy of Mutilators or Chaos Terminators, and give my force some flexibility – so I'll keep them in reserve to see where I need them most.

I did consider bringing some form of armoured support to the battlefield, but quite frankly I know what Andrew is likely to do to my tanks – whereas I'm keen to pitch a Dreadnought against the Maulerfiend in combat and I fancy an aerial duel with his Heldrake. It might sound like I am deliberately planning counters to Andrew's list, but the truth isn't quite so sinister. We want to see how the Chaos Space Marines react to different situations, so I am making sure I take things that can give him a run for his money. To that end the last additions to the army are a Land Speeder with multi-melta (to hunt down and obliterate any tanks or Daemon Engines he might have) and a Stormtalon. The Stormtalon will be excellent for hitting Andrew where he is weakest: twin-linked assault cannons and lascannons will chew up vehicles, and can definitely make an impact on elite infantry too – I'm confident that the Stormtalon will cause some real damage, just as long as it doesn't fall foul of a Heldrake in mid-air.

I'm not taking fortifications, against my better judgement. I often take a defence line with quad-guns to deal with enemy fliers, but not today: I'll have to rely on the Stormtalon.







## THE GREAT HUNT

### HQ

**Hamiclar Vort,  
Captain of the Hunt**  
Captain with artificer armour,  
power sword, digital  
weapons, melta bombs and  
Space Marine bike.  
**180 points**

### TROOPS

#### Biker Squad Magon

7 Space Marine Bikers with  
2 melta guns, Sergeant with  
power axe and melta bombs,  
Attack Bike with multi-melta.  
**280 points**

#### Tactical Squad Subaton

10 Space Marines with  
missile launcher and flamer,  
mounted in a Rhino APC.  
**205 points**

#### Tactical Squad Kvant

10 Space Marines with melta  
gun and multi-melta,  
Sergeant with power fist,  
mounted in a Rhino APC.  
**235 points**

#### Scout Squad Jashemael

5 Space Marine Scouts with  
melta bombs. **80 points**

### ELITE

#### The Stalwart Brothers

5 Terminators, Sergeant with  
power sword. **200 points**

#### Revered Sonoral

Space Marine Dreadnought  
armed with multi-melta,  
storm bolter and  
Dreadnought close combat  
weapon. **105 points**

### FAST ATTACK

#### The Storm Bringers

5 Vanguard Veterans with  
jump packs, 2 plasma pistols,  
2 power swords, Sergeant  
with relic blade and melta  
bombs. **255 points**

#### Death Rain

Stormtalon with twin-linked  
lascannons. **150 points**

#### Pale Hunter

Land Speeder with  
multi-melta. **60 points**

**TOTAL 1750 points**



# DEPLOYMENT

*Adam and Andrew roll for their mission and set up their respective forces.*

**Adam:** There were a couple of Warlord Traits from the Command Traits list I'd have liked, but I ended up with Master of the Vanguard (an extra dice for Run rolls, not terribly useful for a bike-mounted Warlord). This was compounded when Andrew won the deployment roll and got me to set up first. He was counting on going second, so his Helderake could enter play without a Stormtalon bearing down on it in Turn 2. By way of deployment, I opted for a very heavy presence on my own left flank – knowing that Andrew didn't want first turn gave me the confidence to bunch up.

**Andrew:** Rather than roll my Warlord Trait from the tables in the rulebook, I opted to roll on the new table in the Codex. I rolled Flames of Spite, which gave the Chaos Lord and his unit's melee weapons the Soul Blaze special rule. I was able to react to Adam's deployment, so made sure my Daemon Engines were out of range of any multi-meltas, and then used both a unit of Cultists and Chaos Space Marines as a screen to stop his fast-moving units getting too close. I also deployed a unit of Cultists on the objective in the ruins (see pic 7), forcing Adam to ignore them and cede me victory points or send a unit after them.

## Objectives



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## Mission: Big Guns Never Tire

**Primary Objectives:** In this mission there are four objectives, which are worth 3 victory points each. As a special condition, Heavy Support units can also claim objectives, and are worth 1 victory point each if they are destroyed.

**Secondary Objectives:** In this mission secondary objectives are worth 1 victory point each, and are available for Slay the Warlord, First Blood and Linebreaker.



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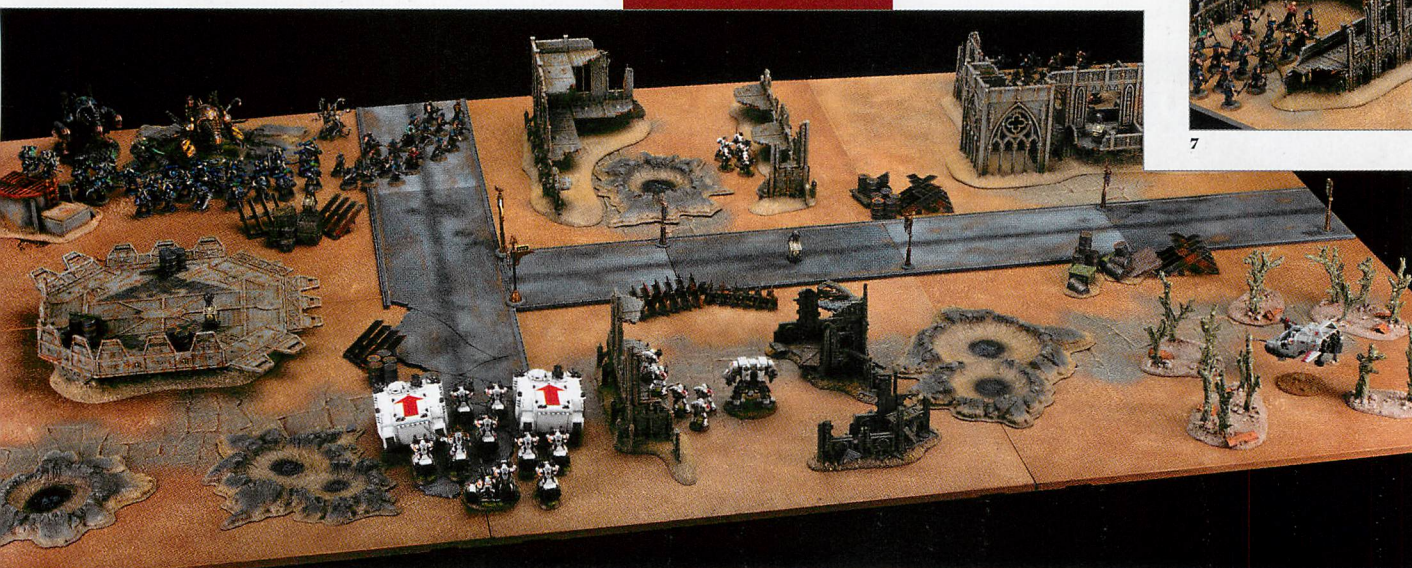
1-4 The players took it in turns to place four objectives, each placed at critical locations across the battlefield.

5 Andrew uses the Warpsmith's Shatter Defences rule to reduce the cover in Adam's deployment zone.

6-7 Both armies are deployed and arrayed for war, with the Cultists in the ruins. All that remains is for battle to begin.



7



6



# OPENING

*In which Adam gets the first turn and Andrew's Daemon Engines are struck with appalling luck.*

**Adam:** Andrew didn't want first turn, which suited me just fine. If my army could weather the first turn of firepower, I would be able to really hurt the Chaos Space Marines in my second turn. I advanced my Rhinos and formed a corral to cover the bikers (see pic 2). The plan was simple: avoid Andrew killing all the bikers with his Strength 8, AP2 blasts. The Dreadnought moved up too, daring Andrew to shoot it instead of the bikers (although really I hoped he couldn't see the Bike squad at all). On the right my Land Speeder moved with all haste across the board towards the mass of Andrew's Chaos Space Marines, while my Scouts approached the objective guarded by the Cultists. Looking at how bunched Andrew's army was, I regretted not bringing any large blast markers.

My shooting was negligible – I popped smoke on my Rhinos and snapped off a couple of minor, ineffective shots. Now I had to hope my precautions against that Forgefiend would pay off.

**Andrew:** My first instinct was to rush forwards with everything I had, but Adam had a formidable amount of firepower pointed my way so I was a touch more cautious. In particular I was worried about his melta weaponry; while I could avoid the Dreadnought, the mobility of the Land Speeder and the Bike squad meant I couldn't evade them for long.

I expanded my screen of Cultists and Chaos Space Marines somewhat, advancing towards the landing pad along with the Chosen. My Maulerfiend hung back slightly, ready to countercharge.

Adam thought he had hidden his Bikes behind the Rhinos, but my Forgefiend could still see them – enough to fire with two of its ectoplasma cannons. The bikes were packed so closely that if I could hit, I could kill handfuls. Luck was firmly against me, however, as both weapons got hot and I lost a Hull Point from the Forgefiend.



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- 1 Adam makes a corral formation using the large hulls of his Rhino APCs to shield his Bike squad from the wrath of the Forgefiend. It's a risky move bunching those Bikers up, in case Andrew can draw line of sight...
- 2 As soon as he finished his corral, Adam realised he'd left the Bikers too close to the Rhinos, so Andrew could hit them with a blast weapon.



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- 3 Andrew's main ploy in his first turn was to make sure his Forgefiend caused havoc. With that in mind, he lined up a shot with two of the Daemon Engine's guns against the Bike squad.
- 4 The large unit of Chaos Space Marines were first to reach the Skyshield Landing Pad, laying claim to the objective.



# MIDGAME

*In which combat is joined on all fronts and Adam learns to fear the Veterans of the Long War.*

**Adam:** In the second turn I was counting on knocking out Andrew's Daemon Engines and killing so much of his force that he wouldn't be able to get back into the fight. My reserves all came on accurately, with only the Terminators scattering. The Vanguard Veterans assaulted the Cultists with a Heroic Intervention, while the Stormtalon and Terminators joined the main attack.

My shooting was far deadlier than before. I gunned down eight Chaos Marines with my Tactical Marines and Bikers, and chewed off two Hull Points from the Maulerfiend with my Stormtalon – I would have killed it outright, if not for its 5+ invulnerable save. The multi-melta on my Land Speeder failed to penetrate the Forgefiend – I should have chosen my order of firing better. Had I known it would survive, I would have fired the Stormtalon at it instead of the Maulerfiend. I hadn't killed either Daemon Engine, which was frustrating, and Andrew still had a lot of manpower. In other news, my Vanguard Veterans butchered the Cultists with ease.

**Andrew:** Phew, I got away with that one! I felt that I was going to lose at least one Daemon Engine, but daemonic resilience saw them through. My reserves turned up right on cue too. I overflowed the Stormtalon with my Helderake (see pic 6), attempting to Vector Strike it, to no avail, but its baleflamer killed three of the Tactical Marines in the ruins. The unbelievable bad luck of the Forgefiend continued with yet another Gets Hot roll of a 1. Another shot missed entirely, but the third cannon slew the Terminator Sergeant.

After my unlucky shooting I was itching to test the Chaos Space Marines out in the Assault phase. Despite the hammering they had taken in Adam's turn, my large unit of Chaos Space Marines still stood at 12 strong so I felt confident charging the Tactical squad. The Chaos Marine squad easily murdered their loyalist brethren, ►



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- 1 Spearheading Adam's reserves, the Stormtalon enters play. Adam places it in his centre, where it can level its monstrous firepower at the bulk of Andrew's force.
- 2 Having survived the Chaos turn, the White Scars spread out to form a firing line, the second Rhino racing off towards the objective on the road.
- 3 As planned, the White Scars encircle the Chaos Space Marines, ready to unleash a withering hail of fire.
- 4 Andrew is relieved when the Stormtalon fails to kill his Maulerfiend.
- 5 Having successfully completed their Heroic Intervention, the Vanguard Veterans lay waste to the Cultists in the ruins – those who flee the butchery are cut down as they run.





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6-8 Right on schedule the mighty Helderdrake arrives on the battlefield, initiating a Vector Strike on the Stormtalon before unleashing a Torrent from its baleflamer against the Combat squad lurking in the ruins.

## Forgefiend Fires



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9-11 The Forgefiend finally finds its range as it pounds the Terminators on the Skyshield Landing Pad with ectoplasma. Despite the obvious power of the weapons, Andrew proves that bad luck can overturn even the likeliest odds.



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12 Despite their losses from Adam's Shooting phase, the Chaos Space Marines close on the White Scars.



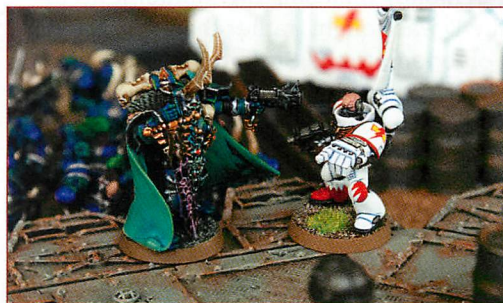
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13 The Maulerfiend and the Cultists bog down the Bike Squad in a potentially long and grinding combat.

14 The Warp Talons arrive by Deep Strike onto the battlefield, making nearby foes test for Blind.



14



The Champion of Chaos special rule forced the Lord to declare a challenge in combat, and he effortlessly slew his opponent, the Sergeant. Killing his foe in combat earned him a roll on the Chaos Boon table, but he rolled a 15 – no effect!



- ▶ while the Lord killed the Sergeant in a challenge. The combination of extra close combat weapons and Hatred from the Veterans of the Long War rule meant they hit with most of their 36 attacks, wiping the Space Marines out.

I was determined to charge the Bikes with my Maulerfiend, but was nervous about Adam overwatching with all those melta weapons. Luckily my unit of Cultists were in charge range too, so I sent them in first to soak up the hits. Actually, the Cultists did better than I'd expected, the Cultist Champion surviving a challenge and the rest of the unit slaying a Biker.

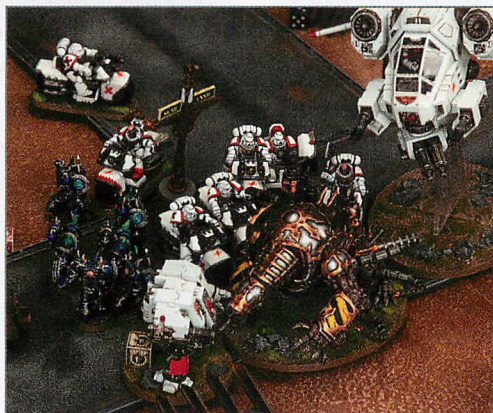
**Adam:** At the start of my third turn it became apparent that I needed to take back the initiative. All of the Daemon Engines were alive, a Tactical squad was down and my Bikers were locked in combat. The Cultists had proved remarkably useful for Andy, preventing my Bikers from using krak grenades to finish off the Maulerfiend – but now I moved my Dreadnought into the fray, a fight the Daemon Engine surely couldn't win. My Terminators sized up the Chaos Lord's squad, and charged in there too, which turned out to be a terrible mistake. Between losing a Terminator to Overwatch and then more to a dire series of rolls, I had bitten off more than I could chew. The sole survivor was clearly doomed. My Dreadnought fared better, in that it didn't die, but the cursed Maulerfiend passed its invulnerable save, and left me locked in combat and dangerously exposed.

**Andrew:** If I were a betting man I'd have put money on losing the Maulerfiend to the Dreadnought, rather than the Forgefiend to the Stormtalon. The Maulerfiend went on to survive another turn of combat against the Dreadnought as well, making another successful invulnerable save, even knocking a Hull Point off in return with a glancing hit. To add to the good fortune of the Maulerfiend, it proceeded to regain a Hull Point from its It Will Not Die special rule.

Turn 3 was the time when those counter-attacks I'd lined up would pay off. Adam ▶



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- 1 The Stormtalon utilises the Hover Strike rule to prevent it overshooting the targets. It then proceeds to kill the Forgefiend with massed firepower.
- 2 Having moved round the combat to get a clear route to the Maulerfiend, Adam's Dreadnought charges into the combat to lend some much-needed mechanical muscle to the fight.
- 3 The Heldrake positions itself to hit the Vanguard Veterans with its baleflamer, killing four of the five unfortunate Space Marines.
- 4 Andrew's Warp Talons close in on the Combat squad lurking in the ruined building. The ensuing fight is quick and bloody – with the Warp Talons' Shred special rule allowing them to easily kill the White Scars.





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- 5 The Dreadnought destroys the Maulerfiend and attacks the Chosen, who fight for survival in the centre.
- 6 Adam's assembled units desperately pour fire into the Warp Talons.



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## Warp Talons Charge



7

- 7 The survivors of the Warp Talon squad swiftly advance on the second Combat squad, determined to kill them off – gambling the Warp Talons in this way seemed a worthwhile risk, since Andrew was pitting a non-scoring unit against one of Adam's two remaining Troops choices.
- 8 Unfortunately for the Chaos Space Marines, this second Combat squad put up a far more spirited resistance than their peers in the ruined building – Adam even got lucky, and (mutually) killed the Aspiring Champion in a closely fought duel with his Veteran Sergeant.



8

► had left the Warp Talons alone, charging his Terminators into the Chaos Space Marines instead. This left the Warp Talons to take on the survivors of the Combat squad in the ruin, easily wiping them out (see pic 4). The Chosen charged the Bike squad and their high number of Attacks combined with Veterans of the Long War saw three Bikers slain. The Terminator was finished off by the Chaos Space Marines, while I brought the Heldrake round for a pass over the centre of the board and killed four Veterans with its baleflamer. Infuriatingly (and statistically probable, I suppose), the fifth survived...

**Adam:** Things were going badly – I was losing units quickly, but the game was far from over. All I needed was to rely on my Captain to pull his weight in the centre of the battlefield, and my Dreadnought to put down the Maulerfiend. They both did this with aplomb. While my Captain began the process of killing Chosen, the Dreadnought ripped the guts from the Maulerfiend (see pic 5). I still maintain that the Daemon Engines are awesome anti-vehicle units, but a Space Marine Dreadnought is a match for one thanks to its higher Weapon Skill and Initiative. Perhaps a fight where I haven't already whittled it down with shooting is in order. The rest of my turn was a matter of pouring shots into the Warp Talons, who survived very well indeed, despite a Hover Strike from my Stormtalon and all the other shots I could muster – that invulnerable save was very handy.

**Andrew:** In my experience Flyers are nigh-on invulnerable... until they engage Hover mode. I proved this to be true when the Warpsmith chopped the hovering Stormtalon down in assault. Fearing that my Heldrake would go the same way if it hovered (and wanting for any real targets in line of sight), I had it fly off the board ready to enter in a more useful spot next turn. The Warp Talons had taken a battering in Adam's last turn, so their charge against the Tactical Squad was somewhat blunted. I was left wishing I'd invested in the Veterans of the Long War upgrade, as it would have stacked beautifully with the re-rolls from Shred.



# ENDGAME

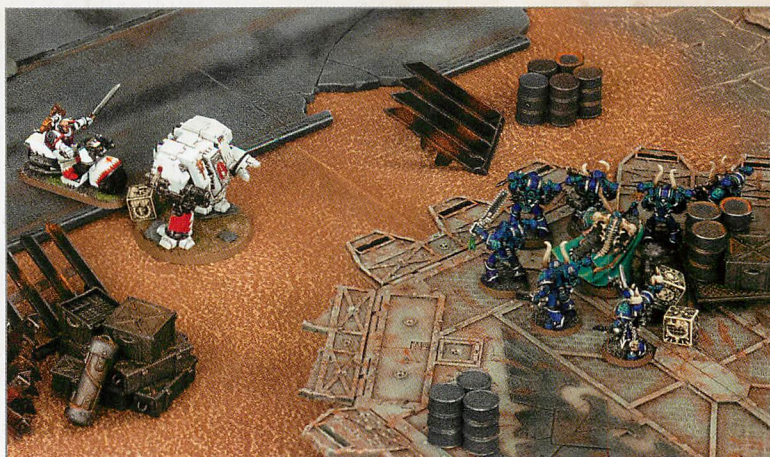
*In which the Heldrake rules the skies and the White Scars push their advantage.*

**Adam:** With the victory points standing at 9 to 3 in my favour, things had turned around. My Captain was finally sorting things out in the centre, and despite losing the Stormtalon, I was very much in the fight. My Land Speeder avenged the flyer, whilst the rest of my force lined up to make the most of the closing phases of the game and took potshots at Andrew's Chaos Lord and squad who held the objective. I was keen to deny Andrew victory points, so I hid my Warlord behind the Dreadnought (see pic 1). The Scouts hung on to their objective for dear life. There was a reckoning coming between my Captain and the Chaos Lord, but I'd rather it happened on my terms...

**Andrew:** The Heldrake returned from ongoing reserve, lining up the perfect attack run. First it performed a Vector Strike on the Dreadnought, destroying it, and then it slew both the remaining Combat squad and the lone Vanguard Veteran with its baleflamer, clearing the central objective. We both had a primary objective, but Adam had three extra points for First Blood and killing my Heavy Support units. If I could just kill his Warlord, I could close the gap, assuming the Heldrake could slay the Scouts holding his objective and my Chaos Space Marine Squad could hold theirs. To this end, I charged my Chaos Lord into his Captain (see pic 3).

**Adam:** As I expected, my Captain was up to the challenge. With all around him falling apart, he slew Andy's Lord.

**Andrew:** On the other side of the board, the Heldrake turned to the Scouts holding Adam's objective, killing three with a Vector Strike and causing them to flee. Unfortunately, Adam's Captain charged my Chaos Space Marines guarding the Skyshield Landing Pad and ran them down in combat. Adam won by a whisker, having claimed two secondary objectives – First Blood and Slay the Warlord.



1



2



3



4

1 In perhaps the most cowardly display of the battle, Adam shields his Space Marine Captain behind the Dreadnought – a tactic that worked, despite its craven nature.

2 Adam boasts that his Captain is a far superior Warlord to the arrogant Chaos Lord.

3 The Captain's artificer armour is the undoing of the Chaos Lord, whose power sword can't penetrate the armour.

4 With so few models remaining in play, both players are reduced to nibbling away at each other's forces. Perhaps the most important of these moves is Adam's Land Speeder, which persisted in trying to chase down the Heldrake before it could kill his remaining Troops.





5



6



7

5-6 The Scouts found themselves under the attention of the Helderdrake in Turn 7. Its Vector Strike killed enough to force a Panic test, and the Scouts fled.

7 The Captain charges the Chaos Space Marines holding the objective.

8 At the end of the game all that is left is to count the Victory Points – even a cursory glance shows that Adam is the winner.

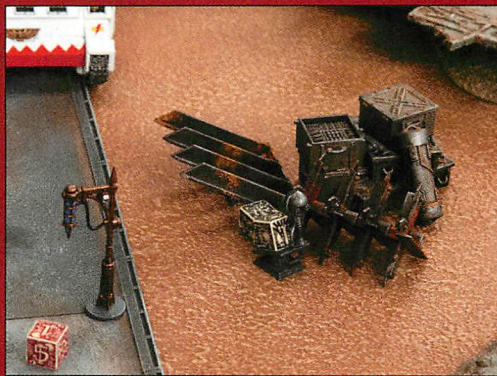


8

## Objectives



9



10



11



12

9 The Captain drives the Chaos Space Marine squad from their objective in combat.

10 Such is the brutality of the game so far, that neither side has any Troops choices left at the end of the game.

11 Adam's Scout squad breaks and flees from their objective.

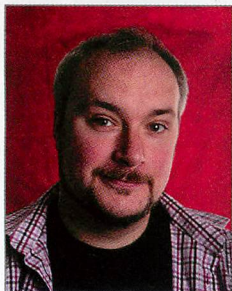
12 The Land Speeder is one of Adam's last remaining units, but cannot claim the objective.

**4-0**  
**SPACE**  
**MARINE**  
**VICTORY**



# WHAT WE LEARNED

*So what have our two generals discovered about the four things they set out to test?*



**Andrew:** That was closer than it looked. The thing I'll take away from it is that when Chaos Space Marines fight Space Marines, the result is mutually assured destruction. So, what did we learn about the four things we wanted to test from the new Codex?

## 1. Daemon Engines

**Adam:** Daemon Engines are very much to be feared, in my opinion. While your lousy luck meant that the Forgefiend failed to achieve much, I honestly rate it as one of the shootiest units of all time. Ectoplasma cannons are a fantastic upgrade, and the 5+ invulnerable save and ability to regenerate Hull Points made it the highest priority on my kill-list. I will be adding one of these to my own force – count on it.

**Andrew:** Me too! But it's the Heldrake that was the unit of the game for me. It killed a Dreadnought, two Combat squads, a Vanguard Veterans squad and panicked the unit of Scouts. If I wasn't already painting one, I'd be about to start! Conversely, because you didn't take much in the way of vehicles, we didn't see quite as much from the Maulerfiend. That said, if it had been left alone with your Bikes it would have chewed its way through them.

## 2. Champions of Chaos

**Andrew:** How about Champions of Chaos? I'm undecided about the Gift of Mutation upgrade; I think it's worth its points, even though it didn't really yield me much this game. Rolling on the Chaos Boon table is certainly not a game winner, though.

**Adam:** That's true. It's a fun gamble though, isn't it? Pay 10 points and take a roll. In the same vein, the Chaos Boon roll for winning a challenge is great fun.

## 3. Veterans of the Long War

**Adam:** From my side of the table, the Veterans of the Long War upgrade made your units far, far better than normal. Would you take it again? Even against non-Space Marines?

**Andrew:** It's certainly worth every point against the Adeptus Astartes – the re-roll to hit in the first round of combat really combines nicely with their relatively high number of Attacks. It's worth less against other armies though, as you're only getting the benefit of the bonus Leadership.

## 4. Hordes

**Adam:** Despite the fact I killed them all, I think the Cultists did very well. They died with style, and took valuable attention from my main attack (especially regarding the Vanguard Veteran squad). You should have launched a charge against my Dreadnought with the autogun-armed horde though.

**Andrew:** Yes, in hindsight, absolutely – it would have allowed the Maulerfiend to finish off your Bikes at its leisure. In my view, the Cultists are there to be used and abused in getting in the way of the enemy. It doesn't matter what (or if) they kill, they're simply there to absorb bullets and distract attention from my other, far more expensive units, and so long as they do this they're worth every point.

## In Conclusion

**Andrew:** So, out of the things we tested, which really stands out for you? For me, it was the Heldrake – it's hard to kill and it really hits hard. The baleflamer is a must-take upgrade too. It's just so good against Space Marines. Well, against everything, really.

**Adam:** I can't disagree. It kept you in the fight when everything else was coming apart and had your unit of Chaos Space Marines stayed put it could have won you the game. From a test point of view, I appreciated seeing that the Forgefiend was not infallible. In my mind it had become something of a bogeyman, but it did have some awful bad luck. That and learning to respect the Veterans of the Long War – I'll never charge them so rashly again, not even with Terminators. ☠



# THE POST-BATTLE REVIEW

We asked three experts to comment on the battle: Codex author Phil Kelly, White Dwarf Photo Editor Glenn More and White Dwarf Lead Designer Matt Hutson. What did they think?



A tournament gamer with plenty of victories under his belt, Glenn has armies of both Chaos Space Marines and Space Marines.

Andrew's main failing is clear to me: he planned to roll ones, when everyone knows that a successful strategy requires you to plan to roll sixes.

In all seriousness, Andy played a good game, but given that one of the four things he was testing was the viability of hordes, he probably could have been cannier with his Cultists. Perhaps he could have shielded his army behind a screen of Chaos-worshipping zealots – that is to say, surround the more valuable targets such as his Daemon Engines – but as it was the Cultists were sent off after an objective on

their own. They were never going to hold it unsupported. It's almost like Andy created a glorious piece of bait with the Cultists – which Adam did fall for – but there was no trap built around them.

That said, the Cultists did distract the Vanguard Veterans. 100 points to force the Vanguard to perform a Heroic Intervention against the Cultists rather than against a higher value target is certainly worth it, so I can definitely see the merits of his plan. But to be honest, I'd have deployed both the objective and the Cultists somewhere else entirely in order to truly test them.



As the author of the new Codex, Phil certainly qualifies as an expert on all things Chaos Space Marines.

When Andy emailed me his army list, I finished my reply with the words 'PS – real men take Daemon Weapons.' Since his unfortunate duel with Adam's artificer armour-clad Captain, Andy's been kicking himself that he didn't take my advice. Perhaps next time he'll fully embrace the fickle powers of Chaos and take a beatstick of character-slaying killiness from the Chaos Artefacts section of the Codex. It was obvious the Dark Gods were displeased – how else can you explain all those unlucky Gets Hot rolls and Unworthy Offerings on the Chaos Boon table?

I'd have used the Skyshield as a big line-of-sight blocker to ensure my close combat units could get stuck in at full strength, but other than this I reckon Andrew played a pretty good game. Adam is a mean opponent and was clearly playing for keeps, shielding his units behind Rhinos and even having his Captain hide behind a Dreadnought! I reckon Andy gets a moral victory for this alone. With a little more practice, Andy will be a Chaos Lord feared across the galaxy. Knowing his luck, though, he might well get turned into a Chaos Spawn first...



Having painted a massive eight Space Marine armies in his time, Matt certainly knows how to get the most from the Adeptus Astartes.

This was a terrific game to watch, a titanic clash of good and evil full of dramatic developments. And while I know there were specific things being tried out, such as Daemon Engines, I thought the players could have considered their objectives more. Andrew stuck a unit of Cultists out on an objective on its own, so of course Adam would take it with one of his own units. Instead of his 20-man Chaos Space Marine unit, Andrew would have been better off having two 10-man units – one of those could have reinforced the Cultists in holding the objective in the ruins, and

would have made them a much harder prospect to shift.

The Daemon Engines certainly had a psychological effect. Adam was so terrified of the Forgefiend that he let it dictate his strategy. He took his super-mobile Bike squad and hid it behind his Rhinos, so the Forgefiend did its job right away by stalling Adam's attack. He should have Turbo-boosted up the flank – he'd have got a 3+ cover save as well as getting into a position to give Andrew some serious cause for concern.



In the Rivals, we take two highly skilled players and pit them against one another in a head-to-head tactical debate about both their armies.

# THE RIVALS



**“I like to have the power spread across my force.”**

**Martin Morrin** is a tournament regular of no small reputation. While he's proficient with a wide range of different armies, it's the Dark Elves to which he most frequently turns. Here he explains why.

**Martin:** The Dark Elves are a really competitive army as they can do lots of things very well. They can be highly manoeuvrable, with lots of Dark Riders, Harpies and other fast-moving units; they're great at shooting, with Reaper Bolt Throwers and Warriors armed with repeater crossbows; they're nasty in combat, with elite units such as Witch Elves and Black Guard; and perhaps most of all they're really devastating in the Magic phase, able to bolster your own units or wither your foes.

So with such a breadth of potent strengths, why would you want to focus your army in one place? Why have just one good unit when you can have all of your army great? With this in mind I like to use abilities that bolster the abilities my units already have, turning a good unit into a great unit.

To this end I make extensive use of the Lore of Shadows, which has some really great spells for bolstering my own units, as well as for hampering my opponent. In particular Okkam's Mindrazor, which allows the target unit to use their Leadership in place of their Strength. This works really nicely in combination with high-Leadership Dark Elves, and with the right unit you can get lots of attacks and Hatred so you're guaranteed lots of hits. When you combine this with a Strength of 8 or 9 it's fantastic.

The great thing is that because it's a spell that you're using to gain this ability, you're not stuck with your power tied up in a single unit. You can choose from one turn to the next which unit benefits from the effects of the spell, and even average Dark Elf Warriors become deadly with it.





**“I think it’s better to have all my eggs in one basket.”**



**Adam Hall is** Martin’s regular opponent and a frequent winner of tournaments. His Vampire Counts have laid waste to many a foe; here he sets out the theory behind his army.

**Adam:** The army I’m using the most in Warhammer at the moment is my Vampire Counts. They’re a powerful army, packed with hordes of cheap infantry that you can keep replenishing with magic, coupled with some rock-hard characters in the form of the Vampires.

It’s around these characters that I like to build my force. A Vampire is already a dangerous threat, but by combining several of the Vampiric Powers you can make some truly nasty combatants. My personal preference is Quickblood, giving my Vampire the Always Strikes First special rule (and therefore, as they already have a high Initiative, a re-roll to hit against most opponents), and Red Fury (which grants them an extra attack when they inflict a wound in combat), making for nasty opponents.

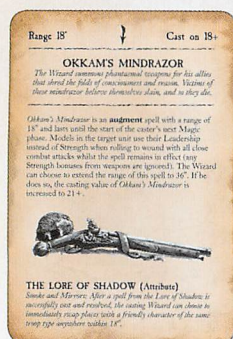
And, because they are such dangerous opponents, I thought, why not build a whole unit filled with them? Many armies feature a Lord and several Heroes anyway, but if you put all of them into one unit – effectively making them the front rank – you can make an absolutely unstoppable unit that will just run rampant among the enemy army. Not even the most elite of opposing units is the equal of a Vampire, whereas powerful Lords and even large monsters will fall before a Vampire Lord.

Those Vampires can’t just ride around on their own, however – they’d just fall prey to shooting, magic or crumble to combat resolution in close combat. This is where a highly mobile yet heavily armoured unit comes in, to protect the Vampires. The Vampire Counts army list has just the unit for this: Black Knights.



# THE ARMY OF MARANITH

Martin talks us through the ideas behind his army list and how he plans to win with it.



Okkam's Mindrazor is a powerful augment spell from the Lore of Shadow, allowing the target unit to use its Leadership as its Strength.

**Martin:** This army is really good at magic. The Supreme Sorceress in particular is there to do two things: either make my units brilliant, or the enemy units pathetic. This combines with my Cauldron of Blood to give me one of three great abilities: Killing Blow, an extra Attack (which is great if I've already cast Okkam's Mindrazor – see sidebar), or a 5+ ward save, which is very useful if I'm not quite ready to get stuck in yet.

That's really brought to the fore by a couple of different units – the Black Guard and the Black Ark Corsairs. Both can kick out a large number of attacks, and get to re-roll misses on the first turn of combat, so when they've also got Killing Blow, an extra Attack from the Cauldron of Blood or Strength 8 from Okkam's Mindrazor they can wreak untold carnage.

My Supreme Sorceress sits with my Warriors, who are there to protect her and to act as victims for her Sacrificial Dagger. Coupled with the Power of Darkness spell, which also lets you gain extra power dice, and the Sorceress' ability to use as many dice as she likes when spellcasting, and I can guarantee myself the dice I need.

The final key to my army is the super-stubborn Dark Elf Lord. He's got a nasty combination of equipment: he has a 1+ armour save, which is great, but doubly so when coupled with the Pendant of Khaeleth. This means that against anyone with Strength 5 or more he's got a 2+ ward save, so he's virtually indestructible. I charge him into a combat with something that's much better than he is, and he has a good chance of holding up something far more valuable for the rest of the game.

The ideal turn for me is to charge my Corsairs or Black Guard into a unit, cast Okkam's Mindrazor on them and then annihilate the foe. The Corsairs have 50 attacks, so, say they need a 4+ to hit, that's an average of 25 hits. But on the first turn of combat they get a re-roll too, so that'll increase to about 38 hits. And if they're Strength 8, most of those hits will wound. That's 30 or more dead guys and unless they have a ward save, it's likely to be a dead unit, monster, character, whatever.

My priority is to aim for the most expensive unit that I think I can kill in a turn, cast Okkam's Mindrazor and then start hacking my way to victory.

## LORDS

### Lord Maranith

Dark Elf Dreadlord with heavy armour, shield, sea dragon cloak, Sword of Might, Crown of Command, Pendant of Khaeleth, and Dragonhelm, riding a Dark Steed.

268 points

### Supreme Sorceress

Level 4 Wizard with Lore of Shadows, Lifetaker and Sacrificial Dagger.

315 points

## HEROES

### Death Hag

Battle Standard Bearer, riding a Cauldron of Blood.

225 points

### Sorceress

Level 2 Wizard with Lore of Fire and Dispel Scroll.

160 points

## CORE

### Warriors

25 Warriors with shields, standard bearer with Standard of Discipline, musician and Lordling.

205 points

### Black Ark Corsairs

30 Corsairs with standard bearer with Sea Serpent Banner, musician and Reaver.

350 points

### Warriors

11 Warriors with shields, standard bearer, musician and Lordling.

92 points

### 5 Harpies

55 points

## SPECIAL

### 7 Shades

112 points

### 6 Shades

96 points

### Black Guard of Naggarond

20 Black Guard with standard bearer with Standard of Hag Graef, musician and Tower Master with Soulrender.

345 points

## RARE

### War Hydra

175 points

## TOTAL

2398 points



# THE SIGN OF THE BLACK STAR

Adam builds an army list to prove his theory, and explains how he makes his Vampires unstoppable.

**Adam:** The premise behind my list might be eggs in one basket, but the eggs are rock-hard Vampires and the basket is an iron-clad unit of Black Knights. The Black Knights can survive an ongoing combat, so I don't have to beat the enemy on the charge and the Necromancer can raise any that fall along the way. The unit is really there to get my Vampires into combat.

The unit has four Vampires in it, as well as my Master Necromancer. Each of them has a particular role to play and I have a specific way I deploy them (see below). The Vampire Lord is there purely to kill things. He's got the Ogre Blade, which couples with his Vampiric Powers to give him five Strength 7 Attacks before anyone else, most likely with re-rolls, and any wounds cause additional hits. I'd normally expect him to inflict six wounds, but it's not been unknown for him to get nine or ten. He's great for racking up combat resolution against infantry, but can even take down a Bloodthirster.

The reason he's in the second rank is so that I get to pick who he fights in the enemy unit. After the Black Knights are in combat, both the Vampire Lord and

Vampire 1 Make Way!, displacing two of the command group from the front rank to engage the opponent they want. Forcing opponents to re-roll successful ward saves thanks to the Other Trickster's Shard means that even Greater Daemons can be brought to their knees once I set four Vampires on him. The whole army is set up around this one unit, and the rest of the army is about delivering them to where it needs to be to cause maximum carnage. I pick a unit that poses the biggest threat, hit it with this unit and, once I've destroyed it, I can continue to rampage through the enemy army.

**Fig. 1** Adam deploys the Vampire Lord and Vampire 1 in the second rank of his Black Knights.

**Fig. 2** When the unit hits combat, the Vampire Lord and Vampire 1 Make Way! and push to the front.

Battle Standard Bearer	Unit Standard Bearer	Unit Champion	Musician	Vampire 2
Black Knight	Vampire 1	Master Necromancer	Vampire Lord	Black Knight
Black Knight	Black Knight	Black Knight	Black Knight	Black Knight

**Fig. 1**

Battle Standard Bearer	Vampire 1	Unit Champion	Vampire Lord	Vampire 2
Black Knight	Unit Standard Bearer	Master Necromancer	Musician	Black Knight
Black Knight	Black Knight	Black Knight	Black Knight	Black Knight

**Fig. 2**

## LORDS

### Count Vsilli the Black

Lore of Vampires, heavy armour, Charmed Shield, Dragonbane Gem, Ogre Blade, Quickblood and Red Fury, riding a barded Nightmare.

**380 points**

### Master Necromancer

Level 4 Wizard with Lore of Vampires, riding a barded Nightmare.

**220 points**

## HEROES

### Vampire Battle Standard

Lore of Vampires, shield, heavy armour, Dragonhelm, Ironcurse Icon, Dawnstone, Quickblood, riding a barded Nightmare.

**222 points**

### Vampire 1

Lore of Death, heavy armour, Enchanted Shield, Sword of Might, Other Trickster's Shard and Quickblood, riding a barded Nightmare.

**195 points**

### Vampire 2

Lore of Shadow, shield, heavy armour, Dispel Scroll and Quickblood, riding a barded Nightmare.

**182 points**

## CORE

### Zombies

30 Zombies with standard bearer and musician.

**100 points**

### Zombies

30 Zombies with standard bearer and musician.

**100 points**

### Crypt Ghouls

29 Ghouls and Crypt Ghast.

**300 points**

### 5 Direwolves

**40 points**

### 5 Direwolves

**40 points**

### 5 Direwolves

**40 points**

## SPECIAL

### 2 Fell Bats

**32 points**

### 2 Fell Bats

**32 points**

### 5 Hexwraiths

**150 points**

### Black Knights

14 Black Knights with barding, standard bearer, musician and Hell Knight.

**366 points**

## RARE

None.

**TOTAL**

**2399 points**



# HEAD-TO-HEAD: DEBATE & SMACKDOWN

*We pitted Adam and Martin against one another with the question: who would win?*

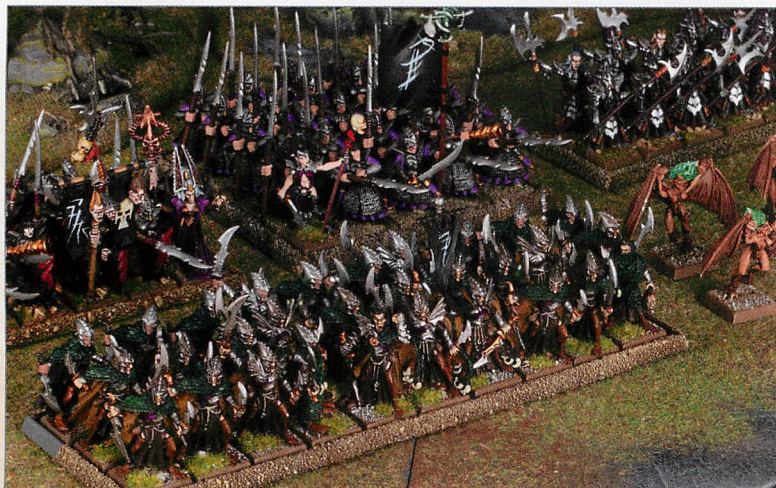


Gathered around a gaming table in Warhammer World, Adam and Martin debate the finer points of their tactics.

**Martin:** I think it's going to be me, and the reason is Okkam's Mindrazor. I can take my Corsairs or Black Guard and deal out 30 or more attacks at Strength 8, which will let me kill all those Vampires.

**Adam:** I've got to engineer things so I'm less likely to be impacted by Okkam's Mindrazor. I don't have much in the way of offensive magic, so I've got to use my Dire Wolves and Fell Bats to get in the way of your combat units, and then use my Black Knights to mop up your other units. If the Black Knights connect to anything with Killing Blow or Okkam's Mindrazor then I'm in a world of pain. If not, then I reckon I can score more victory points than you.

Martin's Black Ark Corsairs, supported by spells from the Lore of Shadows, are one of the powerhouses of his army.



**Martin:** I'm surprised you don't have any Spirit Hosts in there, to get in the way of my Corsairs or Black Guard.

**Adam:** I did look at that but in the end I plumped for the Hexwraiths instead for a couple of reasons: they cause Terror, so can scare off units, and they can fly over your blocking units, inflicting five Strength 5 hits on smaller units in the way of my Black Knights. They're just a little more offensive than Spirit Hosts.

**Martin:** But my Supreme Sorceress' Lifetaker will kill a couple each turn.

**Adam:** That'll certainly take its toll, so I'll be forced to keep on raising them back, which of course keeps me from raising back some of my other units. But I do have plenty of Wizards with the Lore of Vampires, so it might not be a problem.

**Martin:** Yours is certainly an aggressive list though, no mistake there. How about those Vampires – are they any good?

**Adam:** Well it is offensive, but it can be quite defensive too. All the Vampires have Always Strikes First, which minimises the casualties they'll take back. It's that prolonged combat against your units that worries me though. If I hit you and break you I'll be alright. If I hit you in my turn and your Killing Blow doesn't kill too many after I've slain a couple of ranks, then I'll punch right through even your big units. And I'd happily trade a Vampire for one of your blocks of infantry. I wouldn't like to trade my Lord for a block, however.

**Martin:** So, is he any good?

**Adam:** He's got a Charmed Shield, Strength 7, Toughness 5, a high Weapon Skill and a 2+ armour save. He's not got a ward save though.

**Martin:** Adam Hall! No ward save on your Vampire Lord and General? For shame!



**Adam:** I couldn't afford one! I'll concede, your army is a tough one to beat. Okkam's Mindrazor combined with Hatred is a nightmare. But if you don't roll that spell, it becomes a much tougher game for you.

**Martin:** With my Level 4 Wizard, I've got a high chance of rolling it though. And if I have it, I can cast it when I need to.

**Adam:** I've got a Dispel Scroll! But I suppose you can just chuck six or seven power dice at it and guarantee a double six. But then it depends on whether your unit is in a position to make the best of it. So you need to cast it in the first round of a combat when they can benefit from Hatred, and there have to be enough left to survive my Vampires' attacks.

**Martin:** There's definitely an edginess to it if I want to make the most of the spell I need to commit first, so it's definitely a gamble, especially as I can't take the hits back. But if I get into combat with your Black Knights and cast it, it's all over.

**Adam:** I'd be dead, it's true, but the thing I like about the Black Knights is that they're manoeuvrable enough to keep out of your way, if I need them to. They can stay with the battleline, then move round the flank, using Vanhel's Danse Macabre to zoom around the back of your line and charge something like the Altar of Khaine. Hell, I'd rather charge a War Hydra than one of your big units of infantry, because the Vampires will probably kill it.

**Martin:** Oh, definitely. Especially if your unit has the Banner of Eternal Flame.



**Adam:** They don't. It's a bit of a risk, when so many opponents use the Dragonhelm.

**Martin:** I do! My Dark Elf Lord has both the Pendant of Khaeleth and the Dragonhelm, so he's very hard to kill.

**Adam:** So if he can get into combat with one of my units he can hold them up all day. The best I can hope for is that my Hell Knight gets lucky in a challenge against him with Killing Blow. That'd mean it'd ignore his armour save, and the Pendant of Khaeleth won't help out against his Strength 4.

**Martin:** Yeah, your Vampire Lord just isn't going to kill him unless I get very unlucky with my saving throws.

**Adam:** That's true for the army as a whole. I just don't think I'm going to be able to beat you unless I get very lucky.

**Martin:** Stranger things have happened. We'll have to put it to the test in the game!

Adam's Black Knights unit contains four Vampires, but Martin is still confident his Corsairs will destroy them in combat.

## THE SMACKDOWN

**Martin:** So after engaging in a spirited debate, we only thought it right to put our money where our mouths were and play a game with our respective forces. After a few tentative turns, with the smaller units manoeuvring into each other's way and some spectacularly large amounts of power dice thrown about, I managed to cast Okkam's Mindrazor on my Corsairs and put them in a position

where Adam had to charge with his Black Knights. The Black Knights did alright, killing 16 of my Corsairs before I could strike back, but my attacks back killed all of Adam's Vampires one by one. Although Adam won the combat, my Crown of Command held my unit firm and the Vampire Counts then crumbled to dust. As we agreed in the debate, victory went to the Dark Elves.

## DARK ELVES VICTORY

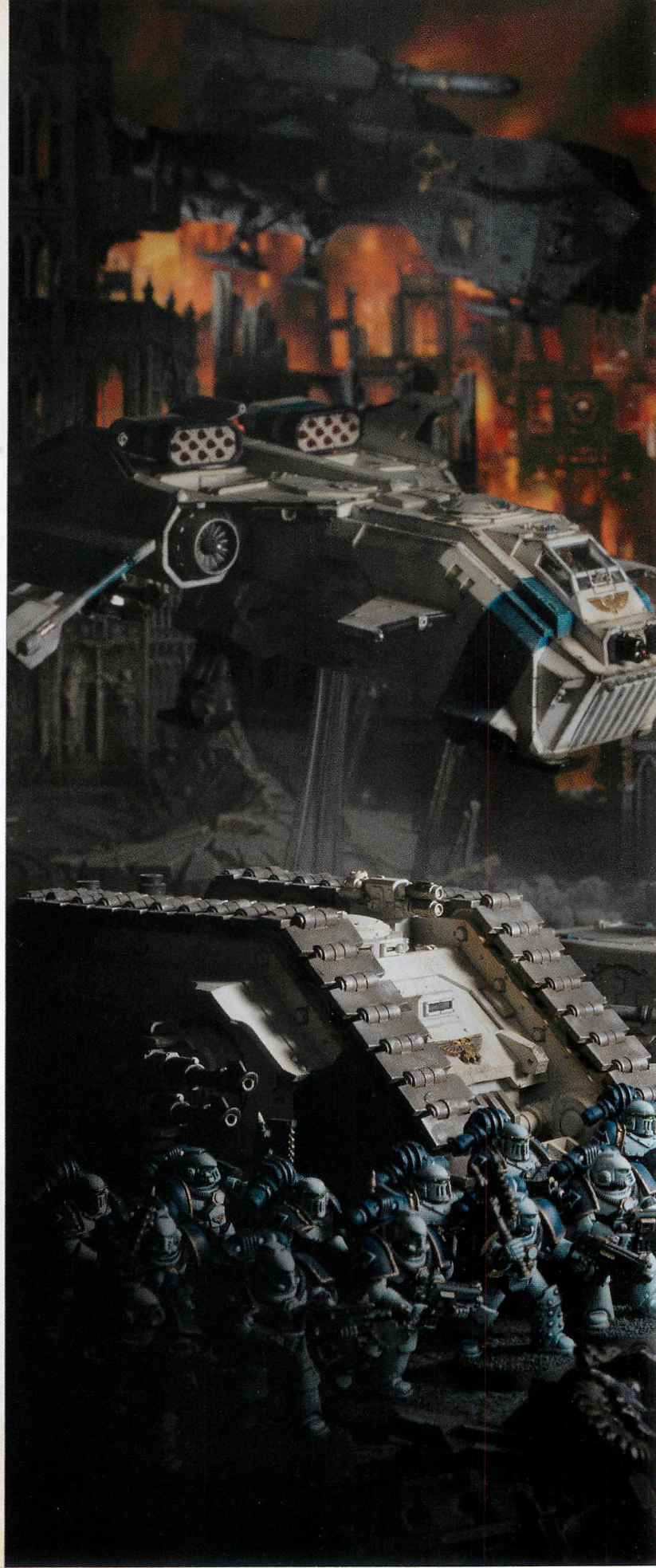
Do you disagree with our Rivals? Could you beat Martin? Email us as at [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) with your tactics.



# THE **H**ORUS HERESY

**"The Horus Heresy is reckoned by many to rate as the greatest single disaster ever suffered by the Imperium. The specific details of the heresy are known only to the Emperor, but its broader history is the stuff of popular legend. According to one version of the tale, Horus was once the most trusted servant of the Emperor. But in his heart there dwelt a hidden evil, and he became seduced by this evil, and came to nurture demons and other forces of destruction. Horus marched upon Earth with a third part of the hosts of the Imperium which he had seduced to his purpose. For seven days and seven nights the hosts battled until the Emperor caught Horus by the heel and cast him to the Eye of Terror and with him the third part of the hosts of the Imperium."**

*- Warhammer 40,000 Chapter Approved:  
The Book of the Astronomican*









# HERETICAL TEXTS

How the Horus Heresy went from a few column inches of text to a bestselling series of novels.

## A BRIEF HISTORY OF THE HERESY

### Rogue Trader 1987

The Imperium of Man is born. We see the Carrion Lord of humanity sustained by the Golden Throne.

### Chapter Approved 1988

The Horus Heresy mentioned and the civil war is set up.

### Realm of Chaos: Slaves to Darkness 1988

The story of the Horus Heresy is expanded.

### Adeptus Titanicus 1988

The game of Titan battles is released. The Horus Heresy is further explored.

### The Horus Heresy 1993

A board game recreating the Horus Heresy is released.

### Index Astartes Circa 2000

A series of articles exploring the origins of the Space Marines. The history of several Primarchs is told.

### The Horus Heresy CCG Circa 2003

In a short, intense period, artwork and stories detailing the Horus Heresy are produced in large numbers.

### Visions of Heresy 2004

The artwork and stories of the Heresy are collected and compiled by Alan Merrett in the most complete work on the subject to date.

### Horus Rising 2006

The first Horus Heresy novel is released. Its popularity shatters all previous Black Library records.

### The Red Angel 2012

Angron, the first of our Primarch miniatures, is unleashed by Forge World. He is accompanied by a fantastic range of miniatures and lavish source book – the Heresy reaches new heights.

“The Horus Heresy is the creation myth of Warhammer 40,000,” says Alan Merrett, explaining the enthusiasm that fans have for the story. As custodian of Games Workshop’s intellectual property, Alan is also right at the centre of the genesis of the Horus Heresy tale. “But it became that way over time. As the years rolled by we referenced it more and more. It’s pivotal to the history of the Space Marine Chapters and the roots of the Imperium. It’s gained a place in the minds and imaginations of the fanbase. The first mention of the Horus Heresy appears in a sidebar quote in the first published supplement for Rogue Trader,” he explains, and which you can see on the preceding page. “It set the scene for the civil war represented in Adeptus Titanicus, an Epic-scale boxed game that pitted very similar armies against one another.”

**“We also had no idea how amazingly successful the novels would be.”**

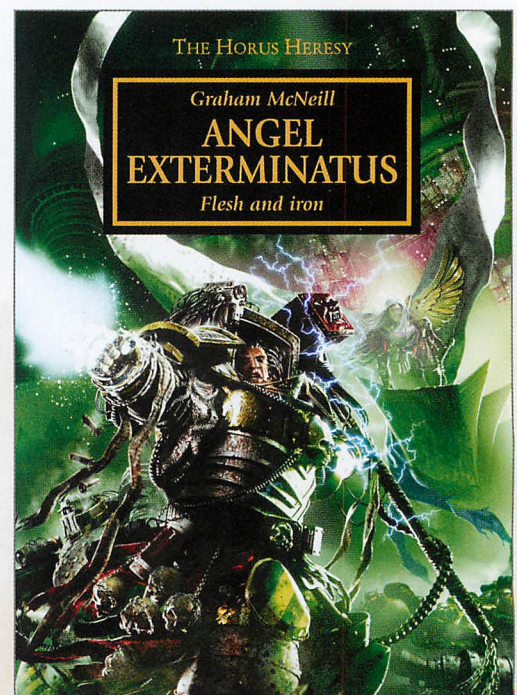
“In its earliest days the Heresy was a few scattered mentions, but it has evolved. Gradually it has permeated every level of the Warhammer 40,000 universe. It became the touchstone for 40K hobbyists and explains why things are the way they are. As we explore the 40K universe, the Heresy becomes ever-more relevant.”

In the years since the Horus Heresy was first mentioned, it has been explored in many sources – references found in Warhammer 40,000 codexes, White Dwarf articles, a collectible card game and, most famously, in the blockbusting series of Black Library novels.

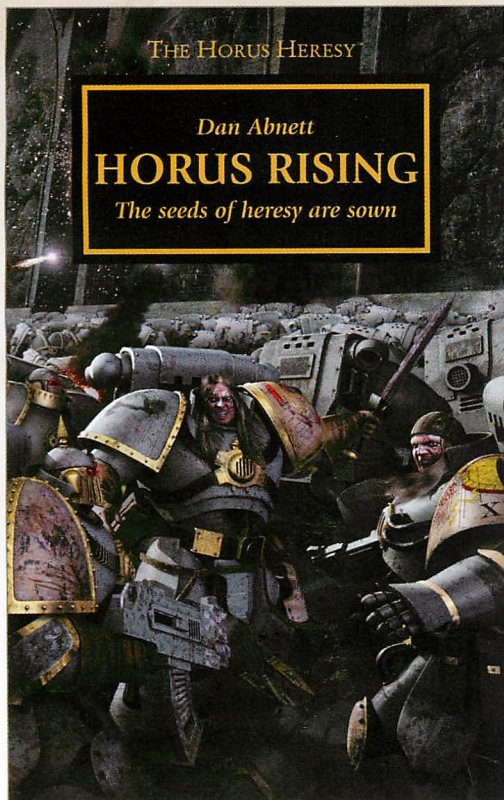
“Here, for the first time, we could realise a long-term ambition, often hoped for and constantly discussed,” says Alan.

This series – currently 22 books strong, including anthologies – is set to continue in style this November, with the advent of *Angel Exterminatus*, a brand-new novel by Graham McNeill that sees the Primarchs Fulgrim and Perturabo confront the Eldar. Exclusive to Games Workshop and blacklibrary.com, this book will be published in glorious hardback, with gorgeous wrap-around cover art and internal illustrations (the book will be available in paperback at an unspecified later date too). Accompanying this new instalment in November will be reissues of the opening trilogy of the series, *Horus Rising*, *False Gods* and *Galaxy in Flames*, which will all be available in the same hardback format, with more in the series to follow. These books will be available exclusively to order from blacklibrary.com. But the longevity of the series and its astonishing international success wasn’t always foreseen, and in fact had rather more modest origins.

“The original plan was to tell the tale in a trilogy of novels, but it became apparent





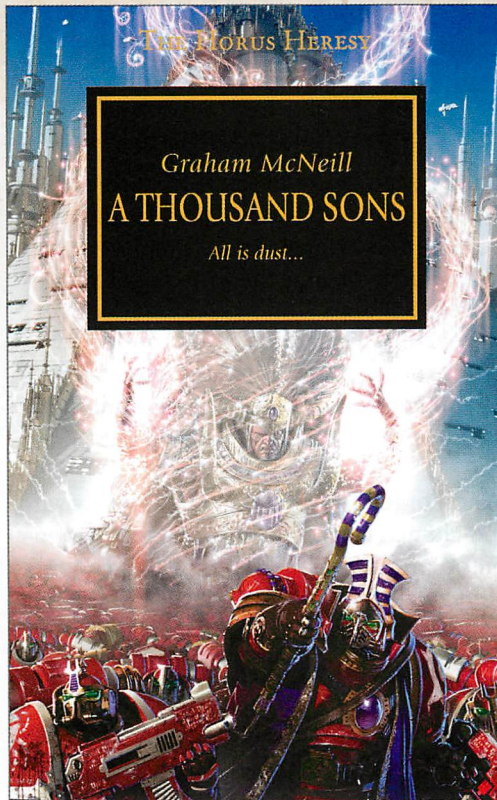


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that the tale couldn't be constrained to a trilogy alone. Just as we didn't have an idea of how many novels would be required to tell the whole story, we also had no idea how amazingly successful the novels would be," says Alan. In short order, however, the first books smashed all of Black Library's previous records for novels, with later instalments becoming New York Times bestsellers.

Dan Abnett was the first author to write a Horus Heresy novel, kicking off the bestselling series with the groundbreaking *Horus Rising*. "Being the first to write within the Horus Heresy was a huge honour, as you might expect," Dan explains, when asked about spearheading the project. "But it was daunting too. I do remember how out on a limb I felt making difficult choices that would set the tone for the series, and wondering if I was remotely getting it right, doing justice to a mythical 'thing' that had lurked in our imaginings of Warhammer 40,000 for 25 years."

Graham McNeill, author of a swathe of Heresy novels, also acknowledges the burden of writing in the series. "One of the



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greatest challenges is to try and make sure that the reader knows and feels that, from page one, they're reading a Horus Heresy story, not a Warhammer 40,000 one. We're always striving to bring something new to the table and give the readers something they didn't expect. Which, in a storyline where people know (or think they know) the story, is always a fun challenge."

"In a more general sense, writing for the Horus Heresy range is an honour, a privilege and a constant, daily terror," Graham adds. "You want to make each novel you're working on as good as you can, all the while knowing it'll be under the most intense scrutiny imaginable."

"Several of the books in the range have gone on to become New York Times bestsellers, and that's a bar that's set pretty high for the ones that follow," Graham says. "It's a project that gives as much to the writer as to the reader, as we're all finding out new things together and we're all fans of the series. Together we're creating something that's done so well that it's blown everyone's minds and, trust me, will continue to do so."

1 *Angel Exterminatus* is the next novel in the Horus Heresy series from Black Library, and is out in November. Expect an exhaustive review in the next issue of *White Dwarf*, plus an interview with author Graham McNeill.

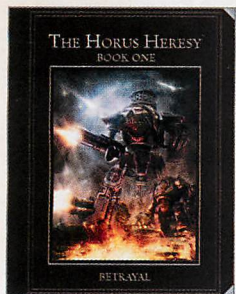
2 *Horus Rising* was the first full-length novel ever written on the Horus Heresy. Penned by Dan Abnett, this book brought to life characters and events avid fans had waited to see for a long, long time.

3 *A Thousand Sons*, which tells of the burning of Prospero, was the first Horus Heresy novel to hit the New York Times bestsellers list.



# THE HERESY IN MINIATURE

*Ever wanted to recreate the Heresy on your own battlefield? Now you can, thanks to Forge World.*



Forge World's epic new book, *Horus Heresy Book One: Betrayal*, lets players collect and play with Heresy-era armies.

The latest chapter in the Horus Heresy emerges from Forge World with their new book, *Horus Heresy Book One: Betrayal*, which finally brings the epic saga to the tabletop. Forge World has long produced Heresy-era miniatures – and the team there has painted up many Heresy armies, as you can see on these pages – and now we have the rules to go with them.

"The Forge World project provides us with the chance to do uncompromised designs of the Primarchs and the cast of the Horus Heresy," says Alan Merrett. "Finally we get to see them, collect and paint them, and play games with them."

That theme of collecting fantastic models is at the heart of the book. Its author, Alan Bligh, reveals a gargantuan team effort that has seen all the members of Forge World's busy studio area hard at work.

"Our work has been concerned with exploring the full, rich sweep of the Horus Heresy – to provide deep, embellished

coverage, in terms of narrative, artwork, imagery and, of course, miniatures," says Alan when I talk to him about the project. Work has stopped all around for a moment as we speak. The designers and artists are proud of their work and they're enjoying the reaction of a newcomer to it. It's easy to see why; the book itself is a beautiful, lavishly-presented volume.

"The book covers the narrative of the Heresy from the Age of the Emperor and the Unification Wars through to the Great Crusade and the betrayal at Isstvan," Alan Bligh explains. "And because the book covers the latter, we focus on the four Legions involved. The origins of each are explored, accompanied by fantastic Forge World art and miniatures. You will be able to collect, for the first time, World Eaters, Death Guard, Emperor's Children and the Sons of Horus at the time of the Heresy. We are unleashing the full breadth of the forces at Isstvan III, and beyond. Most exciting of all, starting with Angron, you can now collect the Primarchs."



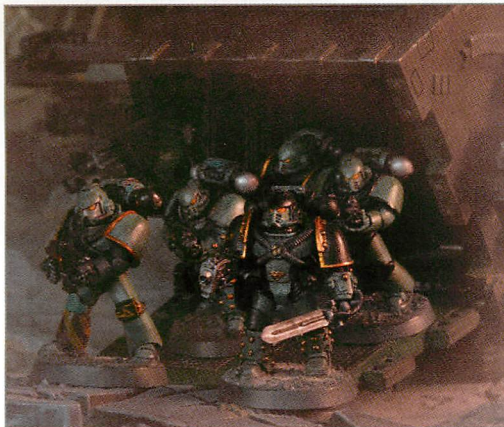




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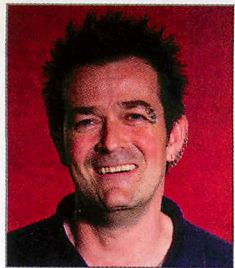
- 1 The tanks used by the Space Marines in the Horus Heresy were quite different – rules for them are found inside the book.
- 2 The Emperor's Children scour the bunkers beneath Istvan III. The book has rules for playing games in the Zone Mortalis.
- 3 The Legiones Astartes army lists feature larger squads, such as Death Guard Tactical squads.
- 4 The Sons of Horus disembark from their Thunderhawk – the book contains rules for playing Apocalypse-sized games with your army.
- 5 The Tartaros Pattern Terminator armour worn by these World Eaters is famed for its mobility.
- 6 The book has Legion-specific rules that make each force fight on the battlefield as they do in the stories.



# ANGRON: GENESIS OF A PRIMARCH

*The creation of a Primarch in miniature is a salutary event – one not lightly entered into.*

It's not every day that you're tasked with the responsibility of sculpting one of the 20 or so most legendary personalities in the galaxy. So when Simon Egan began the task of sculpting Angron, he took the responsibility very seriously.



Simon Egan lays claim to a back catalogue of extraordinary Forge World models. He openly admits that sculpting Angron has been his most demanding project.

"I was really shocked when I first realised we were actually going to do it," Simon explains. Simon Egan is a quietly spoken man and the sincerity as he talks about working on this model is palpable. Sculpting Angron has been more than just a duty; it's been a labour of love.

"Sculpting Angron isn't like sculpting a new character we've only just invented. People have ideas of what he's like, informed by art and the Horus Heresy novels over the years. My goal was to draw these elements together and produce a model that meets all hopes and expectations – it feels like a big responsibility. So I trawled through everything we could possibly find on the subject of Angron; every piece of art, every reference in the Horus Heresy novels. I then had to study all these sources and unify them into a strong image that would make a good miniature. The completed piece has elements from many of them. Angron clutches the axe Gorechild based

on Jes Goodwin's Khârn the Betrayer, at his waist is an eagle belt from John Blanche's artwork, his bespoke armour with gladiatorial styling is inspired by his past... So many different elements portrayed or described over the years, all drawn in to create a strong image."

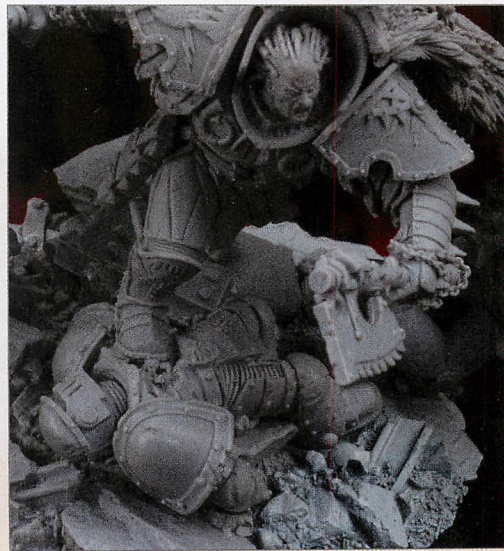
"When people think of Angron they often go straight to the psychopathic aspect of his character, and that's a part of him, but it's not all there is. At the start of the Heresy Angron is a noble psychopath; it's just that by the time he takes to the field on Istvaan he's allowing the utterly brutal side of his personality through."

"All in all the model took me three months of research, design and sculpting. My workspace became a bizarre shrine to this Red Angel, with pictures on every wall and my headphones constantly blaring out the Horus Heresy audio dramas. It was an immersive process, but the finished result is something I am really happy with. Angron is the first Primarch we've made, and it's a strong opening statement for the future. We'll be taking each one seriously – we're making a physical manifestation of characters people feel emotionally connected to." **AT**

- 1 Angron's armour is covered in incredibly intricate details, drawn from the many depictions of him over the years, such as his high collar, topped by the badge of his Legion, and his chain-wrapped fist.
- 2 The Primarch of the World Eaters Legion surges forth. Simon wanted the ferocity and power of Angron to be clear to see, and came up with the idea of the slain Space Marines as a way of portraying it.



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- 3 Angron is stepping over the ranks of the fallen to engage fresh foes. Simon envisaged that these bodies could well have been those who failed to reach safety before Horus unleashed the life-eater virus upon Istvan.
- 4 Gorefather is the name of Angron's massive main-hand chainaxe. His right shoulder plate is detailed with his Legion insignia.
- 5 Angron's cloak is adorned with shattered chains, a symbol of defiance against his former slavery, and with the skulls of the worthy foes he has slain.







# B LANCHITSU

The walls of reality are thin in the sketchbooks of John Blanche, Games Workshop's visionary art director and the man who shaped the look of the worlds of Warhammer and Warhammer 40,000. Here, warped visions of the far future bleed forcefully into the world, channeled through the mind and pen of a truly great artist. In Blanchitsu, John shares some of the beautifully converted and painted models that he has found each month. In this issue, he presents his current obsession: Inquisitorial warbands.







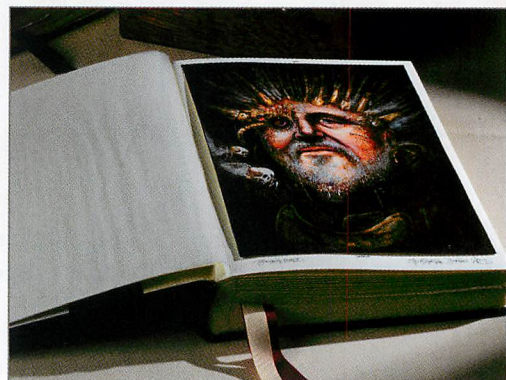
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1 This hulking Gun-Servitor started out as a Forge World Plague Ogryn.



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2 John always collects his creative thoughts in his sketchbooks; not many are allowed to see their hallowed pages.



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3 Rather than let us take a photograph of him, John insisted on painting a self-portrait.

4 This Inquisitorial warband contains components from Isabella von Carstein, a Death Corps Commissar, an Enforcer and more.



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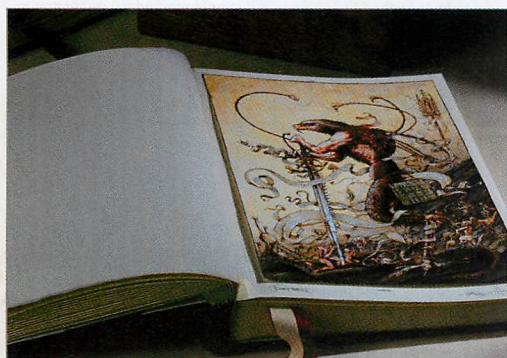




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5 Miniatures, artefacts and other miscellany from John's private collection, including a compass, a mask, pieces of eight and an arcane tarot device.

6 Some of the art in the sketchbook is readily identifiable, other pieces are metaphorical in nature. This piece is a heraldic design in a 40K style.

7 John considers his paintings and miniatures to be different facets of his artwork, but they are all of a piece.

**John:** All of the miniatures I've built and painted recently have been made to be part of Inquisitorial warbands, and the ones you see here are no exception. Each of them is a character in their own right, and they're really experiments in painting and conversion. My miniatures are very much in the same style as my concept sketches – I only do things in my style. So these figures are in fact three-dimensional realisations of my Inquisitor sketchbook. I see the two processes as part of the same art; expanding the Warhammer 40,000 universe and exploring the characters within it. When I start a model it's an attempt to recreate my sketches as miniatures, but this doesn't always work. I have to treat it as though I'm using a different medium, pushing my imagination even further. Starting with a base miniature I let the conversion organically grow out of it. It's really just approaching a concept from a different direction.

JOHN



CITADEL

# HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves.





# THE NIGHTBRINGER

SCULPTED BY ALEX HEDSTRÖM  
NOMINATED BY ANJA WETTERGREN



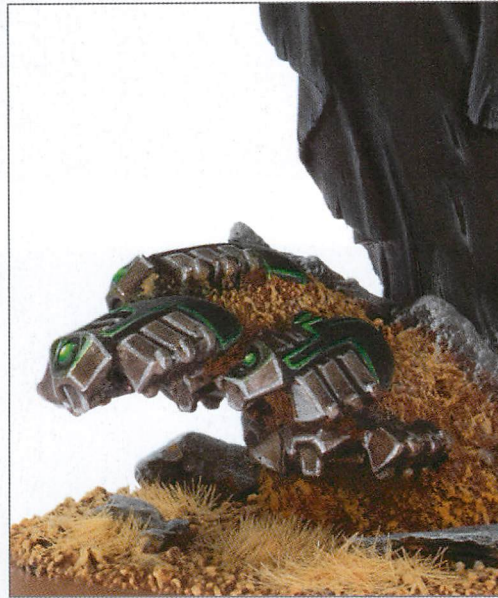
A seven-year veteran of the elite 'Eavy Metal Team, Anja knows a great-looking miniature when she sees it.

Back when I was living in Sweden I entered a painting competition in the Stockholm Hobby Centre. My entry won, and the prize was a kit of my choice. It only took me a moment or two to choose my winnings – I went straight for the Nightbringer. Since the first time I saw it, I was really impressed with how a model could be so simple in design, but also so characterful and interesting. When it came to nominate a model for the Citadel Hall of Fame, it didn't take me long to make the same choice as I did back in Sweden seven years ago.

The inviting thing about the Nightbringer is not that the model is showered with elaborate details, but instead has long, sweeping lines that give it a sense of impressive stature. This contrasting style offers an attractive canvas for a range of different painting styles and is what makes the model truly great. I've seen the model many times at Golden Demon competitions over the years and as part of some pretty elaborate conversions. All this goes to show Alex's skill as a miniatures designer, providing a sculpt that looks so good in so many different ways.



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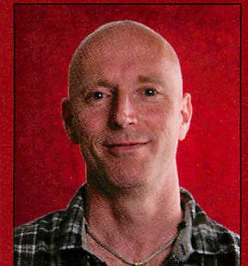
- 1 The Studio's Nightbringer model was painted by Martin Footit, whose non-metallic metal effect so impressed Anja. The face has a very sinister, hungry quality to it, with an expression that sits somewhere between a scream and a roar.
- 2 The ground beneath the Nightbringer seethes with Canoptek Scarabs. This gives the Nightbringer lots of extra height, letting him loom over the enemy models, but also has the effect of making it look as though he is soaring above the ground.

It feels like a long time since I sculpted the Nightbringer, but even now, among all the models that I have made, it remains one of my favourites. The concept art portrayed the Nightbringer in a swirling vortex, but at the time, there was no way we could realistically reproduce that using metal, so I came up with the pose that you can see on the model now, capturing the ominous 'feel' of the artwork.

I designed the Nightbringer to look very clean, without too much fussy detail, with all the weapon and robes flowing out from

the body. This lets you focus on the intent of the model, and what it represents. I think this cleanness of design is what makes the model so ripe for conversion. I've seen it used as the basis of everything from Daemon Princes to a converted Primarch Sanguinius – it's nice to see my model having such a broad appeal.

Something I have often thought about the Nightbringer over the years is that it would make a great bonnet ornament on a car. It has a dynamic presence that would look terrific gliding along at speed. ☠



Originally working exclusively in Green Stuff, Alex Hedström now sculpts primarily using digital design.



# PARADE GROUND

**Parade Ground** is the monthly feature looking at fantastically painted units, monsters and vehicles all united by a single theme. This month we look through the collections of hobbyists within the Design Studio.



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## NECRONS Simon Adams

Simon is a recent addition to the 'Eavy Metal team and is a very keen army painter. His latest project is a Necron force, featuring deep red armour plates. Contrast colour is provided courtesy of the pale blue object source lighting emanating from power sources, lenses and so on.



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- 1 Simon's Scarab swarms boast trophies from one of his regular opponents.
- 2 Simon's Deathmarks have contrasting coloured armour plates.
- 2 This Tau head is a spare from Simon's colleague Sam's army.



## GOFF ORKS

**Matt Kennedy**

Matt Kennedy is now a member of the elite 'Eavy Metal team at Games Workshop HQ, and had been entering Orks into Golden Demon for several years. The remarkable consistency in colour schemes over his models is owed to the obsessive way that he writes down all the colours he

uses and keeps them safely for later. Matt is also an inveterate tinkerer, and seldom leaves a model without a conversion or two. The models in Ghazghkull's retinue all have minor alterations, while the Killa Kans have been extensively modified and festooned with turrets and rotors.

- 1 Ghazghkull's retinue was painted for entry into Golden Demon in 2010.
- 2 Painted for the 2007 Golden Demon contest, the Killa Kans are radically converted, including one with propellers and skids.



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## RANGERS OF GONDOR

Steve Bowerman

As one of the corps of talented army painters in the Design Studio, Steve Bowerman has a reputation for fast brush work and exceptional results. Steve's Gondor army for The Lord of the Rings

features a host of warriors and heroes. This Ranger Warband, taken from his collection, has a strong, unified colour scheme; it was chosen specifically to look great as they sneak through woodland terrain.

- 1 Cirion leads the Ranger Warband. His jerkin and cloak are painted in the muted woodland colours of the Warband, while only the sable and white banner retains the traditional heraldry of Minas Tirith.



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## NIGHT LORDS

Steve Bowerman

Another force in Steve's collection is his growing band of Night Lords. This squad of Possessed has been converted from spares found in Steve's bits box, making them stand out from the other units in his Night Lords force. The armour has a finely detailed lightning effect painted onto it.



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- 2 Steve's Possessed squad in all their glory.
- 3 This Possessed Champion has a helmet from a Chaos Warrior Chosen.
- 4 Night Lords are famous for their assault troops – this Possessed has a jump pack, presumably from his time as a Raptor.



# DEATH KORPS OF KRIEG

Duncan Rhodes

Over the past few months Duncan has been painting a Death Korps of Krieg force, using the Forge World range of miniatures as the basis for his collection. The army colour scheme is based on Karl Kopinski's full-colour piece in Imperial Armour Volume Five – The Siege of Vraks.

Duncan was so impressed by the art in the book he first picked up a single Death Rider – but has since painted several squads worth of models. These models are replete with details, from skull-shaped faceplates on the Grenadiers to aquila-adorned gorgets on the Command squad.

1 Duncan's Death Korps Grenadier Squad. Despite their relatively elite status, these troops are not ostentatious in their appearance – Duncan has painted them in muted tones as befits the dour reputation of the Korps.



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2 The Command squad is the most elaborately detailed unit in Duncan's Death Korps army, featuring a macabre standard and vox officer.

3 The officer is positively flamboyant compared to his men, with medals pinned to his coat and gold-trimmed epaulettes on his shoulders.



## BRETONNIANS

### Duncan Rhodes

Duncan has also been hard at work on his impressive Bretonnian army. He openly acknowledges they are his favourite army to paint, because of all the rich colours and decorative heraldry the army enables him to paint.

Each unit uses the same colour palette of red, white and yellow – while the Questing Knights are predominantly red and yellow, with white as a spot colour, the Men-at-Arms are largely white (and muddy) with spot colours of red and yellow. This makes the whole the force look strongly unified.

Scattered throughout the units are lots of minor conversions, along with some very unusual additions, such as the enormous dragon skull being carried along by the Men-at-Arms, the small boy riding on the drummer-bear and lots of hand-finished banners throughout the force. **AT**



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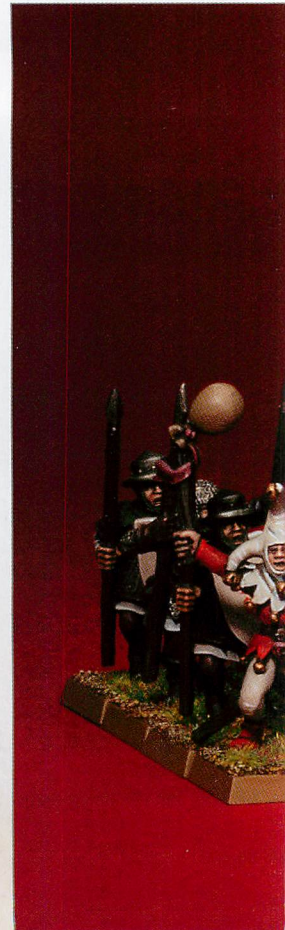


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- 1 Each of Duncan's standards is based on heraldic images he has faithfully recreated on paper banners.
- 2 Duncan's favourite element of his Men-at-Arms is the drummer bear – complete with a scallywag on its shoulders.
- 3 The centrepiece in his Men-at-Arms unit is a gigantic dragon skull, taken from the Warhammer Giant kit. He has modelled this as a diorama in his regiment.
- 4 A small selection of Duncan's many Knights of the Realm.
- 5 Duncan's Questing Knights all wear red and yellow.
- 6 The shields of Duncan's large unit of Men-at-Arms match the banner.



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### A Call to Arms!

In the future we would like to feature the following kinds of models on the Parade Ground. If you've got something you think is up to the standard, why not send a picture to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk). If it's something we can use, we'll be sure to get in touch!

Future Parade Grounds:  
Tanks of the 41st Millennium,  
Warhammer cavalry models, chariots, monstrous creatures, command groups and special characters.





# KIT BASH

## ORK FIGHTA BOMMERS

**Kit Bash** is our monthly article where we take a look at converting – the art of cutting up and combining kits to make a truly unique model. This month we turned our tools on the versatile Ork Bommer kit.

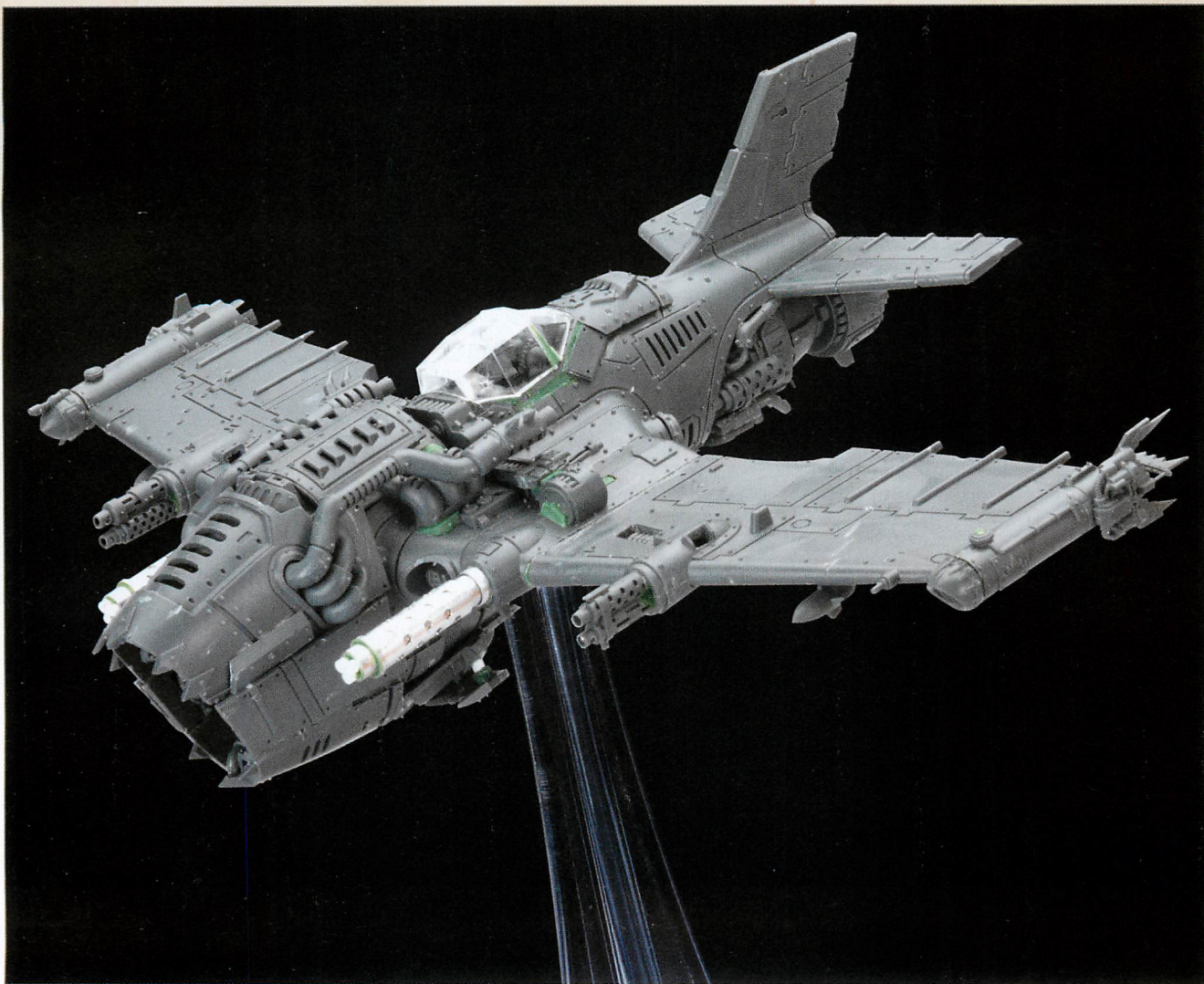


### EVIL SUNZ TURBO-DAKKAJET

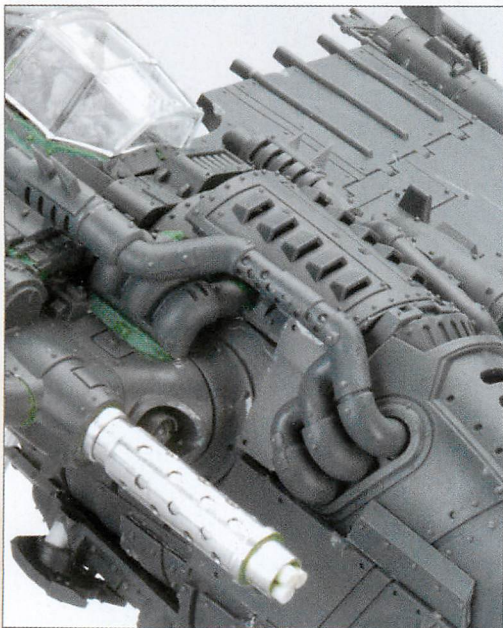
**Matt Holland**

Miniatures designer Matt Holland heavily rebuilt his Dakkajet with a larger air intake at the front and plenty of extra exhaust pipes. To make space for the huge engine, Matt moved the cockpit back to the hatch that normally houses the Grot turret-gunner.

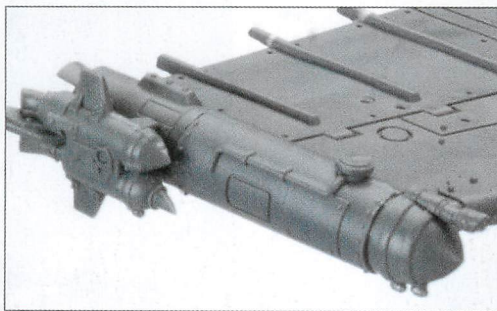




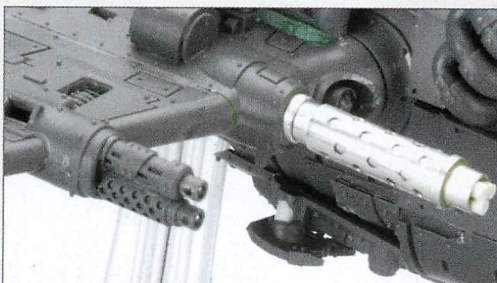
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- 1 Spare parts from the wing assembly were used by Matt to expand the air intake at the front of the plane.
- 2 The engine cowling was extensively re-modelled with extra exhaust pipes
- 3 Stormboy rocket packs were used as turbo-thrusters (or possibly missiles) on the ends of the wings.
- 4 Matt equipped his Dakkajet with big shootas scavenged from the Killa Kans, Warbikes and Lootas kits.



## GOFF ORK FIGHTER

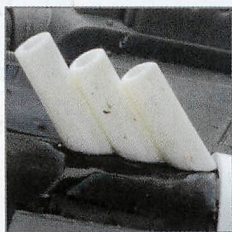
Dan Harden

Dan went for a more archaic feel to his Ork plane, opting for propellers over jet thrusters. To make space for them, Dan cut the wings in half and then rebuilt them around the engine cowlings, which were made from plastic tubes and spare Killa Kan components.



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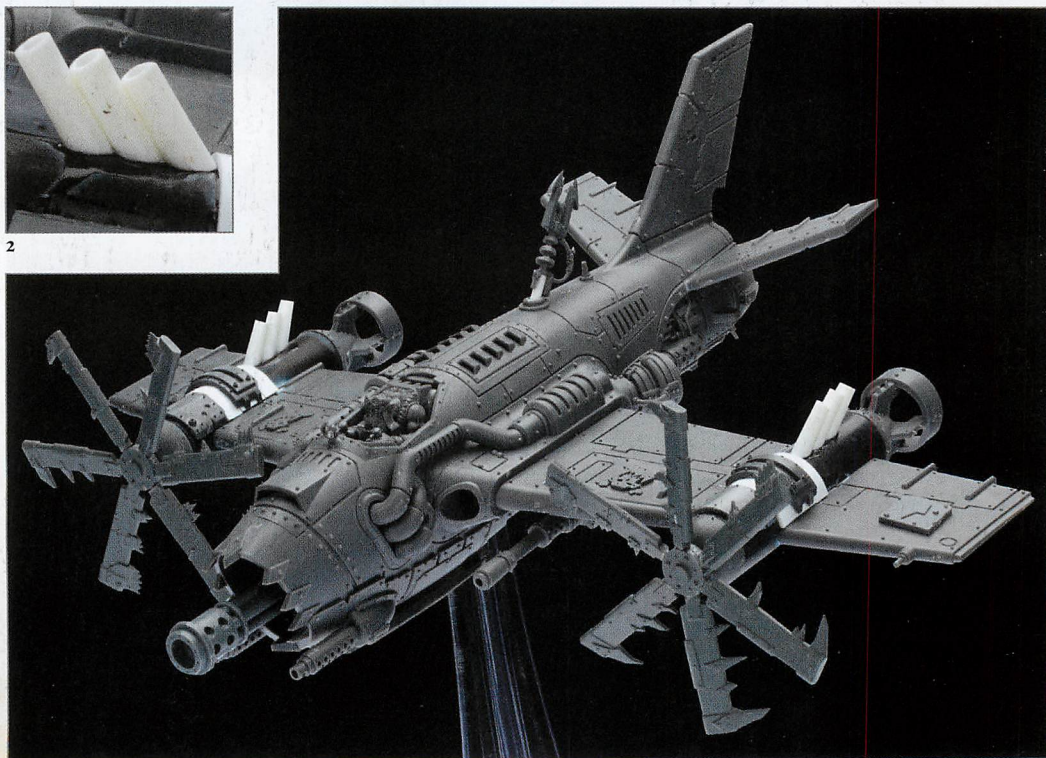
1 A rudimentary force field generator was constructed from a Runtherd grot prod.



2

2 The engine exhausts were made from tubes of plasticard cut to length.

3 The propellers are from the old plastic Deffkoptas. Dan did worry that they would get in the way during landing, but reasoned that would be one of the last things the pilot would worry about...



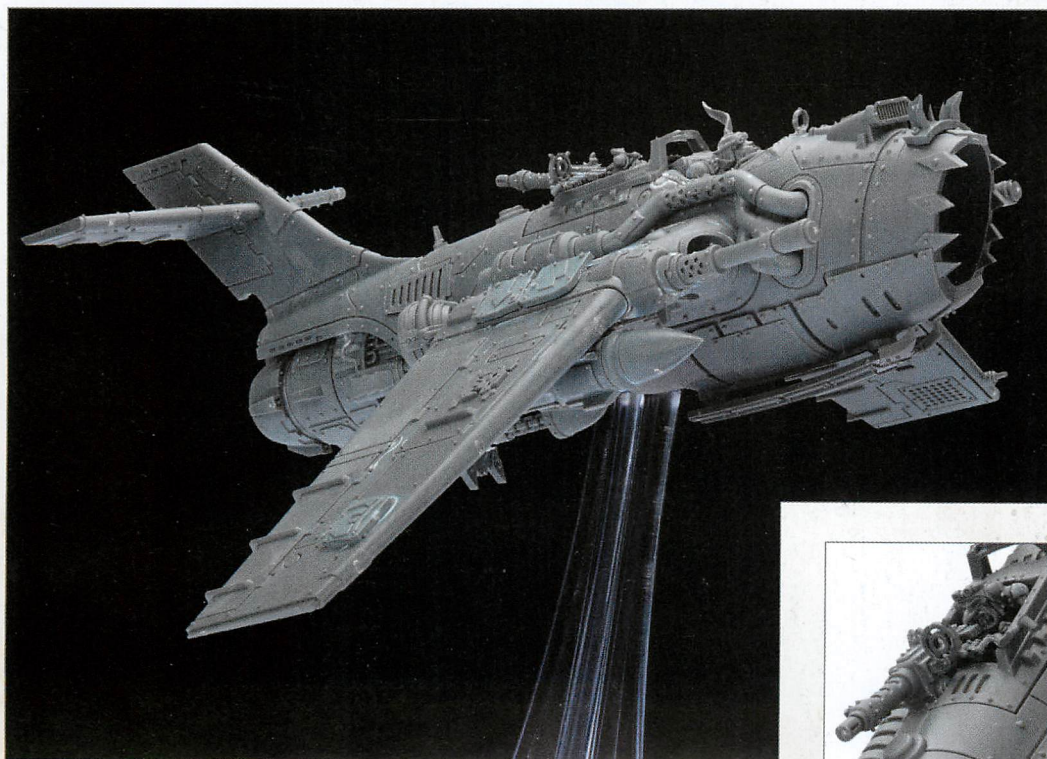
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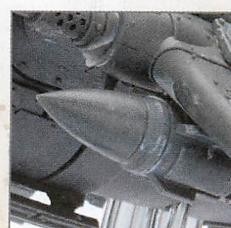
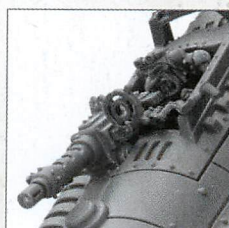
## DEATH SKULLZ BLITZA-BOMMER

Andy Clark

Boom bombs were very appealing to Andy who borrowed (well, looted) several missiles from an Imperial Guard Manticore to hang beneath his Blitz-bommer. He also put on the Blitz-bommer wing extensions upside-down to give the wings a downswept appearance.



- 1 The downswept wings give the bomber a brutal silhouette, an effect created by assembling the wings upside down.
- 2 The chain of spent ammo casings gives the impression that this Grot is a little trigger happy.
- 3 Bombs away! The extra bombs and missiles under the bomber's wings have been taken from the Imperial Guard Manticore kit.



1

2

3



## THE URDEK REFINERY

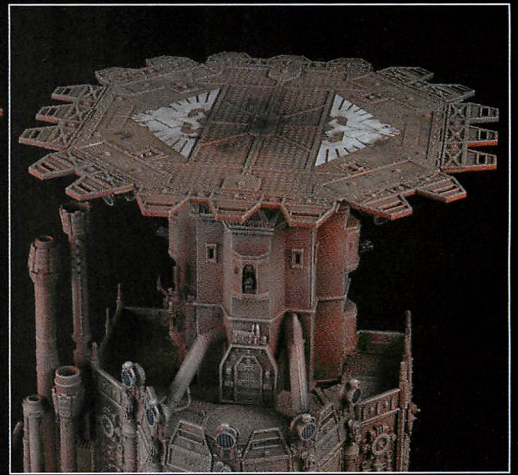
A **stunning battlefield** is something that every hobbyist aspires to have in their collection. In our first Battlegrounds article we look at the Urdek Refinery, a board built and painted by Dave Andrews for the Hobby section of the Warhammer 40,000 rulebook.

**Dave:** When we were preparing for the new edition of Warhammer 40,000, we decided to make some new and original battlefields to show the scale of warfare in the grim darkness of the far future. Over the years we've built plenty of gaming tables in the Studio, but for this edition we wanted to create several visually stunning boards with a story behind them – not all Warhammer 40,000 battlefields look like a grassy field in the middle of Kent. Of course, ruined cities and mighty fortresses make a couple of appearances throughout the book, but one of my favourites is the Urdek Refinery.

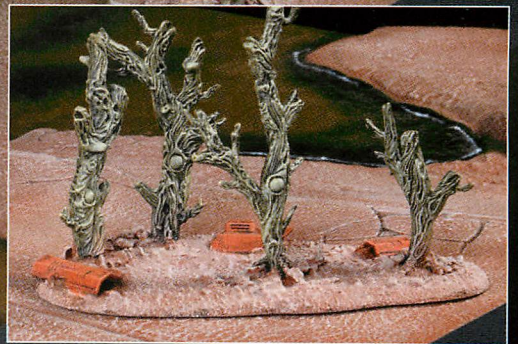
Our initial plan was to create a swamp world, which quickly evolved to include a large Imperial refinery as the backdrop to the main vista. We wanted to create something different – something that represented a backwater Imperial world in the middle of a war zone, and a heavily industrialised power plant in the middle of a wasteland seemed a great choice. The battlefield itself is based on a Realm of Battle gameboard, with the lower areas painted a murky green to represent the foetid swamp, and the hills painted in a muted brown to show those areas not yet tainted by the brackish water.







The top of the refinery is crowned with a Skyshield Landing Pad, which is raised above the refinery building on two Bastion kits.



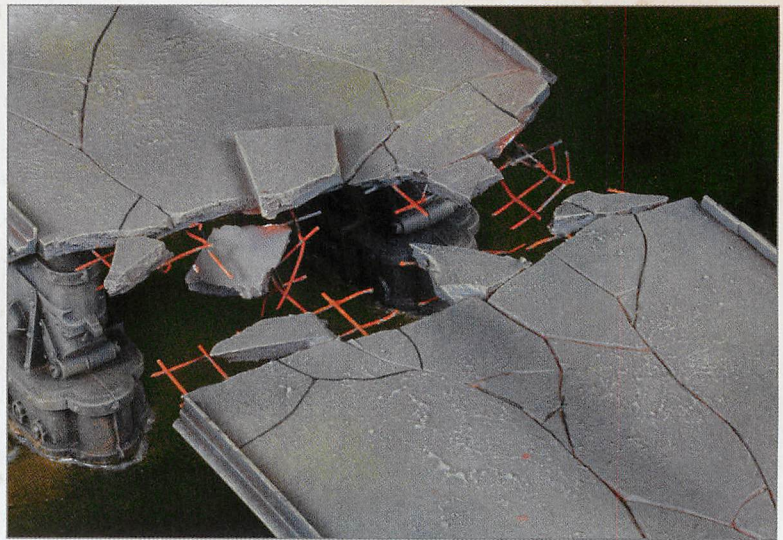
Dave used the trees from the Battlescape to provide scatter terrain, as their diseased appearance complements the toxic environment perfectly.



If I had to offer one bit of advice when painting terrain, it's that it should always be the backdrop to the miniatures fighting over it and so should always have a neutral colour scheme. Hence all of the dark greys, muted greens and pale browns that we've used on this board.

Initially we started to paint the swamp water with Elysian Green, but it was too bright for the board – it drew too much attention to the scenery and away from the miniatures fighting over it. In the end we mixed Elysian Green with Steel Legion Drab and a little Abaddon Black, which gave it a muddy, slightly oily look. The last touch was to add a ripple effect around the shore, after which we covered all the swampy areas in several thin layers of Water Effect to give it a smooth, slightly glossy appearance.

We also had to consider how the board would be played over – it's not just a display piece, it is for fighting real battles on (and we have done so on many occasions). Had the board been built as just swamps and hills with the refinery in the back corner we'd have created a very open, but inhospitable, battlefield that would be pretty difficult to fight a game over. This led to the construction of several large features on the board including the highway, the bridge, the dam and the bastion guarding the road. They



1



2



3

- 1 The bridge was constructed from thin sheets of plasticard painted with textured paint. Chicken wire was used to create the steel rebars protruding from the ruined section in the middle of the bridge.
- 2 The feet of the bridge are the leftover legs from the Skyshield Landing Pad on top of the refinery. Dave never throws spare bits away. Ever.
- 3 The break in the middle of the bridge allows the board sections to come apart, making the table much easier to disassemble and store.





4 all aid movement and placement of miniatures, and represent cool objectives to fight over throughout the battle.

The highway was constructed from sheets of plasticard, which we laid over the feet of the Skyshield Landing Pad and the hills on either side of the board. The cracks were cut into the PVC using a modelling knife and it was painted with textured paint to make it appear rough and uneven. The dam was also made from PVC with sections from the Fortress of Redemption acting as the face. The board is still deliberately challenging to fight over, but that just makes it more fun. After all, warzones aren't meant to be nice places. **DH**



- 4 The water pouring from the sluice gates was created using a plastic bottle and some clear silicone sealant. A curved section of bottle was cut and fitted into the pipe. Dave then covered it in sealant and moulded it to shape as it dried.
- 5 Patches of the swamp were painted much darker to represent oil slicks and deeper patches of water.
- 6 The crashed Aquila lander shows that war has very definitely come to this world.





Dave loves making ruined tanks to represent those that have been destroyed in battle. This Chimera was even more unlucky having been destroyed before the battle even started. It makes a great objective marker to fight over and adds some much needed cover to the otherwise exposed bridge.

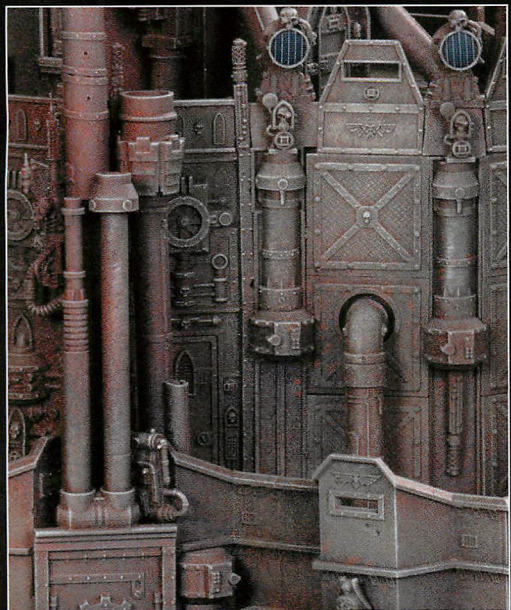


Hidden at the bottom of the refinery are two escape hatches from the Bastion kit. It's little details like this that add a lot of character to the board.



A Rhino from the Battlescape lies half-submerged in the water. Like the crashed Aquila, the Rhino has rusted beyond repair.





Pipes and chimneys from the Manufactorum kit were used to represent the processing power of the refinery.



This may be a backwater world, but the Imperium knows better than to leave it unguarded. The bastion stands watch over the approach to the refinery and guards a second, smaller bridge, which was made from Aegis Defence Lines.



# PAINT SPLATTER

With all the new Chaos Space Marine kits out this month, there's sure to be some serious power armour painting going on. Here are four swatches that list the colours we recommend using to paint some of the most famous Chaos Space Marines armies.

## ALPHA LEGION



### Green Tinted Armour

- |                           |                         |
|---------------------------|-------------------------|
| 1 Basecoat: Macragge Blue | 4 Layer: Skarsnik Green |
| 2 Wash: Druchii Violet    | 5 Layer: Moot Green     |
| 3 Layer: Macragge Blue    |                         |

## BLACK LEGION



### Black Armour Plates

- |                           |                             |
|---------------------------|-----------------------------|
| 1 Basecoat: Abaddon Black | 4 Layer: Administratum Grey |
| 2 Layer: Eshin Grey       |                             |
| 3 Layer: Dawnstone        |                             |

**Paint Splatter** contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month, to which colours are used on the Studio miniatures seen elsewhere in this issue, there's painting advice for everyone.

## RED CORSAIRS



### Red Armour Plates

- |                           |                         |
|---------------------------|-------------------------|
| 1 Basecoat: Khorne Red    | 4 Layer: Wild Rider Red |
| 2 Wash: Carroburg Crimson |                         |
| 3 Layer: Wazdakka Red     |                         |

## NIGHT LORDS



### Blue Armour Plates

- |                         |                       |
|-------------------------|-----------------------|
| 1 Basecoat: Kantor Blue | 4 Layer: Alaitoc Blue |
| 2 Wash: Nuln Oil        | 5 Layer: Lothorn Blue |
| 3 Layer: Kantor Blue    |                       |



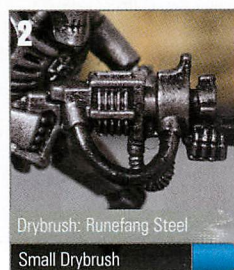
# RUST EFFECT TECHNIQUE

There's always a lot of scrap metal, tainted armour and battle damage being painted at Games Workshop HQ. Here Adam, Jes, Andrew and Dan explain how they each paint rust – perfect for detailing your battlefield terrain or tainted armour.

## Tank Trap



## Necron Warrior



## Chaos Cultist



## Dakkajet Engines



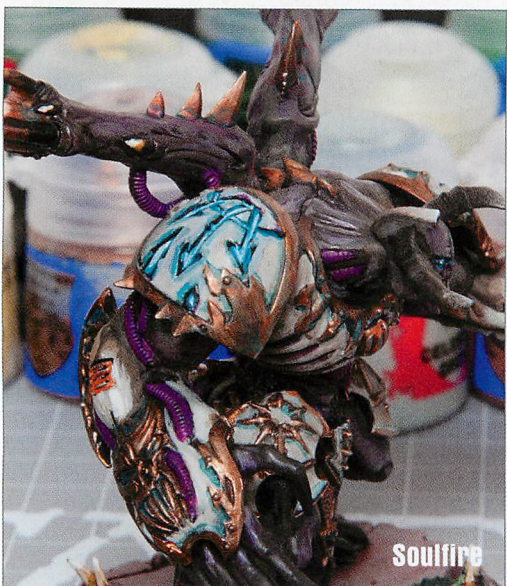
## A Guide to our Techniques

Throughout Paint Splatter we refer to six different techniques: Basecoat, Wash, Layer, Drybrush, Glaze and Basing. You can find more information about using these techniques in How to Paint Citadel Miniatures, along with many more helpful painting tips and tricks.

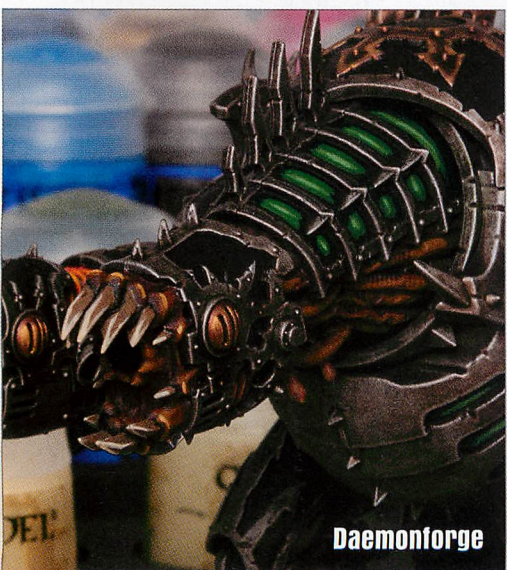




**Ectoplasma Cannon**



**Soulfire**



**Daemonforge**

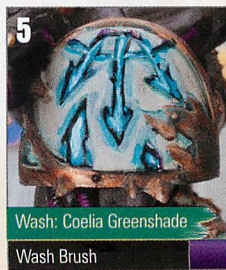
## DAEMONFIRE TECHNIQUES

Discussions on **daemonfire** have abounded since we first laid our eyes on the sinister glowing Daemonforges on the Maulerfiend, Forgefiend and Heldrake. The techniques shown here could easily be used for glowing weapons or data screens too.

### Ectoplasma Cannon



### Soulfire



### Daemonforge

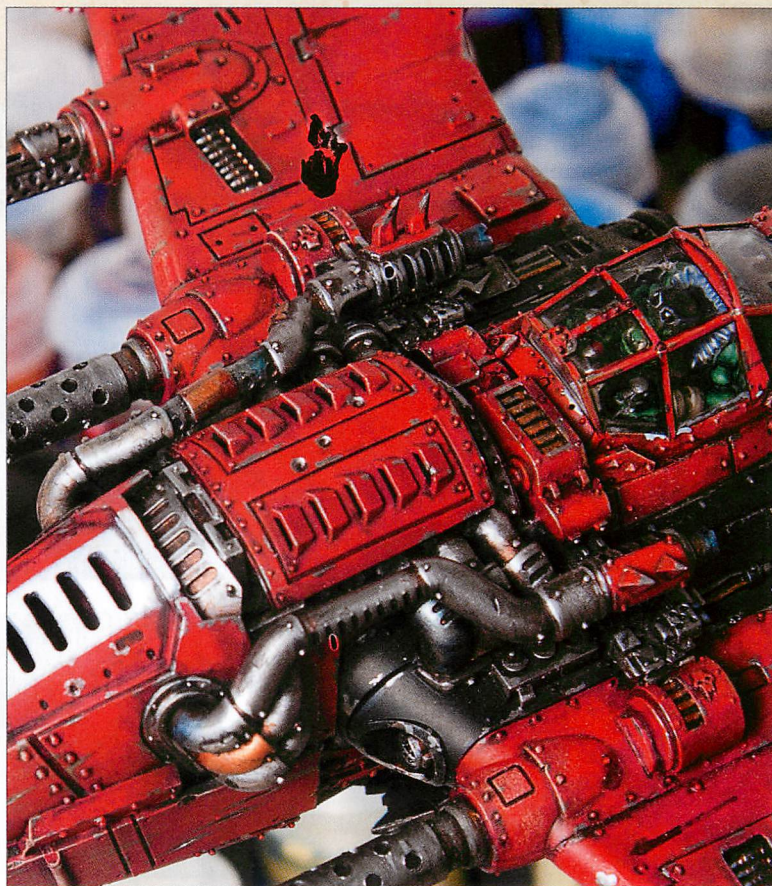
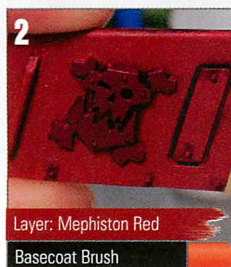




## DAKKAJET

(as seen on page 102)

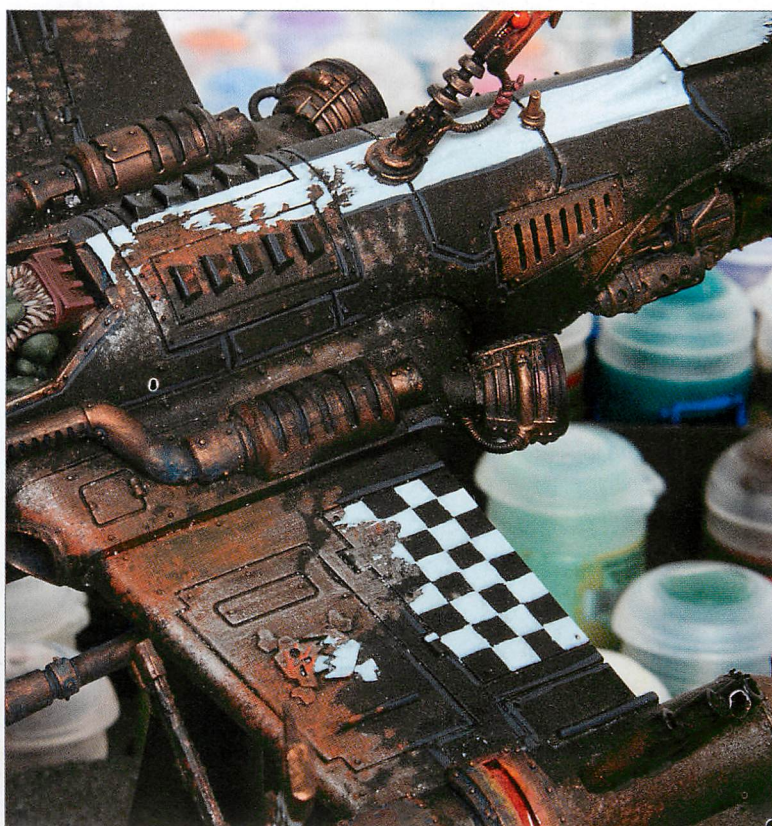
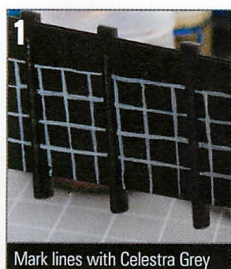
Matt Holland painted his Dakkajet with a rich red tone and plenty of chips and weathering. He explained how to Dan.



## ORK CHECKS

(as seen on page 102)

Orks, particularly those of the Goff Clan, will often decorate their armour with a black and white check pattern. Here's how Dan painted them onto his Dakkajet.





## BEN JOHNSON'S BANNERS AND WARPSTONE

(as seen on pages 56-61)

When we talked to Ben about his Skaven army, we also asked him how he went about painting his wonderful freehand banners. Remember, you can follow these tips whether you're painting Skaven, Orcs or any other army.

Ben's first mission is to find a symbol that he would like to feature on the banner. These ones came from the Uniforms and Heraldry of the Skaven book.



The symbol is drawn onto the banner using a sharp pencil to get a rough outline. As Ben points out, everyone can draw a circle and a couple of lines.



The last stage is a simple process of painting in the details with the colours of your choice, in this case blue and white to make them stand out.



Ben painted his Warpstone in a muted, smoky green, an effect that we thought was well worth replicating. Dan got out his brushes and green paint to try it out.





## HERESY-ERA SPACE MARINES DETAIL

(as seen on pages 82–87)

With all the Horus Heresy excitement and the gorgeous Heresy-era Space Marines scattered throughout the issue, we thought we'd show you how the Forge World guys went about painting their models in the original Legion colours.

### SONS OF HORUS



#### Sea Green Armour

- 1 Basecoat: Mechanicus Standard Grey
- 2 Drybrush: Necron Compound
- 3 Wash: Waywatcher Green

### EMPEROR'S CHILDREN



#### Purple Armour

- 1 Basecoat: Genestealer Purple
- 2 Wash: Druchii Violet
- 3 Layer: Genestealer Purple

### WORLD EATERS



#### White Armour

- 1 Basecoat: Ceramite White
- 2 Wash: Nuln Oil
- 3 Layer: White Scar

#### Blue Armour

- 1 Basecoat: Kantor Blue
- 2 Layer: Teclis Blue
- 3 Wash: Nuln Oil

### DEATH GUARD



#### Corroded Armour

- 1 Basecoat: Zandri Dust
- 2 Layer: Ushabti Bone
- 3 Wash: Seraphim Sepia

#### LEGION INSIGNIA

Over the coming months Forge World will be releasing a swathe of decal sheets and accompanying brass-etched symbols enabling collectors to detail their Legionese Astartes forces with all the correct markings. Keep an eye out on the Forge World website for details.





# JEREMY VETOCK

**Champion of the** hobby and long-time perfectionist Jeremy Vetock has been on a quest to set up his ideal battlefield. But that hasn't stopped him from dreaming of bigger things...

**I have ambitious** plans. I want all my games to be as amazing as possible, with tactically challenging scenarios, fantastically painted models and an evocative battlefield that comes straight out of the worlds of Warhammer, Warhammer 40,000 or The Lord of the Rings. Well, who doesn't? I mean, is there anyone out there who purposefully seeks to play with half-glued together models upon drab battlefields that look like unadorned dining tables?

I aspire to play truly epic games and I spend an inordinate amount of time thinking up what these showcase battles could be. I make lists of what I'll need to prepare; the armies I need to paint and the terrain required, but I'll also outline the background that sets up the battle, and name all the principle characters and their regiments. Making the scenario and devising special rules for the game is also an enjoyable task. I envision unveiling my latest masterpiece when my friends come around for gaming night. Naturally, they will be awestruck and we will fight and refight these famous battles, tweaking the rules, slaking old grudges and adding new legends to the annals of gaming.

My latest inspiration for a battle comes from the Warhammer 40,000 background: a monument world. In the history of our own planet it is not unusual for great victories to be immortalised in tributes; think of Napoleon's Arc de Triomphe in Paris or the Wellington Arch in London. The very word 'triumph' comes from ancient Latin, when it was used to describe an enormous ceremony to celebrate a military victory. What commanding general doesn't want an everlasting tribute to his tactical genius?

In the 41st Millennium the Imperium also marks its major victories, but it does so in proportion to their greatness. The scale of those wars means moons and planets become entirely dedicated to Imperial victories, their surfaces completely covered in shrines and monuments.

First off, picture a planet dedicated to the victorious campaigns of your favourite



Imperial Commander – I'd go with Solar Macharius, but you might prefer a Primarch or Chapter Master. Next, imagine the Imperium's enemies – their defeat has been eternally immortalised upon a planet-sized shrine – do you think their quest for vengeance isn't monumental as well? It isn't hard to picture an Ork Warboss wanting to smash 'umie statues or a Chaos Lord seeking to cast down the idols of the hated Emperor.

## **"Is there anyone out there who purposefully seeks to play with half-glued models upon drab battlefields?"**

The battlefield will be composed of wide plazas framed by triumphal arches and lined by enormous statues. In addition to terrain making, I'll have to balance a scenario so both sides are presented with challenging opportunities to dazzle their foes with feints and manoeuvres: a chance to outwit, not just outfight, the opposition. I can see the monuments as the objectives, with one side seeking to preserve them and the other force out to demolish as many as possible. I'll need simple rules for destroying the sacred sites and alternative terrain pieces to place down to represent the smashed versions. Anyone who has played one of my scenarios before will recognise a common theme here: all of my best games involve destroying and/or looting. I never tire of the endless ways to ransack Empire towns or smash half-built Gargants. What can I say; I'm a fan of objectives that blow up! There is a strange satisfaction with replacing a piece of terrain with its 'destroyed' version.

I haven't gotten far on my proposed Battle on monument world: just a few ideas and discussions with friends. But that isn't the only big project I've got on the go. I have been adding to my underground terrain set and I expect to return to the bitter fighting beneath Karak Eight Peaks in the near future. And another friend and I

spoke of collaborating over a deep woods Forest Goblin encampment (replete with webbed trees and plenty of hung-out-to-dry spider victims). For ages my good gaming friend Dave 'Puddings' Andrews has promised me a ship-boarding game for Warhammer 40,000.

Which will I do next? Well, all of them, if I can – if I could manage it, all of my games would be detailed scenarios over custom-built battlefields. In my experience, however, these battles take a prodigious amount of preparation. I'm not complaining about this, mind you, in fact quite the opposite – the more involved the production is, the more appealing the project. But I have also learned that, if I waited until each of my 'perfect' battles was ready to play, I wouldn't get many games in.

Luckily, I belong to a handful of gaming groups on both sides of the Atlantic. These are not formal clubs but loose collections of friends that get together semi-regularly to play. Although we run streamlined campaigns, more often we simply fight straight up battles, as they require no special preparation. Like most gamers, we use the terrain we've got for as many uses as we can. I've seen the same pyramid used as a Necron entry point, a Tomb King's watchtower and an Arcane Fulcrum in a Storm of Magic game. And yes, some of the battlefields I've fought over have been nothing more than the unadorned dining table. With the right opponent, these games are just as challenging and immensely enjoyable. My reality of available time doesn't stop me from working towards my lofty goals, however. I'm chipping away at the specially made scenarios, slowly building terrain for my elaborately prepared gaming boards. One day, my next project will be complete, just you wait and see.

*Jeremy Vetock is a long-time hobbyist and the author of the Skaven and Orcs & Goblins army books. He also co-wrote Ogre Kingdoms with Jervis Johnson.*





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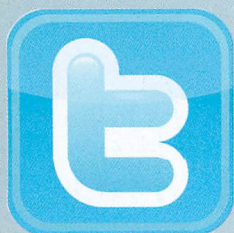
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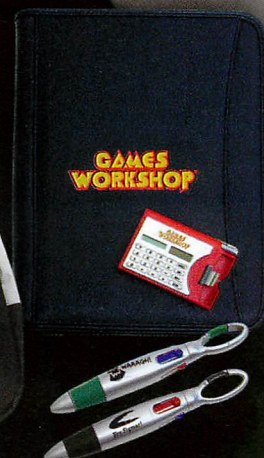
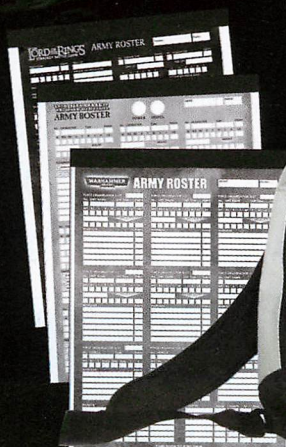
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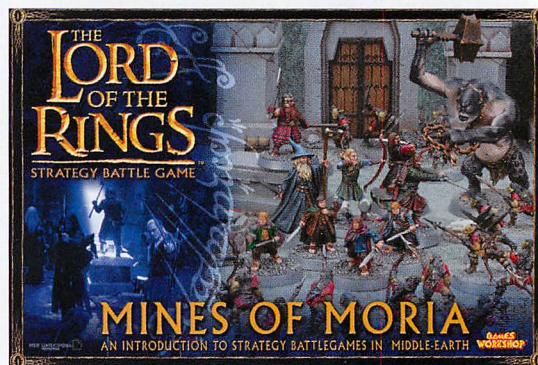
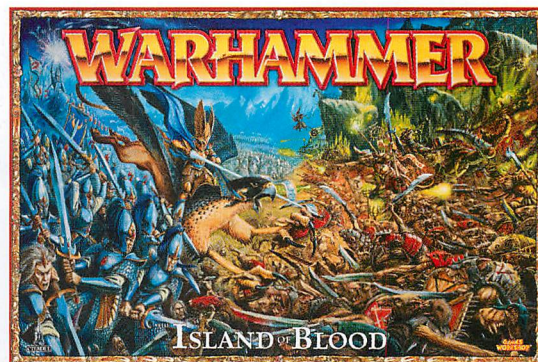
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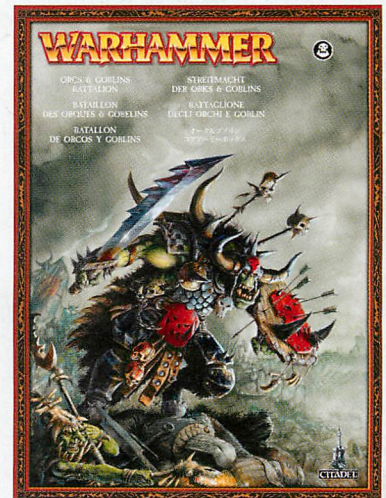
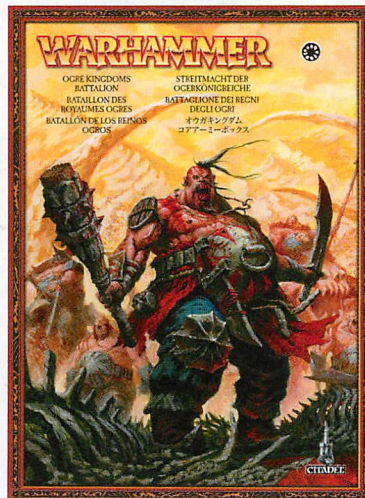
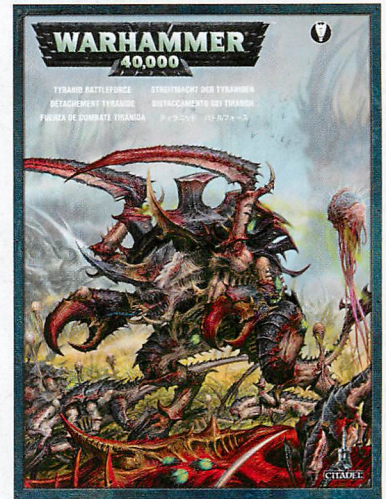
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Cool Springs Village Hobby Center  
1945 Mallory Lane, Suite #155  
Franklin, TN 37067

**Winston-Salem, NC**  
**October 20th**

Silas Creek Crossing Hobby Center  
3300 Silas Creek Parkway, Unit 54  
Winston-Salem, NC 27103

Special limited items available only at Grand Openings while supplies last: dice bags, 40K and WH flags, and more!





# WHERE TO BUY

**Games Workshop Hobby Centres** are more than just shops. Staffed by expert hobbyists, they provide gaming and painting facilities for you to enjoy the hobby.

## Range of Products

Each Hobby Centre has an extensive range of Warhammer, Warhammer 40,000 and The Lord of the Rings models, along with Black Library novels and hobby supplies.

## In-store Order Point

For any items not in stock, you can use the in-store order point to choose from the entire Games Workshop range. Orders sent to the Hobby Centre are delivered post free.

## Free Painting and Modelling Advice

Our staff are all accomplished hobbyists who will be glad to pass on tips and advice from their own experience.

## Free Gaming and Tactics Advice

Need some tactical tips or rules clarifying? Our staff are very knowledgeable and glad to help.

## Free Beginners Programme

Our beginners programme will teach you how to play – to start your own hobby journey, all you need to do is come along.

## OPENING TIMES

Our stores are dotted around the globe and appear in locations such as on the high streets and within shopping centres. Because of their varied locations, many of them operate on different opening hours.

Before you visit a Hobby Centre contact the store or our website first to check on their hours of operation. [www.games-workshop.com](http://www.games-workshop.com)



1



2

1 Our Games Workshop Hobby Centres are great venues to enjoy your hobby – staffed by seasoned hobby experts.

2 Hobby Centres have regular in-store activities. They are great places to meet and play games with your friends.

Over the next few pages you can find a complete list of Hobby Centres worldwide, as well as independent stockists in your local area.



# USA



## Games Workshop 8th St: Greenwich Village

54 East 8th Street, New York, NY, 10003.  
Tel: (212) 982-6314.  
Facebook: GW8thStreetGreenwichVillage

## Games Workshop Alamo

170-B Alamo Plaza, Alamo, CA, 94507.  
Tel: (925) 314-0481. Facebook: GWAlamo

## Games Workshop Blue Ridge Crossing

4279 Sterling Ave, Kansas City, MO, 64133  
Tel: (816) 313-6492.  
Facebook: GWBlueRidgeCrossing

## Games Workshop Bowie Bunker

6820 Race Track Rd, Bowie, MD, 20715 Tel: (301) 464-4651. Facebook: GWBowie

## Games Workshop Buena Vista

1187 Huntington Drive, Duarte, CA, 91010.  
Tel: (626) 303-1199. Facebook: GWBuenaVista

## Games Workshop Capella Centre II

8653 Sancus Blvd, Columbus, OH, 43240.  
Tel: (614) 846-2270. Facebook: GWCapellaCentre

## Games Workshop Central Avenue

919 S. Central Avenue, Unit A, Glendale, CA, 91204. Tel: (818) 241-0068.  
Facebook: GWCentralAvenue

## Games Workshop Chesterfield Crossing

1639 Clarkson Rd., Chesterfield, MO, 63017 Tel: (636) 536-6937. Facebook: GWChesterfieldCrossing

## Games Workshop Chicago Bunker

1524-A Butterfield Road, Downers Grove, IL, 60515. Tel: (630) 426-0120.  
Facebook: GWChicagoBunker

## Games Workshop City Walk

227 Sandy Springs Place, Suite # 108, Sandy Springs, GA, 30328. Tel: (404) 256-6439.  
Facebook: gamesworkshopatlanta

## Games Workshop Coles Crossing

24120 Northwest Fwy, Cypress, TX, 77429. Tel: (281) 256-9266. Facebook: GWColesCrossing

## Games Workshop Columbia Palace

8775 Centre Park Drive, Suite # 195, Columbia, MD, 21045. Tel: (410) 772-3988.  
Facebook: GWColumbiaPalace

## Games Workshop Cool Springs Village

1945 Mallory Lane, Suite # 155, Franklin, TN, 37067. Tel: 1-800-394-4263.  
Facebook: GWCoolSprings

## Games Workshop Copperwood Village

6807 Highway 6 North, Houston, TX, 77084.  
Tel: (281) 858-0085. Facebook: GWCopperwood

## Games Workshop Cottman Avenue

2141 Cottman Avenue, Suite B, Philadelphia, PA, 19149. Tel: (215) 722-6187. Facebook: GWCottman

## Games Workshop Deer Grove

605 East Dundee Road, Palatine, IL, 60074.  
Tel: (847) 963-1434. Facebook: GWDeerGrove

## Games Workshop Denton Town Crossing

1931 S Loop 288, #120, Denton, TX, 76205.  
Tel: (940) 484-5400.  
Facebook: GWDentonTownCrossing

## Games Workshop Empire Shopping Center

5867-D Lone Tree Way, Antioch, CA, 94531.  
Tel: (925) 706-7310.  
Facebook: GWEmpireShoppingCenter

## Games Workshop Fair Oaks Mall

11935-U Fair Oaks Mall, Fairfax, VA, 22033.  
Tel: (703) 218-1881. Facebook: GWFairOaks

## Games Workshop Forest Plaza

6219 E. State Street, #B-08, Rockford, IL, 61108.  
Tel: (815) 397-0234. Facebook: GWForestPlaza

## Games Workshop Freeway V

20101 44th Avenue West, Suite D, Lynnwood, WA, 98036. Tel: (425) 775-0107. Facebook: GWFreewayV

## Games Workshop Geneva Commons

1052 Commons Drive, Geneva, IL, 60134 Tel: (630) 232-2929. Facebook: GWGenevaCommons

## Games Workshop Gig Harbor

4641 Point Fosdick Drive, Suite 400, Gig Harbor, WA, 98335 Tel: (253) 858-2477.  
Facebook: GWGigHarbor

## Games Workshop Governor's Square

901-A Governor Lea Rd, Bear, DE, 19071.  
Tel: (302) 832-1229.  
Facebook: GamesWorkshopGovernorsSquare

## Games Workshop Grapevine Mills

3000 Grapevine Mills Pkwy, Unit 122, Grapevine, TX, 76051. Tel: (972) 691-3744.  
Facebook: GWGrapevineMills

## Games Workshop Hampton Village

2929 S Rochester Road, Suite 112301, Rochester Hills, MI, 48307. Tel: (248) 844-2627.  
Facebook: GWHamptonVillage

## Games Workshop Hill Country Plaza

4079 N Loop 1604 W, #104, San Antonio, TX, 78257. Tel: (210) 764-2200.  
Facebook: GWHillCountryPlaza

## Games Workshop Hyde Park Plaza

3870 Paxton Avenue, Suite B, Cincinnati, OH, 45209. Tel: (513) 321-1104.  
Facebook: GWHydeParkPlaza

## Games Workshop Jennifer Square

167-D Jennifer Road, Annapolis, MD, 21401.  
Tel: (410) 266-8923. Facebook: GWJenniferSquare

## Games Workshop Kent Station

438 Ramsey Way, Suite 111, Kent, WA, 98032.  
Tel: (253) 850-6062. Facebook: GWKentStation

## Games Workshop LA Bunker

6735 Westminster Blvd, Suite D, Westminster, CA, 92683. Tel: (714) 892-2973.  
Facebook: GWLosAngelesBunker

## Games Workshop Lake Shore

4155 Mountain Road, Pasadena, MD, 21122.  
Tel: (410) 255-0596. Facebook: GWLakeShore

## Games Workshop Larwin Square

650 East 1st Street, Tustin, CA, 92780.  
Tel: (714) 731-3304. Facebook: GWLarwinSquare

## Games Workshop Layton Plaza

7497 West Layton Avenue, Greenfield, WI, 53220.  
Tel: (414) 325-2990. Facebook: GWLaytonPlaza

## Games Workshop Market at Town Center

2583 N Town Center Blvd, Sugar Land, TX, 77479.  
Tel: (281) 240-0825.  
Facebook: GWMarketAtTownCenter

## Games Workshop Marysville

1242 J State Ave, Marysville, WA, 98270.  
Tel: (360) 658-7300. Facebook: GWMarysville

## Games Workshop Memphis Factory Store

6211 East Holmes Road, Suite 101, Memphis, TN, 38141. Tel: (901) 541-7700.  
Facebook: GWMemphisFactoryStore

## Games Workshop Morningside Plaza

1018 East Bastanchury Road, Fullerton, CA, 92835.  
Tel: (714) 255-9801.  
Facebook: GWMorningsidePlaza

## Games Workshop Naperville

2863 W. 95th Street, Suite 107, Naperville, IL, 60564. Tel: (630) 416-2131. Facebook: GWNaperville

## Games Workshop Oak Park

1000-C Lake Street, Oak Park, IL, 60301.  
Tel: (708) 660-0095. Facebook: GWOakPark

## Games Workshop Oakbrook Plaza

1724 E. Avenida de los Arboles, Unit D, Thousand Oaks, CA, 91360. Tel: (805) 492-8800.  
Facebook: GWOakbrookPlaza

## Games Workshop Oakridge Mall

9525 Blossom Hill Road, Space 1025, San Jose, CA, 95123. Tel: (408) 227-0025. Facebook: GWOakridge

## Games Workshop Olney Village

18157 Village Center Drive, Olney, MD, 20832  
Tel: (301) 774-3361. Facebook: GWOlneyVillage

## Games Workshop Orland Square

662 Orland Square, Room F15B, Orland Park, IL, 60462. Tel: (708) 226-9563.  
Facebook: GWOOrlandSquare

## Games Workshop Park Plaza

1385 West Park Western Drive, San Pedro, CA, 90732. Tel: (310) 547-3400. Facebook: GWParkPlaza

## Games Workshop Pinecrest Pointe

9101 Leesville Rd, Suite #119, Raleigh, NC, 27613  
Tel: (919) 848-2958. Facebook: GWPinecrestPointe

## Games Workshop Portola Plaza

27676 Santa Margarita Parkway, Mission Viejo, CA, 92691. Tel: (949) 457-1664.  
Facebook: GWPortolaPlaza

## Games Workshop Prairie Ridge

9740 76th Street, Space 106, Pleasant Prairie, WI, 53158. Tel: (262) 697-0471. Facebook: GWPrairieRidge

## Games Workshop Preston Ridge

3231 Preston Road, Suite #14, Frisco, TX, 75034.  
Tel: (214) 618-9788. Facebook: GWPrestonRidge

## Games Workshop Red Top Plaza

1314 S Milwaukee Ave, Libertyville, IL, 60048.  
Tel: (847) 573-1547. Facebook: GWRedTopPlaza

## Games Workshop Renaissance Center

303 East Altamonte Springs Drive, #1060, Altamonte Springs, FL, 32701. Tel: (407) 830-0101.  
Facebook: GWRenaissanceCentre

## Games Workshop River Pointe

203 S Randall Road, Algonquin, IL, 60102.  
Tel: (847) 658-2943. Facebook: GWRiverPointe

## Games Workshop Royal Oaks

11803 Westheimer Road, Suite 700, Houston, TX, 77077. Tel: (281) 556-5542 Facebook: GWRoyalOaks

## Games Workshop Scottsdale Towne Center

15678 N Frank Lloyd Wright Blvd, Suite C-2, Scottsdale, AZ, 85260. Tel: (480) 767-2078.  
Facebook: GWSScottsdaleTowneCenter

## Games Workshop Seattle Bunker

3540 Factoria Blvd., Bellevue, WA, 98006.  
Tel: (425) 562-2300. Facebook: GWSeattleBunker

## Games Workshop Square One Denver

1112 South Colorado Blvd, Glendale, CO, 80246  
Tel: (303) 759-5400. Facebook: GWSquareOneDenver

## Games Workshop St. Thomas

9902 Reisterstown Road, Owings Mills, MD, 21117.  
Tel: (410) 998-9223. Facebook: GWSStThomas

## Games Workshop Stoneridge Mall

1466 Stoneridge Mall Road, Pleasanton, CA, 94588  
Tel: (925) 463-1481. Facebook: GWStoneridgeMall

## Games Workshop Sugarland Crossing

47100 Community Plaza, Suite 110, Sterling, VA, 20164 Tel: (703) 421-5560. Facebook: GWSugarland

## Games Workshop Sunrise Village

10228 156th Street E., Suite 106, Puyallup, WA, 98374 Tel: (253) 848-5670.  
Facebook: GWSunriseVillage

## Games Workshop Supermall

1202 Supermall Way, Unit 104, Auburn, WA, 98001  
Tel: (253) 288-7630. Facebook: GWSupermall

## Games Workshop Tacoma Place

1909 S. 72nd Street, Suite A7, Tacoma, WA, 98408  
Tel: (253) 471-5359. Facebook: GWTacomaPlace

## Games Workshop The Ave at White Marsh

8137-A2 Honeygo Blvd., White Marsh, MD, 21236.  
Tel: (410) 933-2008.  
Facebook: GWAvenueAtWhiteMarsh

## Games Workshop The Gateway at Sawgrass

117 NW 136th Ave, Sunrise, FL, 33325.  
Tel: (954) 846-9415.  
Facebook: GWGatewayAtSawgrass

## Games Workshop Tomball Crossing

22503 Tomball Parkway, Suite 100, Houston, TX, 77070. Tel: (281) 251-0031.  
Facebook: GWTomballCrossing

## Games Workshop Tower Center

6810 Brand St., Springfield, VA, 22150.  
Tel: 1-800-394-4263. Facebook: GWTowerCenter

## Games Workshop Union Landing

30977 Courthouse Drive, Union City, CA, 94587.  
Tel: (510) 429-1759. Facebook: GWUnionLanding

## Games Workshop Ventura Village

5722 Telephone Road, Suite 14-B, Ventura, CA, 93003. Tel: (805) 339-9580.  
Facebook: GWO VenturaVillage

## Games Workshop Willow Lake East

2502 Lake Circle Dr, Indianapolis, IN, 46268.  
Tel: (317) 228-9578. Facebook: GWWillowLake

## Games Workshop Woodfield Mall

5 Woodfield Mall, D323, Schaumburg, IL, 60173.  
Tel: (847) 330-1187. Facebook: GWWoodfield

# CANADA



## Games Workshop Bayshore Shopping Centre

100 Bayshore Drive, Unit T-59, Nepean, ON, K2B 8C1. Tel: (613) 721-9604. Facebook: GWPBayshore

## Games Workshop Chinook Centre

6455 Macleod Trail SW, Unit 0191, Calgary, AB, T2H 0K9. Tel: (403) 319-0064.  
Facebook: GWChinook

## Games Workshop Durham Centre 1

135 Harwood Avenue N, Unit B204, Ajax, ON, L1Z 1E9. Tel: (289) 372-3042.  
Facebook: GWDurhamCentre

## Games Workshop Halifax Shopping Centre

6950 Mumford Road, Unit 304, Halifax, NS, B3L 4W1. Tel: (902) 442-0297.  
Facebook: GWHalifax

## Games Workshop Highgate Village

7155 Kingsway, Suite 201, Burnaby, BC, V5E 2V1.  
Tel: (604) 629-1064. Facebook: GWHighgateVillage

## Games Workshop Kingsway Garden Mall

109 Princess Elizabeth Avenue, Unit 738, Edmonton, AB, T5G 3A6. Tel: (780) 474-7166.  
Facebook: GWKingsway

## Games Workshop Langstaff Square

8401 Weston Rd, Suite I, Vaughan, ON, L4L 1A6.  
Tel: (905) 850-0935. Facebook: GWLanstaffSquare

## Games Workshop Montreal-EC

705 Ste-Catherine Ouest, Unit 4121, Montreal, QC, H3B 4G5. Tel: (514) 844-3622.  
Facebook: GWMontrealEC

## Games Workshop Scarborough Town Centre

300 Borough Drive, Unit 80B, Scarborough, ON, M1P 4P5. Tel: (416) 290-0041.  
Facebook: GWSScarborough

## Games Workshop Square One

100 City Centre Drive, Unit 1-854, Mississauga, ON, L5B 2C9. Tel: (905) 281-8695.  
Facebook: GWSquareOne

## Games Workshop Victoria

625 Johnson Street, Victoria, BC, V8W 1M5.  
Tel: (250) 361-1499. Facebook: GWOVictoria

## Games Workshop West Edmonton

8882 170th Street, Unit 1782, Edmonton, AB, T5T 4J2. Tel: (780) 486-3332. Facebook: GWWem

## Games Workshop White Oaks Mall

1105 Wellington Road, Unit 411, London, ON, N6E 1V4. Tel: (519) 668-3713. Facebook: GWWWhiteOaksMall

## Games Workshop Winnipeg

200 Meadowood Drive, Unit 14, Winnipeg, MB, R2M 5G3. Tel: (204) 254-4864.  
Facebook: GWWWinnipeg

## Games Workshop Yonge and Lawrence

3251 Yonge Street, Toronto, ON, M4N 2L5. Tel: (647) 428-7122. Facebook: GWYongeAndLawrence

# AUSTRALIA



## Games Workshop Tuggeranong

Unit 8, 306 Anketell Street Tuggeranong Square, Tuggeranong, ACT, 2900.  
Tel: (02) 6293 9668. Facebook: GWTuggeranong

## Games Workshop Woden

Shop Lg68C Westfield Shoppingtown, Keltie Street, Woden, ACT, 2606. Tel: (02) 6232 5231.  
Facebook: GWWoden

## Games Workshop Bondi

91 Bronte Road, Bondi Junction, NSW, 2022.  
Tel: (02) 9387 3347. Facebook: GWBondi

## Games Workshop Castle Hill

Shop 460 Castle Towers, Castle Hill, NSW, 2154.  
Tel: (02) 9899 8188. Facebook: GWCastleHill

## Games Workshop Chatswood

Shop 2, 282 Victoria Avenue, Chatswood, NSW, 2067. Tel: (02) 9415 3968.  
Facebook: GWChatswood

## Games Workshop Hurstville

4 Cross Street, Hurstville, NSW, 2220.  
Tel: (02) 9585 8908. Facebook: GamesWorkshopHurstville

## Games Workshop Liverpool

Shop 3, 170 George Street, Liverpool, NSW, 2170.  
Tel: (02) 9734 9030. Facebook: GWLiverpoolNSW

## Games Workshop Macarthur Square

Shop L01 C025 Macar



## Games Workshop Parramatta

Shop 24 (Cnr Horwood Pl & Macquarie St), 222 Church Street, Parramatta, NSW, 2150.

Tel: (02) 9689 1638. Facebook: GWParramatta

## Games Workshop Sydney City

222 Clarence Street, Sydney, NSW, 2000.

Tel: (02) 9267 6020. Facebook:

GamesWorkshopSydney

## Games Workshop Wollongong

Shop 2 (Globe Lane), 201 Crown Street,

Wollongong, NSW, 2500.

Tel: (02) 4225 8064. Facebook: GWWollongong

## Games Workshop Ascot Vale

99 Union Rd, Ascot Vale, VIC, 3032.

Tel: (03) 9370 9882. Facebook: GWAscotVale

## Games Workshop Camberwell

752 Burke Road, Camberwell, VIC, 3124.

Tel: (03) 9813 3302. Facebook: GWCamberwell

## Games Workshop Chadstone

Shop B78 Chadstone Shopping Centre, 1341

Dandenong Road, Chadstone, VIC

3148. Tel: (03) 9569 5728. Facebook: GWChadstone

## Games Workshop Melbourne

Shop E9 Southern Cross Lane, Little Collins Street,

Melbourne, VIC, 3000.

Tel: (03) 9654 7086. Facebook: GWMelbourne

## Games Workshop Northland

Shop K030b Northland, Shopping Ctr, 2 - 50 Murray

Road, Northland, VIC, 3072.

Tel: (03) 9471 2506. Facebook: GWNorthland

## Games Workshop Ringwood

Shop 14, 86 Maroondah Hwy, Ringwood, VIC,

3134.

Tel: (03) 9870 2239. Facebook: GWRingwood

## Games Workshop Southland

Shop 1133 Westfield Shoppingtown, 1239 Nepean

Hwy, Southland, VIC, 3192.

Tel: (03) 9583 9822. Facebook: GWSouthland

## Games Workshop Joondalup

80 Grand Boulevard, Joondalup, WA, 6027.

Tel: (08) 9300 9773. Facebook: GWJoondalup

## Games Workshop Morley

Shop 2.138 Centro Galleria, Old Collier Road,

Morley, WA, 6062. Tel: (08) 9375 6294.

Facebook: GamesWorkshopMorley

## Games Workshop Perth

Shop M18a Carillon City, 207 Murray St, Perth,

WA, 6000. Tel: (08) 9322 3895. Facebook: GWPerth

## Games Workshop Fremantle

17 Point Street, Fremantle, WA, 6160.

Tel: (08) 9336 7392. Facebook: GWFremantle

## Games Workshop Brisbane

Shop 9910 Ground Floor, Queen Adelaide Building,

90 - 112 Queen Street Mall, Brisbane, QLD, 4000.

Tel: (07) 3831 3566. Facebook: GWBrisbane

## Games Workshop Broadbeach

Unit 3, 2717 Gold Coast Highway, Broadbeach,

QLD, 4218. Tel: (07) 5538 9992.

Facebook: GWBroadbeach

## Games Workshop Cairns

Shop 5 Oceana Walk, 55 Lake Street, Cairns, QLD,

4870. Tel: (07) 4041 2359. Facebook:

GamesWorkshopCairns

## Games Workshop Chermerside

Shop 230 Westfield Shoppingtown, Cnr Gympie &

Hamilton Roads, Chermerside, QLD, 4032. Tel: (07)

3350 5896. Facebook: GWChermerside

## Games Workshop Mt. Gravatt

Office 9 Palmdale Shopping Centre, 2120 Logan

Road, Mt. Gravatt, QLD, 4122.

Tel: (07) 3343 1864. Facebook: GWMtGravatt

## Games Workshop Sunshine Plaza

Shop 255b, Sunshine Plaza, Horton Parade,

Sunshine Coast, QLD, 4558.

Tel: (07) 5479 4395. Facebook: GWSunshineCoast

## Games Workshop Adelaide

Shop 25 Citi Centre Arcade, 145 Rundle Mall,

Adelaide, SA, 5000. Tel: (08) 8232 7611. Facebook:

GWAdelaide

## Games Workshop Marion

Shop 2048 Westfield Shoppingtown, 297 Diagonal

Road, Marion, SA, 5046. Tel: (08) 8298 2811.

Facebook: GWMarion

## Games Workshop Tea Tree Plaza

Shop 2 Westfield Shoppingtown, 976 North East

Tea Tree, SA, 5092. Tel: (08) 8265 4680.

Facebook: GWTeaTreePlaza

# AUSTRIA



## Games Workshop Wien 1

LaStafa-Europacenter Mariahilfstraße 120, Wien,

1060, +43. Tel: (1) 5223178. Facebook: GWWien1

## Games Workshop Wien 2

Gasometer-City, Turm A; A30, Guglgasse 8, Wien,

1110, +43. Tel: (1) 7431038. Facebook: GWWien2

# BELGIUM



## Games Workshop Antwerpen

Vleminkstraat 10, Antwerpen, 2000

Tel: 034 858627. Facebook: GWAntwerpen

## Games Workshop Bruxelles

10 Rue du Lombard, B1000, Bruxelles. Tel: 00 322

223 06 61. Facebook: GWBruxelles

## Games Workshop Gent

St. Nikolaasstraat 17a/19, Gent, 9000. Tel: 092

239120. Facebook: GamesWorkshopGent

## Games Workshop Liege

23E Rue de la RCgence, B4000, Liege. Tel: 00 324

223 32 93. Facebook: GWLiege

# CHINA



## Games Workshop Shanghai

B138 XinTianDi Style, 245 MaDang Road, LuWan

District, 200021. Tel: 33766176

# DENMARK



## Games Workshop København

Frederiksborggade 5 kld, 1360

Tel: 33 12 22 17. Facebook: GWKobenhavn

# FINLAND



## Games Workshop Helsinki

Simonkatu 9, 00100, Helsinki.

Tel: 09 7515 4525. Facebook: GWHelsinki

# FRANCE



## Games Workshop Aix en Provence

33 Rue de la Couronne, 13100, Aix en Provence.

Tel: 04 42 26 83 66. Facebook: GWAix

## Games Workshop Amiens

8 place de l'hotel de ville, 80000, Amiens.

Tel: 03 22 91 01 95. Facebook: GWAmiens

## Games Workshop Avignon

6 rue portail MathÇron, 84000, Avignon.

Tel: 04 90 84 00 07. Facebook: GWAvignon

## Games Workshop Bordeaux

11 Rue Georges Bonnac, 33000, Bordeaux.

Tel: 05 56 44 50 56. Facebook: GWBordeaux

## Games Workshop Caen

22 bis Rue Froide, 14000, Caen.

Tel: 02 31 50 30 97. Facebook: GWCaen

## Games Workshop Clermont Ferrand

38 Avenue des Etats Unis, 63001, Clermont

Ferrand. Tel: 04 73 19 20 76

Facebook: GWClermontferrand

## Games Workshop Dijon

48 Rue Berbisey, 21000, Dijon. Tel: 03 80 49 87 66.

Facebook: GWDijon

## Games Workshop Grenoble

54 cours Berriat, 38000, Grenoble.

Tel: 04 76 86 40 30. Facebook: GWGrenoble

## Games Workshop Le Havre

44 Rue du MarÇchal Gallieni, 76000, Le Havre.

Tel: 02 35 41 51 50. Facebook: GWLehavre

## Games Workshop Lille

78 rue nationale, 59800, Lille. Tel: 03 20 31 69 89.

Facebook: GWLille

## Games Workshop Limoges

3 Rue Othon Peconnet, 87000, Limoges.

Tel: 05 55 10 38 41. Facebook: GWLimoges

## Games Workshop Lyon 1

10 Rue Joseph Serlin, 69001, Lyon 1.

Tel: 04 78 29 97 12 Facebook: GamesWorkshopLyon

## Games Workshop Lyon 2

56 Boulevard des Brotteaux, 69006, Lyon 2.

Tel: 04 78 26 28 77. Facebook: GWLyon2

## Games Workshop Marseille

148 Rue de Rome, 13006, Marseille.

Tel: 04 91 57 01 45. Facebook: GWMarseille

## Games Workshop Metz

52 En Fournive, 57000, Metz. Tel: 03 87 74 66 20.

Facebook: GWMetz

## Games Workshop Montpellier

2 rue draperie st firmin, 34000, Montpellier.

Tel: 04 67 58 68 90. Facebook: GWMontpellier

## Games Workshop Mulhouse

5 Rue des tanneurs, 68100, Mulhouse.

Tel: 03 89 66 26 21. Facebook: GWMulhouse

## Games Workshop Namur

34 Rue de Fer, B5000, Namur.

Tel: 0032 81 65 98 65. Facebook: GWNamur

## Games Workshop Nancy

10 Rue St Dizier, 54000, Nancy.

Tel: 03 83 30 62 56. Facebook: GWNancy

## Games Workshop Nantes

9 Rue du Moulin, 44000, Nantes.

Tel: 02 40 89 10 45. Facebook: GWNantes

## Games Workshop Nice

13 Rue LÇpante, 6000, Nice. Tel: 04 93 92 52 22.

Facebook: GWNice

## Games Workshop Nâmes

5 rue des Fourbisseurs, 30000, Nâmes.

Tel: 04 66 21 37 09. Facebook: GWNîmes

## Games Workshop OrlÇans

12 rue des Cernes, 45000, OrlÇans.

Tel: 02 38 62 80 12. Facebook: GWOreans

## Games Workshop Paris 06

10 Rue Hautefeuille, 75006, PARIS 06.

Tel: 01 46 33 20 01. Facebook: GWParis06

## Games Workshop Paris 08

7 Rue IntÇrieure, 75008, PARIS 08.

Tel: 01 44 70 00 60. Facebook: GWParis08

## Games Workshop Paris 12

38 Avenue Daumesnil, 75012, PARIS 12.

Tel: 01 53 44 71 82. Facebook: GWParis12

## Games Workshop Paris 14

13 Rue Poirier de Narday, 75014, PARIS 14.

Tel: 01 45 45 72 03. Facebook: GWParis14

## Games Workshop Paris 15

161 rue Lecourbe, 75015, PARIS 15.

Tel: 01 44 70 00 60. Facebook: GWParis15

## Games Workshop Pau

6 rue Bordenave d'Abère, 64000, Pau.

Tel: 05 59 05 22 85. Facebook: GWPau

## Games Workshop Perpignan

8 quai sadi carnot, 66000, Perpignan.

Tel: 04 68 34 23 43. Facebook: GWPPerpignan

## Games Workshop Reims

10 rue Jean Jaures, 51100, Reims.

Tel: 03 26 35 57 67. Facebook: GWRReims

## Games Workshop Rennes

3 Rue du Vau St Germain, 35000, Rennes.

Tel: 02 99 79 11 80. Facebook: GWRennes

## Games Workshop Rouen

23/25 Rue Alsace Lorraine, 76000, Rouen.

Tel: 02 35 70 12 08. Facebook: GWRouen

## Games Workshop Strasbourg

5 Rue des FrÇres, 67000, Strasbourg.

Tel: 03 88 32 08 06. Facebook: GWStrasbourg

## Games Workshop Toulouse

13 Rue TemponiÇres, 31000, Toulouse.

Tel: 05 61 22 52 57. Facebook: GWToulouse

## Games Workshop Tours

19 Rue NÇricault Destouches, 37000, Tours. Tel: 02

47 61 37 65. Facebook: GamesWorkshopTours

## Games Workshop Versailles

10 Avenue du Gal de Gaulle, 78000, Versailles.

Tel: 01 39 20 92 81 Facebook: GWWersailles

# GERMANY



## Games Workshop Aachen

Kapuzinergraben 16, Aachen, 52062.

Tel: (0241) 4353920. Facebook: GWAachen

## Games Workshop Augsburg

Schaezlerstraße 2, Augsburg, 86150.

Tel: (0821) 5439507. Facebook: GWAugsburg

## Games Workshop Berlin 1

Europacenter, Laden 30, Berlin, 10789.

Tel: (030) 88683691. Facebook: GWBerlin1

## Games Workshop Berlin 2

Frankfurter Allee 96, Berlin, 10247.

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Tel: 0161 474 1443. Facebook: GWSStockport

**Games Workshop Stratford**

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### East Lansing, The Fortress Comics And Games

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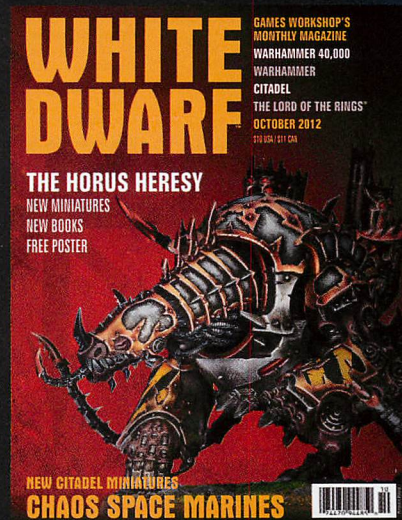
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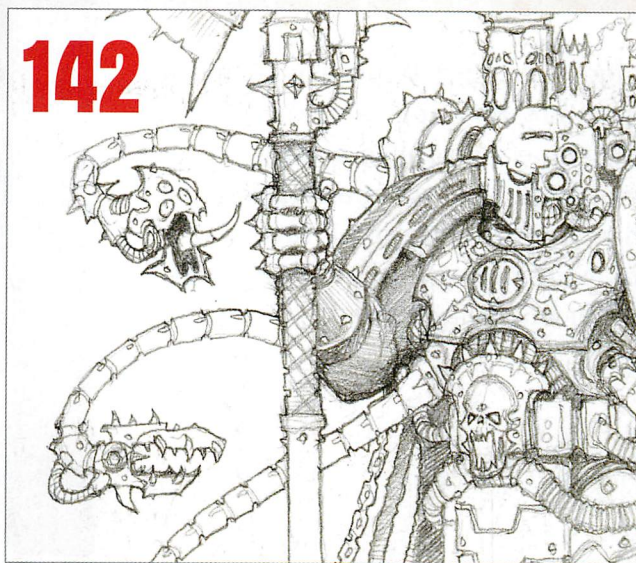


# THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.



**White Dwarf:** A new-look magazine and a newly formed team – there's always plenty of action going on in the White Dwarf bunker. See what we got up to this month.



**The Design Studio:** Phil Kelly and Jes Goodwin take us behind the scenes of the development of the new Chaos Space Marines Codex and miniatures.



**Forge World:** We visit the mad scientists at Forge World and see what they're up to. Namely, lots of brilliant hobby and painting an actual, life-size Rhino.



**Black Library:** The hallowed sanctum of the Black Library opens its doors, with insights from editor Christian Dunn and author Gav Thorpe.



# THIS MONTH IN WHITE DWARF

**This month the** White Dwarf team have mostly been reinventing everyone's favourite hobby magazine, but we made plenty of time for painting miniatures, playing games and all manner of other hobby activities.



1

## OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



**Beth Beynon-Hughes**

Beth is no stranger to Games Workshop, having worked for Forge World as an illustrator, and has recently got properly stuck in to the hobby. Over the past month she's painted her first models – a unit of Lizardmen Saurus and an Oldblood – played her first game of Warhammer 40,000 and had to put up with the endless squabbles in the department as to which Primarch/gun/model is best.



**Jes Bickham**

With Black Legion and Necron armies to his name, Jes likes playing the bad guys. But it's Tyranids that are the true apple of his bio-engineered ocular organs; his massive swarm (Hive Fleet Eumenides) has been growing for years now and shows no sign of stopping. On the fantasy front, Jes plans to start a Warriors of Chaos army to complement his huge Ogre horde.



**Dan Harden**

When he's not writing the Games Workshop blog or sticking arrows in things from a distance, Dan can be found at his desk, which is invariably covered in paint and half-built miniatures. He has an unhealthy fixation with the Adeptus Mechanicus (particularly mechadendrites) and he's currently building a new super-heavy tank to add to his growing collection of Imperial Guard.



**Matt Hutson**

Matt claims to be the 'hobbyist' of all the hobbyists in the team, as when he's not designing White Dwarf he's painting Dwarfs. He also plays as a Dwarf in Warhammer: Age of Reckoning. His goal is to paint all the First Founding Chapters, a goal he's already made great strides towards. He's hinted that his next one will be green, which narrows it down considerably.



**Andrew Kenrick**

Although a long-time hobby procrastinator, Andrew now claims to be a reformed character and has spent the past year finishing projects. With a large Tomb Kings army under his belt, Andrew is now busy adding to his Death Guard. He claims that, because they're to be used as allies, the new Daemons and Renegade Militia on his desk don't technically count as a new project.





3

- 1 The second turn saw Jes' devourer-armed Carnifexes unleash 24 shots against the Daemon Prince – but they only caused two wounds.
- 2 Andy is overly jubilant at causing a wound on one of the Carnifexes.
- 3 The Death Guard advance, braving a frontline assault from massed Hormagaunts.

## THE WHITE DWARF HOBBY ROOM INAUGURAL BATTLE

One of the coolest things about working on White Dwarf is that we have our own hobby room, which when finished will be furnished with paint stations and a 'hobby bar'. One thing we did get for it before the magazine went to press was our extendable custom-built gaming table, on which to play our battle reports. Andrew and Jes were the first team members to 'break in' the table, with an epic battle between their most beloved Warhammer 40,000 armies: the Death Guard and Tyranids respectively. Playing the Big Guns Never Tire mission, the extra-galactic monsters swarmed towards the pustulent servants of Nurgle for a brutal melee-based clash over three objectives. Notable events were Andrew's Possessed slaying Jes' Carnifexes, the Hive Tyrant killing the Daemon Prince and in turn being killed by the Chaos Lord, leading to Andrew's victory.



**Glenn More**

Glenn is a regular tournament player and an elite painter. This month he's been painting a horde of Cultists to act as cannon fodder for his army – he cruelly calls them "bubble wrap". He's also just started plotting with Matt Hutson on a new army for the Warhammer 40,000 doubles event next year – if they can stop squabbling over which armies to use it promises to be a beautiful force.



**Erik Niemz**

Erik recently graduated from Nottingham Trent University with a degree in photography, and he's rarely seen without a camera in his hand. We're actually thinking of grafting one to his shoulder servitor-style to save time and space. Erik's currently working on a vast Skaven horde, which includes plenty of deadly war machines and loads of bizarre warpstone-inspired conversions.



**Kris Shield**

The quiet and mild-mannered Kris has been building an eclectic collection of miniatures for quite some time now. He's a real fan of kit-bashing with many models in his collection featuring conversions or unique details. There's always some bizarre creation appearing on his desk at lunch time – when he's not waging war against his regular opponent Jon in the gaming area.



**Adam Troke**

A rabid Games Workshop hobbyist for more than 20 years now, Adam can best be described as a hobby butterfly. Currently Adam is attempting to simultaneously paint the contents of his Dark Angels from his Dark Vengeance boxed set, and trying to paint up even more heroes for his The Lord of the Rings collection – so it is that three Wizards sit alongside the Ravenwing on his desk.

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great-painted miniatures and armies, so if you think your models are great enough to feature in the pages of our illustrious magazine, send photos of them in:

team@  
whitedwarf.co.uk



## THIS MONTH IN WHITE DWARF

### THE TEAM GO CHAOS SPACE MARINES CRAZY

With the advent of this month's astonishing new Chaos Space Marine kits, much of the White Dwarf team have been embracing the Ruinous Powers with fervour. Editor Jes, for instance, saw the new Daemon Engines and just had to add some big centrepiece models to his already-massive Black Legion warband. With his Warlord being a winged Daemon Prince, this meant the thematically appropriate additions of a Helderake and Forgefiend, both pulsing from neck and spine with sickly green daemon-fire (see page 118 to see how he painted this).



#### Dan Harden

When the rest of the White Dwarf team declared that the colour purple was "not even slightly menacing" Dan knew that he had to prove them wrong. One week later this blastmaster-toting Noise Marine arrived in the office clad in very menacing purple armour. Now all he has to do is paint the rest of the army.



#### Andrew Kenrick

After finally finishing the leader of his Death Guard, Lord Malek Vos, allowing him to field Plague Marines as Troops choices, Andrew is hard at work painting 21 more of these festering warriors. He's also painting his Helderake with a renewed fervour following its success in the battle report.



#### Glenn More

Already the proud owner of a Chaos Space Marine army, Glenn has taken the release of all the new kits as a chance to add something exciting to his existing collection. Glenn has already painted a Maulerfiend and is now painting Cultists to add to the ranks – ready to use as cannon fodder.



#### Lunchtime Escalation

Kris and Jon Michelbach (a graphic artist from the Studio) have been enjoying a Warhammer 40,000 league of sorts. Every couple of weeks they play a game, and then raise the points by a little before the next so that they can add something new to their collection. "It's a slow process," Kris explains, "but by increasing the points a little each time it means we are gradually making our collections bigger and bigger. Eventually we'll reach the point where we can play some really big games." Kris' Helderake is the latest addition to his force.







- 1 Beth's Ultramarines and Dan's Imperial Guard creep in behind Matt's Imperial Fists, who stymied the assault of Kris's Bersekers.
- 2 Beth had to leave late in the game, so Adam took charge of Guilliman's finest, taking the fight to Andy's Death Guard with a Dreadnought.
- 3 The Imperial Fist Dreadnought smashes the Berserkers into bloody gobbets of punished flesh, much to Kris' disgust.

## GLENN'S ZONE MORTALIS MULTIPLAYER SURPRISE

To celebrate the first day the entire new White Dwarf team was together, Glenn orchestrated a terrific multiplayer game of Warhammer 40,000, in which seven 500-point loyalist and traitor Kill Teams ransacked a Forge World Zone Mortalis complex for eight mystery objectives.

On one side were Adam, Dan, Beth and Matt with Space Marines and Imperial Guard, while on the other Jes, Kris and Andrew surged forth with Chaos Space Marines. being outnumbered, Team Chaos were privy to exactly what the objectives were, which was important as some were nasty surprises. In particular, they laughed heartily when Adam's Dark Angels stumbled across an enraged Maulerfiend (which was too big to leave the room it was in) and Matt's Imperial Fists uncovered a squad of Possessed, who proceeded to roll Vorpal Claws (AP3 power weapons) for three turns running. Great fun indeed, and the loyalists eventually triumphed.



The doors in the bunker needed to be cracked open. Players could either try and cut their way through (Armour Value 14) or they could hack the door by cracking Glenn's cryptic brain-teasers. Suffice to say, that even with four Imperial players working on deciphering the code, in the end it was melta bombs that provided the solution.



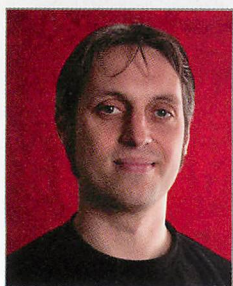
Having blasted his way through a side entrance, and fought his way through to the objective marker in the large storage area, Adam reaches his mysterious target. He's shocked to discover that what he's battled his way through to is a hidden Maulerfiend, which effectively cuts his Librarian off from the rest of his force.



THIS MONTH IN

# THE DESIGN STUDIO

**With the forces** of Chaos dominating the Studio this month, we caught up with Phil Kelly and Jes Goodwin to find out more about Codex: Chaos Space Marines and the evolution of the new miniatures that march to war alongside them.



Games developer Phil Kelly is a big fan of all things dark and sinister, which made him the perfect candidate when it came to writing the new Codex: Chaos Space Marines.

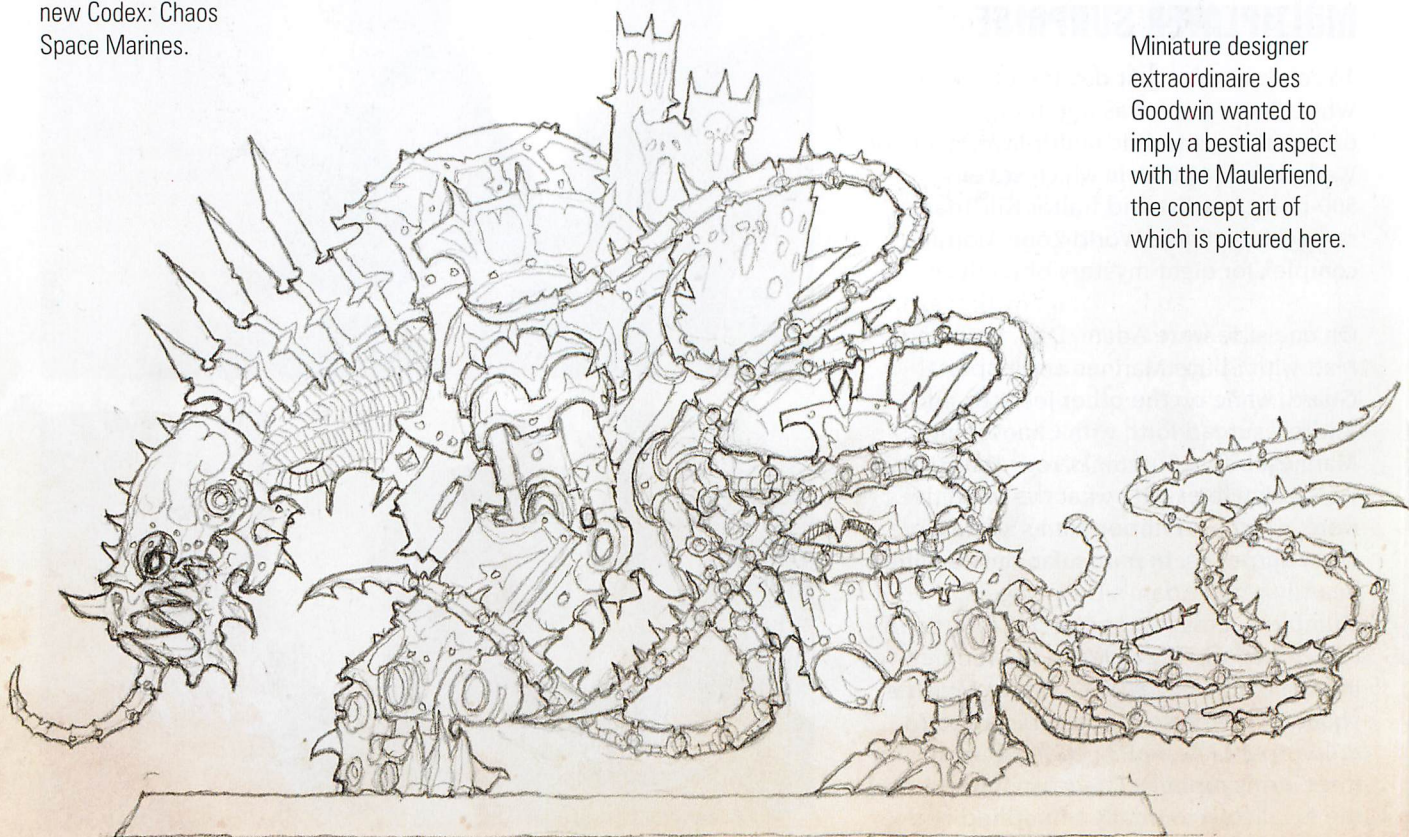
## THE EVOLUTION OF CHAOS

*In which Phil explains the ideas behind the new Codex: Chaos Space Marines.*

**"When we started** the Chaos Space Marine project our primary mission was to take all the glory and dark majesty of Chaos through the ages and compile it in one ultimate Chaos Space Marines book," explains Phil as we sat down to chat about the new Codex. "Right from the start we wanted to revisit and redefine the Chaos Space Marines; who they were, how they fell, what they have become and what they fight for. We drew heavily on the imagery

from the original Realm of Chaos books, *Slaves to Darkness* and *The Lost and the Damned*, and we revisited every previous Chaos Codex, particularly the background of the second edition book and the customisability of the fourth edition one, and began to compile everything together. Suffice to say, the forces of Chaos have been pretty busy over the years and it took a considerable amount of time to comb through all the material."

Miniature designer extraordinaire Jes Goodwin wanted to imply a bestial aspect with the Maulerfiend, the concept art of which is pictured here.





"The first thing that we wanted to address was the nature of Chaos and how it affects a Space Marine," says Phil. "Up until this point the Chaos Space Marines were a little restrained; they were evil Space Marines with spikes on their heads. We wanted them to be so much more than that; more twisted, more evil, more sinister, creepier and more powerful."

### **The Fall from Grace**

"We realised that there was a journey involved with Chaos. The start of the journey is pretty emotional – it's the fall from grace, the moment when a loyal Space Marine turns his back on the Emperor and the Imperium," expands Phil. "At the end of the epic quest lies daemonhood, spawndom or a bitter hate-filled death on a forgotten world, the result of thousands of years spent in the Eye of Terror. What was once a brave and noble Space Marine becomes a horribly distorted mockery of what he used to be. However, he might also become far more powerful, and with that knowledge comes an arrogance and selfishness that makes him deadly beyond reckoning."

**"Right from the start we knew that we wanted to redefine what the Chaos Space Marines were."**

"This journey can last for many thousands of years; tens of thousands in the case of the original Traitor Legionnaires," continues Phil, "And as their story progresses, so do they fall further into the clutches of the Chaos Gods. Dedication becomes obsession, thoughts become reality and even their weapons start to fuse with their bodies as the power of the Warp takes its toll."

"Jes Goodwin and I spent a lot of time discussing how the Chaos Space Marines would break away from their loyalist counterparts and the merging of man, machine and Daemon became a popular theme," says Phil. "Not only would it give

the Chaos Space Marines a unique look, but it would give us the potential to create new entries in the Codex. The first units to come from this idea were the Warp Talons, which evolved from the Raptors, and the Forgefiend, which expands upon the idea of daemoniac war machines."

### **The Birth of the Daemon Engines**

"This led us to question where these Daemon Engines came from. The Defilers, which first appeared over ten years ago, were explained as an amalgamation of Daemon and war machine, but we never really delved into their creation in previous versions of the Codex. An evil forge world was the simple answer, but we wanted something darker. We envisaged entire planets consumed by industry, furnaces fuelled by the souls of Daemons

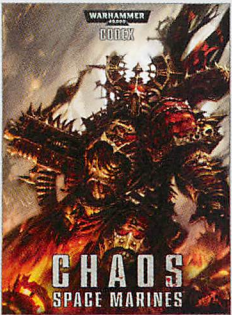
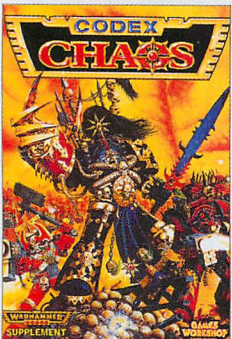
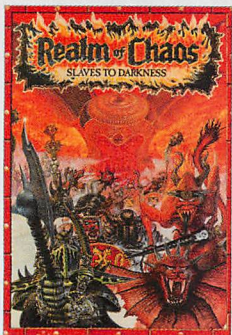
Of the Warp Talons' baroque battle plate, Jes says, "There's a blurring of the lines between armour and flesh, as if they are becoming the same."





## THIS MONTH IN THE DESIGN STUDIO

Chaos Space Marines have a long and illustrious history and many of their Codex books are remembered fondly by veteran hobbyists. Phil's goal was to capture the feel of all these books in one glorious Codex.

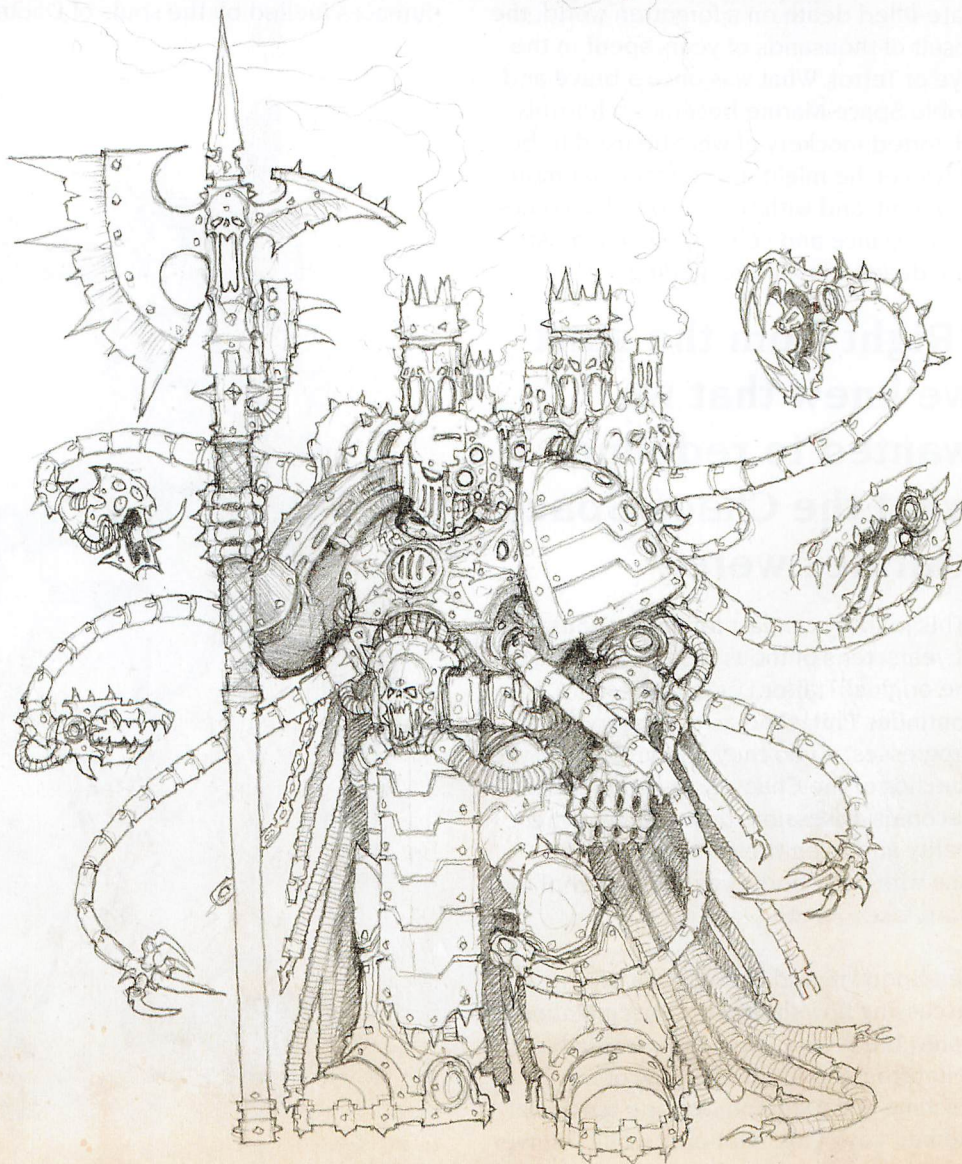


and machines that were not so much built as born by megalomaniacal Chaos Space Marine artisans. The Soul Forges and the Warpsmiths were the result of this idea, and with them came the birth of the Maulerfiend and the Heldrake.”

“We also took the opportunity to give the Chaos Space Marines the flavour they really deserved by constructing two specific special rules: Veterans of the Long War and Champion of Chaos,” explains Phil. “Veterans of the Long War is an upgrade that turns rebellious Chaos Space Marines on a quest for personal glory into bitter, hate-fuelled traitors that want nothing more than to engage their former

brethren in battle and beat them to a pulp. It gives them the edge over Space Marines in close combat, encouraging you to use them more aggressively than their Imperial rivals. It’s really meant to reflect that some of these guys are thousands of years old and really hold a grudge.”

**“When it came to the army list we really wanted to explore the full variety and dark majesty of Chaos.”**



Jes says, “The Warpsmith is an exploration of what might become of a Techmarine who has turned to Chaos and embraced forbidden lore.”





"Champions of Chaos, meanwhile, reflects the Chaos Space Marines' thirst for glory. If a character with this rule bests an enemy in a challenge, he gets to roll on a table. It's similar to the Eye of the Gods rule in the Warriors of Chaos army book for Warhammer, but with more results – it's a D66 chart! Of course, you may not get the reward you want, but then you should know better than to make pacts with the Chaos Gods in the first place."

"When it came to building the army list section we really wanted to explore the full variety and dark majesty of Chaos in the 41st Millennium. Using this Codex you can do so many things: create a newly renegade force, a specific Traitor Legion, a

Cultist horde or a tide of daemonically possessed warriors. So you could, for example, create an army based around the Iron Warriors Legion, including Daemon Engines, Warpsmiths, loads of armoured tanks and plenty of Veterans of the Long War all ready to lay siege to an unfortunate Imperial world. Alternatively, you could build a massive horde of Chaos-worshipping Cultists led by a Dark Apostle who's convinced them that following him is a good idea," chuckles Phil. "In fact, the options are almost limitless, and there's nothing to stop you creating something wholly unique. I think this is easily the most ambitious Codex we have ever written, but I think we can feel justified in being proud of it." **DH**

This early concept rendering of the Helderdrake from Jes sports many details that made it through to the final model, including the gun-maw and tattered cabling.



## THIS MONTH IN THE DESIGN STUDIO



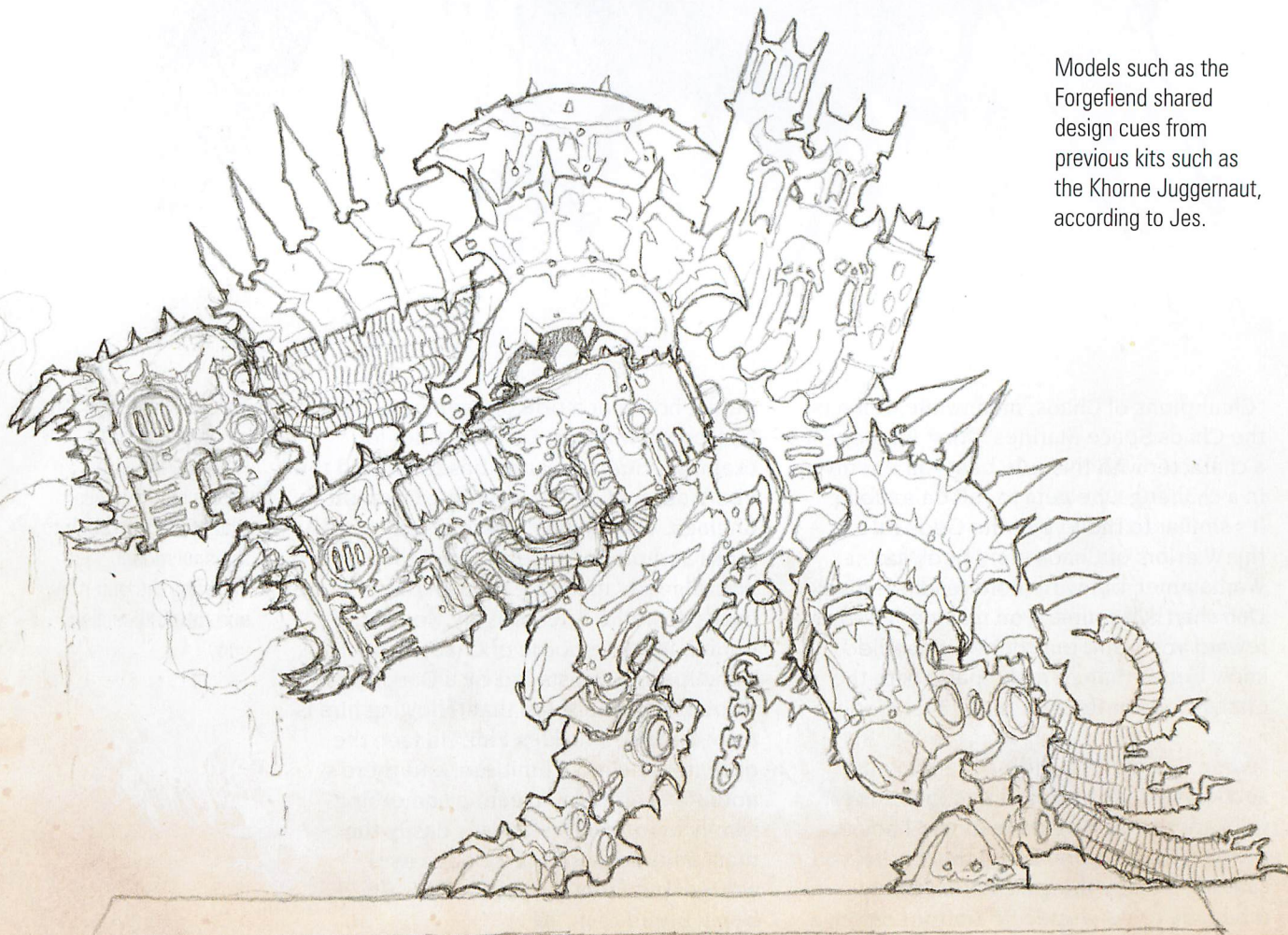
Jes Goodwin really needs no introduction: his steady right hand has designed and sculpted many of the most iconic Citadel miniatures in Games Workshop's history.

### CHAMPION OF CHAOS

*Jes Goodwin takes us through the arcane process of designing the new Chaos Space Marine miniatures.*

"Our **Chaos Space** Marine range traverses the full spectrum of what Chaos can bring to a Space Marine who turns against the Imperium," says Jes by way of an introduction to the Chaos Space Marines he has spent several months designing. "At one end of the Chaos Space Marine spectrum you have Daemon Princes and the Possessed, the traitors for whom the signs of corruption are openly manifested. At the other you have the renegades, those who have recently turned, who have thrown their lot in with the Dark Gods and defaced their armour, but mutation has not necessarily begun to taint and twist their physical frames yet. We wanted to focus explicitly on the twisted, warped elements

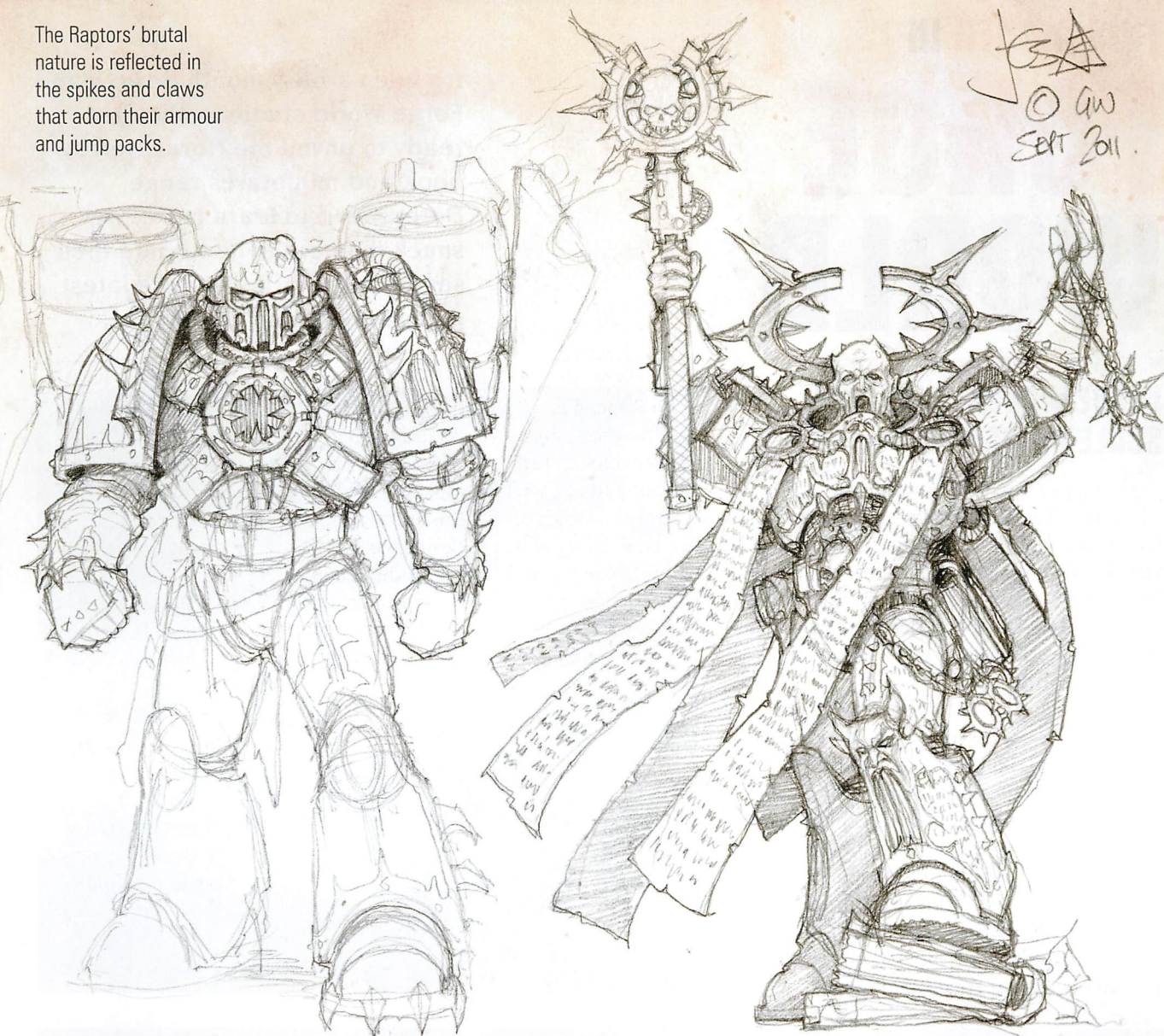
of the army at this time – in fact we had done a little of this with the Chaos Chosen and Helbrute models found in Dark Vengeance. But even with these models now in the range, there was more we wanted to do. The new Daemon Engines, the Maulerfiend and Forgefiend, are a further investigation into the possibilities posed by Daemon Engines – they are a blurring of the lines between Daemon, machine and beast. To make sure we got this balance right, we actually made a definitive list of how far along the road of mutation each new kit was. It's a lot of arcane diagrams, marked with Daemon, machine and mortal and it maps out the levels of corruption and Chaos."



Models such as the Forgefiend shared design cues from previous kits such as the Khorne Juggernaut, according to Jes.



The Raptors' brutal nature is reflected in the spikes and claws that adorn their armour and jump packs.



JSA  
© GW  
Sept 2011

### The Marks of Corruption

"Continuing this example, with the design of the Helderake we ask the question of what happens to a Chaos Space Marine pilot who has spent too long in his fighter ship," Jes continues. "How long is it before he meshes with the craft? We imagined the Helderake pilot as a shrivelled, malignant heart at the centre of a sentient machine. The vocabulary of the Helderake is armour plating and umbilical cords – strong visual cues that resonate strongly with the other Daemon Engines. The other main design element of this is the Hell Blade fighter from Forge World; the Helderake wings share a similar shape."

"The Warp Talons and Raptors also combine to address the subject of a scion of Chaos descending into degeneracy," Jes explains, with a nod towards his impressive sketch book. "We wanted to continue it here. When you look at the models you can see the same design cues between those models and the Warp Talons and Raptors. These are Chaos Space Marines that are twisted by dark obsessions. The Warp Talons' weapons are not so much technological as daemonic, shaped by too long in the mutating realm of the Warp, and just by looking at them you can tell that they are clearly in the clutches of Chaos." **AT**

"The likeness of Edgar Ramos' finished Dark Apostle to my concept art is uncanny," says Jes. The model includes all the details above, including the trampled literature.



# THIS MONTH IN FORGE WORLD

**It's been a** busy month down in the Forge World studio as they get ready to unveil the Horus Heresy book and miniatures range. Determined to learn more, we snuck (camera in hand) into their secret lair to bring you the latest goings-on behind the scenes.

## FORGE WORLD PAINT A 1:1 SCALE RHINO APC

**Some of you** might remember way back when THQ released Dawn of War II and had a custom Rhino APC made. Well, they very kindly gave it to us at Games Workshop a while ago and, having found it in the staff car park, the talented guys from Forge World decided to give it a repaint and some additional firepower.

Rain or shine (and indeed during a gale) Mark Bedford, Phil Stutcinkas and their merry band have worked tirelessly to detail the vehicle, adding a storm bolter and some enormous Ultramarines markings. By the time this issue goes to print, the Rhino has found its permanent home outside Warhammer World for all to enjoy – so next time you visit, make sure you take a look at their handiwork.



## Cataphractii Terminators

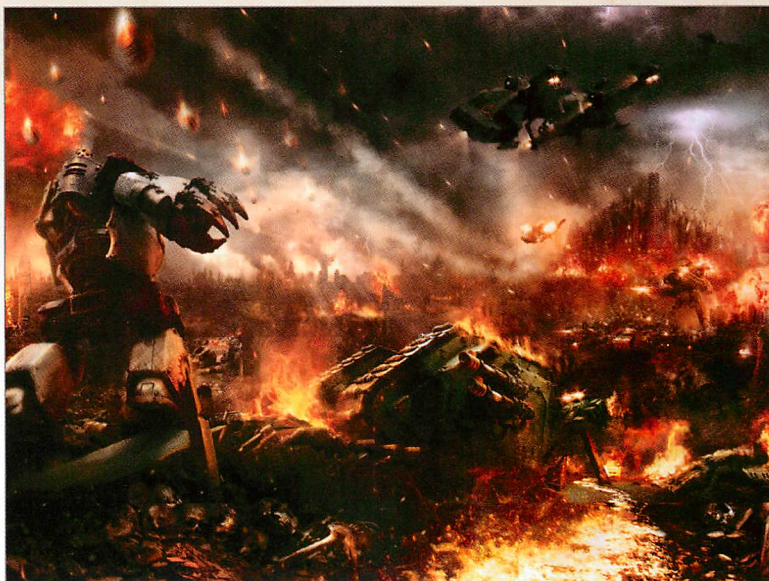
As we've sneaked in and out of the Forge World studio this month we've seen sculptor Will Hayes hard at work on a fantastic squad of Cataphractii Terminators, which you'll have seen on page 44. However, we've also had an exciting peek at the first castings of some weapon variants he's been making. The lightning claws look stunning (and remind us quite strongly of the Talon of Horus), while the thunder hammer and combi-weapon also present a fantastic twist on well known Warhammer 40,000 weapons.





## HORUS HERESY BOOK ONE: THE ART OF BETRAYAL

Horus Heresy Book One: Betrayal is jammed full of great imagery, spectacular photo art, detailed maps and lavish character profiles. We caught up with Sam Lamont and Rhys Pugh, who were responsible for many of the images inside. "The photo art is designed to look like a movie set in the Horus Heresy world, or as if a soldier had taken a pict capture," Sam explains. "It's intentionally cinematic. Rhys and I composed the initial pictures with miniatures, and then digitally added muzzle flare, explosions and other environmental effects. Even the tiny Drop Pods in the distance are real miniatures."



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1 "We wanted to depict the brutality of a war fought between Space Marines and the devastation unleashed at Isstvan." — Rhys Pugh

2 "A lot of thought went into the illustrations in the book. The Sons of Horus have Cthonian gang markings, all of which have specific meanings." — Sam Lamont

3 "Angron leads the charge, head first and full of rage. Behind him advance the full might of the traitors, with ranks of soldiers, tanks, Storm Eagles and more." — Sam Lamont.



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### Paul Rudge's Death Guard

Forge World's Paul Rudge has been building up his Heresy-era army for several months now, and was happy to show it to us. "I normally collect the bad guys," he explains, "but I've decided to collect the Death Guard who remain loyal to the Emperor rather than Horus. I started this as part of a challenge we had in Forge World. We had to paint a Battleforce, but I didn't stop there. What you can see here is the force so far, but I'm also working on painting a Contemtor Talon." If you're wondering what that is, it's a squad of Contemtor Dreadnoughts. Yikes.





# THIS MONTH IN BLACK LIBRARY

With loads of new books out this month, not to mention last-minute preparations for the Black Library Weekender, the authors and editors in Black Library have had a busy old time of it. We popped down to get the gossip behind the latest releases.



Christian Dunn is Black Library's range development editor, where he's responsible for unearthing new writing talent wherever it might be found.

## TRACES OF TREACHERY

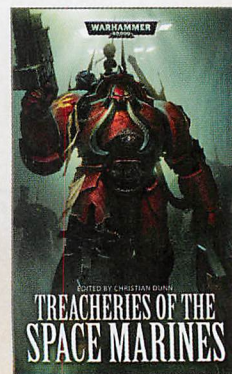
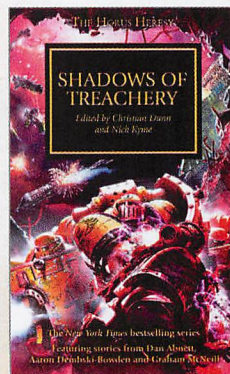
*Christian reveals the secrets that connect Shadows of Treachery and Treacheries of the Space Marines.*

**Christian:** The first of the new anthologies, *Shadows of Treachery*, is slightly backwards looking, in that it features some events that have already passed, but it also lays the groundwork for the next phase of the Heresy. There's a lot of foreshadowing for forthcoming novels. So we have *Angel Exterminatus*, *The Betrayer* and *Unremembered Empire* coming out in the next few months, and the seeds for these appear in *Shadows of Treachery*. These kick off another phase in the Heresy, one that runs concurrent with other aspects of the Heresy. It's still one story, it's still one timeline, but we're going to see two separate halves of the Heresy emerging, mirroring the two halves of the galaxy cut off by warpstorms. I can't possibly say more about it than that, of course – you'll just have to wait and read what comes next for yourself.

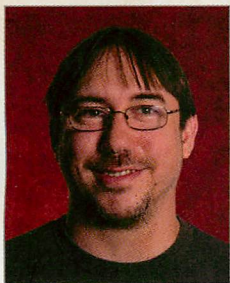
What I can say is that this is where the groundwork for 40K starts to be laid down, especially in Dan's next book, which is a follow up to *Know No Fear*. So with *Shadows of Treachery*, you've got the before, whereas with *Treacheries of the Space Marines*, you've got the now. In the Horus Heresy we're seeing the first rebellion of loyal Space Marines. There's still something shocking and new to what they're doing. At this point, even 24 or 25 books in, we're still seeing Legions coming into conflict with one another for the first time. In *Treacheries*, 10,000 years later, we're at the other end of the Long War. There are threads – and authors – common to both.

The two stories that are closest related are Aaron Dembski-Bowden's 'Prince of Crows' (in *Shadows of Treachery*) and 'Throne of Lies' (in *Treacheries of the Space Marines*). In 'Prince of Crows' we see the Night Lords in the Heresy doing what they do in the name of Horus, and then in 'Throne of Lies' we see the pay-off of that treachery. You won't believe where Aaron leaves Konrad Curze at the end of 'Prince of Crows.'

Of course it's impossible to deal with Chaos Space Marines without it having some resonance to the Heresy. Even if it's a Second Founding Chapter who's turned to Chaos it still has echoes to the Heresy. And, of course, with the Traitor Legions, it's the same guys who 10,000 years ago turned to Chaos. This is something you'll see more and more in Black Library's fiction. In the Warhammer 40,000 novels you'll see echoes of the Heresy novels, even some of the same characters cropping up. ☠







## GAV THORPE'S ELF MEMORIES

*We bumped into Gav while visiting Black Library and he got all misty-eyed about the Sundering.*

**Gav was up** at GW HQ this month on top-secret Horus Heresy business, so we sat down with him to try and winkle out some secrets about what he's working on, but his lips remained firmly sealed. So in light of the release of the *Sundering* omnibus – reviewed on page 40 – we got him to reminisce about what he enjoyed most about writing the series.

**Gav:** I loved writing *The Sundering*, as it was an opportunity to delve into the ancient history that has always been lurking in the background of Warhammer. It was hard coming up with a list of my favourite bits, as there are just so many, so here are my top four moments from *The Sundering*.

### 1. Malekith and Snorri

Perhaps one of the greatest tragedies of the tale of Malekith is that it's a situation where one who rose so high then fell so low. For me, nothing sums up this tragic arc more than Malekith's relationship with the Dwarfs, and in particular his friendship with Snorri Whitebeard. It is a complete clash of cultures but still these two leaders of their respective peoples manage to find mutual respect and forge a genuine friendship – made all the more poignant by later events that would lead up to the War of the Beard.

### 2. Black Fen

Choosing one particular event to be my favourite from the novel *Shadow King* was difficult, but I settled on the history-changing battle at Black Fen, an encapsulation of the division within the Naggarothi with the true emergence of the Druchii and the loyal warriors of House Anar. It is on this marshy battlefield that Alith Anar's story comes to an end and the tale of the Shadow King really begins; the hope of victory and the eventual outcome follow a wonderful narrative trajectory that is pivotal to the greater story of the Sundering. I love it.

### 3. The Assassins and the White Lions

A pivotal moment in the tale of the Sundering is the attempted assassination of Prince Imrik as he hunts monsters in Chrace. From an encounter with a Manticore to the assassins sent forth by Morathi, I really enjoyed writing this sequence, especially the building of tension as the assassins close on their unknowing prey.

### 4. Yeasir and Alandrian

Malekith's chief lieutenants embody the strife of the Elven civil war, with one loyal to the prince and the other to Ulthuan. In Alandrian we see the politicking and self-serving characteristics of the Dark Elves, while Yeasir's ideals are closer to the nobility and sacrifice that the High Elves come to embody; it's the dichotomy at the heart of the Elven people made manifest in two characters that I had a tremendous time writing. ☠



**MEET CHRISTIAN, GAV AND MORE AT THE BLACK LIBRARY WEEKENDER ON 3RD AND 4TH NOVEMBER**







# HOBBY CALENDAR

<b>SATURDAY SEPTEMBER 22</b> Chaos Space Marines Advance Order	<b>SUNDAY 23</b>  <b>BIRMINGHAM</b>	<b>MONDAY 24</b>	<b>TUESDAY 25</b>	<b>WEDNESDAY 26</b>
<b>THURSDAY 27</b>	<b>FRIDAY 28</b>	<b>SATURDAY 29</b>	<b>SUNDAY 30</b>	<b>MONDAY OCTOBER 1</b>
<b>TUESDAY 2</b>	<b>WEDNESDAY 3</b>	<b>THURSDAY 4</b>	<b>FRIDAY 5</b>	<b>SATURDAY 6</b> Chaos Space Marines release day 
<b>SUNDAY 7</b> North American Throne of Skulls Day 2 Memphis, TN	<b>MONDAY 8</b>	<b>TUESDAY 9</b>	<b>WEDNESDAY 10</b>	<b>SATURDAY 11</b> North American Throne of Skulls Day 1 Memphis, TN
<b>THURSDAY 11</b>	<b>FRIDAY 12</b>	<b>SATURDAY 13</b> Grand Opening! Cool Springs Village Franklin, TN	<b>SUNDAY 14</b>  <b>MODENA</b>	
<b>MONDAY 15</b>	<b>TUESDAY 16</b>	<b>WEDNESDAY 17</b>	<b>THURSDAY 18</b>	<b>FRIDAY 19</b>
<b>SATURDAY 20</b> Grand Opening! Silas Creek Crossing Winston-Salem, NC	<b>SUNDAY 21</b>	<b>MONDAY 22</b>	<b>TUESDAY 23</b>	<b>WEDNESDAY 24</b>
<b>THURSDAY 25</b>	<b>FRIDAY 26</b>	<b>SATURDAY 27</b> <b>WHITE DWARF</b> November Issue On Sale	<b>SUNDAY 28</b>  <b>PARIS</b>	



