

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF

OCTOBER 2016

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FREE COMIC!
WILL OF IRON
ISSUE #0

BATTLE REPORT
HUMANITY'S PROTECTORS
BATTLE THE XENOS THREAT

ILLUMINATIONS
CHAMPIONS OF ORDER, CHAOS,

THE INTERVIEW

We talk in depth to
miniatures design
maestro Jes Goodwin

'EAVY METAL

Painting faces:
An 'Eavy Metal
Masterclass

**GOLDEN DEMON
CLASSIC 2016**

SLAYER SWORD WINNER

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MEET THE WHITE DWARF TEAM

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

MATT KEEFE Editor

Newly-installed in the Editor's chair after three years as Assistant Editor, Matt now oversees all aspects of the magazine, including all the best jokes told in the office.

Matt's hobby month: Working his way through the contents of the Warhammer Quest Silver Tower boxed game with a paint brush.



REBECCA FERGUSON Production Lead

Deadline wrangler extraordinaire, Rebecca is responsible for ensuring the magazine is made, printed and shipped when it needs to be.

Rebecca's hobby month: Getting to grips with Creative Assembly's Total War: Warhammer game. (And you might just find out why next month... — Ed.)



MATTHEW HUTSON Lead Designer

White Dwarf's longest-serving staff member never tires of people mentioning the fact in his monthly biography. Also designs pages.

Matt's hobby month: One of A Tale of Four Warlords' titular warlords, Matt has set himself a particularly high bar for next month with a mass of new units painted.



MELISSA HOLLAND Digital Editor

Mel oversees production of the digital version of White Dwarf — teaching Grombrindal (and Dan) how to use the internet continues to prove challenging.

Mel's hobby month: A Seraphon character for the Warhammer Quest hero challenge, even if her base choice was controversial...



DAN HARDEN Staff Writer

Word-herder and article architect, when he's not busy battering the keyboard, Dan also takes care of painting and modelling duties on Paint Splatter and Sprues and Glue.

Dan's hobby month: This month saw Dan complete his Armies on Parade board ready for Parade Day. And you can see it on page 58!



STUART EDNEY Staff Writer

The one they call 'the Quiet Typist', writer Stu handled this month's Army of the Month, A Tale of Four Warlords and more.

Stuart's hobby month: Stu actually took a week off work to paint up Silver Tower when it came out and his enthusiasm continues with a fresh hero this month.



ERIK NIEMZ Photographer

Erik is a multi-tasker par excellence, not only playing in this month's Battle Report but somehow photographing it at the same time.

Erik's hobby month: Getting to grips with the Genestealer Cult army (but did he get to grips with the Deathwatch? See this month's Battle Report to find out!).



MARTYN LYON Photographer

The other half of our photographic combo, Martyn knows a thing or two about an aperture, as this issue's Army of the Month attests.

Martyn's hobby month: Overseeing the Warhammer Quest hero challenge (see the back page). Fortunately he managed to deliver his own entry on time.



BEN HUMBER Designer

Charged with producing stunning designs for laid out pages, Ben takes it all in his stride, occasionally baffling the two Matts with mention of some new, fangled 'infographics'.

Ben's hobby month: Fending off questions about whether he's finished that Vendetta Gunship yet. (He hasn't. — Ed)



CHRIS WEBB Reprographics Operator

Responsible for readying the magazine for print, Chris also uses the dark magic of reprography to resurrect classic issues of White Dwarf for Temporal Distort.

Chris's hobby month: One of the successful entrants in the Warhammer Quest hero challenge, see his Sorcerer on the back page.



Email: team@whitedwarf.co.uk / Twitter: @whitedwarf / Facebook: White Dwarf

WHITE DWARF™

OCTOBER 2016

WHAT IS THE GAMES WORKSHOP HOBBY?

The Games Workshop hobby is collecting, building, painting and playing games with Citadel miniatures – all hugely enjoyable activities that we strive to explore in White Dwarf magazine. Games Workshop produces a huge range of games involving Citadel miniatures, but these are the ones that all others spring from...

WARHAMMER 40,000

In the grim darkness of the far future, there is only war! Warhammer 40,000 sees humanity besieged on all sides by the traitor, the heretic, the alien and the insidious threat of Chaos. The superhuman Space Marines and the brave men of the Astra Militarum are all that stand between extinction and survival for the human race, the superstitious might of the Imperium utilising arcane weaponry and mighty mountain-levelling war machines in their quest for galactic dominance.

WARHAMMER AGE OF SIGMAR

The Age of Sigmar is all about epic battles in an age of unending war, where mighty heroes, titanic monsters and powerful wizards battle for control of the Mortal Realms, and the vile servants of the Dark Gods seek to subjugate all beneath their heels. Can the God-King Sigmar prevail?

WELCOME TO A NEW ERA



YOU CAN'T HAVE
FAILED TO NOTICE THE
FREE COMIC
INCLUDED WITH THIS
ISSUE! TURN TO
PAGES 17 AND 24 TO
FIND OUT MORE!

A few eagle-eyed readers might have noticed that our long-serving Editor, Jes Bickham, was billed in last month's issue as 'Launch Editor'. Well, there's a reason for that – after four years at the helm and having overseen the relaunch of White Dwarf as the new monthly magazine, bigger and better than ever before, that you now hold in your hands, Jes has left the White Dwarf bunker for pastures new in the Design Studio. You'll still be seeing Jes (and perhaps the odd green Tyranid) in the pages of this august magazine from time to time, but for now all that remains is to wish Jes the very best of luck.

So, this new era of White Dwarf continues with a new Editor – me. The rest of the team remains the same – ("We welcome our new bearded overlord," they said, in eerie unison. Alas, I think they meant this latest incarnation of Grombrindal, the White Dwarf himself, and not me.) – and this issue picks up where the last left off, as we've really just begun to scratch the surface of all the great new stuff we've got lined up for the magazine.

This month, we've got two much requested features – an interview with Jes Goodwin and the first of a new series of 'Eavy Metal Masterclasses – and so much more. Turn the page to see it all.

Matt K

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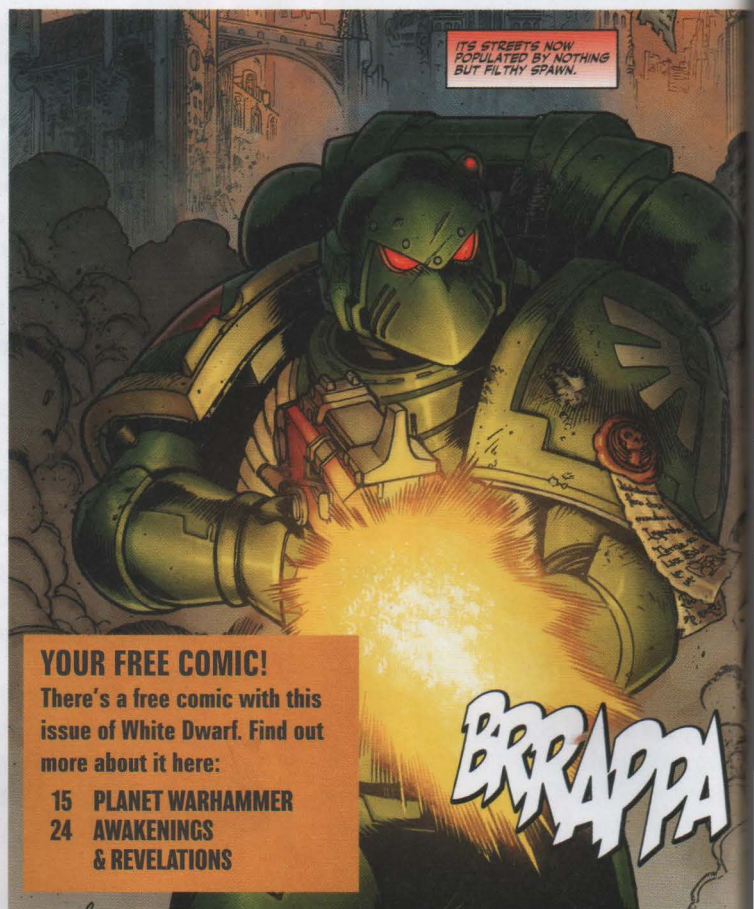
The best paint jobs sent in by you! More, please.

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YOUR FREE COMIC!

There's a free comic with this issue of White Dwarf. Find out more about it here:

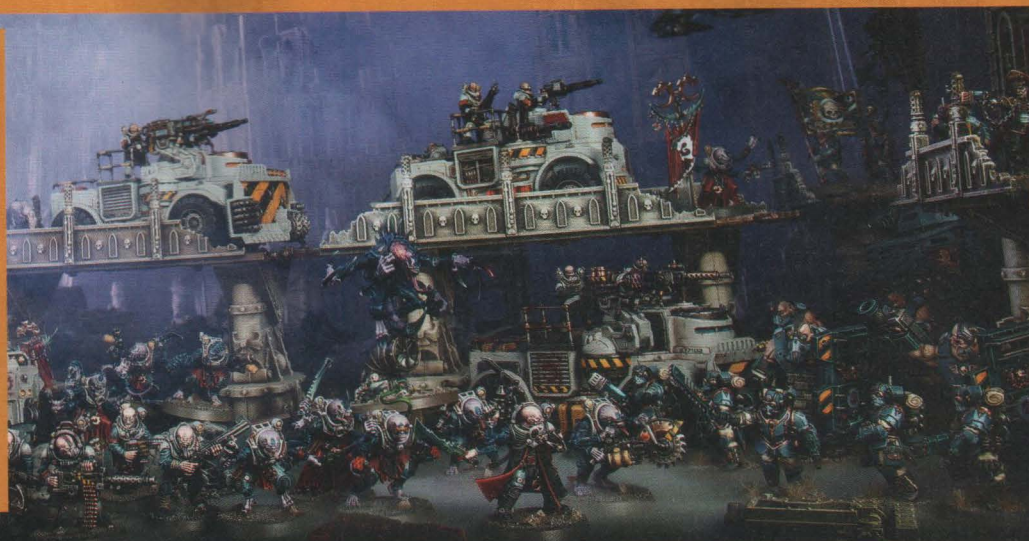
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COVER FEATURE: GENESTEALER CULTS

This issue is packed full of features all about the insidious Genestealer Cults.

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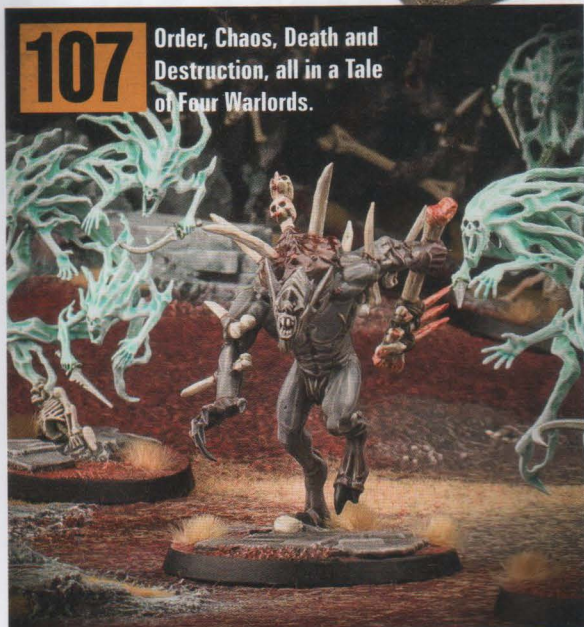
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The Parade Day for Armies on Parade 2016 is nearly upon us. Here's some inspiration!



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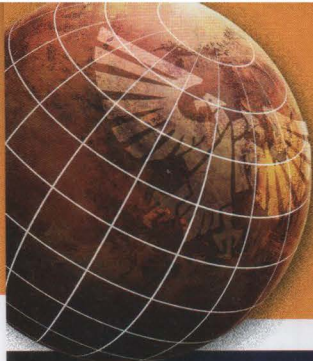
Order, Chaos, Death and Destruction, all in a Tale of Four Warlords.



134

Parade Ground: We show off Les Martin's Celestial Vindicators Stormcast Eternals.





PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!



THE EVIL THAT LIES WITHIN

Keep one good eye on your fellows, dear reader, for this month the Genestealer Cults have revealed their true colours. Across the length and breadth of the Imperium of Man they have waited, hiding beneath a mask of humility and industriousness, plotting to overthrow the rule of the Imperium of Man in the name of alien masters.

The Genestealer Cults are a threat lurking beneath the surface of the Imperium, with the footsoldiers of the cult drawn from the numberless masses of Mankind. In time, they will twist any and all of a world's resources to their insidious aims, turning worlds from the light of the God-Emperor to the rule of their own dark

So, after emerging from the darkness in *Deathwatch Overkill*, the Genestealer Cults return in full force, as a full-blown army in their own right, complete with Codex and a brand-new range of miniatures. (The *Deathwatch Overkill* boxed game is still a great way of getting your hands on the core of a stunning new Genestealer Cults army, mind.) You can see all the new miniatures over the next few pages, then check out pages 68, 74 and 82 for more!

and terrible alien masters. When the time is right, the Genestealer Cults will rise up in heaving multitudes, bearing the tell-tale marks of the cult, armed with jury-rigged tools and black market weapons. Directed by a malign alien intellect, they are the death of worlds beyond counting.

The Genestealer Cults have returned in full force, brought bang up-to-date with a jaw-dropping range of plastic kits and a terrific new Codex. From the horrific Hybrid Metamorphs to the indefatigable Goliath trucks, it's a brilliant new army that also offers a glimpse into life in the Imperium away from the front lines, as the cults will subvert the tools of honest industry into weapons for their vile and unwholesome creed.



INSURRECTION!

The Genestealer Cults get their devious claws into every aspect of a planet's society, including its military forces. Turn to page 11 to see what happens when the cult seeds its taint among the armed forces of the Astra Militarum.



MYSTERIOUS HERO

Who is this mysterious, noble-looking hero, his helmet thrown off and his visage revealed? We're not sure either, but you can find out more about this exclusive hero for Warhammer Age of Sigmar on page 13.



A COMIC TALE

You'll no doubt have noticed that this issue comes with a free comic, the first part of Will of Iron, the first story arc in a brand-new Warhammer 40,000 series from Titan Comics. Turn to page 15 to read all about it!



EVENT CALENDAR

Upcoming events in the Games Workshop hobby calendar.

Warhammer 40,000 Open Day
Date: 5-6 Nov

Golden Demon: Enemies of the Imperium
Date: Nov 2016

We focus on all things heretical and alien in the 41st Millennium at the second Golden Demon event of the year, being held at the Warhammer 40,000 Open Day.

Warhammer 40,000 Campaign Weekend
Date: 12-13 Nov

Warhammer 40,000 Throne of Skulls
Date: 3-4 Dec

Warhammer Age of Sigmar: Battle Brothers
Date: 10-11 Dec

Golden Demon: Horus Heresy
Date: Feb 2017

We take a trip back to the times of the Great Crusades with the third Golden Demon of the season, being held at the ever popular Horus Heresy Weekender.

Golden Demon: Classic
Date: May 2017

The 2016-2017 Golden Demon season comes to a climax with the Classic event being held at Warhammer Fest in May. Don't miss this spectacular display of painting talent.

For more information on any of these events, visit warhammerworld.games-workshop.com, or write to: whworlddevs@gwplc.com

MUNITORUM REPORT: GENESTEALER CULTS

WHAT'S HOT AND WHAT'S NOT WITH ALIEN CULTS SET TO TAKE OVER THE GALAXY!



HIGH: MINING PRODUCTIVITY

Genestealer Cults often establish themselves on industrial worlds, where their members haul cargo and mine asteroids with fanatical zeal. Their work ethic does them credit!

HIGH: NUMBER OF ARMS

For millennia, Humanity has averaged slightly less than two arms per person. The Genestealer Cults are rife with hybrids possessing rather more.

LOW: BIO-MONSTROSITIES

The Genestealer Cults are an insidious menace and as such aren't backed up by Tyranid bio-creatures such as Carnifexes. Well, not yet, at any rate...

LOW: FAITH IN THE EMPEROR

Offer fealty to the Patriarch and bow before his four-armed majesty! In a Genestealer Cult no one worships the Emperor of Mankind.



BROODCOVEN

Every Genestealer Cult has a brood hierarchy, at the top of which sits the Patriarch, the first Genestealer to land on a planet and bestow its foul legacy upon an unwitting host. As the cult grows, so too does the Patriarch – in size, power and influence, a monstrous alien overlord that is worshipped as a deity by his ever-growing host of fanatical hybrid followers.

After several generations the cult will spawn new leader figures who can almost pass for human. The Magus is a political and propaganda master, a figurehead who manipulates those in power and rouses the members of the cult to a state of frenzied activity. A powerful psyker, he uses the power of his

mind to influence others, often forcing them to aid and abet the cult against their will. The Primus is a military leader with an innate skill for war and no short amount of guile. When the cult reaches a size capable of supporting an uprising, the Primus will emerge to take control of its military assets, leading the cult into battle. Though a capable fighter, he is also an astute tactical leader, combining human duplicity and ambition with alien cunning.

This plastic boxed set contains all three of these cult hierarchs, plus a couple of Genestealer Familiars – psychic manifestations that scamper to do their masters' bidding. All will heed the psychic shriek of the Broodcoven!

GENESTEALER CULTS BROODCOVEN

Pre-order: 01 Oct
Available: 08 Oct

£37.50, €50, 380dkr,
450skr, 410nkr, 190zl,
USA \$60, Can \$75,
AU \$105, NZ \$125,
¥8,600, 380rmb,
HK\$510, RM235,
SG\$90

FIVE THINGS WE LOVE IN... OCTOBER

5 The 'Eavy Metal Masterclass is back! Make sure you've got your XS Artificer brush ready, because we've got an in-depth guide showing you how to paint faces.

4 It's a truck! With wheels! The Goliath is the first militarised industrial vehicle we've released for Warhammer 40,000, and what a corker it is, too. Not only is it a cool new vehicle that's used to sneak your hybrids into battle, it's also a great insight into what vehicles look like in the wider Imperium. You can read what the miniatures designers have to say about it on page 74.

Continued...

GOLIATH TRUCK



SEE PAGE 77 TO
FIND OUT MORE

GOLIATH
ROCKGRINDER



GOLIATH

The Goliath truck is one of the Imperium's many workhorse vehicles, a heavy-duty, high-torque truck designed to be used in the harshest environments. Goliaths are commonly found on industrial worlds, where they are used for mining, excavation, haulage and clearance work, and they're often upgraded with rockgrinder drills to bore through rock faces to rich seams of ore. Such a utile, ubiquitous vehicle is perfect for the Genestealer Cults, who requisition the Goliaths for their own underground activities and re-fit them with guns so they can be used in the great uprising.

This plastic kit builds either of two variations of the Goliath – the Goliath Truck and the Goliath Rockgrinder. The Goliath is used by the cult to transport its Acolytes and Neophytes into battle, its mining equipment replaced with whatever guns the Cultists can lay their hands on. The Rockgrinder is traditionally used to pulverise rocks and debris, though it is equally good at smashing through infantry and even enemy tanks.

Below: The Goliath Rockgrinder comes with a choice of three servo-arm mounted weapon systems – the heavy seismic cannon, the heavy mining laser and the clearance incinerator, as shown here. Originally, they were all designed for mining or demolition work, but they have seen been recalibrated to be used as weapons. The Goliath Rockgrinder also features the deadly drilldozer mounted on the front of its chassis.

GENESTEALER CULTS GOLIATH

Pre-order: 01 Oct
Available: 08 Oct
£35, £46, 350dkr,
420skr, 390nkr, 175zt,
USA \$60, Can \$70,
AU \$100, NZ \$115,
¥8,000, 350rmb,
HK\$475, RM215,
SG\$85



ACOLYTE HYBRIDS



GENESTEALER CULTS ACOLYTE HYBRIDS

Pre-order: Now
Available: 01 Oct

£25, €33, 250dkr,
300skr, 280nkr, 125zł,
USA \$40, Can \$50,
AU \$70, NZ \$85,
¥5,800, 250rmb,
HK\$340, RM155,
SG\$60

The Acolyte Hybrids are the first two generations of a Genestealer Cult's brood cycle, and are the most overtly monstrous of all the cult's faithful.

Hunched and freakish things, they appear to outsiders as more Genestealer than man. Acolyte Hybrids are the foundations of a nascent cult, the favoured sons of the Patriarch, and will be kept close to him in the dark places the cult's true heart hides. Some may travel out in the open, clad in obfuscating rags or ensconced in the armoured cabs of Goliath trucks, but typically a cult will put the hybrids of the earliest generations to work out of sight in its mines or

manufactorys. Despite their hideous xenostained forms, they possess a human intellect, and are more than capable of using the simple weapons and tools of heavy industry issued to them. Indeed, with the extra limbs of their abominable heritage, they're better at using these tools than pure-blooded Humanity.

The kit can also be built as Hybrid Metamorphs, who bear bio-weapons and display mutations akin to those found on great and terrible Tyranid creatures. To the faithful of a Genestealer Cult, they are the living saints of their sick creed, their holy forms changed to echo the Great Devourer.

The pulsating venom sacs (1) of this Hybrid are a common sight across the Hive Fleets.

This Metamorph's maw (2) is akin to the visage of the Mawloc.

The feeder tendrils (3) of this hybrid hark back to the Ymgarl Genestealers.

Eyeless and covered in armoured plates (4), this Metamorph hints at the Tyrant Guard.

The metamorph whip (5) writhes with an obscene, alien vitality.

The metamorph claw (6) is like the crushing claws of the Carnifex, only in miniature!

The metamorph talons (7) are akin to Tyranid scything talons.



1



2



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4



5



6



7

**FOR ALL THE
WEAPONS IN THE KIT
TURN TO PAGE 75**

NEOPHYTE HYBRIDS



Appearances can be deceptive, and this is truly the case with the Neophyte Hybrids. At first glance, the third and fourth-generation hybrids may appear as human as the innumerable masses of Humanity that power the Imperium's tireless and insatiable industries, but in truth they are as alien and pitiless as their Acolyte kin. Many hide the few telltale signs of alien ancestry behind tinted visors, re-breather masks and other accoutrements of heavy industry, though most can pass as human in the underhives and industrial slums of the galaxy-spanning domains of the Imperium of Man.

The faithful of the cult will typically be armed with low-tech weapons, the kind usually carried by hive militias and criminal gangs, such as shotguns, heavy stubbers, and a wide variety of re-purposed industrial tools.

You'll find 10 Neophyte Hybrids in this set, with enough options to make sure no two squads in your cult are alike. Not only are there a whole host of weapons to arm the faithful, there's also options to elevate one of the number to a Neophyte Leader. Another can be given the sacred duty of Icon Bearer, echoing the 'holy' relic borne by the Cult's Iconward.

**GENESTEALER
CULTS
NEOPHYTE
HYBRIDS**

Pre-order: Now
Available: 01 Oct

£25, €33, 250dkr,
300skr, 280nkr, 125zł,
USA \$40, Can \$50,
AU \$70, NZ \$85,
¥5,800, 250rmb,
HK\$340, RM155,
SG\$60



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2



3



4



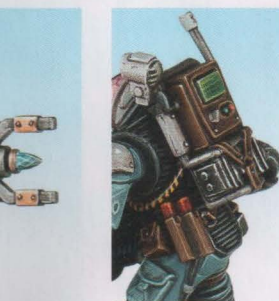
5



6



7



8

Web pistols (1) and webbers (2) are used to capture foes alive.

The environment suits worn by cultists (3) are standard issue across the entire Imperium.

The humble shotgun (4) has not changed much in the last 39,000 years.

Heavy stubbers (5) are basic heavy weapons, typically used by underworld scum.

The icon (6) carried by Neophytes echoes the one carried by the Cult Iconward.

The seismic cannon (7) is a tool intended for pulling down rock faces.

Almost all the devices of a cult are civilian tools (8) turned to a vile alien purpose.

CULT ICONWARD

GENESTEALER CULTS CULT ICONWARD

Pre-order: 01 Oct
Available: 08 Oct

£15, €20, 150dkr,
180skr, 170nkr, 75zl,
USA \$25, Can \$30,
AU \$30, NZ \$40,
¥3,000, 150rmb,
HK\$205, RM95,
SG\$35

A cult's Iconward is typically chosen from the most favoured Acolytes of the first or second generation, degenerate mutants more Genestealer than man, their bulbous alien heads (1) covered in ridges of chitinous spines and unwholesome alien flesh.

Despite their twisted forms, like most Acolytes, Iconwards are clad in the same standard environment suit (2) as their less twisted brethren, and can easily use simple weapons like mining charges and autopistols.

Only the most faithful and blessed of the Patriarch's inner circle of Acolytes is chosen for the holy duty of bearing the Genestealer Cult's banner, arguably the cult's most sacred icon. Borne into battle by a nightmare amalgam of man and Genestealer, the banner can inspire the faithful of the cult's degenerate flock with a terrible religious fervour, filling the loathsome broodkin with the unwholesome power of the Great Devourer.

Whilst the exact form the banner will take varies from cult to cult, each will only be revealed when a Genestealer Cult casts off secrecy and marches to war, the Cult Iconward at the heart of the masses, inspiring them to ever greater acts of savagery.



GENESTEALER CULT NEOPHYTE HYBRID SQUAD

GENESTEALER CULTS NEOPHYTE HYBRID SQUAD

Pre-order: 01 Oct
Available: 08 Oct

£25, €35, 270dkr,
330skr, 310nkr, 130zl,
USA \$45, Can \$50,
AU \$70, NZ \$80,
¥5,800, 270rmb,
HK\$360, RM165,
SG\$65

Not every Genestealer Cult hides in the shadows of Imperial industry. Fourth-generation hybrids have been known to infiltrate planetary defence forces and Imperial Guard regiments, not only giving the cult access to advanced weapons, but letting them spread their taint wherever the regiment goes.

The Neophyte Hybrid Squad contains 10 Cadian Shock Troops, a Cadian Heavy Weapons Team, and a Genestealer Cult upgrade sprue to change the models from upstanding Guardsmen into degenerate alien dupes. Turn to Sprues and Glue on page 116 to see just some of the things you can do with this brilliant set of bits.

SEE PAGE 116 TO FIND OUT MORE

Right: Many cults will prioritise infiltrating planetary defence forces to gain access to Astra Militarum weapons and equipment.



GENESTEALER CULT NEOPHYTE HYBRID ARMoured CLAW

The noble Armoured Fist is a time-honoured tactic of the Astra Militarum, but like everything else the cult gets its filthy dagger-like claws on, this has been sullied by the Genestealer Cults and turned back on Mankind. Dubbed the Armoured Claw, squads of tainted Guardsmen ride to battle in the backs

of Chimera transports, aiding their brethren against any resistance to the cult's ascension. The Neophyte Hybrid Armoured Claw set includes 10 Cadian Shock Troops, a Chimera armoured troop carrier, and a Genestealer Cult upgrade sprue to corrupt your Guardsmen and emblazon the Chimera with the symbols of alien treachery.

GENESTEALER CULTS ARMoured CLAW

Pre-order: 08 Oct
Available: 15 Oct

£35, €45, 340dkr,
410skr, 410nkr, 170zl,
USA \$55, Can \$65,
AU \$90, NZ \$105,
¥7,400, 340rmb,
HK\$460, RM210,
SG\$80



Left: Whilst far more difficult for the faithful of the cult to 'acquire' than Goliath trucks, Chimeras are superb transports for a Genestealer Cult.

GENESTEALER CULT LEMAN RUSS



Any Genestealer Cult with hybrids inside planetary defence forces is quick to secure Lemman Russ Battle Tanks for their inevitable uprising, providing the broodkin with ferocious firepower. The Genestealer Cult Lemman Russ includes a Lemman Russ Battle Tank and a Genestealer Cult upgrade sprue to mark your tank out as an asset of an insidious cult. You're also left with plenty of bits to start converting units to the cause.

GENESTEALER CULTS LEMAN RUSS

Pre-order: 08 Oct
Available: 15 Oct

£32.50, €42.50,
330dkr, 400skr,
360nkr, 165zl,
USA \$55, Can \$65,
AU \$90, NZ \$105,
¥7,500, 330rmb,
HK\$440, RM200,
SG\$80

Left: A Lemman Russ Battle Tank is a potent military asset to any Genestealer Cult which can 'liberate' one for their monstrous cause.

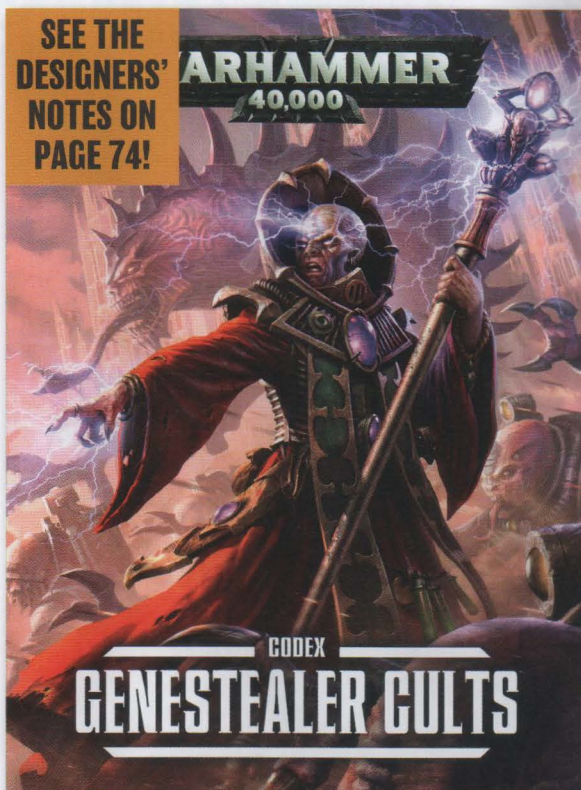
CODEx: GENESTEALER CULTS

Pre-order: Now
Available: 01 Oct
£30, €39, 300dkr,
380skr, 380nkr, 150zl,
USA \$50, Can \$60,
AU \$83, NZ \$98,
¥6,900, 300rmb,
HK\$410, RM185,
SG\$70

DATA CARDS: GENESTEALER CULTS

Pre-order: Now
Available: 01 Oct
£8, €10.50, 80dkr,
100skr, 90nkr, 40zl,
USA \$13.50, Can \$16,
AU \$22, NZ \$26,
¥1,800, 80rmb,
HK\$110, RM50,
SG\$20

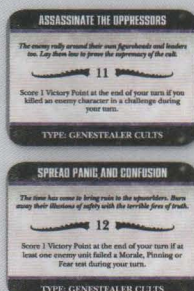
SEE THE
DESIGNERS'
NOTES ON
PAGE 74!



CODEx: GENESTEALER CULTS

Much like their monstrous sires, the Genestealer Cults are parasites, worming their way into the very heart of a host world, subverting its industry and weakening its defences. When the time is right, the cult will rise up as one, armed with stolen firearms and re-purposed industrial tools, the heaving crowds of twisted faithful filled with hybrid monstrosities and corrupted citizenry. Directed by the pitiless alien intellect of the Patriarch, they seek to cast down the rule of the God-Emperor for the glory of the Great Devourer.

Within this tome's 104 pages lie the darkest secrets of the Genestealer Cults, such as a full army list for every unit, eight formations, and the insidious Broodmind psychic discipline. Learn of the cult's hideous cycle of life, from the first infection to the descent of the Hive Fleets, and the sinister histories of the most infamous cults the Imperium has uncovered. Should you find yourself drawn inexorably towards this new faction for Warhammer 40,000, Codex: Genestealer Cults is the book for you.



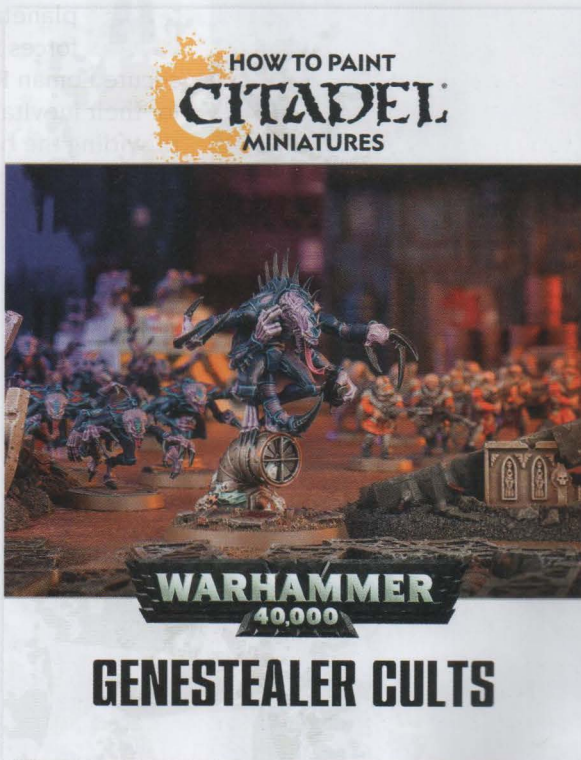
DATA CARDS: GENESTEALER CULTS

Containing seven Broodmind psychic discipline cards and 36 Tactical Objectives cards (including the six unique Genestealer Cults Tactical Objectives) the Genestealer Cults Datacards make it even easier to do the bidding of the Broodmind. Spread panic and confusion, cast down the unbelievers and claim your rightful place as a herald of the Great Devourer!

CHECK OUT
PAINT
SPLATTER
ON PAGE
124!

HOW TO PAINT: GENESTEALER CULTS

Pre-order: Now
Available: 01 Oct
£6, €8, 60dkr, 70skr,
65nkr, 30zl, USA \$10,
Can \$12, AU \$17,
NZ \$20, ¥1,400,
60rmb, HK\$80, RM35,
SG\$15



HOW TO PAINT: GENESTEALER CULTS

Whether you're painting the unwholesome tainted flesh of hybrids, the rigid chitinous carapace of a Patriarch, or the grime-stained environment suits of a cult's faithful, How To Paint: Genestealer Cults is your go-to guide for getting your broodkin out of the shadows of your painting desk and onto the battlefield to do the bidding of the Patriarch and the Great Devourer.

Included in this handy book are a series of simple, easy to follow guides that take you every step of the way, from spraying on an undercoat to the final finishing touches. What's more, the book contains explanations and guides on all the multifarious painting techniques used later, so if you've never picked up a brush before and don't know your drybrushing from your highlighting, or your washing from your basecoating, How To Paint: Genestealer Cults is the perfect guide for every aspiring Cult Primus.

MODEL
OF THE
MONTH

STORMCAST ERRANT-QUESTOR

FIVE THINGS WE LOVE IN... OCTOBER

3 Armies on Parade 2016 is taking place in stores right now, with the Parade Day set for 15 October. Turn to page 58 to see four of the boards we've been working on for this year's painting challenge.

2 Playing Silver Tower! Here in the Bunker we've all been painting new heroes to use in our Silver Tower quests. So far, it seems, the Necromancer and his Skeleton minions have proven the most effective, but we've got the feeling his uppance is about to come. *Continued...*

Our Model of the Month is the Stormcast Errant-Questor – a new miniature exclusively available from Warhammer World here in Nottingham. As you will have noticed, he's also the first Stormcast Eternal miniature we've released that's not wearing a helmet...

While a Knight-Questor – such as the one in Silver Tower – is given their quest by Sigmar, an Errant-Questor finds their calling a different way. They may be the lone survivor of a retinue, seeking vengeance while their comrades undergo the agony of Reforging. Perhaps they receive a vision in which they see themselves defeating some monstrous foe, though none know where these visions come from.

Those who find themselves on the path of the Errant-Questor fall into a fugue state and are placed in a cell in Sigmaron. Some awaken and return to their duties alongside their fellow warriors, their desire for vengeance diminished. Others, however, awaken to find themselves clad in the armour of the Errant-Questor, its gilt panels cast in the image of lions, a halo of lightning bolts and solar rays behind their head. Before them lies a rune-etched greatblade, the weapon of the Stormcast's new calling. How these gifts are bestowed is a mystery, as none may enter the cell of an Errant presumptive, but many believe them to be a gift from Sigmar. Whatever their origin, an Errant-Questor has been chosen and must fulfil their mission.

STORMCAST ETERNALS ERRANT- QUESTOR

Available: Now
£20

Available from the
Warhammer World
store only.



DAIN IRONFOOT, LORD OF THE IRON HILLS

Dain Ironfoot is the Lord of the Iron Hills and cousin to *Thorin Oakenshield™*. As stubborn as he is formidable, Dain is known across *Middle-earth* for his unrivalled skill in battle and his fearsome temper. Riding into battle on the back of a war boar, Dain wields a huge Dwarfven hammer, which he's more than willing to use on any who stand between him and his kin.

This beautiful resin kit includes two versions of Dain Ironfoot, one riding his war boar, the other on foot with his helm lying beside him – just how he's depicted in *The Hobbit: The Battle of the Five Armies™* movie. This is the first new miniature for the range sculpted by the Forge World team – we look forward to seeing plenty more from them in the near future.

DAIN IRONFOOT, LORD OF THE IRON HILLS

Dain Ironfoot is available directly from Forge World. For more information, visit: forgeworld.co.uk

CITADEL TEXTURE PAINTS

Pre-Order: 08 Oct
Available: 15 Oct

£4.55, €6, 55dkr,
65skr, 65nkr, 24zl,
USA \$7.50, Can \$9,
AU \$11, NZ \$13,
¥1,000, 45rmb,
HK\$62, RM28, SG\$11

Prices per 24ml pot.

GENESTEALER CULTS DICE

Pre-order: Now
Available: 01 Oct

£12.50, €16.50,
130dkr, 150skr,
140nkr, 65zl,
USA \$20, Can \$25,
AU \$35, NZ \$40,
¥2,900, 130rmb,
HK\$170, RM80,
SG\$30

NEW TEXTURE PAINTS

Fans of the Citadel Texture Paints range will be pleased to know that our product design boffins have made them even better, replacing the grit that was in them with plastic microbeads that create a more even texture on your bases. You can even apply them using a brush now! But what if you want a heavily-textured base? Well the Texture Paints now come in thick and thin varieties – both in larger, 24ml pots – so you can really pile up the dirt. We'll be taking a closer look at these great new paints next month.



WEAPON OF THE MONTH

With a certain Dragon featured in this issue's Hall of Fame, there really was only one choice when it came to picking our Weapon of the Month – the *Windlance* used to kill him!

This weapon – now the last of its kind – was once used by Girion, Lord of Dale, to shear a scale from Smaug's underbelly. Now Bard the Bowman™ mans this ancient weapon, scouring the skies above Lake-town for signs of the great Dragon.

WARHAMMER 40,000 COMICS

You can't have failed to notice the free comic with this issue of the magazine. What's that all about, then? Well, this month sees the start of a new, ongoing Warhammer 40,000 series from Titan Comics and the comic included with this issue – *Will of Iron* #0 – begins the first arc. The first issue proper is on sale from 12 October and follows a varied bunch

of protagonists as they venture into the Calaphrax Cluster, a newly-revealed area of space long cut off by Warp storms. New issues will follow monthly, with four arcs throughout the year and miniseries and collected editions to follow, so for fans of comics and Warhammer 40,000 there's a lot on the horizon. And we've got the lowdown in our feature over on page 24!



WILL OF IRON

The Basics: *Will of Iron* is the first arc in a new ongoing Warhammer 40,000 series from Titan Comics.

The Creators: Writer George Mann, penciller Tazio Bettin and colourist Enrica Angiolini, with some guest cover artists along the way.

The Plot: The Calaphrax Cluster re-opens after millennia cut-off from the rest of the galaxy by Warp storms. Rival groups descend with agendas as numerous as they are sinister and mysterious.

The Big Players: Baltus leads the second squad of the Dark Angels' 4th Company, there's the Interrogator-Chaplain Altheus, Inquisitor Sabbathiel and the Knights of House Malorus, plus more than a few mysterious strangers of the kind to interest Dark Angels and Inquisitors...

GENESTEALER CULTS DICE

Bring the Genestealer curse to your own home with an excellent new set of 20 Genestealer Cult dice. (Sadly, samples weren't available at the time of going to print.) The Genestealer Cult dice are a new breed of cuboid number generator, a hybrid, if you will, of clear and opaque materials. The edges and corners of the dice are opaque blue, the same colour as a Genestealer's carapace, while the inside is a translucent purple that

appears to have cloudy wisps of matter floating inside. Apparently this happens when the dice are made, but we think it's a Genestealer's genetic material, stored ready to be implanted into a host.

These dice feature two symbols: the customary skull in place of the '1' and a Genestealer Cult symbol – the coiled alien icon you'll see throughout this issue – in place of the '6'.



FIVE THINGS WE LOVE IN... OCTOBER

1 Genestealer Cults! Though the White Dwarf team may be free of alien taint, the Genestealer Cults have had a profound effect on several members of the team, most notably Erik 'three-armed' Niemz, who has spent a considerable amount of time hiding under his desk and muttering about a great uprising to overthrow the Imperium. His plans finally came to fruition when he got to take command of the Genestealer Cult army in our Battle Report. You can find a stage-by-stage painting guide for the army he used – the Cult of the Rusted Claw – in Paint Splatter on page 124, which was given to us by a pale, mysterious figure wearing dark robes...

TALES FROM THE BLACK LIBRARY

ROBOU TE GUILLIMAN

Pre-Order: 08 Oct
Available: 15 Oct

£12.99, €15.95,
135dkr, 165skr,
165nkr, 64.95zł,
USA \$19, Can \$21,
AU \$27, NZ \$31,
¥1,500, 105rmb,
HK\$177, RM81,
SG\$31

SHADOWSWORD

Pre-Order: 15 Oct
Available: 22 Oct

£18, €22, 180dkr,
215skr, 215nkr, 90zł,
USA \$27, Can \$32,
AU \$40, NZ \$45,
¥2,340, 195rmb,
HK\$245, RM112,
SG\$43

BANE BLADE

Pre-Order: 15 Oct
Available: 22 Oct

£18, €22, 180dkr,
215skr, 215nkr, 90zł,
USA \$27, Can \$32,
AU \$40, NZ \$45,
¥2,340, 195rmb,
HK\$245, RM112,
SG\$43

FEATURED BOOK

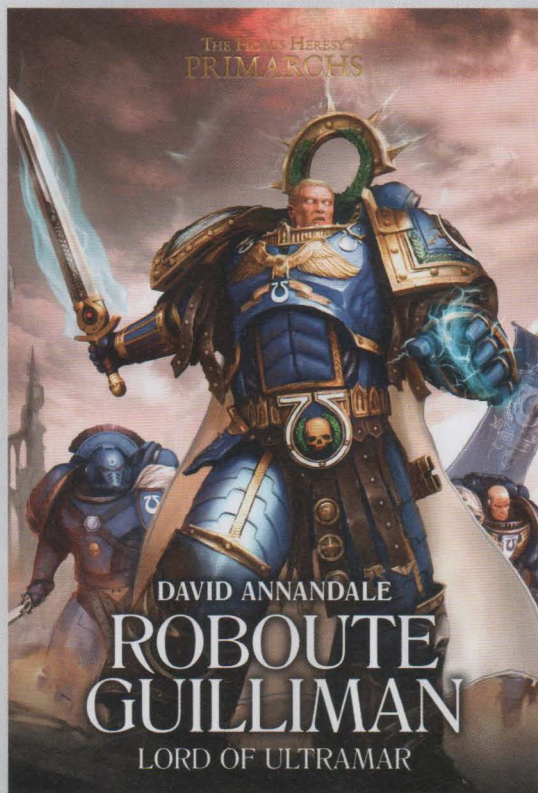
THE PRIMARCHS: ROBOU TE GUILLIMAN

By David Annandale | Hardback | 192 pages | 08 Oct

The first volume in the Primarchs series (which will recount the legends of 18 of the Emperor's demigod sons), *Roboute Guilliman: Lord of Ultramar* is now available as a general release hardback!

Set during the halcyon days of the Great Crusade, with the tumultuous trials of the Horus Heresy in the dark future, Roboute Guilliman must lead the XIII Legion against the savage Orks of Thoas, with the price of failure unthinkable.

David Annandale was granted the singular honour of kicking off the Primarchs series and surpasses even the loftiest expectations with a heady blend of rip-roaring action and new insight into the last Battle King of Macragge.



WHITE DWARF'S GUIDE TO THE PRIMARCHS

GATHERED AT THE TRIUMPH OF ULLANOR, NINE OF THE EMPEROR'S LEGENDARY, LEGION-COMMANDING SONS...

1. Sanguinius

The Lord of the Blood Angels was honoured and respected by many of his brother Primarchs, yet fell at Horus's hands in the final hours of the Battle of Terra.

2. Mortarion

The sire of the Death Guard, Mortarion was a morose and paranoid soul, ever distrustful of the psychic witchery, yet he too fell into darkness and damnation.

3. Magnus the Red

Magnus and his Thousand Sons never declared for Horus, but were still forever damned as traitors after the events of the Razing of Prospero.

8

1

3

5

6

7

9

4. Angron

A reluctant addition to the Great Crusade, Angron's savage temper was as much a threat to his World Eaters as the enemy. His fall was hardly a surprise.

5. Jaghatai Khan

Jaghatai and his White Scars were sometimes overlooked by the Imperium. Nevertheless, Khan honoured his oaths to the Emperor always.

6. Lorgar

It might be Horus's heresy but Lorgar was the first to fall to Chaos, following his Legion's humiliation at the hands of the Emperor and the Ultramarines Legion.

7. Rogal Dorn

The Emperor's Praetorian, it was Dorn and his Imperial Fists Legion that fortified Terra and waited for the treacherous Warmaster's armies to attack.

8. Horus

Once the Emperor's favoured son, Warmaster Horus would become the arch-traitor who set the galaxy ablaze in a storm of bloodshed and carnage.

9. Fulgrim

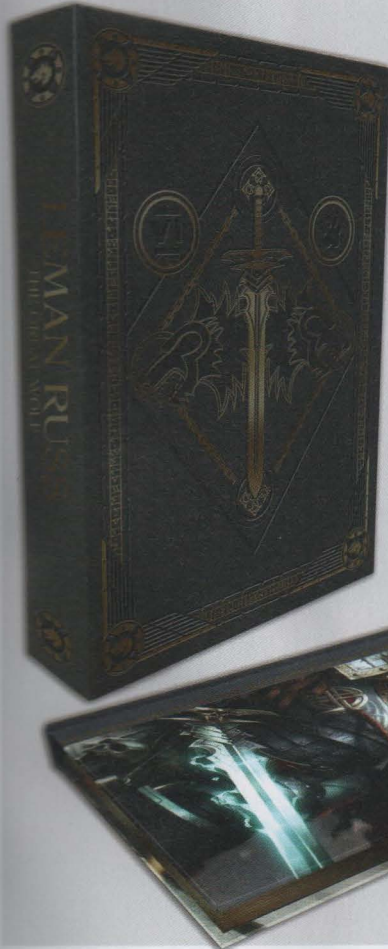
Also known as the Phoenixian, Fulgrim's overweening pride eventually tipped him and the Emperor's Children into damnation and depravity.

THE PRIMARCHS: LEMAN RUSS

By Chris Wraight | Hardback | 176 pages | 29 Oct

The subject of the second volume of the Primarchs series is none other than the Wolf King of Fenris, Leman Russ. Penned by Black Library skald Chris Wraight (no stranger to the exploits of the Wolves of Fenris), *Leman Russ: The Great Wolf* tells the tale of one of the most infamous incidents of the Great Crusade – the battle of Durath where Russ found himself fighting alongside perhaps his most bitter rival, Lion El'Jonson of the Dark Angels.

More than just a cracking take on a much-loved part of the background (by fans of both the I and VI Legions!), *Leman Russ: The Great Wolf* is released as a lavish limited edition, much like the preceding volume. For all Space Wolves fans, and certainly those who want a deeper insight into the lives of the Emperor's sons, *The Primarchs: Leman Russ* is not to be missed, and certain to have pride of place in any Space Wolves or Horus Heresy fan's collection.

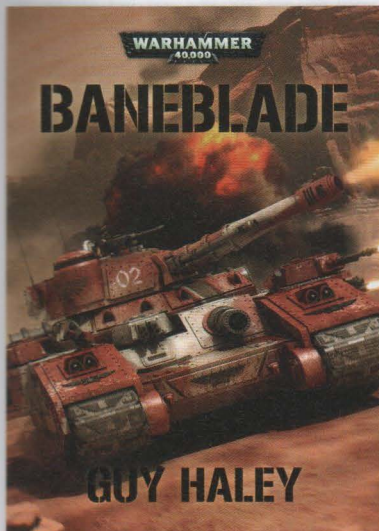


BANEBLADE

By Guy Haley | Hardback | 352 pages | 22 Oct

With the release of its sequel, if you missed *Baneblade* the first time around, now is the perfect moment to catch up with this cracking tale of armoured carnage, now available in a hardback edition.

Following the career of Tank Commander Bannick during the war for Kalidar IV, *Baneblade* gives readers an outstanding look at the Astra Militarum's mightiest war engine, the noble Baneblade super-heavy tank. Can the crew of the mighty *Mars Triumphant* prevail against the brutally cunning Ork hordes? What's more, *Baneblade* has what is perhaps the most evocatively Warhammer 40,000 prologue ever published by Black Library – it has to be read to be believed!

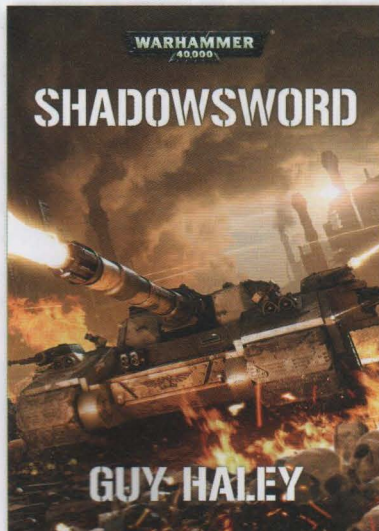


SHADOWSWORD

By Guy Haley | Hardback | 304 pages | 22 Oct

Tank Commander Colaron Artem Lo Bannick return in *Shadowsword*, the latest and perhaps greatest work from unstoppable writing machine Guy Haley.

Set in the tumultuous Geratomro warzone, Honoured Lieutenant Bannick and the crew of the Baneblade super-heavy tank *Cortain's Honour* are assigned as close support to a company of Shadowsword Titan hunters as they find themselves thrust into a deadly battle for the fate of three systems as the world of Geratomro rides up in open rebellion. New and deadly allies throw into doubt all that Bannick has been told of the Imperium, while threatening not only his life, but also his soul...



FIVE QUESTIONS

CHRIS WRAIGHT

Chris Wraight is the wordsmith behind *The Primarchs: Leman Russ*, the second book in the Primarchs series. His other books include the Horus Heresy novel *Scars* and the immensely popular Space Wolves novel *Blood of Asaheim*.



"I really wanted to highlight the very different philosophies that drive Lion El'Jonson and Leman Russ."

1. So, *Leman Russ: The Great Wolf* – what's the book all about?

The book takes a look at Leman Russ and his Legion at the very height of the Great Crusade. It was an opportunity to look at some of the defining characteristics of the Vlka Fenryka, and the role they play in the earliest incarnation of the Imperium.

2. The book features both Space Wolves and Dark Angels – does it get a bit tense?

You could say that! It's worth remembering, though, that these aren't 41st Millennium Dark Angels and Space Wolves and they haven't accumulated 10,000 years of baggage yet. In fact, this story really begins all of that, and we see where the enmity, and the respect, starts to develop.

3. How did it feel writing about the saga of the Lion and the Wolf?

Pretty daunting, since this episode has been a part of Warhammer 40,000 history from the very early days. We went back to the sources in *White Dwarf* and elsewhere and looked at how to make the ancient background material work with some of the things that have taken place in the Horus Heresy series.

4. Which of the two Legions is your favourite – the Dark Angels or Space Wolves?

I like them both, but it was very cool to write about Dark Angels for a change, particularly the Lion. I really wanted to highlight the very different philosophies that drive Lion El'Jonson and Leman Russ.

5. Lastly, what have you got in the pipeline?

I'm working on an original Warhammer 40,000 novel that takes us to the very heart of the 'current' Imperium, very different to writing for the Horus Heresy. I'm very excited!



THE SONS OF SANGUINIUS

The Blood Angels are back! Well, they never went away, but collecting them is now easier than ever, with all the key Space Marine kits now available packaged with Blood Angels Upgrades!

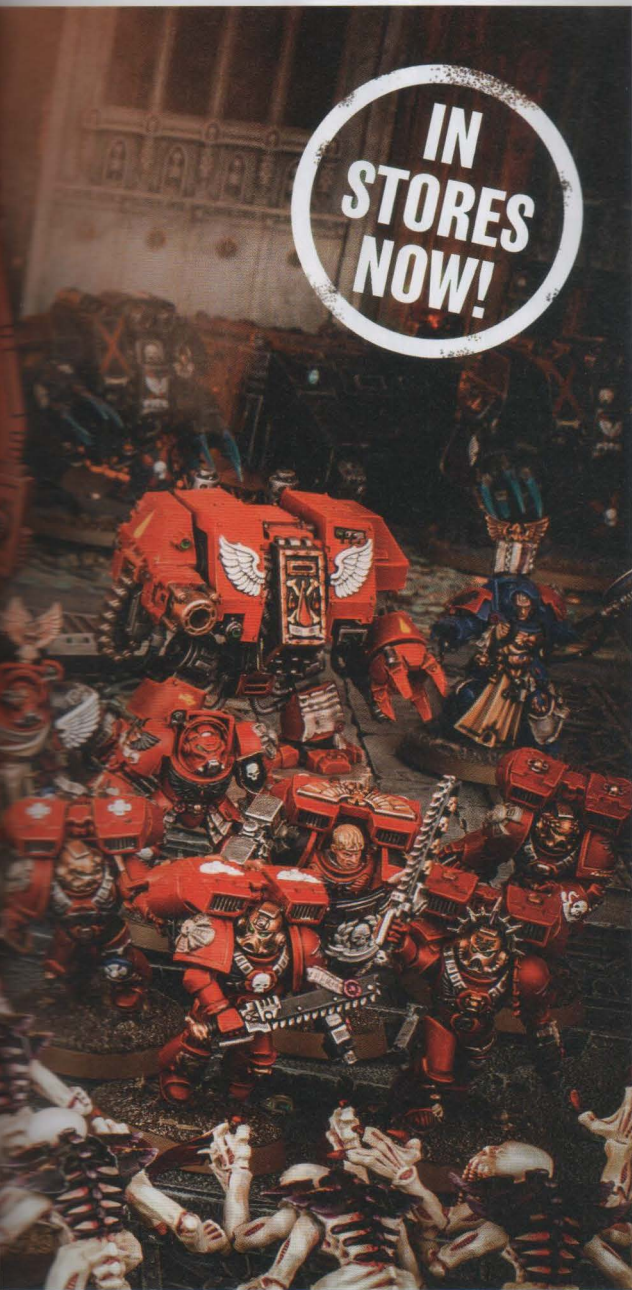
Great news, children of Baal – the Blood Angels have been reinforced with a swathe of new boxed sets! The Space Marines Sternguard Veterans, Assault Squad and Vanguard Veterans have been repackaged to include the Blood Angels upgrade frame (see right) so you can now build your Blood Angels straight from the box rather than having to purchase an extra upgrade frame. There's also a new Blood Angels Company Command box available, which includes a Command Squad, a Commander and the new upgrade frame.



Codex: Blood Angels is your definitive guide to the noble Sons of Sanguinius. It's available in stores and online now.

But that's not all, because there are also three big boxed sets available. The Archangels Orbital Intervention Force includes two Blood Angels Terminator Assault Squads and a Terminator Squad – a devastating, deep-striking formation. The Chapter Ancients set includes three Blood Angels Dreadnoughts, each of which can be built as a Furioso, Librarian or Death Company Blood Angels Dreadnought. Lastly, the Death Company Strike Force includes a Chaplain, a Blood Angels Dreadnought and 15 Death Company troopers, all of them ready to tear up the foe or die trying.

IN
STORES
NOW!



ARCANE HEROES

If you like Warhammer Quest Silver Tower then you'll love this new boxed set, which includes five plastic heroes to use in your quests. Inside you'll find a Chaos Sorcerer Lord – a real spell-casting menace – a trumpet-wielding Knight-Heraldor, a deceptively powerful Skink Starpriest, a cowardly but equally powerful Skaven Grey Seer and a Darkling Coven Sorceress. The Warhammer Quest Silver Tower Arcane Heroes box is out now (and great value it is, too). But where do you find the rules for these heroes, you ask...



NEW HERO CARDS

Well, also out now is a new Hero Cards set, containing 43 hero cards (the name says it all, really) for all of the heroes on the Silver Tower App – perfect if, like Dan, you're allergic to technology. In the pack you'll find cards for the Lord of Plagues that was featured in White Dwarf, the Battlemage, the four models from the Mighty Heroes set and all five of the characters in the Arcane Heroes set shown above, plus plenty more besides – it's a must have if you're a fan of Warhammer Quest Silver Tower.

BLOOD ANGELS UPGRADE FRAME

This 21-piece sprue can now be found in every one of the Blood Angels kits available now. On it you'll find 10 Blood Angels shoulder pads, three heads, two torso fronts, two icons, a knife and a blood chalice.



THE SONS OF
SANGUINIUS,
PROTECTORS
OF MANKIND



BLOOD ANGELS

AMONGST THE OLDEST AND PROUDEST OF THE SPACE
MARINE CHAPTERS. THEY ARE THE PEERLESS HEROES, NOBLE
PROTECTORS OF HUMANITY.



DEATH COMPANY
STRIKE FORCE

£80, €105, 810dkr, 980nkr,
1000skr, 410zł, us \$135,
CAN \$160, AU \$220, NZ

ADEPTUS ASTARTES™

BLOOD ANGELS ARCHANGELS ORBITAL INTERVENTION FORCE



15 MINIATURES

WARHAMMER
40,000

ADEPTUS ASTARTES™

BLOOD ANGELS CHAPTER ANCIENTS



3 MINIATURES

WARHAMMER
40,000

ADEPTUS ASTARTES™

BLOOD ANGELS STERNGUARD VETERAN SQUAD



5 MINIATURES

WARHAMMER
40,000

ADEPTUS ASTARTES™

BLOOD ANGELS ASSAULT SQUAD



5 MINIATURES

WARHAMMER
40,000

ADEPTUS ASTARTES™

BLOOD ANGELS VANGUARD VETERAN SQUAD



5 MINIATURES

WARHAMMER
40,000

ADEPTUS ASTARTES™

BLOOD ANGELS COMPANY COMMAND



6 MINIATURES

WARHAMMER
40,000

ARCHANGELS ORBITAL
INTERVENTION FORCE - £80, €100,
780dkr, 900nkr, 940skr, 390zł, us \$135,
CAN \$160, AU \$180, NZ \$215, ¥15400,
780RMB, 480RM, SG \$190, HK \$1060

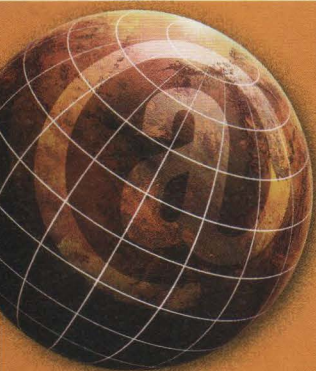
CHAPTER ANCIENTS - £65, €80, 630dkr,
770nkr, 770skr, 320zł, us \$105, CAN \$125,
AU \$165, NZ \$195, ¥14200, 630RMB, 390RM,
SG \$150, HK \$860

STERNGUARD VETERAN SQUAD - £33,
€43, 330dkr, 360nkr, 400skr, 165zł, us \$55,
CAN \$65, AU \$75, NZ \$85, ¥7500, 330RMB, 205RM,
SG \$80, HK \$450

ASSAULT SQUAD - £28, €37, 280dkr, 310nkr,
340skr, 140zł, us \$45, CAN \$55, AU \$75, NZ \$85,
¥6400, 280RMB, 175RM, SG \$65, HK \$380

VANGUARD VETERAN SQUAD - £28, €37,
280dkr, 310nkr, 340skr, 140zł, us \$45, CAN \$55,
AU \$75, NZ \$85, ¥6400, 280RMB, 175RM, SG \$65,
HK \$380

COMPANY COMMAND - £28, €40, 290dkr,
340nkr, 65skr, 135zł, us \$45, CAN \$55, AU \$75,
NZ \$85, ¥6000, 270RMB, 170RM, SG \$65, HK \$370



CONTACT

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



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

TEAM@WHITEDWARF.CO.UK

**THE WHITE DWARF BUNKER
GAMES WORKSHOP
LENTON
NOTTINGHAM
NG7 2WS
UNITED KINGDOM**

I just heard about the new monthly White Dwarf. Please have Battle Reports in the new White Dwarf! Also have a link to the actual video. What would also be great would be to have scratch-built terrain articles and terrains articles using the terrain kits.

*John Higgins,
via Facebook*

Hello John! So, as you'll know by now, Battle Reports are indeed back in the new White Dwarf. You're not the first person to ask us for videos of the Battle Reports, but you might be surprised to hear we don't actually film them from start to finish! The thing about Battle Reports is that you see the exciting bits. We're not sure seeing people play the whole game would really be much fun! But did you know that the digital edition of White Dwarf includes a 'debrief' video where the players talk about the Battle Report and how it all went for them? As for terrain articles, soon, we hope...



SUMMONING THE GOLDEN DEMON
White Dwarf contributor Amy Snuggs recently entered the Golden Demon painting competition for the first time. We loved her account of the

experience and wholeheartedly recommend you read on and consider doing the same...

When I heard about Golden Demon at Warhammer Fest 2016, I decided to pluck up the courage to enter. This was my first ever Golden Demon, and I was extremely excited about it. Like a lot of people, I felt intimidated by it at first because of the unbelievably high quality of entries you see every year and there was a part of me that felt there was no point entering because I wouldn't stand a chance. However, after some encouragement from others and a bit of belief in myself, I decided to just go for it and enter for the experience if nothing else.

I decided to enter three categories: Fantasy Single Miniature, Fantasy Large Miniature and Unit. I already had a Large entry painted and the night before the competition I decided at the last minute to enter one of my Single miniatures too. In the weeks before the competition, I focussed on painting one of my entries especially for Golden Demon, which was a unit of Stormcast Eternals Liberators. I really pushed myself to try new techniques and to paint them to the best standard I could. I went for the Fists of Sigmarite Stormhost colour scheme as seen in the battletome. I used this opportunity to

experiment with glazing and weathering on the piece, and in particular it was my first time painting chips and scratches. I thoroughly enjoyed painting them and pushing my skills as far as I could, and believe they are definitely my best work to date.

I was over the moon to receive finalist pins for my Stormcast and my other two entries which were Archon Everchosen and a Fyreslayer Auric Runemaster. I was also fortunate to speak with one of the judges, Darren Latham, who gave some really useful advice and encouraging compliments, and informed me that my Stormcast were considered in the top six in their category! To have achieved not only three finalist pins for all my entries but a top six for one of my pieces at my first ever Golden Demon was amazing, and really helped push my confidence and motivation to enter Golden Demon competitions in the future.

To anyone thinking of entering Golden Demon, but perhaps undecided, I would thoroughly encourage you to give it a go. I believe you never know what you can achieve unless you try, and the whole experience was fantastic. I would have still thoroughly enjoyed myself had I not received anything because seeing your models displayed in the cabinets is a great feeling. The chance to meet and talk to other painters and receive feedback from judges is invaluable, and I can't wait to enter another one.

Amy Snuggs, Hull, UK



WHY DON'T YOU ALWAYS BUY WHITE DWARF?!

Hey Dwarfers. I don't always buy White Dwarf, but when I do, it's because you put content in there that I can use in the new games I play from Games Workshop. Warhammer Quest, Betrayal at Calth content is auto-buy for me. It's also great that you provide rules to use models from those games in your flagship games.

Ross Whitehorn, via Facebook

We're guessing you must have really enjoyed last issue then, Ross, with rules for nine of our boxed games! And there's more to come...

BLACK AND BLUE

Hi guys,

Just been looking at the Black Legion supplement and I was wondering what colours you guys would use to achieve the Sons of the Cyclops paint scheme (in particular the blue parts)?

Michael H, via Facebook



Hi Michael. Well, if you're after a nice Tzeentchian blue, you can't do better than following the same colours as for the Gaunt Summoner's robes as presented in the Everchosen Painting Guide: Kantor Blue, Alaitoc Blue, Lothorn Blue and Temple Guard Blue.

And this is a more general top tip from us: if you can't find a painting guide for the particular model you're working on, you'll often find there are painting guides for similar colour schemes on other models. The black and gold of the Black Legion is reminiscent of that of the Everchosen's legions, so combined with the Tzeentchian blue of the Gaunt Summoner, which it also features, the Everchosen Painting Guide might be very useful to you.

As it happens, we've got a guide to painting black power armour in this very issue, too – turn to page 120. We'd recommend going for the grey highlights to give the armour a cooler look.

SILVER TOWER

Dear Venerable and Wise Grombrindal,

I have been having a great time fighting in the Silver Tower. I'd like to face off against some orruks and undead – would it be possible to publish some rules for using these in our adventures? Also my friend has a hero card for a Battlemage – would it be possible to print this in a future White Dwarf as I missed out and would love to play as one.

Thanks,

Chris Tamplin, via email

Well, Chris, we're glad to hear you've been having such a good time. The Silver Tower is most definitely the Gaunt Summoner's domain, so orruks or undead are unlikely to turn up anytime soon, but as for other quests in other places, well, who knows? The rules for the Battlemage appear in the Warhammer Quest Silver Tower app – and if you turn to page 19 you'll see they're also now available in hero card format as part of the new Hero Cards set.

TOP TOPICS!

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

Which is your favourite feature this issue?

Painting guides: what's useful? What would you like to see covered in Paint Splatter and 'Eavy Metal?

Battle Reports: what do you want to see in them?

The Ultimate Guide: what do you want explored?

The Silver Tower: Which is your favourite character and why?

Will Ben Humber ever finish that Vendetta Gunship?

Hi! It was great to meet you all at Warhammer Fest, hope you remember my Warhammer Age of Sigmar Nurgle army that we were talking about. I thought I'd send you a few pics.

Steve Kilmister, Solihull

Hello Steve. Nice to meet you too, and thanks for the pics! In fact, we also had a letter from the manager of your local store, mentioning that you only started painting in February. Testament to the in-store painting tutorials and no mistake! Keep up the good work!



MORE OF WHAT YOU LIKE...

I hope to one day see a return to the way White Dwarf used to be, a magazine full of Battle Reports, A Tale of Four Gamers, scenarios, and hobby-related fun. By far my favourite part was always the Battle Reports, with shots of people's personal armies. Reports on how they felt the game went and what they would like to do next with their army, both with model additions and hobby related. It's just fun to read. It's also inspiring to see units on a dynamic table and in action. Glad to see there is public outreach and interest in reader opinion. It is appreciated.

Josh Austin, via Facebook

And here we are! By now, hopefully you've seen the first issue, Josh, featuring many of the articles you (and many others) have been clamouring for, from the Battle Report to A Tale of Four Warlords and more. As far as Battle Reports go, we think they do a number of different things. In this issue, you'll see a classic match-up – Deathwatch battling the insidious menace of the Genestealer Cults – showcasing two new armies. But it's by no means the only thing Battle Reports do (or can do), so as far as seeing people playing with their own armies, well, check back next issue...

AWAKENINGS & REVELATIONS

This month, Titan Comics launch a new series of Warhammer 40,000 comics, starting right here in the free comic included with this issue! Here we offer a preview of some of what's to come and talk to the talented folks behind the series.

**"A veil has been lifted.
A storm abates.
And ancient secrets are
revealed..."**

Will of Iron issue #1 goes on sale on 12 October. Find it in your local comics stockists or visit Titan Comics' website for more information on how to buy. A digital edition is also available from Comixology.

www.titan-comics.com
www.comixology.com

for a new series of Warhammer 40,000 comics from London-based publisher Titan Comics. If you haven't already read the free comic included with this issue, the story starts right there, with *Will of Iron* #1 released this month.

This isn't the first time that the grim darkness of the far future has been portrayed in comics form, but it is the first time in partnership with publisher Titan, the series bringing with it considerable comics expertise. The series' first arc (indeed, the first few arcs) have been penned by experienced comics writer George Mann, with art from penciller Tazio Bettin and colourist Enrica Angiolini. White Dwarf caught up with George to find more.

For thousands of years, the Calaphrax Cluster has been cut off from the rest of the galaxy, surrounded by Warp storms which have raged for millennia. Now, the storm has abated, and the Dark Angels and the Iron Warriors – who battled over the worlds of the cluster 10,000 years ago at the height of the Horus Heresy – and others descend. This is the setting





Some of Tazio's concept sketches for the characters from *Will of Iron*. Of particular significance is Inquisitor Sabbathiel (right) who George highlights as playing a key role in the story and providing a very different viewpoint to the Dark Angels characters. The character went through several concept iterations before reaching the final form, more or less as you see her here, in which she appears in the series.



THE WRITER: GEORGE MANN

White Dwarf: Tell us a bit about the series. We understand it's ongoing, but with individual story arcs within that?

George Mann: We've planned – and I'm writing – the first year. It's a monthly comic, and there'll be three arcs of four comics each in this main title, which is ongoing. There'll be trade paperbacks (collected editions) of the major arcs, plus miniseries and other things.

WD: And the first arc is *Will of Iron*...

GM: Yeah. The second is called *Awakenings* and the third will be *Fallen*...

WD: A suggestive title for fans of the Dark Angels...

GM: The three arcs form a bigger, ongoing story, so all the story arc titles hint at something. The central viewpoint character, Baltus, it's his journey of awakening in many ways.

WD: Baltus is an interesting choice of character, actually. He's a member of one of the Dark Angels' Battle Companies, not the Deathwing or Ravenwing. It sounds like that was a very deliberate choice...

GM: Well, we thought, "What's the best way to do that secret order-like revealing of secrets thing?" And that would be a typical Dark Angel. He's almost had his curiosity knocked out of him – what he does is serve – and yet he sees... things. He's dedicated and faithful, he wants to prove his worth – but he doesn't really know where that's going to lead.

I wanted to counterbalance that with the Interrogator-Chaplain, though – Altheous – so on the one hand you've got Baltus and on the other you've got someone who *does* know everything... There will be Deathwing and there will be Ravenwing in there, too.

We also wanted to make sure we showed the really core elements of the Warhammer 40,000 universe, and showed just how cool they are in their own right. Most of the time when you see Baltus, he's with his squad. We see things from his point of view, but he's with his squad, he's a Space Marine. Although, the revelations are his...

WD: Warhammer 40,000 is a game of huge armies. Comics often rely more on a central character. How did you balance the two?

GM: When people come to a comic, they're looking for a spectacle as well, so you've got to ►

ILLUMINATIONS

The Warhammer 40,000 universe is vast, and getting to grips with it no small job for an artist. Tazio, though, had some prior knowledge. "I used to play the game, and collect and paint the miniatures in my teenage years. I'm still using some of those miniatures today as reference for the comic. However, more than a decade had passed since I last pursued the hobby, so when I started this project, Andrew James (Editor at Titan) sent me a cornucopia of very useful reference, and helped me understand how to get it right. That was very helpful since it was the first time I had drawn Space Marines and had to familiarise myself with the concepts. One thing I found immensely helpful was the Games Workshop site with 360° images of some of the miniatures. It's the next best thing short of having the miniature itself."



"Over the years, an enormous amount of outstanding Warhammer 40,000 artwork has been created," says Enrica. "We couldn't ignore the art of incredible artists like John Blanche, Karl Kopinski and many others, but we're also very faithful to the miniatures. They are our main source of reference, more so than illustrations, since sometimes those can show slightly altered subjects, to better fit a precise mood. Tazio draws everything in such detail that working on his lines is always very easy. As for the colours, I'm trying to keep those as close as possible to the miniatures too. When I colour, I try to use the same kind of painting technique I used in my hobbyist days, especially in how I highlight metals and armour. It's really fun!"



► have that, and you've got to make it exciting, but there are two other elements to it as well. There's the Inquisitor, Sabbathiel, who brings an investigate thread to the story. There are a lot of layers of secrets she's trying to cut through, from a slightly different angle to Baltus. Then there's Altheous, who knows a lot more about what's really going on, so each one of them really reveals different bits of the plot to build up a picture for the reader.

The other thing we wanted to do is show off the Warhammer 40,000 universe a bit in a way you can't do in a tabletop game. We wanted to show a cross-section of epic, fantastical stuff around these characters and their stories. We've got the Imperial Knight in issue #0 – that's an incredible, gigantic, really striking thing – and then there's Chaos, which is the threat that underpins the whole of the Warhammer 40,000 universe, so that's in there, and we really thought the Dark Angels are one of the best ways of introducing that. You don't want to throw everything and the kitchen sink in all in one go, so you're not going to see every race from across the galaxy in a mad scramble right from the start, but it's an ongoing story broken down into arcs, so you'll see more and more elements introduced across the different arcs.

There are a lot of different kinds of worlds hidden behind the Veil and being slowly revealed as the Warp storms recede, too. If you're on a planet ravaged by storms, what are you going to do? So we've got one world with kind of reverse hives, going underground rather than the spires you've seen before, and that lends itself well to siege warfare, which is well-suited to the Iron Warriors. There's a planet with a ring of agglomerated space hulks around it, built up over thousands and thousands of years – there are all these fantastical images to play with.

WD: As a writer, how do you bring all that together and make it work as a comic?

GM: You've got to do two things, really. You've got to construct a story that's a good '40K' story, so it's got to have the style and the approach that shows that understanding of all the things that underpin the Warhammer 40,000 universe. But then you have to tell that story in the style of comics – it has to be appropriate for the form. So, like we were talking about with Baltus being a viewpoint character – not necessarily taking the whole of the squad and trying to present them all as main characters – you still need to show them, you need to see those members of the squad, because that's how Space Marines work, but it'd be very cluttered to see everything from all their different viewpoints – to be in all of their heads.

Then, beyond that, there's the visual aspect. Comics have the potential to be very 'widescreen' – whole armadas fighting in space, planets being bombed, a city-wide siege – even if it's just one panel, it can be huge and epic. It's about using the form to its best advantage – trying to put symbolism in there so that there's the potential for what you put in the script, as a writer, to connect to what you see in the art. You can produce a quite straightforward action comic – and there's place for that, there's some of that in it – but there's also an opportunity to play with subtexts, sort of the deeper meaning, and some of the very strange, metaphysical stuff that's going on in the 40K universe as well.

WD: The series is published by Titan. Will there be any Titans in it?

GM: Well, it would seem rude not to, wouldn't it?



Comics are an inherently collaborative effort. "You've got to think visually," says George, "but you have to give the penciller room to work. There's a good example of that in issue #0." (You can see the script for the page in question to the left.)

"As a writer, sometimes you want to describe the visuals in detail, sometimes you want to describe more of the idea and let the penciller compose it. (This one required quite a bit of back and forth, and some research. Eventually, Tazio sent me some pictures of stuff he'd done in the old Realm of Chaos books, saying 'Like this?' and my immediate response was 'Yes, yes, exactly like that!'."

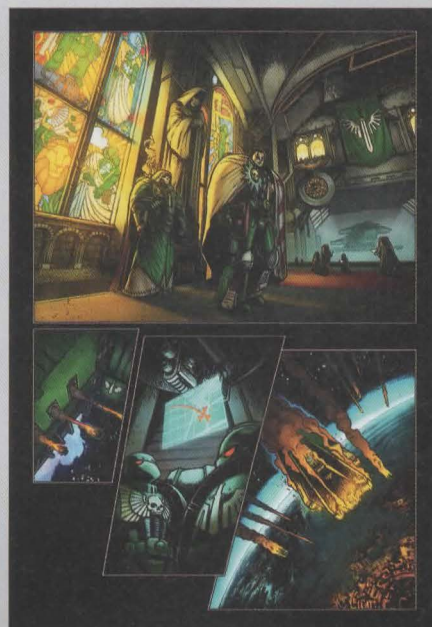
FROM SCRIPT TO PAGE

The art for Will of Iron is provided by Tazio Bettin and Enrica Angiolini, both of whom are long-time fans of Warhammer 40,000. "I absolutely loved the creations of artists like Wayne England and John Blanche," says Tazio. "Working on those subjects is a huge nostalgia trip for me." But producing art for a comic is different to illustration. "The vast majority of the art for Warhammer 40,000 is traditional or digital paintings, but as a comic artist, my tools are pencils and inks. The challenge was to capture the right atmosphere with different tools."

There is also the collaborative aspect, as Tazio explains. "It's crucial in any comics project that the artists contribute their suggestions. We

need to make decisions regarding things like the framing of a panel, the lighting and the colours in order to translate the script's words into images. We're visual thinkers, so sometimes we may see things from different angles that could enhance the effect the script is going for. George is a wonderful gentleman, very open to listening, and when I did suggest that we alter some pages and provided sketches to show how, he saw where I was going and accepted my input with enthusiasm. It's great to be part of a team where the ideas of each member are valued. Enrica and I work closely together to ensure that our work feels organic and solid. I've worked with her before in several projects, and never had a better experience working with anyone else."

From George's script, pencils were produced by Tazio, sending sketches almost every day to George to ensure the art and script were working together in precisely the right way. From there, inks and the final colouring was provided by Enrica Angiolini. "Tazio, George and Andrew work closely on the script," says Enrica. "George's work is splendid. It's great to see how open he is to suggestions and to collaboration. I think this is the key to a successful comic."



THE HORUS HERESY
PRIMARCHS
LEMAN RUSS
THE GREAT WOLF

*'We are the beasts of your old fears.
We are the frenzy that haunts your dreams.'*

At the height of the Great Crusade, Leman Russ and his Space Wolves fight to bring the rebel world of Dulan to compliance. But when his brother Lion El'Jonson of the Dark Angels arrives to aid them, tensions run high, and the rivalry between the Wolf and the Lion threatens to engulf all.

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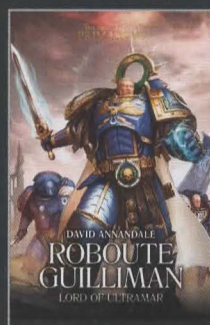
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Also this month:

THE HORUS HERESY
PRIMARCHS
ROBOUTE GUILLIMAN

Roboute Guilliman faces an ork empire on the world of Thoas, and must choose his weapons carefully or Ultramar's future could be in jeopardy.



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October in BLACK LIBRARY

THE HORUS HERESY: CORAX

BY GAV THORPE

After Istvan, the Raven Guard endure. Corvus Corax has rallied countless warriors to his banner, striking back at the Warmaster's forces – from the hereteks of the Mechanicum to the Sons of Horus, none shall escape his wrath.

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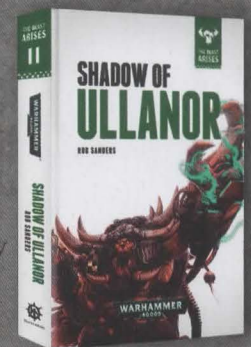


THE BEAST ARISES: SHADOW OF ULLANOR

BY ROB SANDERS

The Imperium's attempts to defeat the ork menace have failed. Yet hope remains. A vast Imperial army heads to the orks' home world. They must triumph... or die in the attempt.

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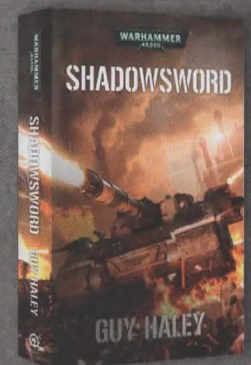


SHADOWSWORD

BY GUY HALEY

Honoured-Lieutenant Bannick and the crew of the Baneblade *Cortain's Honour* are assigned to a company of Shadowsword Titan hunters as they find themselves thrust into a deadly battle.

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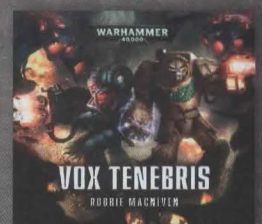


VOX TENEBRIS

BY ROBBIE MACNIVEN

A Space Wolf and a Dark Angel join forces when their brothers are slaughtered by daemons. Unless they can find their way back to friendly lines, they are doomed – but the trials before them will test their very limits.

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HALL OF FAME

SMAUG™

The Citadel Hall of Fame is a celebration of the finest and most iconic miniatures in the world, recognised for their ground-breaking designs. This month, it's the mighty Smaug!



"I did not come to steal from you, O Smaug the unassessably wealthy. I merely wanted to gaze upon your magnificence, to see if you really were as great as the old tales say. I did not believe them."

~ Bilbo Baggins™, The Hobbit: The Desolation of Smaug™



HALL OF FAME



STEVE BUDDLE

Over the years Steve Buddle has sculpted aelf Executioners, Orruk Brutes and even *Mirkwood Rangers* for *The Hobbit: The Desolation of Smaug*. It's fair to say, though, that he's never worked on anything quite as large and impressive as *Smaug*.

Without a doubt, *Smaug* is the largest and most impressive dragon ever sculpted by the Citadel design team. No less than four sculptors worked on him, including Alan Perry, Michael Perry, Aly Morrison and Steve Buddle, who put the finishing touches to this iconic, not to mention huge, model.

"One of the first discussions we had about *Smaug* was how big he'd be," says Steve Buddle. "He needed to be huge, a centrepiece model, not just for an army, but in a cabinet between battles, too – there was no way we could live with ourselves if we didn't do this model justice! Michael Perry actually started sculpting *Smaug* following the release of *The Hobbit: An Unexpected Journey*, but getting an idea of his size and final look – like the texture of his skin – was really difficult until the

second film came out when he was seen in all his majesty. According to rumour, Michael went to the premiere, then the next day came into work and started sculpting feverishly! While Michael worked on *Smaug*, Alan sculpted his base, which was a heroic endeavour in itself.

"While Michael and Alan did the groundwork for *Smaug*, I got to finish sculpting him," says Steve. "Eyes, teeth, scales, claws, a bazillion tiny gold coins – it was an intense project. What pleases me most, though, is how many people have built and painted him to completion – and to a high standard, too, now that I think of it. *Smaug*'s an incredible project and he takes a great deal of time and skill to complete him. I'm so pleased that so many people have dedicated their time to him – there's a lot of love for this dragon." 🐉



AIDAN DALY

"Eavy Metal painter Aidan Daly was the lucky chap that got to paint *Smaug* for the studio's collection. Aidan reckons this huge kit took him close to 200 hours to paint over the course of a month. To this day he still has no recollection of September 2014...

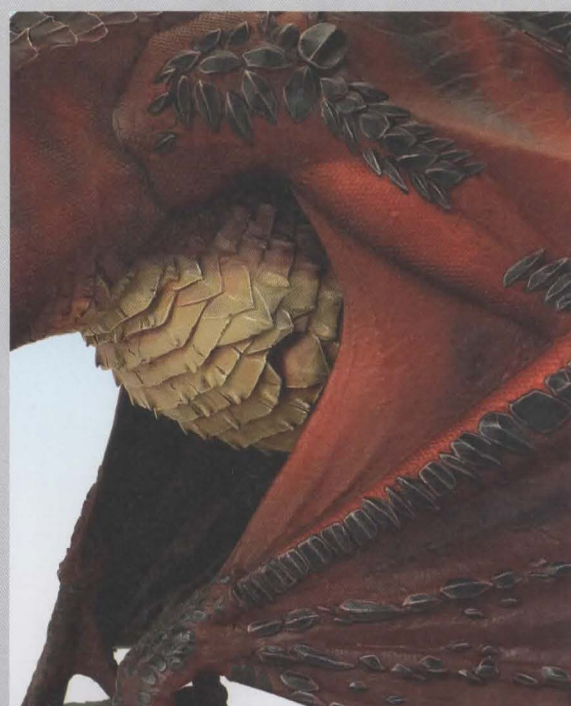


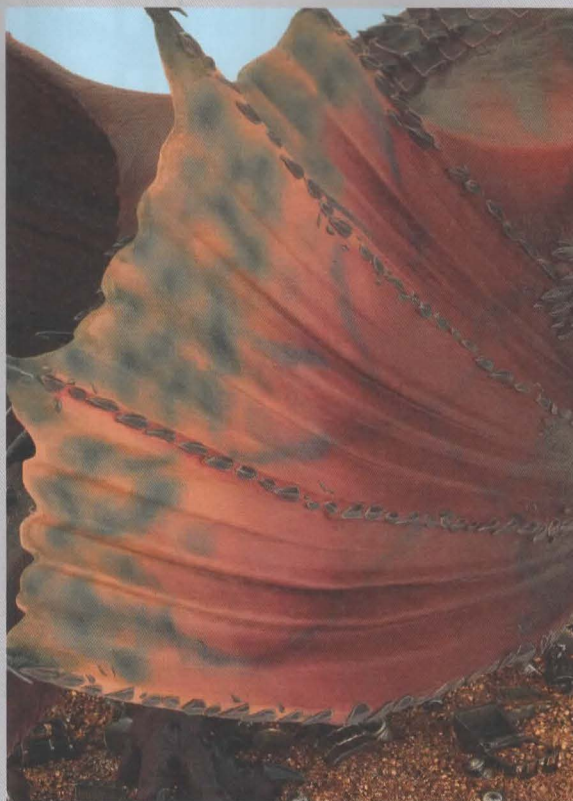
"As first glance *Smaug* is a really daunting figure," says Aidan. "There's an expectation when you paint him to make him look just like he does in the film, which can be a real challenge. I started by airbrushing most of the colours onto him to establish the base tones and the patterns on his back and wings. I then

went in with a brush and tidied up the colours, smoothing them out and blending them together where they met – the point where his red skin meets his bone-coloured scales is a good example of that, and the purple tone around his mouth, nose and eyes."

Right: Every care was taken to make *Smaug* look just like he did in the film, from the leathery texture of his skin, right down to the shape of his scales and the membranes on his wings. Here you can see the missing scale on *Smaug*'s chest where he was shot by Girion, Lord of Dale.

Far right: "When the final images from the movie came through there were loads of tiny changes to *Smaug*'s appearance, including making his teeth bigger," says Steve. "One of my favourite aspects of the model is its pose – here you can just see how he's resting on the knuckles of his claws, which are part of his wings. He's very serpent-like, but avian, too."





Top left: Many of the spines along Smaug's back are individual parts that needed to be cast separately from the rest of his body. "Once a model has been sculpted you need to figure out how it will be cut up to go on a sprue or into a mould," says Steve. "It's a really tense moment because until that point you don't know for sure how many parts the kit will come in. *Smaug*, like all big resin kits, was a real challenge to get into (and out of) a mould."

Top right: Smaug's wings are the largest dragon wings ever featured on a Citadel miniature and, were they unfurled, they would even eclipse those of Forge World's Emperor Chaos Dragon.

Bottom left: *Bilbo Baggins*™ hides behind a pillar as *Smaug* looms above him. "*Bilbo* is a really clever addition to the kit as he helps provide a sense of scale," says Steve. "*Bilbo* is small, but we can relate to his size – it makes us realise how tiny we would be compared to *Smaug*."



Bottom Right: "I must have spent two whole days cutting plastic rods into thin slivers to make all the tiny coins," laughs Steve. "There are thousands on the base. In the middle (left of the black chest) you can see the fabled *Arkenstone*™. But can you find the One Ring hidden among all the coins and treasure?"

SMAUG THE GOLDEN

"I had the film as reference when painting *Smaug*," says Aidan, "but it's really hard to tell what colour he is because of the glow of the gold around him. He actually appears to be a brown or golden colour (hence his moniker. – Ed.) rather than red. The film stills and digital images really helped out with that, showing me exactly what colour he was and where the patterns were on his skin. One of the biggest challenges was painting his eyes. He's got really distinctive, almost cat-like pupils that I wanted to replicate on the model – they're such a focal point for the character I just had to do them justice."



STRIKE FORCE MJALNAR

Every issue we feature Army of the Month, a glorious collection of Citadel miniatures lovingly assembled over many years. This month, White Dwarf Skald Stuart Edney recounts the saga of Simon Grant's mighty Space Wolf host, Strike Force Mjalnar.



Simon Grant is a Long Fang of many winters, his stunning Space Wolves collection the latest iteration of an army he never stops adding to and has collected several times over. So what drew Simon to the Space Wolves in the first place?

"I was always interested in Norse Mythology when I was younger and I had been a Warhammer Fantasy player first," says Simon, "It wasn't until a few years later I started investigating Warhammer 40,000 and finding out what it was all about. Being young and incorrigible I was naturally drawn to the awesomeness of the Space Marines. But there was – and are – loads of different Chapters, so which one did I want to collect? Then I saw a Chapter with beards and axes and I was sold!" Of course, there was a little more to it than the young Simon's fascination with the distinctly techno-barbarian aesthetic of the Space Wolves.



ABOUT SIMON

A hobbyist for years beyond counting, Simon has been absolutely Space Wolves mad for almost as long, little able to draw his attention away from his beloved Sons of Russ for too long.

Simon is one of Games Workshop's games developers, crafting brand new supplements for your delectation.

"It was also the original Codex: Space Wolves, after Bill King and Jervis Johnson got their mitts on the Space Wolves' background. The Fang was not just a Chapter Monastery like any other, but an atmosphere-piercing mountain fastness that spaceships could dock with, which is just awesome. You read all this stuff and it's so inspiring and exciting, and so the Space Wolves were totally the Chapter for me. My brother was getting into the Ultramarines and I did read about Roboute Guilliman, but he was just not as cool as Leman Russ as far as I was concerned! After all, Guilliman didn't wield a massive twelve-foot broadsword and lop the heads off of Battle Titans like Leman Russ!"

So that was how Simon's fascination with the Space Wolves began, all those winters ago. But what did Simon do to make the noble sons of Fenris his own? ▶



ARMY OF THE MONTH



Above: The Great Wolf, Logan Grimnar, upon the famed war chariot Stormrider, and Bjorn the Fell-Handed, Last of the Company of Russ. "I wanted the two (Logan and Bjorn) to be the centrepieces of my army," says Simon. "Space Wolves don't have anything 'big' within their own Codex, and I wanted the army to be just Space Wolves without allies. I also wanted a cool Bjorn and a cool Logan Grimnar on larger bases to make them stand out. I usually put Space Wolves characters on larger bases than is strictly required, as it suits their dynamic poses, wider stances and billowing cloaks of furs."

Simon has plans for these centrepiece models. "I want to do a really fancy back-banner for Bjorn," says Simon. "By the time he's on a 100mm base with the Trueclaw and the big banner, he's filling the space." Of course, now Simon's said it in print, he's oathed to it. Keep your eyes peeled, dear reader, to see if Simon is true to his word in a future White Dwarf!

► "All of my guys are modelled with war hammers and axes as they use the weapons they fought with as tribesmen on Fenris. There's just something so cool about a Space Marine in power armour, who could punch your head clean off anyway, but will still use a glorified rock on a stick to decapitate you instead."

"One thing I wanted to make sure was they didn't just have chainswords – I know that's what you get in the kit, and in the game it makes no difference, but aesthetically they are closer to the artwork – axes and hammers and swords, not power weapons, but just close combat weapons. I wanted to emphasise this across the entire army, as it's a subtle but integral part of who the Space Wolves are, to me at least."

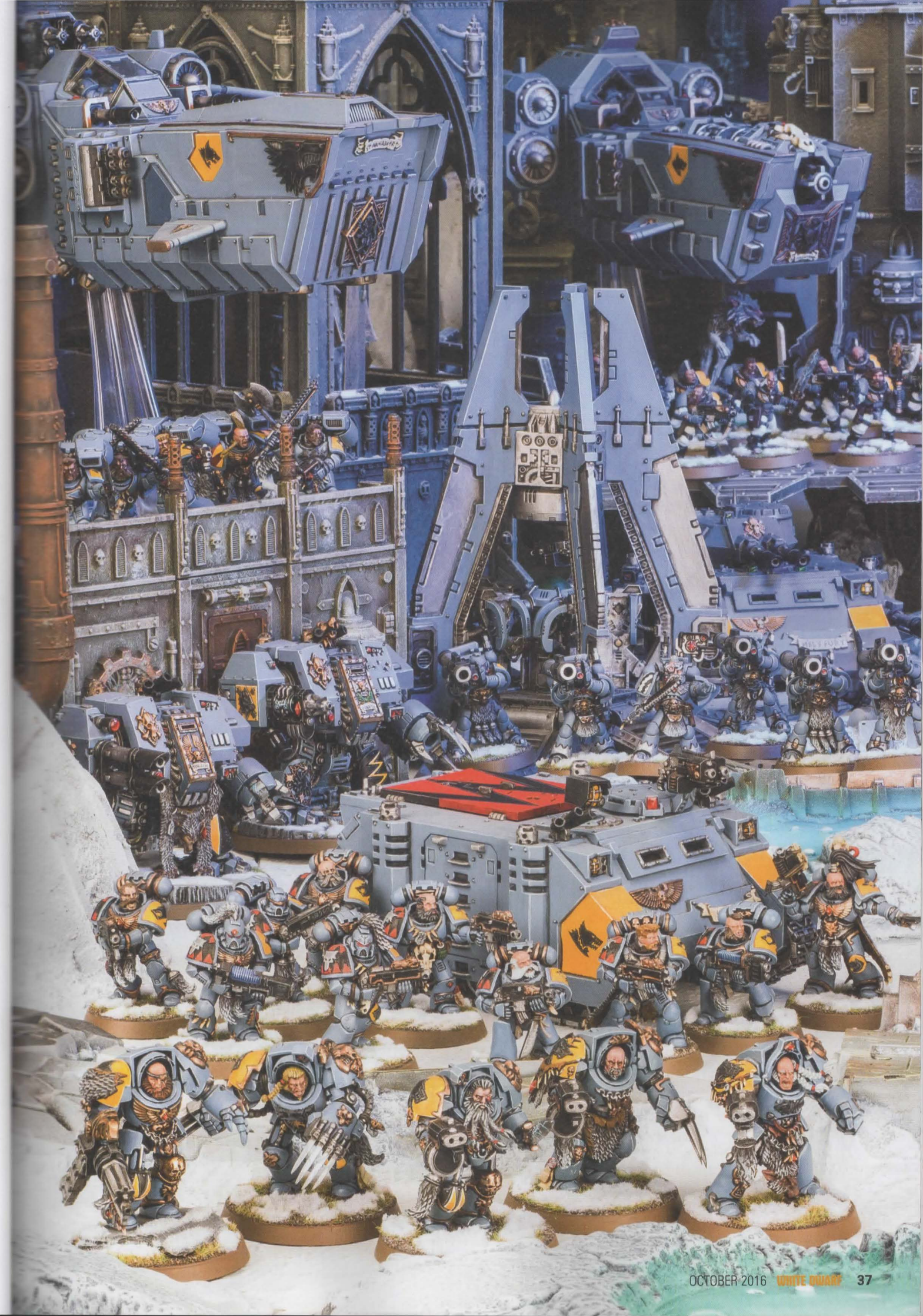
Looking over Simon's army, you'll also notice a distinct absence of helmets. Perhaps in the entire force, there are only 15 who go into battle with their faces obscured. This simple modelling choice not only gives the force plenty of character, but also ties it to the Space Wolves' background, making best use of the enhanced senses granted them by the Canis Helix.

"Their background has always been really cool and evocative. If you exclude Chaos Daemons and – to a certain extent, Orks – Space Wolves

MASTER AND COMMANDER

Beyond bearing more than a passing resemblance to Simon himself, Sigvald Deathgranter is in fact the second iteration of the mighty Wolf Lord. The original, stripped to the waist, now serves as the army's Lone Wolf, Torald Doom-seeker. Simon hints that a third may well be on the horizon, too...





ARMY OF THE MONTH

Below: Harald Deathwolf, Canis Wolfborn, the Iron Priest Thorgir Ironborn and the Thunderwolf Cavalry. Note Torvald Trollhammer (bottom right, at the back), for he will become important...

"I was playing a game against Dave Sanders's Orks," says Simon. "I'd immobilised his Gorkanaut early on, which made it a bit underwhelming to fight as it's a close combat monster. You'd be nuts to charge it – which is what I did! Torvald Trollhammer was the sole survivor of his pack, so I sent him in. There was a chance he could survive, and maybe even win, because of his thunder hammer and storm shield... but he got squished! But if he'd survived, he could have smashed the walker to bits! If you don't try these things you'll never succeed. The best stories you hear are the ones of lone heroes against impossible odds, and if you don't put yourself in these situations, you'll never achieve gaming greatness."

► are the most 'Warhammer' army in Warhammer 40,000, or the most 'fantastical' or 'heroic', you might say – they have a king riding a chariot pulled by wolves to lead them! All Space Marines might have banners, but there's just something about the Space Wolves, the look of them in pelts and furs – they look less like an army in the way Ultramarines or Imperial Fists do, and more like a warband of warriors around a liege lord. That's what my army is very much based on, as you'll notice there's not a huge amount of vehicles. By and large it's infantry units like Grey Hunters and Wolf Guard backed up by Thunderwolf Cavalry, with a few Dreadnoughts which are kind of like monstrous infantry I suppose. To me, they're very much a marauding band of warriors and heroes."

So that explains what drew Simon to the Space Wolves, but how did he go about building the collection up? Is Strike Force Mjalnar the result of a steady stream of collecting over the years, or did Simon stop and start collecting in the meantime to cast his eye over other projects?

"It's a bit of both, actually. The oldest model I've kept is the Predator *Hel's Fury*. I've done various Grey Hunter squads, but as new models have come out down the years, I've just replaced them with newer incarnations. There's certain old models I've kept, like the Rune Priest in

"The best stories you hear are the ones of lone heroes against impossible odds, and if you don't put yourself in these situations, you'll never achieve gaming greatness."

Terminator armour, Ohthere Fellstorm. The metal Long Fangs – I've had them for donkeys years sitting in the bits box, which is one of the perks of being in this hobby for so long," says Simon. "You eventually end up with some very old models! There's still loads of models I want to do, and there's loads of models I still want to paint for the Strike Force Mjalnar."

"I've cultivated a hobby rivalry with my friend Nick Bayton," says Simon (the Long Fangs amongst you might recognise Nick as a past contributor to *White Dwarf*). "We started having regular games with a group of like-minded friends and gamers – we dubbed ourselves the League of Extraordinary Hobbyists. We get together in pairs for regular games, but there are times the entire group will all get together and play a massive





Left: A selection of characters from Simon's army, many of whom are converted from his enormous bitz box. Simon's been collecting for many, many years accruing an enormous number of classic Citadel miniatures and the parts thereof. Some have found new life with parts from various sources, such as the Chooser of the Slain resting on the wrist of the Rune Priest which was originally the Glovodon Eagle from the Inquisitor Torquemada Coteaz model.



Each of the heroes in Strike Force Mjalnar is a storied veteran of winters beyond counting, and Simon has named each and every one of them. For example, the classic Iron Priest miniature (bottom row, far left) has been dubbed Stoic Ironhand. Ironhand tends to his mighty (and revered) Dreadnought charges as part of the Ancients of the Fang formation. The converted Wolf Priest with jump pack (bottom right) is known as Ranek Icewalker, and serves at the behest of the High King of Fenris as part of the army's Lords of the Fang formation.



ARMY OF THE MONTH

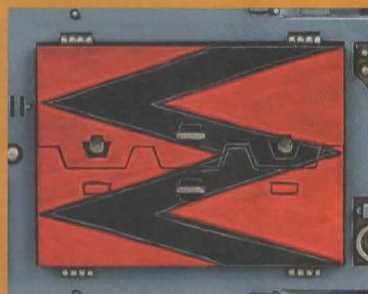


Above: Murderfang, the Curseborn, and the Wulfen of Magni's Murderpack.

"I love the Wulfen, not just because of the rules but because they look so cool!" says Simon. "What's more, they're a great part of the background, with elements like the long-lost 13th Great Company."

PACK MARKINGS

While the Space Wolves take some liberties with the organisation of their Great Companies, markings and insignia are as integral to them as any other Space Marine Chapter, and Simon takes great pride in having incorporated them across the army. Simon's collection features packs from a number of Great Companies, those of Ragnar Blackmane and Simon's own Wolf Lord, Sigvald Deathgranter, amongst them. One of the really distinctive visual elements of the Space Wolves is the way their markings and insignia combine with the many runes, charms and fetishes they're given to wearing, and this comes through across the army, on everything from shoulder pads and banners to dreadnoughts and vehicles.



SPACE WOLVES SPACE MARINES

The Space Wolves are rightly regarded as some of the most headstrong and independently-minded of the Adeptus Astartes, yet many consider them the most heroic of the Emperor's warriors.

Wrought from the finest sons of the hardy warrior-tribes of Fenris, the Space Wolves (also known as the Vlka Fenryka in the tongue of their home world, or more simply as The Raut) are a fiercely independent Chapter, flouting the strictures of the Codex Astartes in favour of the organisational doctrine approved of by their storied Primarch, Leman Russ. The Space Wolves are a strange and incongruous sight, marrying the technological sophistication of the Adeptus Astartes with the bone charms and layered pelts of their death world origins. Their fortress-monastery, the Fang, is a vast mountain wrought into one of the most impregnable bastions in the Imperium, whose deepest roots are said to go to the very heart of Fenris itself, and whose star-scraping peak serves as the docks for the Chapter's mighty space fleet.

The Space Wolves were one of the original 20 Space Marine Legions, and where their brother Legions who remained true to their oaths to the



The icons of the 12 Great Companies of the Space Wolves vary according to the preference of each Great Company's Wolf Lord. The Wolf That Walks Among The Stars, however, is an emblem reserved for the Great Wolf himself, the design having once been used as the icon of the Primarch Leman Russ, when he still walked amongst his Space Wolf sons.

Golden Throne split into Chapters following the Horus Heresy, Leman Russ refused to divide his Legion or reorganise it on terms set by another. As such, but for the Chapter's size, they are much as they were in Leman Russ's day, organised as a dozen warrior bands, each around a mighty lord, echoing the tribal groups of the peoples of Fenris, in turn all in the service of the Great Wolf, as the Space Wolves dub their Chapter Master.

Despite their cavalier disregard, bordering on outright contempt, for the myriad authorities of the Imperium (most infamously coming to blows with the Inquisition and the mysterious Grey Knights Chapter following the First War for Armageddon during the so-called Months of Shame), the Space Wolves remain amongst the most staunchly loyal of all Space Marine Chapters, waging ceaseless war against the multifarious enemies of Mankind from one end of the galaxy to the other. ☠

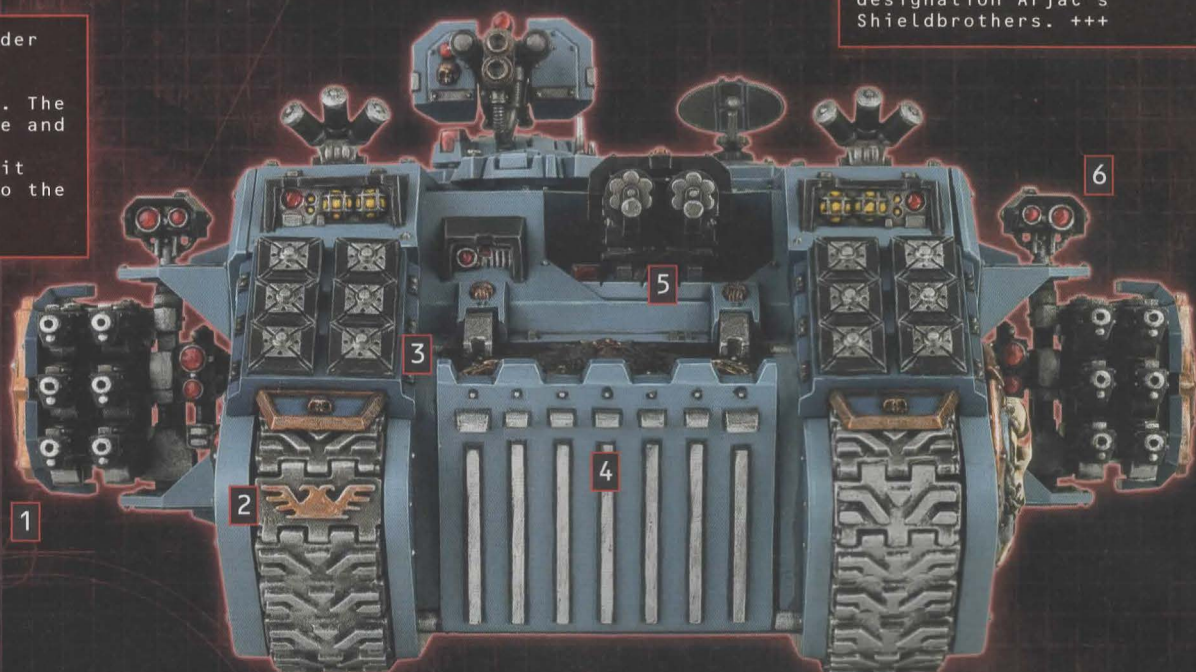


ARMY OF THE MONTH

+LAND RAIDER CRUSADER+

+++ Land Raider Crusader, designation Stormbringer. The colour scheme and iconography indicates unit attachment to the Space Wolves Chapter. +++

+++ Stormbringer is presently attached to Space Wolves veteran unit designation Arjac's Shieldbrothers. +++



1 Hurricane bolter array. Replaces the lascannons typically found on standard Land Raiders. The absence of generators

needed to power the lascannons provides the Land Raider Crusader with a greatly increased transport capacity.

2 The Aquila track link represents the God-Emperor Himself, stamping each fresh theatre with the authority of the Emperor.

3 Assault Launchers. Provide explosive cover to battle-brothers disembarking into enemy forces.

4 The assault ramp allows a Land Raider to disgorge its cargo of Space Marines directly into the heart of an enemy battleline.

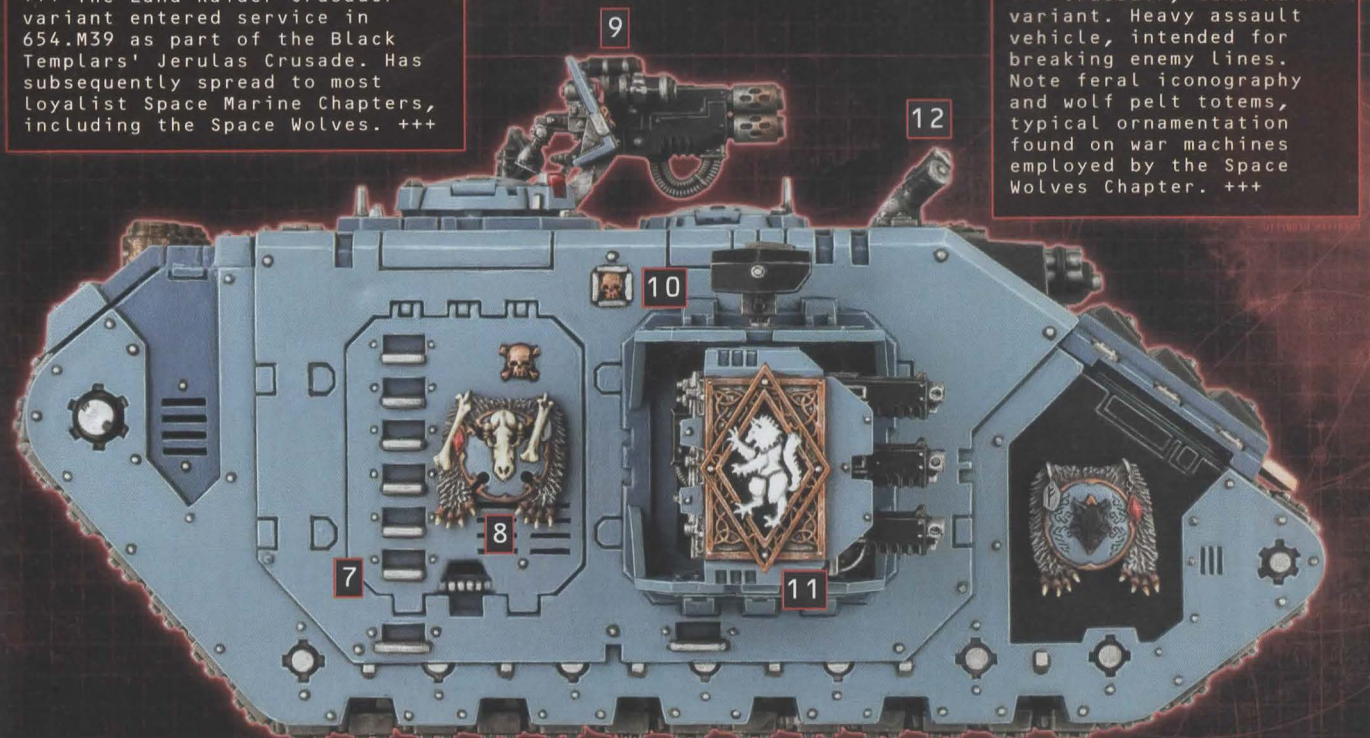
5 Twin-linked assault cannons. Provides infantry-shredding supporting fire to disembarking troops.

6 Slaved multi-spectral remote targeting surveyors allow the tank to target through even the thickest murk or fog.



+++ The Land Raider Crusader variant entered service in 654.M39 as part of the Black Templars' Jerulas Crusade. Has subsequently spread to most Loyalist Space Marine Chapters, including the Space Wolves. +++

+++ Crusader, Land Raider variant. Heavy assault vehicle, intended for breaking enemy lines. Note feral iconography and wolf pelt totems, typical ornamentation found on war machines employed by the Space Wolves Chapter. +++



7 Access hatch, allowing crew or passengers access to a variety of field repair tools and equipment in emergencies.

8 Wolf-pelt totems, trophies, and bone charms consistent with those carried by Space Wolves Space Marines.

9 Pintle-mounted multi-melta, for clearing barricades and anti-tank obstacles obstructing the Land Raider's assaults.

10 Crux Terminatus. Like veteran battle-brothers of Loyalist Chapters, the Land Raider bears this sacred mark of veterancy.

11 The symbol of the Great Wolf, the Wolf That Walks Among The Stars. This marks the Land Raider as belonging to the Great

Wolf's own Great Company. Issued to champions of the Great Wolf or other Great Companies at the Great Wolf's discretion.

12 Smoke launchers provide further protection from enemy fire, hiding the Land Raider in thick smoke.

THOUGHT FOR THE DAY: THEIR DEFEAT IS NOT A MATTER OF WHEN BUT HOW.

► multiplayer game. But as Nick and I painted more stuff than everyone else, our armies were getting so big that these games could last forever. There have been a number of times Nick and I will just put down all our painted units we have with us, not worrying about army lists or points values, and these games have been a lot of fun – it's really helped push us both to get other stuff painted. Having these regular gaming sessions with Nick – where whatever you've got painted, you can use, but no bare plastic – has really helped spur me on to get that extra unit or extra vehicle finished. Nick recently sprung Gerantius, the Forgotten Knight on me, so having my Dreadnoughts ready helped."

So friendly rivalry is what keeps Simon on the straight and narrow, but just how did Simon go about painting the brave battle-brothers of Strike Force Mjalar?

"For the power armour, I start with a basecoat of The Fang, then a layer of Russ Grey. I then basecoat the gold with Screaming Bell, the metal with Leadbelcher, and the bone charms and similar with Mourfang Brown. Then, I wash the metal, charms, the armour recesses and the gold with Nuln Oil. Yes, even the gold, as it helps take the shine off, as I think gleaming gold is more of an Ultramarine thing. Once that's dried, I begin to

"The Space Wolves, however, go out of their way to fight the good fight and protect the little guy. It's the truest essence of heroism, fighting the fight that others cannot."

layer the power armour with Russ Grey, the bone charms with Zamesi Desert, the gold with Gehenna's Gold and the metal with Runefang Steel. I then finish up with edge highlights of Fenrisian Grey on the power armour, Ushabti Bone on the bone charms, and a 50/50 mix of Gehenna's Gold and Runefang Steel on the gold ornamentation. For a final extreme highlight I use the Edge paint Blue Horror on the power armour, and Screaming Skull on the bone.

"When it comes to basing," says Simon, "I use Citadel Snow flock. The texture and the white complements the cool blue-greys and muted metals of the army nicely, so it's a conscious choice – part of the colour scheme, really – not something I use just because the Space Wolves hail from the very snowy world of Fenris!" ►

Left: Arjac's Shieldbrothers, leaping from the Land Raider Crusader *Stormbringer*. Each Wolf Guard Terminator is a hand-picked hero who serves as part of the Great Wolf Logan Grimnar's Great Company, the Champions of Fenris.

"One thing that I really like about Space Wolves," says Simon, "is that they are the nearest thing Warhammer 40,000 has to actual good guys. The Imperium is a very, very morally grey place, as it's a massively tyrannical regime, made worse by the fact it has to be to survive in a hostile galaxy. The Space Wolves, however, go out of their way to fight the good fight and protect the little guys. It's the truest essence of heroism, fighting the fight that others cannot," says Simon. "That's not to say the Space Wolves don't have a few dodgy secrets (what Chapter doesn't?) but they're still the closest thing to out and out 'good' guys in the grim darkness of the far future."

ARMY OF THE MONTH



► Simon's passion for Space Wolves shines through in every aspect of his collection, with not only every squad and character named (as you can see on the opposite page), but every single Wolf Guard member (Thunderwolf Cavalry included) is a distinct, named personality, with a mighty saga of deeds and triumphs behind him, such as Pack Leader Torvald Trollhammer's heroic, if doomed, attempt at killing a Gorkanaut. This is just one of the ways Simon has made Strike Force Mjølner into something more than just a collection of models to play games with.

As you can see to the right, where the heroes of Strike Force Mjølner are recorded in all their glory, Simon primarily collects his army as individual formations. "I want to try and finish all the formations from Curse of the Wulfen," says Simon. "I've got most of the formations already, so the next order of business is another pack of

Above: The hot-headed and impetuous (even by the standards of the Space Wolves!) Blood Claws of Tor's Murdermakers leap into battle, eager to prove themselves. Swooping above is their Stormwolf assault craft, *Starnabatr*, a mighty engine of war with a saga the equal of any battle-brother.

Watching over them are the venerable Ancients of the Fang, a trio of mighty Dreadnoughts – Heimdall Wyrdstorm, Thrain the Indomitable and Fenryr Sagaborn. With any luck, the patience and wisdom of the Ancients of the Fang will temper the excesses of the young Blood Claws.

Grey Hunters to bulk out the Greatpack to proper 10-man squads. I'd love to have a Spear of Russ (an armoured formation of Predators, Whirlwinds, Vindicators and Land Raiders) as well, as I have plenty of Iron Priests waiting, and a few spare tanks from an attempt at an Imperial Fists strike force." It would seem that nothing can draw Simon's focus from the noble Sons of Russ.

"Finally," says Simon, "I want to finish up another five Wulfen, so I'll have a third pack of them, and I might even go for four packs and have them all together as one massive Murderpack! At some point I'd love to have the chance to paint Krom Dragongaze as well, as he's a truly gorgeous model. And maybe, just maybe, the world is finally ready for the third iteration of Sigvald Deathgranter," he finishes with a grin. Much like his beloved Wolves of Fenris, it would seem that there is absolutely no stopping Simon Grant! ☠



STRIKE FORCE MJALLNAR

Below is the full army list for Simon's entire Space Wolf army, Strike Force Mjallnar. Most are arranged into formations, which are found in War Zone Fenris: Curse of the Wulfen, and Codex Space Wolves.

GREATPACK DEATHGRANTER

Wolf Lord Sigvald Deathgranter
Wolf Lord

Asgeir's Allslayers
5 Wolf Guard Terminators

Tor's Murdermakers
15 Blood Claws
Starnbatr, Stormwolf

Bulveye's Berserkers
5 Skyclaws

Lukas the Trickster

Egil's Skyborne
10 Wolf Guard
Svellrenna, Rhino

Haakon's Hunters
Wolf Guard Pack Leader
5 Grey Hunters

Uller's Marauders
Wolf Guard Pack Leader
5 Grey Hunters

Gunnar's Old Guard
6 Long Fangs

Mikael's Trackers
10 Wolf Scouts

Thorald Doom-seeker
Lone Wolf

LORDS OF THE FANG

Logan Grimmir,
High King of Fenris
Bjorn the Fell-handed
Ranek Icewalker
Wolf Priest

HERALDS OF THE GREAT WOLF

Njal Stormcaller, Rune High Priest
Ulrik the Slayer, Wolf High Priest
Ulf Blackbrow, Iron High Priest

WYRDSTORM BROTHERHOOD

Ohthere Fellstorm
Rune Priest
Hrothgar Wyrdborn
Rune Priest
Jorund Silvermane
Rune Priest

ANCIENTS OF THE FANG

Iron Priest Stoic Ironhand
Iron Priest

Ancient Heimdall Wyrdstorm
Dreadnought

Ancient Thrain the Indomitable
Dreadnought

Ancient Fenryr Sagaborn
Dreadnought

FANGS OF THE TEMPEST

Svellwyrn
Stormfang Gunship

THE CURSEBORN

Murderfang, the Curseborn

THE DEATHWOLVES

Harald Deathwolf
Lord of the Wolfkin

Canis Wolfborn
The Feral Knight

Odyn the Wise
Wolf Priest

Ranulf the Strong
Wolf Guard Battle Leader

Thorgir Ironborn
Iron Priest

Magnir's Murderpack
5 Wulfen

The Riders of Morkai
5 Thunderwolf Cavalry

The Deathclaws
5 Thunderwolf Cavalry

Canis's Wolfbrothers
Floki, Cyberwolf

5 Fenrisian Wolves

Hel's Fury
Predator

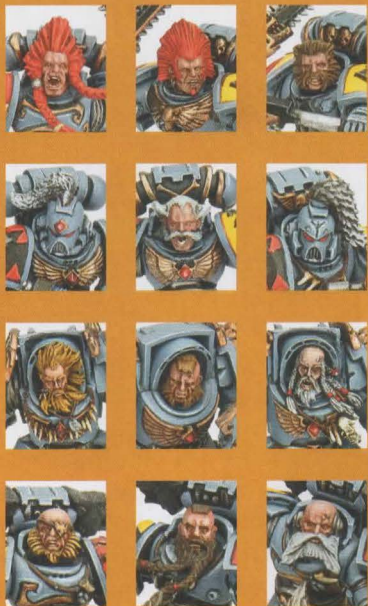
Arjac's Shieldbrothers
Arjac Rockfist

7 Wolf Guard Terminators
Stormbringer, Land Raider
Crusader

The Cursed Kin
Ingvar the Wise, Wolf Priest
10 Wulfen

BARED FANGS

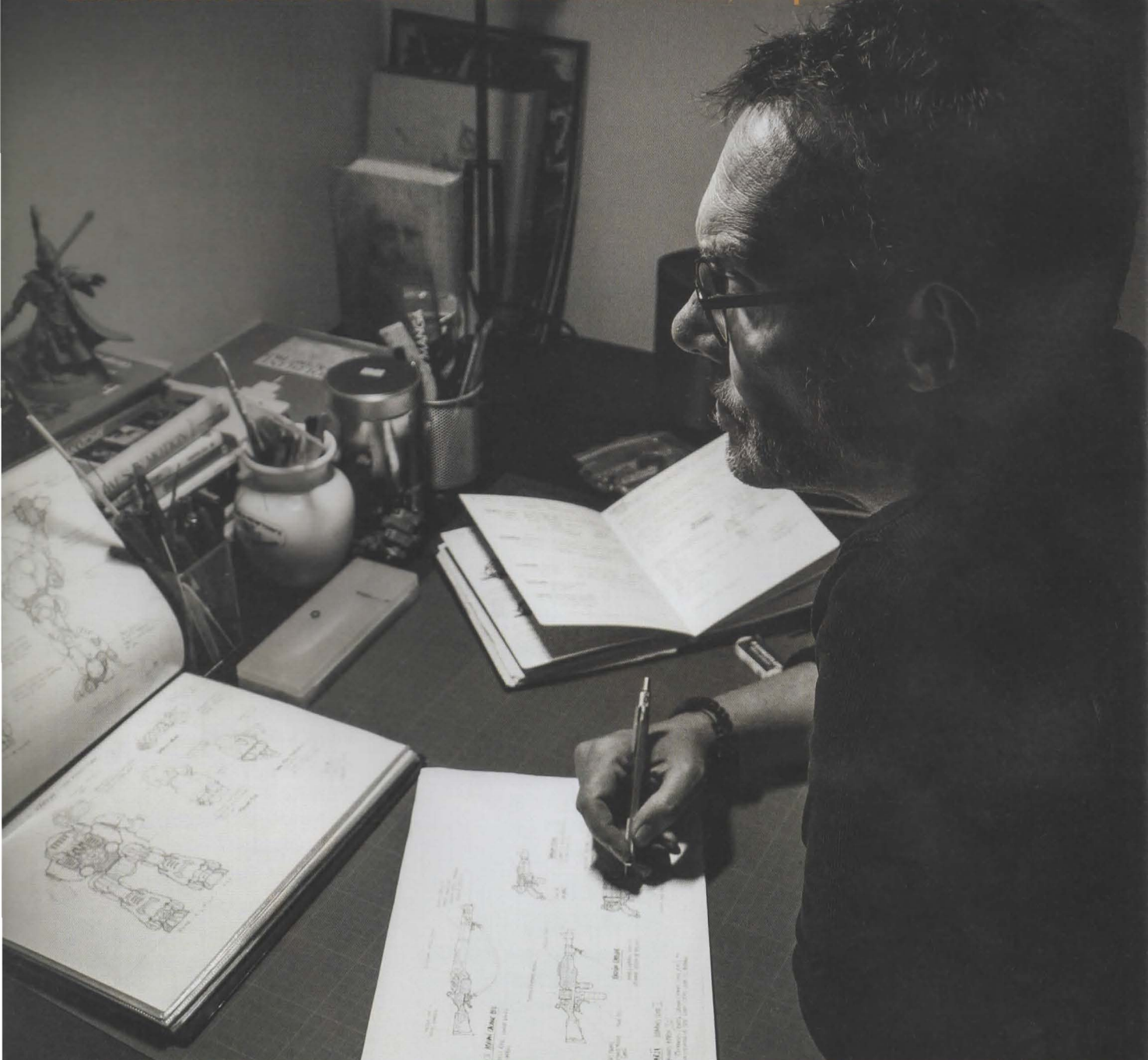
Simon's army features very few Space Marines in helmets, but where they do crop up – and his choice of heads otherwise – is instructive. Simon's Blood Claws (top row) feature youthful looking faces with wild haircuts. His Grey Hunters (second row) feature a few helmets in each squad, suggesting somewhat greater reserve. His Wolf Guard (third row) and Thunderwolf Cavalry (bottom) feature some of the finest beards in the army, worthy of these wily veterans!



THE WHITE DWARF INTERVIEW

THE GOTHIC & THE ELDRITCH

Jes Goodwin has been part of the Citadel Design Team for more than 30 years. His own work reflects the way Citadel's beloved, world-famous designs have evolved over that time and in this first of a new series of occasional interviews, we speak to the man himself...



One of the longest-serving members of the Design Studio, Jes Goodwin is a name familiar to generations of painters, modellers, collectors and gamers. Not only a designer but also a concept artist and occasional illustrator, some of Jes's best-known work includes the Eldar and the Space Marines, ranges he has worked on in a number of iterations over the years.

Today, Jes is part of the considerably larger Citadel Design Team, working alongside fellow designers, concept artists and others on designs both new and redeveloped, from the Adeptus Mechanicus and Imperial Knights to the Space Marines, Genestealer Cults and more. We spoke to Jes about his work, about how things have changed over the years and about the design philosophy underpinning it all.

How did you come to work for Citadel?

I was in the right place at the right time in a lot of ways. I'd really gotten into roleplaying in the 1970s, but you couldn't get miniatures to play with. I'd start converting miniatures and making bits and pieces here and there for me and my mates to paint. When I came to choosing a college, I chose Nottingham because I knew there was a lot of gaming going on around here. I'd already done some stuff for some fanzines – I was mostly illustrating back then – and I knew some of the guys up here.

When I got to college, I found out that Fine Art courses don't really like you drawing elves and goblins, so I sort of did some things on the side. I was a landscape painter by day, and by night I was making toy soldiers on the kitchen table!

I was lucky – or through choice – that I was here in Nottingham, and I started doing freelance work for a little miniatures company called Asgard, which was the company set up (by Citadel Miniatures founder Bryan Ansell) before Citadel was set up. So I freelanced for Asgard, and then I freelanced for Citadel, and I was doing writing and drawing and sculpting – I used to do all of it. I spent three years freelancing for Citadel, and then I joined the company full-time in 1986.

So the Citadel Design Team was how many people back then?

I think it was probably about eight of us. Others came in, some left. A few – like Aly (Morrison) and Trish (Carden) – are still around. I was junior for a long time – the new boy.

What were the first ranges you worked on?

Anything other people didn't want to do – I was the new boy! I did some monsters, some ogres... I decided that whatever they gave me, I was going to make it as good as possible. When we did Realm of Chaos, that was when it started to really kick off a little bit more, so I was mostly doing fantasy at first.

JES GOODWIN & JOHN BLANCHE

One of Jes's oldest, most frequent and most trusted collaborators is, of course, Games Workshop art supremo, John Blanche. Crucially, in the early days of Citadel and Games Workshop, the pair found that they shared many design sensibilities and a desire to explore darker aesthetics than fantasy was at the time associated with.

One of Jes's earliest forays in this direction was the Skaven (as exemplified by the Lord Skroik miniature – now the Skaven Clans Pestilens Plague Priest – shown here) the essential elements of which also perfectly suited John's dark, unsettling style of art. Jes actually drew some of the earliest Skaven illustrations himself, and John would later produce iconic pieces of the kind you can see to the far left. Both art and miniatures captured in part a style that at the time perhaps didn't even really have a name.

"There's quite a bit of steampunk in there," says Jes, "before steampunk was a thing. It always makes me laugh because people say 'Isn't it about time Games Workshop did a steampunk army?' and I think, well, we already did. Skaven."

And Realm of Chaos in many ways is where Warhammer really came into its own...

Yes. One of the reasons I went for it so much is because John (Blanche) was doing some really interesting concept work. The way things were at the time, a lot of fantasy was very medievalised, very high fantasy. What John was into – what a lot of us were into – were gothic elements, a sort of punk sensibility, all kinds of things. And the big thing I did at that point was the Skaven. I made about half a dozen miniatures, and we decided "These are interesting. Shall we do some more?" And we just put them out as Chaos Ratmen.

And then there was a Citadel Journal article, which was one of my first collaborations with Rick (Priestley), where we came up with the background, and we shilly-shallied it back and forth and I did all the illustrations, and I think that's where it all started – I wasn't just making the figures, although I liked that, of course, and it wasn't just me – I was working with the writers and the artists and all that stuff. ►

Name: Jes Goodwin.

Born: 1960 in Hockley, Essex.

Profession: Citadel Miniatures Designer.

Known for: A member of the Citadel Design Team for 30 years, with long-standing associations with ranges as iconic as the Space Marines, Eldar, High Elves and Skaven; one of the major contributors to Games Workshop's style and philosophy of design.



THE WHITE DWARF INTERVIEW



Jes's designs often incorporate elements beyond the sculpted details, like banners and insignia, including the Eldar rune you see here.

► And some of your first involvement with Warhammer 40,000 was the Eldar?

Yes. There was an initial tranche of what were just called 'Space Elves', and they were all in very lithe positions, in bodysuit-like armour, which contrasted nicely with the big, chunky Space Marines. We did a jetbike and we played with those big, blank areas and the blistered shapes on the armour, and that really started to build up a head of steam – and became the Eldar – when we did the Aspect Warriors. At that point, Rick was writing the Horus Heresy stuff and we were starting to bring in the idea of the Fall of the Eldar as well. It was another collaboration. Rick was always very generous with his collaborations,

concept came along about then as well. The spirit stones and the wraithbone both gave rise to shapes that fitted in well with the armour – the smooth, blank spaces and the blisters and curves, the organic forms – that's when you start getting the golden stuff, when you think "Hang on a minute, this all really falls together." And then it's how you work with that – how do you do different troop types and still keep them as part of the same whole, which is obviously key to the Aspect Warriors but then beyond that also key across the whole of the Eldar range.

Yes, it shows quite strongly with the Eldar – they've got very strong 'family' resemblances, but they're actually quite different...

There are elements you need to keep the same. The Aspect Warriors' suits don't vary *that* much – it tends to be little additions, points of reinforcement in the armour supporting the big additions to the designs, like the wings of the Swooping Hawks or the jump packs on the Warp Spiders – but it's about keeping those little elements common to all of them. The eyes, for instance – the helmets vary, but the eyes stay the same, so whatever Eldar you look at, you've still got these same Eldar eyes staring back at you.

The more you change, the more you've got to be clever with it. The spirit stones, the blister shapes, the form-fitting armour – those allow you to play that game of varying the designs, adding bits to them. And if you can't use the eyes as a common point of reference, you can use something else – and by that point you've got a design vocabulary. You've got a vocabulary of things you use for different ranges. There's a vocabulary of Eldar stuff, there's a vocabulary of Skaven stuff, there's a vocabulary of Space Marine stuff... and their vocabularies are all different.

"There's a vocabulary of Eldar stuff, there's a vocabulary of Skaven stuff, there's a vocabulary of Space Marine stuff... and their vocabularies are all different."

TALL TALES

"Visually the Eldar started out with the pointy helmets," says Jes. "Then they got bigger. The more important you are, the taller your helmet! There's still an element of that, with some of the Exarchs incorporating elaborate crests and that sort of thing. In other cases we actually scaled it back a bit, with some smaller helmets looking more specialised, like on the Warp Spiders."

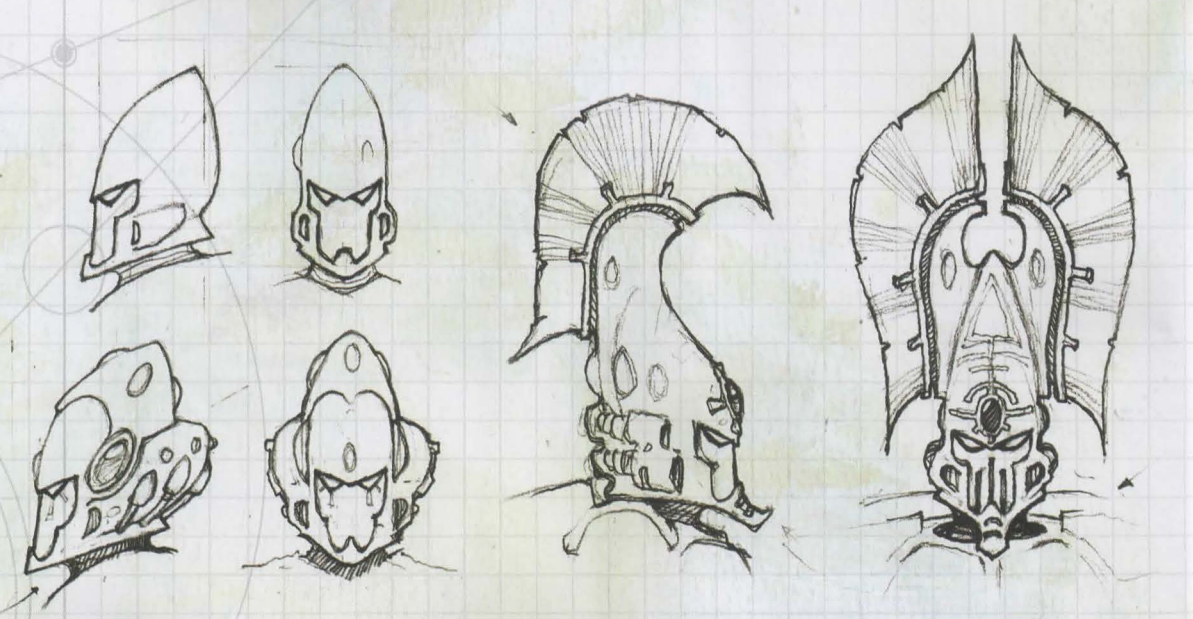
I found, so we came up with the Eldar god names – most of which I wrote out three or four times to get the spellings right, because I'm obsessed with those kinds of details – and we came up with the idea that what they do with their warriors should be really different.

So the Aspect Warriors came quite early?

We'd done the Harlequins just before that, and they bounced off the idea that they're play-acting, almost – players in a role – and we thought "Yeah, there's something in this...". So that's where the aesthetic started, really: the Aspect Warriors would take on different 'aspects' of the Eldar aesthetic. The spirit stones came in around the same time. I think the wraithbone

A key element of the earliest Eldar designs was their eyes – or, rather, the lenses in their helmets. "When I was first drawing the Farseers and the Warlocks, I did some blank helmets, and they just didn't work as well. And when I went back and kept mainly the same form but just put the eyes back in, all of a sudden they just worked and fitted back in with the Aspect Warriors."

Later, with other design elements – spirit stones, wraithbone, blistered armour shapes – to unify the Eldar look, the blank helmets returned, first on the Wraithguard and Wraithlords and later on the Spiritseer, a faceless helmet entering the Seer family of designs at last.



DESIGN VOCABULARIES: ELDAR AND SPACE MARINES

Elements drawn from a common design vocabulary help to unify a range and also distinguish elements within it. "With Eldar, the infantry and the vehicles are almost an expression of the same thing," says Jes. "With Space Marines, it's a little bit different. A Space Marine is made up of some quite plain, curved surfaces. The vehicles are made up of block shapes, but they have the corners knocked off them – the

tracks of the Rhino, for instance." So, as you can see below, the Eldar Jetbike (1) echoes both the Guardian (2) and the Falcon (3), while the Space Marine (5) and Rhino (6) are much more distinct. The Space Marine Bike (4) utilises both elements to provide a link. The effect is to make the Eldar seem more technologically sophisticated while the Space Marines seem more rugged, more bludgeoning, more overtly powerful.



1



2



4



5



3



6

But you don't try and pack the whole vocabulary on one model either. And you add stuff. The Eldar were very organic. We added a lot as we went along. When we did the plastic Wraithlord – we'd done the Wraithguard before that – the blank helmet had worked its way in as a piece of vocabulary. Now you can spot a wraith construct because it doesn't have a face.

And the eyes can't ally the design to the Eldar there, so you're relying on other elements...

Yes. If you can keep three or four elements – maybe even two elements – you'll be fine. The blisters and the gems are still there, so you can get away with not having the eyes. If you chuck them all out, you'll have problems.

So the design vocabularies work in two ways? They unify a group of designs – like the Eldar – but distinguish them as well. You won't see an

COMMORRAGH

"For the Dark Eldar, the miniatures developed along with the background. We were discussing what Commorragh was like and one of the things was the idea that it isn't actually in one place, it's actually like a spider's web that permeates the whole galaxy, full of different architectural styles, very bizarre, not really having the right angles. The background starts to inform the miniatures design – the Hellions, the Scourges, the Haemonculi, they all reflect different parts of Commorragh, so loads of things came through that way."

Eldar element on a Space Marine...

Not usually, you try and keep them apart. You don't want to use everything on every range, you don't want to give everybody the same stuff.

But some ranges will naturally share elements, the Eldar and the Dark Eldar, for example?

The challenge with the Dark Eldar was how to do something like the Eldar but not the Eldar. We had to ask ourselves "How do we do the Eldar again?" – with a different aesthetic, but still an Eldar aesthetic. What does that look like?

So, if you have a look at the Dark Eldar, all the eye lenses are the same as those on the Eldar. Where they differ is that they look like you don't want to brush up against them, so their armour is all sharp-edged segments and spurs and things like that. With the vehicles, the concave shapes you see on the Eldar are inverted, they're convex. ►

THE WHITE DWARF INTERVIEW

SPACE MARINE GENERATIONS

The Space Marines have been part of Warhammer 40,000 since before there was a Warhammer 40,000! Jes worked on the first plastic Space Marines with Aly Morrison and Bob Naismith, featuring Space Marines in Mk. VI 'Corvus' armour with beaked helmets. Later, Jes designed a new iteration of the Space Marine Tactical Squad, incorporating elements from other marks of armour, which had appeared as metal miniatures in the interim, and most recently, in 2013, the Tactical Squad was redesigned by Ed Cottrell and Nic Ho.

Space Marine armour "gives you almost a grab bag," says Jes, a key element in the versatility of their kits. An individual Space Marine is likely to utilise armour components from a variety of armour marks, and across a squad that diversity will be even more apparent, as you can see with the squad in the photo below.

► The Space Marines are a little different to the Eldar. There are the different marks of armour – which perhaps grew out of different designs? Yeah, they did. The Mk. VII was almost all the best bits from all the stuff we'd done before. Space Marines are interesting, too, because their armour is a carrier for so much else about them. At the same time as we started developing the individual Chapters a little more, we were looking at those different historical armour marks. As a team we were wanting to codify what separated them, what they had in common.

And they're not neatly delineated – a given Space Marine tends to be made up of all sorts of different parts – a chest plate from one mark of armour, a helmet from another...

Yes, it gives you almost a grab bag, and actually I always thought one of the strengths of the Space Marines is that they're a lot of different things to a lot of different people. Some people really like the idea of the really clean, solid suit of armour. Others really like to see them as sort of warrior monks, covered in robes and so on. You can make a Space Marine how you think a Space Marine should be. And when we started looking at the 'big four' Chapters (Ultramarines, Blood Angels, Dark Angels and Space Wolves) it also meant they could all have quite distinctive characters to them while still being Space Marines.

Yes, you can take individual elements of that design vocabulary off in different directions, the Dark Angels particularly heavy on the cloaks... Yes, all the robes, nice severe colour choices – it goes out to the painting and the choice of colours, too. And then with the Space Wolves, they actually have just as many accoutrements as the Dark Angels, but a lot of the things on there, they're more like fetishes than elements actually sculpted onto the armour, whereas the Blood Angels actually change the whole shape of parts of their armour. But the silhouette's the same, so you're still keeping two or three of those vocabulary elements that you can use to anchor them all as Space Marines.

And it goes off in another direction as well: the Chaos Space Marines. And some of those marks of armour influenced the look of particular Chaos Space Marine Legions...

Some of the earlier stuff was around the same time as the different marks of armour, yeah. We realised we could use the different armour marks to give a different feel to the different Chaos Space Marine Legions. So there was the Death Guard for Mk. III. I always thought the Mk. IV was a really elegant suit, so would fit the Thousand Sons. And there were the World Eaters in Mk. V. I read in the background that they overheated a lot, so I just really liked the idea that the angriest



Space Marines were in these suits of armour that made them even angrier!

More recently we've started playing with the Chaos Space Marines a bit and sort of warping their armour, making it look a bit more organic. With Chaos, there's room for both.

With both the Space Marines and Chaos Space Marines, there are certain iconic characters that seem to really embody the designs.

Yes, with those – particularly with Fabius Bile, who doesn't really fit in, in many ways – what makes them stand out is that they're exceptions. They're exemplars, but a bit more than that. I like the idea that Khârn, for instance, is the ultimate Berzerker – but what does that mean? Well, he probably kills everybody. He's probably killed just as many of his own men as he has everybody else. He's not the general of the World Eaters.

Yes, those characters are notable for how much they epitomise the look and traits of their Legions while also differing from them...

Yeah, because otherwise they're just archetypes. And an archetype done badly is a cliché. An archetype done well is familiar and not familiar at the same time. I think this is why the Primarchs – and the Black Library novels – are so popular. The Primarchs started out as names and maybe a rough archetype, but what are they now? They're fully fleshed out characters, each with relationships to all of the others. There's some really interesting characters in there, you know? Especially before they went full Chaos. We've got some really talented writers, and what they found is that there's a seed in there they could play with – so the archetypes develop into something familiar but unfamiliar at the same time. That's really important in making any 'character', whether it's a miniature, in a story, or anything. ►

DID YOU KNOW?

Over the years, Games Workshop has published a huge number of games, beyond Warhammer and Warhammer 40,000. Having been around so long himself, Jes inevitably worked on many of these, and some of those designs have later returned as, or at least informed, other miniatures. Several of the Eldar vehicles began life as Epic (smaller scale) vehicles, as did the Imperial Knights. At the other end of the scale, the Deathwatch first appeared in the shape of Captain Artemis as a 54mm-tall figure for the Inquisitor game.

CHAOS SPACE MARINES

In the 1990s, Jes produced the first incarnations of a number of iconic special characters for both the Space Marines and Chaos Space Marines. Typhus (1), a hulking figure in Terminator armour, embodies the paradoxical toughness of a Legion beset by plagues. Abaddon the Despoiler (2) is "a Chaos Lord in Terminator armour, the classic general" and yet for this in some ways defies the usual rivalries and divisions of the legions of Chaos. Ahriman (3) is "the ultimate sorcerer, obsessed with knowledge." He is thus the ultimate exemplar of the Thousand Sons – and yet he's actually an outcast from his Legion and a hated rival of his Primarch. Fabius Bile (4) is similarly something of a loner, epitomising the single-minded obsessions of the Emperor's Children.

This ability to provide both an epitome and an exception is the essence of special characters. "If a special character doesn't do both, it's either not special or not a character," says Jes, wryly.

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THE WHITE DWARF INTERVIEW

IMPERIAL KNIGHTS

"The Imperial Knight was the chance to make the 'Titan' we'd always wanted to make. All that gothic machinery stuff, the curving carapace, and so on. I worked with Tom Walton and Dale Stringer. We started with rough drawings and mock-ups. We designed the individual elements as we were doing it, so we'd get the overall shape right, work out how we could break it all down, and then we'd think 'Right, now we need to design a leg that fits into that.' So it was a collaborative effort that way."

The Tyranids and the Adeptus Mechanicus, two races whose designs epitomise the philosophy of design vocabularies, with miniatures of vastly different sizes and appearances unified by common elements – the workings of the Adeptus Mechanicus's machinery, and the anatomy of the Tyranids.

► Some designs seem to converge as much as they grow out of one another. A race like the Tyranids, for instance. Once upon a time they had quite diverse designs...

Yes, I know what you mean. What we did with the Tyranids was that exercise of asking what were the elements they had in common? The six limbs, obviously, small things like the number of plates on the head – five – which can vary visually and take different forms, but you can always see them there. On the Genestealer, for instance, they're bumps, almost under the skin (you can even see them vestigially on the Genestealer Hybrids) whereas on the Tyranid Warriors they grow out into bony crests.

Where we really started to hit those elements was when we did the Termagants, and the Tyranid Warriors, and the Carnifex – they all have those elements in common. But then the Carnifex has some of the most variation of any of the kits, because there are so many options. Those common elements allow all those parts to work together while having all that variety.

And there are still elements of separation. The Genestealers are probably the most distinctive of the Tyranid organisms still, as you'd expect...

Yeah, the Genestealers were originally nothing to do with the Tyranids in the background, and then

they got subsumed and became their scout organisms. They're the closest thing to a Tyranid-human 'cross' and the interesting thing about that is we've just done the Genestealer Cults, and that's a way of expanding out the Tyranids. People think you can't have allies for Tyranids, because they're extragalactic aliens who just want to consume everything in their path, but you can do the Genestealer Cults, because they're an interesting idea in their own right. And what you have then is the Genestealer Cults and the Tyranids, and the Genestealers sit in-between.

These are ranges which have been through several iterations. From time to time whole new ranges emerge, like the Adeptus Mechanicus...

The great thing about the Adeptus Mechanicus is that we got to play with different vocabulary. I'd done two or three Adeptus Mechanicus pieces over the years, and I always liked them, and I'd done one old illustration, that everybody always seemed to love, of two Tech-Priests. John and I had bounced ideas around over the years and we always thought we'd love to do them.

I always think that Imperial stuff is different from, say, the Space Marines anyway. The Space Marines are different from the Astra Militarum, or the Adeptus Arbites. The Adeptus Mechanicus are different, too, so we finally got to work out



what that means. The weaponry, in particular, is very different. It has a very archaic feel to it. I love the idea that they keep getting things wrong because they don't really understand them.

Yes, the individual designs seem quite varied across the Adeptus Mechanicus. The weapons are one of the things that really unite them...

The weapons are one of the elements that carry across. But there is other stuff too. It's not all purely visual. Some of the stuff connects because it 'works' like other things. So the Ironstrider connects the Skitarii and the Imperial Knights, because the mechanics of its legs work like those of the Imperial Knights. The Onager, the legs aren't quite so similar, but they're on that spectrum, so the Adeptus Mechanicus are making use of common elements in a functional or mechanical sense. Even the Skitarii themselves reflect that with their bionic legs – and the Sicarians take that one step further.

The weapons, a lot of them have coils on them, and drum-shaped dynamos, and casings that you could paint as resin or as wood, or as something artificial – because why would you have wood on Mars? But maybe that's why they value it or want to emulate it – and those earth tones or natural colours work well with the reds of Mars, and contrast nicely with the metallic colours, so we

were thinking about the colour schemes when we designed them, too.

The Kastelan Robots stand out because they're even older than the Adeptus Mechanicus. They look different because they are different – they're these really ancient things, so aesthetically they're quite unlike the rest of the Adeptus Mechanicus – but you can still tie them in using a colour scheme. It's visual but not always just about the designs you use.

The Citadel Design Team is much larger now, so these days these are group projects?

Yes. Working with others grew out of making vehicles for me, and then over the years it was a case of finding designers who are sympathetic to each project. These are big, complicated projects, so you need more people. Within the team, we know who's good at doing what. So, where the Robots and the Ironstrider were concerned, there was Tom (Walton) for that, the Onager, that was right up Dale (Stringer)'s alley. I thought I was going to do a lot of work on the Skitarii, but Darren (Latham) was the big one, actually. In the end, I designed the basic silhouette, a suite of weapons and some other elements, but Daz took them and gave them animation, and detail and made them work in plastic. They're great figures. I couldn't have made them any better. 🤖

TYRANID EVOLUTION

The Tyranids, as a race and as a range of miniatures, have somewhat diverse origins. The Genestealers began as distinct organisms, only later revealed to be the vanguard of the Tyranid Hive Fleets. As the range was developed more fully, one of the challenges for Jes and the other designers to have worked on the range since has been to emphasise those common elements. The diversity in their appearance, though, provided important design cues. "What you want to do with Tyranids is use as many different cues as possible. They're not lizards, they're not insects. They're totally alien, so you want them to have elements that, to us, don't really go together, so each has avian elements, each has reptilian elements, mammalian elements and insect-like elements, and the challenge is to make those work together."







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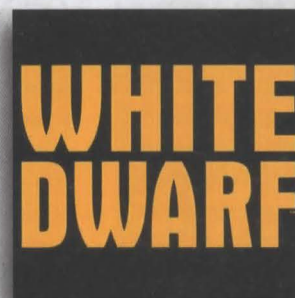
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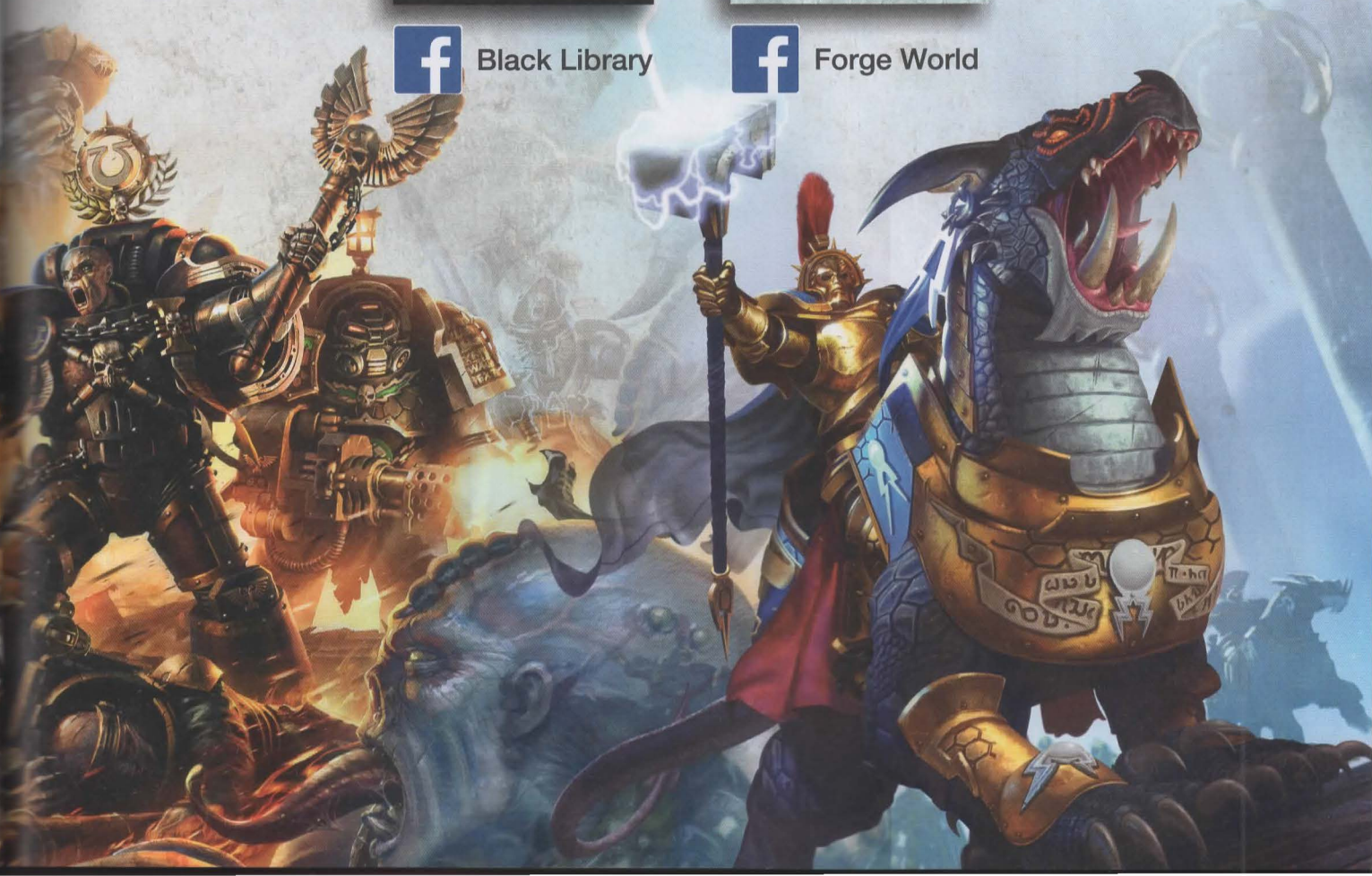
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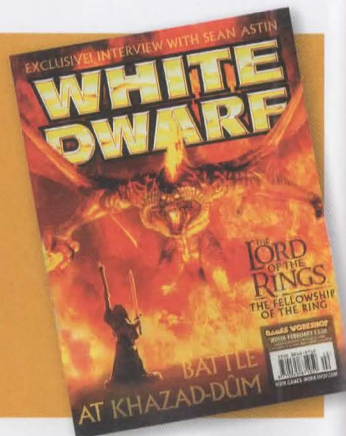


 Forge World



TEMPORAL DISTORT

Our monthly look back through the Warp, into the dim and distant past of White Dwarf. This month, we look back to the heady days of February 2002...



This month the White Dwarf Temporal Warp Drive™ (also known as Chris) takes us back to February 2002. But something has gone very wrong, because when we arrived at issue 266, half of it was upside down!

Actually this was one of the magazine's design quirks of that era because *The Lord of the Rings: The Fellowship of the Ring*™ movie

had just come out in the cinema and every issue of White Dwarf had a section dedicated to the game at the back, printed the other way up with its own cover to create a so-called flipbook. This issue saw the release of the Balrog and included an epic project to build the Bridge at Khazad-Dûm, plus an interview with Sean Astin who played Sam Gamgee in the film.



WAR OF THE BEARD – PART II

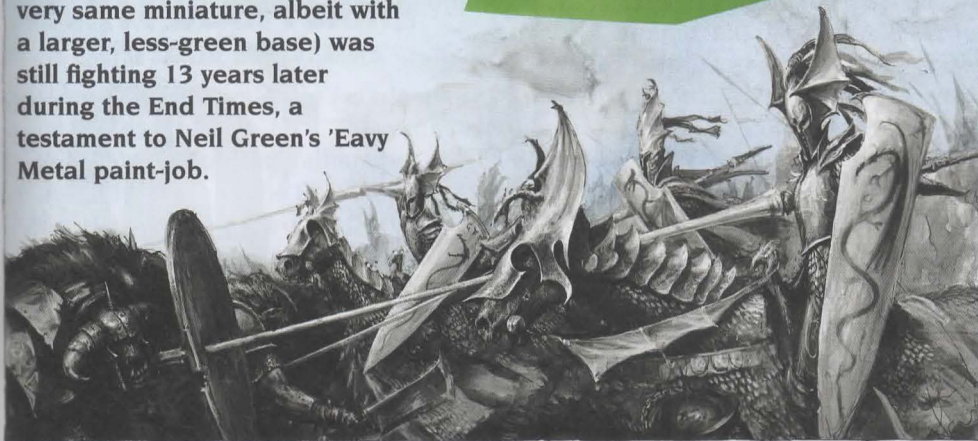
Ever wondered why the Dwarfs and the Elves don't get along? Well this article, written by Anthony Reynolds (now an author for Black Library), explains how their troubled relationship began, starting with the War of the Beard. It's said that hostilities could have been avoided had the Elves known a little humility, but instead of resolving the issue they shaved the Dwarf ambassador, both hair and beard, and sent him back in disgrace. And that's how the war began! This issue was the second part in the series (the first part was in issue 265) and included not only a wealth of background on the War of the Beard, but additional rules and magic items so you could refight the war in the comfort of your own home.



PRINCE IMRIK, THE SECOND

Issue 266 saw the release of a new model for Prince Imrik, the fabled Dragon Prince of Caledor, and the second incarnation of this classic High Elves hero. Not only did the issue feature background on the Dragon Princes of Caledor, it also included an article on how to paint Imrik and his noble steed Minaithnir. Who'd have thought the basecoat for his silver armour was actually the colour Regal Blue?

Incredibly, Prince Imrik (that very same miniature, albeit with a larger, less-green base) was still fighting 13 years later during the End Times, a testament to Neil Green's 'Eavy Metal paint-job.



WARHAMMER CHRONICLES LETS LOOSE THE DOGS OF WAR

This issue featured a notable instalment of Warhammer Chronicles, a long-running though occasional feature presenting new rules and background for Warhammer. This issue, it was the Dogs of War, sundry

Old World mercenary types who got their own little rules update for a number of special characters, including Mydas the Mean (he was so mean) and Borgio the Besieger, who wielded a cannon ball on a stick!

BORGIO THE BESIEGER - MERCHANT PRINCE OF MIRAGLIANO

W WS BS S T W I A LD

Dragon the Besieger 1 5 5 4 4 3 5 4 9

Weapons: 250

Armour: Armour of Brass Bracer, shield.

Mount: Battle-cavalry.

SPECIAL RULES

Difficult to Hurt: Borgio the Besieger has an almost unassailable ability to withstand pain and injury. If he is reduced to zero wounds, then he does not remain dead, but he is in a state of unconsciousness. At the end of the phase, with a 1D6. On a 1-5, he is recovered as a casualty is normal. On a roll of 6 or more, he stands back up again with a single Wound remaining.

Behind General: Borgio the Besieger was followed by his men, and the prince of Miragliano. To represent this, one Cavalry unit within 10" may now use Borgio's Leadership. This rule replaces the normal rules for Generals based in the Warhammer rulebook (page 102).

Magic Resistance: Borgio the Besieger is the Merchant Prince of Miragliano, and because of this one unit of Elements or Heavy Cavalry may carry a 70 point Magic Standard. This rule does not apply to Regiments of Ravens.

MAGIC ITEMS

Mass of Night: Borgio made this weapon out of a cannon ball that his lion square in the chest, yet did not kill him. From that point on, he has become his good luck charm. If Borgio rolls a 6 to hit with this weapon, that he will be at Strength 10.

Armour of Brass Bracer: This comes as a suit of heavy armour that also comes a Ward save of 5+.

Mercenary Shield Bearer: This Helm comes from.

GHAZAK KHAN - TERROR OF THE EAST

W WS BS S T W I A LD

Ghazak Khan 1 7 6 4 4 3 5 4 9

Weapons: 150 (Ghazak Khan 100 pts, Weapons 50 pts)

Armour: Heavy armour and a shield.

Mount: Ghazak Khan rides the great wolf, Warghul.

SPECIAL RULES

Warghul: Warghul is a monstrous wolf that Ghazak Khan uses as a mount. Warghul comes from the back of giving it a 4+ armour save, and counts as a monstrous mount.

War Cry of the Steppes: When Ghazak Khan charges, he has not a single war cry that inspires the hearts of his warriors. To represent this, one unit that he charges will not be able to stand and fire or flee as a Charge response. This does not affect a unit that is immune to psychology.

Quick Assassination: Ghazak Khan is such a fierce general that even the most surely of his warriors think about acting up when he is close by. Any friendly One or Greater unit within 6" of Ghazak, so long as he is not fleeing, may receive a failed Leadership test.

MAGIC ITEMS

The Red Scimitar: This sword has a 3+ ward modifier and any model wounded by it loses D3 wounds rather than just one.

Damned Blood: A powerful blood demon is magically bound to defend the warrior of this breed. If he is ever wounded. To represent this, one Ghazak Khan has a Ward save, he gains a 4+ Ward save and Magic Resistance (1) for the remainder of the battle.

LORENZO LUPO - MERCHANT PRINCE OF LUCCINI

W WS BS S T W I A LD

Lorenzo Lupo 1 4 5 5 4 3 5 4 9

Weapons: Sword of Lucan.

Armour: Heavy armour, Shield of Myrmidon.

SPECIAL RULES

Fighter on Foot: Lorenzo is a very eccentric man, in that he prefers to fight on foot in the role of his assassin. He always takes his place at the front ranks of his platoon or leads his soldiers on his sword-walk. This is very inspiring to his men, and they are eager to fight for and defend their Merchant Prince. To represent this, when Lorenzo is in the front rank of any infantry regiment (including Regiments of Ravens) he adds 1 to the combat resolution for that unit. If, for any reason he leaves the front rank, they lose that bonus.

Mighty Assassin: Lorenzo follows many of the classic assassin patterns that his ancestors practiced, and as a result he is a very well-built, muscular man. He regularly runs across the Tuscan Sea, working the nightclubs and taverns from one end of the peninsula to the other. To represent this, roll a D6 to determine which points he has been following prior to joining the army.

DE Personal Effect:

1-2: Wounding +1 Toughness

3-4: Wounding +1 Strength

5-6: Wounding +1 Toughness

Magic Resistance: Lorenzo Lupo is the Merchant Prince of Lucan, and because of this one unit of Elements or Heavy Cavalry may carry a 70 point Magic Standard. This rule does not apply to Regiments of Ravens.

MAGIC ITEMS

The Sword of Lucan: This sword has the ability to ignore armour save.

Shield of Myrmidon: This shield has a 4+ armour save which is combined with other armor as normal. In addition, every enemy model in base-to-base contact with Lorenzo loses one Attack.

Ring of Lucan: This is a blessed ring with Power Level 5. This spell requires no power to cast. All the power needed is in the ring itself. When cast, all fleeing friendly troops within 6" of Lorenzo will rally automatically.

Index Astartes



Index Astartes was "An in-depth look at the First Founding Legions of the Adeptus Astartes", a regular series that delved into the background of the 18 First Founding Chapters from the time of the Great Crusade up to the present day. This particular Index Astartes was a special one that focused solely on Chaplains, including deviations from the Codex such as Wolf Priests and Interrogator-Chaplains.

Index Xenos



Index Xenos was the alien counterpart to Index Astartes, focusing on the alien races that inhabit the galaxy. Issue 266 (more by coincidence than planning, we assure you) featured "An investigation into the Genestealer menace", which took a closer look at the Genestealers and their insidious cults. Interestingly, this Index Xenos was written by none other than Phil Kelly, who worked on the new Codex.

ARMIES ON PARADE 2016

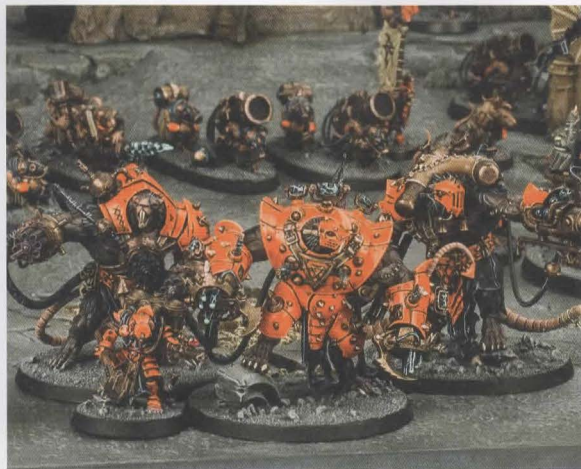
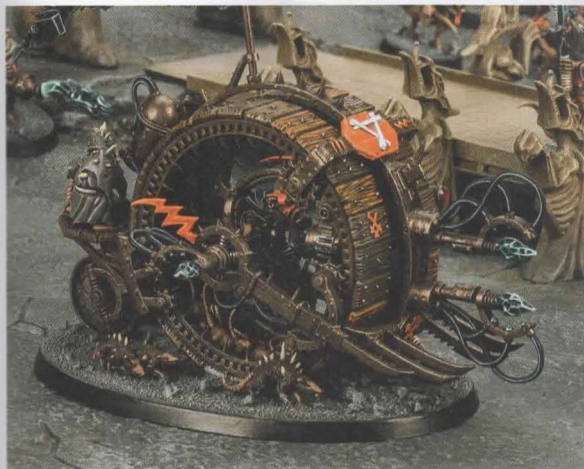
Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. This year's Parade Day is on 15 October and here at our head office we've been busy preparing our entries.

Below: Dan's army in all its verminous glory, presented on a Realm of Battle Gameboard tile with the addition of a few Warhammer Age of Sigmar ruins including a Baleful Realmgate and two Ophidian Archways.

Anyone can take part in Armies on Parade. All you need to do is paint an army and take it in to a Games Workshop store on 15 October – the Parade Day. It's that simple! The only restriction is that your army needs to fit in an area no larger than 2' by 2' and

many use this space to create a display board for their entry. Over the next few pages we showcase some of the fabulous armies painted by our staff, along with a few words from them about their armies, the colour schemes for their models and the inspiration behind their projects.





Far left: The Doomwheel is one of Dan's favourite models as he loves running enemy units over with it. Since building it, he's decided he wants at least five of them so he can make a flying V of Doomwheels.

Left: The Stormfiends were the last models Dan painted for his army. They're accompanied by Warlock Engineer Greb, who Dan converted from a Stormvermin model with the addition of the spare gas mask head from the Doomwheel kit.

MIGHTY CLAN FERRIK

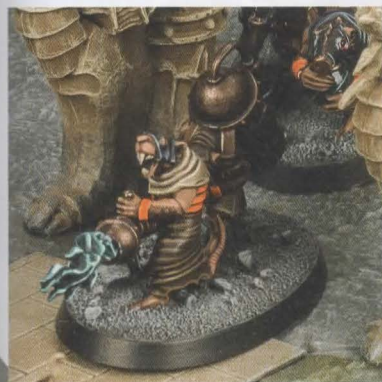
CLANS SKRYRE SKAVEN, BY DAN HARDEN

Dan has entered Armies on Parade every year since it began back in 2011. This year, he wanted to paint a new army for Warhammer Age of Sigmar and set his sights on the Skaven, particularly the gun-wielding tech-wizards of the Clans Skryre. "I've always been interested in the Skaven," says Dan, "but I've never quite found the inspiration to start an army. My hook came when I was discussing unusual colour schemes for models with a friend. "Like pink Tyranids or orange

Skaven?" he said. I think he meant orange fur, not armour, but the idea had settled in my brain and I painted a unit of Clanrats to establish my colour scheme. From that point on I was hooked. I based my army on the Clans Skryre because I love the idea of viciously cunning, man-sized rats with flame-throwers and lightning cannons – it's apocalyptic fantasy horror and wholly disturbing, which really fits with my interpretation of Warhammer Age of Sigmar. To complement the army, I built a display board for them featuring a ruined citadel, which now features a brass bell to herald Clan Ferrik's arrival."

ORANGE BITS

Dan basecoated his Skaven with Mourmfang Brown. The armour was then layered using Troll Slayer Orange and Fire Dragon Bright followed by an edge highlight of Lugganath Orange. Dan then mixed Fuegan Orange with 'Ardcoat and applied it to the armour to give it a glossy finish.



Far left: Dan painted his Skaven using lots of drab greys and browns, which were offset by their orange armour.

Centre: Arch-warlock Brassclaw and his Engineer sidekick, Rattle-squeak.

Left: Unsurprisingly, the first model Dan painted from his Silver Tower set was the Skaven Deathrunner. Now he needs to paint a second, identical one.

PAINT-PAINT WARPSTONE

Warpstone has always been described as black with a sickly green aura about it, which is exactly what Dan wanted to achieve on his models. He first painted the warpstone with Incubi Darkness, then shaded it heavily with Nuln Oil. Once the wash was dry, he highlighted the edges of the warpstone chunks with Incubi Darkness, then Sybarite Green, then Gauss Blaster Green. The final stage was to cover the warpstone in a layer of 'Ardcoat to give it a glossy, gem-like quality.



ARMIES ON PARADE

XAPHINELIX'S GAMBIT

SLAVES TO DARKNESS, BY OWEN PATTEN

Owen Patten has entered Armies on Parade several times over the last few years and his boards are always an impressive sight. This year he painted a Slaves to Darkness army full of warriors dedicated to Khorne. Or so they think...

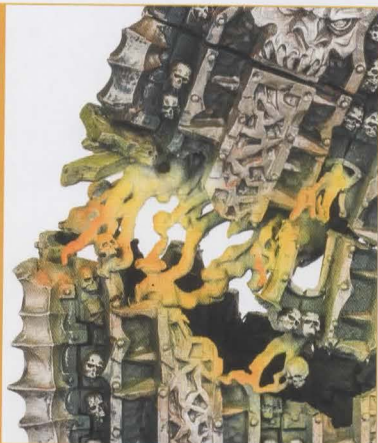
"When Warhammer Age of Sigmar came out I really wanted to collect a Chaos army," says Owen. "I like Khorne, but I also really like Tzeentch, so I was a bit stumped as to which god to follow. I recall reading how the Slaves to Darkness often change their allegiance depending on their leader or the perceived favour of a particular god, and that got me thinking – what if a warlord dedicated to Khorne was being sneakily manipulated by a Gaunt Summoner? That would give me loads of modelling and painting options and plenty of conversion opportunities."

"Most of the models are from the Slaves to Darkness range, though there are a couple of Khorne units and a couple of Tzeentch units to show how the army is slowly being manipulated and divided. For the board I used one of the new Shattered Dominion tiles with a Chaos Dreadhold and a Malefic Gate added to it."



THE FIRES OF TZEENTCH

Owen used the roiling energy from the Baleful Realmgate for the flames on the tower. "I imagine the Gaunt Summoner is casting a spell and making the tower float off," says Owen. "It's like a massive Disc of Tzeentch." Owen airbrushed the flames in oranges and yellows to make them stand out from the rest of the board.



XAPHINELIX THE INSANE

The Gaunt Summoner is the arcane manipulator trying to corrupt Owen's Slaves to Darkness army. Amazingly, even with the tower tilting forwards, the Gaunt Summoner doesn't fall out – a testament to Owen's modelling skills.





Left: These Chaos Warriors clearly seek Khorne's patronage, as shown by the helmets they wear, which feature the Blood God's rune. The heads were spare parts from the Wrathmongers kit.

Right: Owen's Daemon Prince is clearly one of Tzeentch's minions as evidenced by his blue skin. Owen painted him using a basecoat of The Fang, followed by Russ Grey and Fenrisian Grey. A wash of Druchii Violet helps blend the highlights together.



Left: One of Owen's heroes stands atop a Chaos Warshrine that bears the mark of Tzeentch – a clear sign that this warrior has decided to worship the Changer of Ways.

Below: This Chaos Lord and Slaughterpriest are followers of the Blood God. Owen painted their armour the same way as the rest of his models, but used red as the spot colour on the cloth areas of the models to show they're still dedicated of Khorne.



REALLY SHINY ARMOUR

Owen wanted his Chaos Warriors to wear hard steel armour but with the slightly blue tint of magic to it.

He sprayed all his models with Leadbelcher spray, then washed them with a 1:1 mix of Guilliman Blue and Nuln Oil to shade the recesses. Once dry, Owen drybrushed them with Necron Compound before adding chips and scratches with Runefang Steel.

ARMIES ON PARADE

A NEW DAWN

ELDAR WRAITH HOST, BY EMMA DURRANT

This Eldar Wraith Host was painted by Emma Durrant, who has a love for all things magical, mystical and pointy-eared.

"I have a Sylvaneth army and a Harlequins force already," says Emma, "and I've wanted to start an Eldar army for a while. Armies on Parade was the perfect excuse for me – it's a fun challenge with a deadline, which is always a good way to ensure you get your models painted – it's a good motivator. What really appealed to me about the Eldar Wraith Constructs was the fact that they're ghosts, but at the same time mighty warriors encased within an armoured shell – it's tragic and beautiful in equal measure.

"I imagined my army standing sentinel over an Eldar Maiden world – a lost paradise hidden somewhere in the galaxy. Actually, the idea for the board came before the colour scheme for the models and directly influenced the colours I finally used. I've seen a lot of Wraith Constructs painted in dark colours or the colours of a Craftworld and I wanted something more... organic, if that's the right word. I wanted them to look like they were alive, that they'd been born anew to defend this Maiden world from Orks and humans and other unsavoury aliens. It was a really fun project to work on."

WANT TO KNOW MORE?

If you want to enter Armies on Parade this year but you're not sure how, then have a chat to the staff in your local Games Workshop (or check out their store Facebook page) – they'll be more than happy to help you get ready for 15 October.



Left: Emma used blue as the secondary colour on her models, giving them a magical, ethereal feel and drawing the eye to their wraithblades and expressionless helmets – the focal parts of the models. The basecoat for the blue was Temple Guard Blue, followed by an edge highlight of Blue Horror. It's a really simple paint scheme, but it fits the austere, unadorned look of Emma's models perfectly.

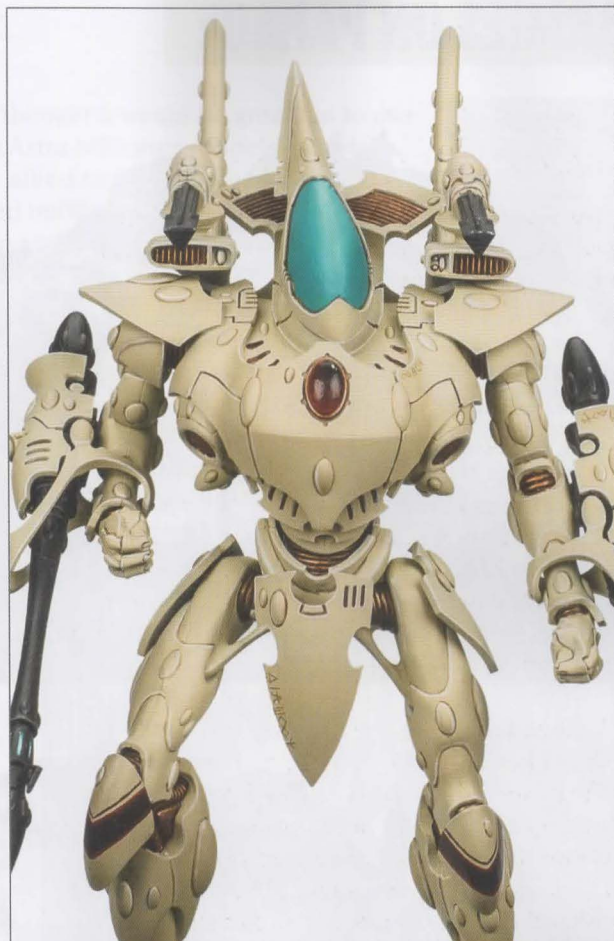


Left: Emma's Wraithblades stalk through the undergrowth of the Maiden world. Note how the rock underneath the tree is painted the same colour as their blades. "I wanted their world to look alien and magical," explains Emma.



Left: "I used red as the spot colour across my army," says Emma. "Eldar are pretty decadent, so a rich colour like red worked really nicely alongside the pale blues and creams. It's also a colour I use a lot on my Harlequins, so it ties the two forces together nicely. I gave the Hemlock Wraithfighter a wash of Seraphim Sepia along the inner curves of the fuselage to help break up the large flat panels a bit."

Right: Emma's Wraithknight is the centrepiece of her Wraith Host. Though it is mostly painted one colour, look closely and you can see tiny Eldar runes painted along the edges of some of its armour panels, while its knees bear the heraldry of its two pilots. Emma used a deep amber gold for the joints and vents on the Wraithknight's jump pack – colours that tie it to the autumnal look of her display board.



PAINTING WRAITHBONE

Painting the wraithbone armour on her models was pretty simple for Emma. After undercoating them with Corax White, she gave them a neat basecoat of Screaming Skull using two thin layers of paint to get smooth, even coverage. A wash of Agrax Earthshade mixed with Lahmian Medium was applied into the recesses to help define the armour panels, while White Scar was used to highlight the edges.

And that's it!

CREATING A MAIDEN WORLD

"I basecoated my board with Dryad Bark, then sprayed the rocks Mechanicus Standard Grey," explains Emma. "I then gave the board a wash of Nuln Oil followed by a drybrush of Karak Stone. For the trees, I sprayed them Mournfang Brown and shaded them with Agrax Earthshade before drybrushing them Gorthor Brown. The leaves I painted separately, spraying them Zandri Dust, then washing them with different Shades and Glazes that I mixed freely across the leaves."

ARMIES ON PARADE



Left: An Aquila Lander from Forge World. Chris converted the top of the Aquila Strongpoint into a landing pad (instead of a turret) so his lander would have somewhere to touch down. Its pilot was converted from a Baneblade crew member with a spare head from a Kataphron Breacher.



Right: Chris's Fulgurite Electro-Priests wear the traditional orange robes of Ryza Forge World, their electro-nodes a bright, electric blue.

THE CRACKED EARTH

Chris's models all have cracked earth on their bases. To achieve this look, Chris applied heavy patches of Stirland Mud to his bases, but didn't cover them completely. Once they were dry, he washed them with Nuln Oil, then drybrushed them Steel Legion Drab. Then, between the patches, he painted Agrellan Earth, which dries to leave a cracked texture. Chris then drybrushed the whole base with Tyrant Skull to make it look dusty and sun-parched.

Below: Chris used orange and bone interchangeably on his models, some wearing orange robes, others cream – he did the same with their armour and war machines.



THE RYZAN CAVALCADE

ASTRA MILITARUM AND SKITARI, BY CHRIS BILEWICZ

When the Skitarii and Cult Mechanicus models came out, Chris Bilewicz was really keen to paint an army of them. But he also wanted to paint an Astra Militarum army. You can see his dilemma...

"I love the Metalica colour scheme for the Adeptus Mechanicus, but I also really like the Ryza one," says Chris. "So I combined them together! As I worked on the army I realised that you get loads of spare parts – guns, heads, arms

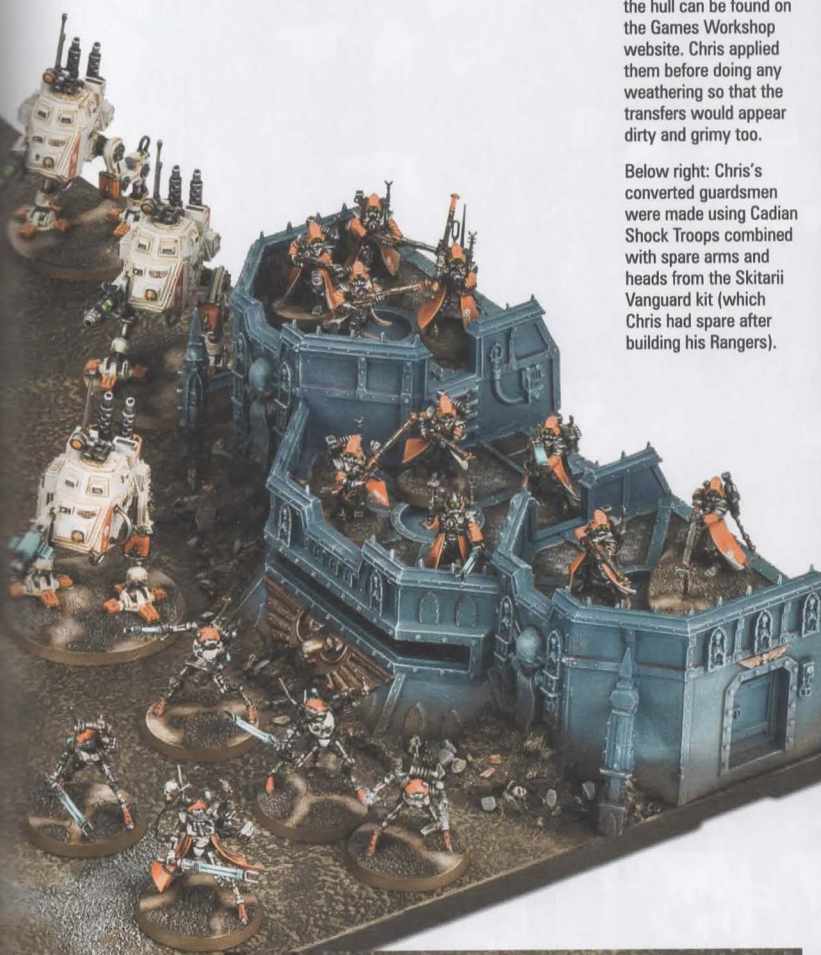
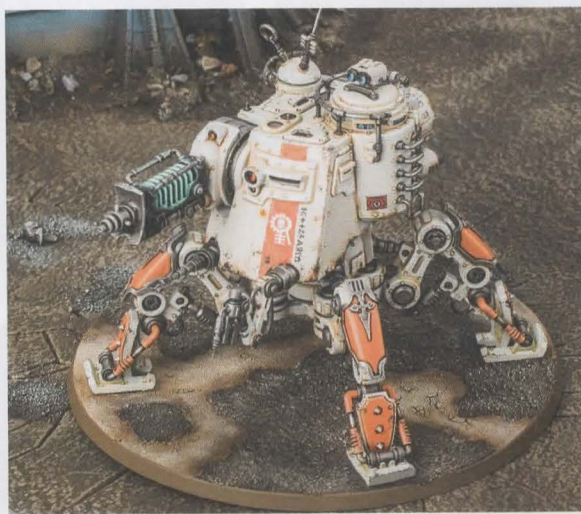
and the like. I thought it would be great fun to use these parts on Astra Militarum models, showing that they were allied to the Adeptus Mechanicus – an indentured militia, perhaps. The arms from the Skitarii Vanguard fit perfectly on Cadian Guardsmen and the heads only need a little bit of work to get them to fit, too. You end up with some great-looking, unique models. As for the board, I wanted the models to stand out on it so I painted the muddy areas quite drab and the buildings a faded blue so they'd contrast with the white armour on the vehicles and the orange robes of the Skitarii and Electro-Priests." 🦴

PAINTING THE RYZAN ARMY

The colours Chris used for his army were plucked from the Legions of the Omnissiah and the Crusaders of the Machine God painting guides that came out at the same time as the Skitarii a couple of years ago. You can find both books on the Games Workshop website.

Right: An Onager Dunecrawler leads Chris's army into battle. The Ryza transfers on the hull can be found on the Games Workshop website. Chris applied them before doing any weathering so that the transfers would appear dirty and grimy too.

Below right: Chris's converted guardsmen were made using Cadian Shock Troops combined with spare arms and heads from the Skitarii Vanguard kit (which Chris had spare after building his Rangers).



Right: Chris used different colours to represent the different guns on his Kataphron Destroyers – blue for the plasma culverin, green for the heavy grav cannon.

Far right: A Taurox painted in the colours of Ryza's indentured militia. The turret gunner has a spare head from the Skitarii vanguard.



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THE ULTIMATE GUIDE TO...

GENESTEALER CULTS

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, White Dwarf enters the dank underbelly of the Imperium to uncover the dark and terrible secrets of the Genestealer Cults.



From the noble spires of the Solar hive worlds to the stygian depths of delverworlds on the very edges of known space, there lurks a monstrous cancer gnawing at the Imperium. Yet so vast is the Emperor's domain, and so focused are its defenders on the threats that constantly assail its borders, that these cankers grow unseen and untreated. Yet they are not diseases, nor mere pockets of social unrest or schisms afflicting the Imperial doctrine, but insidious cults that worship the most terrible of alien threats. They are the Genestealer Cults.

Tireless, industrious and fanatically devoted to their cause, the members of a Genestealer Cult seek to undermine Imperial rule and bring about the ascendancy of their alien overlords. Yet the members of a cult are not mere humans

HOW DEEP THIS CORRUPTION?

The threat of the Genestealer Cults was only definitively identified by the Imperium when a Deathwatch Kill Team was sent to investigate the disappearance of an Inquisitor on Ghosar Quintus in 681.M41. More terrifying than this discovery, though, is its implications. The seeds of the Tryst Dynasty had first been planted hundreds of years ago, which begs the question of exactly how many Genestealer Cults lurk unseen across the Imperium?

corrupted by propaganda and whispered promises, but hybrids – abominable mutants that carry the genetic information of both humans and Genestealers. Some are clearly xenos-tainted, sporting extra arms, clawed feet and bulging, purple craniums, while others could almost pass for human, with little more evidence of their taint than bald heads and pale skin. Indeed, it is these members of the cult that are the most dangerous, for they can infiltrate any aspect of a planet's society, from the defence forces to the industrial guilds, slowly subverting power and laying plans for the benefit not of Mankind but of their cult.

Regardless of their appearance, all Genestealer Cultists share one unifying directive – to propagate the cult and ensure its survival. Some may mistake this devotion for brain-washing or mental conditioning, but in reality the taint lies in



their corrupted genes – they have no choice in their actions, compelled, as they are, by the domineering psychic will of their revered alien master – the Genestealer Patriarch.

Every Genestealer Cult is built around a single Genestealer, the monstrous Patriarch. When a brood of Genestealers arrives on a planet, they will burrow into the social strata of the world and find suitable hosts to bear their alien children. The first Genestealer to commit this horrific act, known as the Genestealer's Kiss, will become the cult's Patriarch. Over the following years, this Genestealer will grow in size and power, both literally and metaphorically becoming the lynchpin of a dark new faith. His progeny will be hideous mutants, but the following generations will appear more and more human. That is, until the fifth generation, when the Genestealer's

Curse breeds true and a Purestrain Genestealer is brought screeching into existence. And so the brood cycle continues, and the cult continues to grow as the Genestealers spread their monstrous curse further afield. More and more ingenious plans and schemes are conceived to ensure the cult remains hidden – manifestos are changed, demolition teams are redirected, notable officials disappear in the middle of the night and production is increased to avoid suspicion. This is all preparation for the day the cult – the brotherhood, the brood – grows large enough to rise up and claim a hive city, or even an entire planet for their own. To the members of the cult, that day cannot come soon enough, but little do they realise that their endeavours will reach a far more terrible conclusion, and that even the Genestealer Patriarch himself is but the pawn of an even more terrible master...

THE CURSE AND THE KISS

The Genestealer is a truly terrifying foe – a vicious alien predator capable of surviving in hard vacuum and shredding through Terminator armour. Yet their most dangerous trait is their curse – not a spiritual malediction, but a genetic taint that is delivered to the victim's bloodstream by an ovipositor in the Genestealer's tongue. This is the Genestealer's Kiss, an act that's often consummated while the Genestealer holds their victim in a hypnotic trance.

+++ GENESTEALER CULT NEOPHYTE LEADER +++

- 1 Reinforced rubber greaves for lower leg and knee protection.
- 2 Cult icon, normally hidden out of sight until the uprising.
- 3 High-impact rubberised undersuit to protect the wearer from rocks shards, metal splinters and sparks from welding equipment.
- 4 Web pistol, likely stolen from Adeptus Arbites precinct house.
- 5 Searchlight for underground illumination.



- 6 Armoured corselet featuring reinforced rims on shoulders. Collar design indicates compatibility with a helmet.
- 7 Rebreather unit for corselet.
- 8 Power pick for mining rock faces. Power source integral to pick design.
- 9 Handmade grenade and blasting charges.
- 10 CO2 scrubber for rebreather unit.
- 11 Comms aerial.
- 12 Stolen sidearm.

+++ STANDARD TEMPLATE CONSTRUCT HAZARD SUIT +++

The mining suit worn by this Genestealer Cult Neophyte (vid-captured on Ghosar Quintus) follows a Standard Template design, and can be found in use across the Imperium on mining worlds and deep-space asteroids. The design features a heavy metal corselet – normally made using local materials, though traditionally metal – that fits over the wearer's torso to protect against rockfalls and flying debris.

The suit is fitted with a rebreather system and, along with the rubber undersuit, can be vacuum sealed. It is not, however, void-proof. Of particular note is that the suit template can be modified to fit the wearer, enabling it to be easily reconfigured by cult members for larger hybrids. The suit often comes with a helmet and visor, which makes hiding obvious mutations even easier.

THE CULT GROWS AND SPREADS

A Genestealer Cult can, potentially, appear on any world in the galaxy. So far as Imperial authorities, xeno-biologists and the Ordo Xenos can tell, a cult tends to establish itself on a backwater world first, one that is far from the light of the Emperor and away from the prying eyes of the xenophobic masses of Humanity. Often these worlds are mining colonies, research facilities and monitoring stations on the edge of the galaxy, worlds that are moderately populated and usually under-supervised – the perfect breeding ground for a cult.

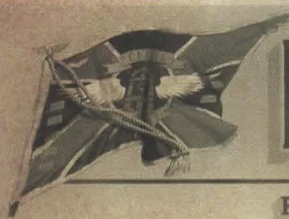
Once the Genestealer Cult has established itself on a world and begun to infect the population, their influence grows exponentially. Newly-born hybrids rise to maturity and then breed with humans to create further generations, the Genestealers all the while infecting more people. It may take a hundred years, but eventually a class of hybrids that are almost human-looking will emerge. It is their duty to infiltrate human society and subvert it. Taking on jobs as miners, demolition crews, stevedores, abattoir workers, defence force volunteers and countless other positions within the Imperium, they slowly replace the human workforce with members of the cult. It may take another hundred years, but the cult is patient...

CULTS WITHOUT NUMBER

Though Genestealer Cults can potentially appear anywhere, they seem to favour human worlds above all others. Orks are too aggressive to harbour a cult, and the Eldar too observant, but the overcrowded, stagnant worlds of the Imperium are the perfect incubators for a cult. Though the cults favour outlying worlds to begin with, any world can fall foul to the Genestealer Curse. The hiveworld of New Gidlam, for example, has become host to the Hivecult, which has infiltrated the planet's many layers of society. The Adeptus Mechanicus vassal-world of Feinminster Gamma is infected by the insidious Bladed Cog. Even the recruitment worlds of the Space Marines are not sacrosanct – the realm of Ultramar, for example, is plagued by the Behemoid Undercult, despite the best efforts of the Ultramarines.

With cult members part of a world's society, they can begin to replace other workers with members of the cult, further subverting the world's industry. On Ghosar Quintus – a prosperous mining world – many of the deep-level miners were replaced by first and second generation hybrids who continued mining the world's rich ore seams. They were never seen by the Administratum's representatives, for they worked underground, and were even praised for exceeding the planetary tithe. In time, even local authorities were replaced by cult members, carefully established in their role by the Cult's Magus.

With one world infected, the cult inevitably looks to spread its taint even further, impelled by the will of the Patriarch. Hybrids working in dockyards and shipping ports will change shipping inventories, allowing space for Purestrain Genestealers to hide on board and travel to new worlds undetected. Some fourth generation hybrids may be sent as delegates to other worlds, where they will spread their taint to further humans. Some may even serve as part of the Astra Militarum, disappearing to the furthest corners of the galaxy when the planet's regiments next muster for war. And all the while the host planet falls further into the clutches of the Genestealer Cult. When such a stage is reached, an uprising cannot be far behind.



THE REGIMENTAL STANDARD

REQUIRED WEEKLY READING FOR THE MODERN GUARDSMAN

Hail, Loyal Guardsmen.

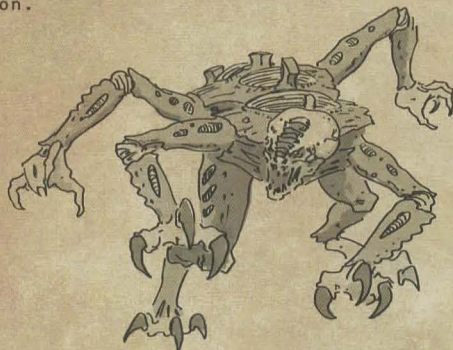
Following last week's informational about combatting the Genestealer menace, it has come to our attention many of you are unable to identify the different strains of these creatures. To prevent future failures of duty, we have compiled this detailed and comprehensive guide to the various stages of the Genestealer infestation or cult.

PURE STRAINS

THE PUREST FORM REQUIRES
THE PUREST HATE

These are your standard Genestealer xeno-types. Like all aliens, they are naturally inferior to humans. A few variations have been observed, sporting a variety of uncouth facial shapes and appendages, but all are universally four-armed and equally repugnant.

Genestealers are capable of overpowering poorly trained or ill-disciplined guardsmen and implanting them with alien DNA. If you believe you have been infected, please report to your local Commissar for medication.



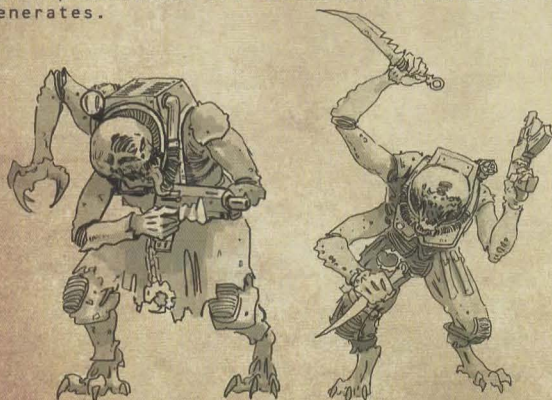
1ST AND 2ND GENERATION HYBRIDS

CORRUPTION
IS HERESY

These creatures are the first spawning of hybrids, birthed by infected human personnel who failed to report to their local Commissar. If you suspect a squad mate to be infected and not going to see a Commissar, it is your duty to escort them to the commissariat aid station immediately.

Most of this generation display a mix of human and Genestealer genetic traits, and are easily recognisable by their additional arms, purple complexion and ghastly alien claws.

They will likely try to hide themselves from the light of Imperial justice, by skulking in the shadows, and seeking to disguise their monstrous form. Regular patrols of high-risk underhive, and deep-ship locations are essential to flush out such degenerates.

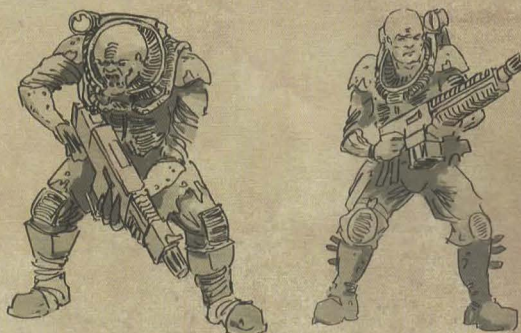


3RD AND 4TH GENERATION HYBRIDS

A FAMILIAR FACE HIDES A
TREACHEROUS SOUL

These hybrids are if anything more repugnant, for they cloak their alien origins in the appearance of honest humanity. Still, distinguishing signs remain – they are traditionally lacking any hair, and many have noticeable ridges upon their forehead.

To be safe, it is mandatory that all follicly challenged imperial personnel in high-risk xenos-infected areas report to their local Commissar for testing.



THE PATRIARCH

THE RIGHTIEST BEASTS STILL FEAR
MANKIND'S CLEANSING FURY

This vile creature is the originator of the Genestealer infestation – more dangerous and larger than any other of the cult. Unless you have attended one of our commissariat-approved training days on combatting large Tyranid bio-forms, please do not engage this opponent in combat. Report your sighting and await specialist re-enforcement. We cannot guarantee your safety if you do not follow these instructions. Failure to follow these instructions will result in summary punishment.



www.regimental-standard.com

+++ XENIFORM CYCLE OF INFESTATION +++



+++ PATRIARCH +++

CAUTION! Xenos hazard extremis! Alert authorities if sighted.

+++ Vid-capture shows use of STC standard-issue enviro-suit and Imperial Wargear (ref: autopistol). Presence of xeniform blade requires argent attention. +++

+++ Designation 'Acolyte' on account of close to the brood Patriarch. Enviro-suit modified to accommodate anatomy – manufacture likely compromised. +++



+++ 1ST GENERATION +++

Early generation hybrids rarely seen outside of the brood lair.



+++ 2ND GENERATION +++

+++ Brood leader, as indicated by formidable size and strength. Vid-capture analysis has suggested it may possess psychic powers – detailed investigation required. Ovipositor present. +++

+++ Xenos-tainted hybrid exhibits clear traits of the Genestealer genus, including clawed limbs, hunched posture and bulbous head. Note: purple skin tone indicative of taint. +++

+++ Second generation hybrid has a more upright posture with less evidence of alien influence on limbs, head and face. Bony crests still present on forehead. +++

THE TRUTH REVEALED

The Genestealer Cult may go through countless brood cycles before it stages an attempt at taking over a city, hive or even an entire planet. Some rise up because they fear detection by Imperial authorities – better to strike first before suspicions become facts. Others are forced into direct action to achieve their goals, having reached the limits of deviousness – there is, after all, only so much the cult can achieve peacefully. Perhaps the most unsettling form of cult uprising, however, occurs just before a Tyranid invasion, the members of the cult driven into a rapturous frenzy by the proximity of the Tyranid Hive Mind. That they will soon become bio-mass is of little consequence to them; indeed, it is beyond their understanding, for they are entirely in the thrall of their alien overlords.

Whatever the cause of a Genestealer Cult uprising, the result is explosive. Orchestrated by the cult's Primus, the members of the cult – wherever they may be hiding – reveal themselves. Those hybrids entrenched in society

CULT MASTERS

The chief lieutenants of a Patriarch are the Magus and Primus, unique strains that emerge amongst the fourth generation hybrids. The Magus is a powerful psyker, who manipulates or destroys the cult's foes with their ferocious psychic might. Indeed, the Magus is sometimes the public face of the cult, its high priest or demagogue. A Primus, meanwhile, only appears when the cult is ready to adopt a war footing, and a Primus is a war leader the equal of any Astra Militarum colonel, in addition to being a ferocious fighter who combines the reflexes and strength of a Genestealer with human intellect. Along with the Patriarch, they are the cornerstones of a cult.

suddenly take up arms and butcher unsuspecting neighbours before they can raise the alarm. Work gangs emerge from manufacturums, mines and quarries armed with a plethora of deadly-looking tools, which they now wield as weapons against anyone foolish enough to stand in their way. General purpose vehicles such as Cargo-8s and Goliath Trucks – stolen long ago, up-armoured and re-fitted with weapons – roar down city streets and thoroughfares, the hybrids standing in the back flinging homemade grenades and blasting charges into buildings and gaggles of panicking civilians. Those hybrids hidden within the ranks of defence forces and Astra Militarum regiments turn their guns on fellow troopers in an orgy of carnage and bloodshed before looting their equipment and vehicles. All concerns for subtlety and cunning are gone as the most twisted and debased hybrids are unleashed upon the citizenry, and Purestrain Genestealer broods are despatched to kill the most dangerous threats to the uprising. Once the carnage is over and the dust has settled, the cult once again plots its next move...

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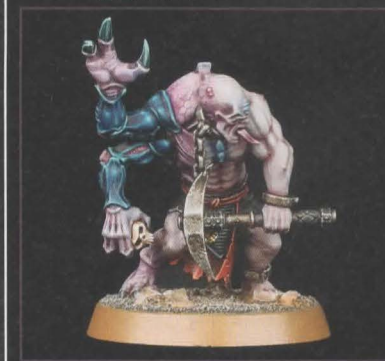
+++ METAMORPH +++



+++ Genestealer Hybrid Metamorph. Position in broodcycle unclear. Physiological traits similar to those of second generation hybrids, including hunched appearance and clawed feet. High degree of mutation present, which is uncommon in Genestealer hosts – suggests possible link to a greater alien influence. Cross-reference files on Tyranid bio-organisms for comparison. +++

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+++ ABERRANT +++



+++ Genetically flawed hybrid categorised as Aberrant. Appears to hold no position in the xenos broodcycle, though exhibits clear traits of the Genestealer Curse, including additional limbs, elongated tongue and purple skin. Possible indication of a genetic mutation in the host, or presence of Warp-taint. +++

Later generations categorised as Neophytes. Can pass for human.



+++ 3RD GENERATION +++



+++ 4TH GENERATION +++



+++ PURESTRAIN +++

+++ Xenos taint less obvious in third generation. Head (and associated crest) smaller, posture now completely upright. Arms still exhibit enlarged hands and claws. +++

+++ Fourth generation hybrid can easily pass for human with only pale skin and overdeveloped brow as signs of taint. Threat of infiltration extremely high, action required immediately. +++

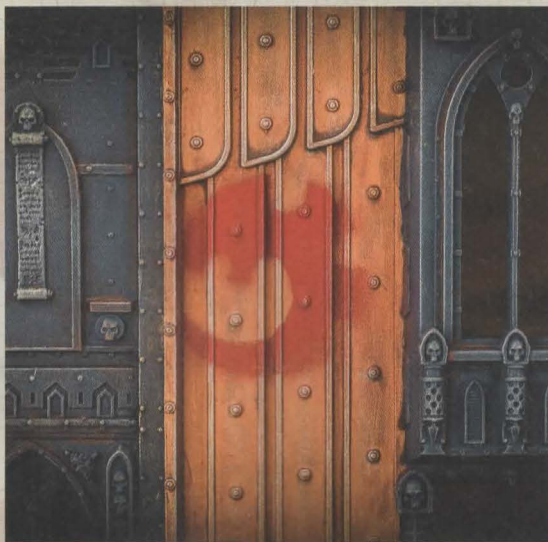
+++ Fourth generation hybrids breed true, creating Purestrain Genestealers. Ovipositor present, indicating potential propagation of further hybrids. Threat level: Extremis. +++

HIDDEN IN PLAIN SIGHT - THE MARK OF THE CULT ASCENDANT

To the teeming masses of the Imperium, these serpent-spiral designs are mere gang symbols or fringe-faith graffiti. To the cult's faithful, they are the holy mark of their monstrous master.

Wherever a Genestealer Cult is to be found, so too will their mark be displayed. While designs may vary from world to world, they all take the form of the coiled serpent, a representation of the Patriarch that rules over the brood.

Initially, such designs are rarely displayed openly, usually hidden as brands or tattoos. As the cult grows in power and influence, graffiti and overt markings may appear on buildings, the meaning of which is usually lost on local authorities who see it as mindless vandalism. It is only when the Genestealer Cult marches to war that the dark meaning behind the symbol becomes evident, sprayed onto commandeered vehicles or borne aloft by the cult's faithful as the world descends into bloodshed... ☠



Most members of a Genestealer Cult will carry on their person a tiny icon cast in the shape of the cult's symbol. Hidden in pockets or overalls until the time of the cult's uprising, these icons are a potent reminder to the members of the cult that the Patriarch is always watching over them, both as master and protector.

THE INSIDIOUS CURSE

In the depths of ancient mines, decrepit hab-blocks and orbital shipyards, the Genestealer Cults are gathering. Dan Harden, our intrepid reporter, infiltrates their debased society to chat to the miniatures designers, writers and rulesmiths behind the Genestealer Cults.



DARREN LATHAM

Darren Latham was last seen sculpting the immensely popular Skitarii Rangers. Now he's turned his hand to the Genestealer Cult Acolyte Hybrids.



GAKU MATSUBAYASHI

While Darren worked on the third and fourth generation hybrids, Gaku set to work on the first and second generations, including the deadly Metamorphs.



DALE STRINGER

Last month Dale was working on the Corvus Blackstar for the Deathwatch. This month he's aided the Genestealer Cults by sculpting the new Goliath Truck.

The Genestealer Cults have been a part of Warhammer 40,000 for decades, yet for the last 20 years they've skulked on the fringes of the background, not yet ready to emerge onto the battlefield. Until now, that is. Hot on the heels of the Deathwatch Overkill boxed game, the Citadel Design Studio set to work on a whole new range of miniatures for the insidious Genestealer Cults, and a brand-new codex to go with them.

Darren Latham: Designing the models for the Genestealer Cults has been a really interesting challenge for us as they're not your traditional battlefield warriors – they're militarised hive workers, miners, starship crews, dockers, and so on. We needed them to look like humans – well, almost-humans – that have been plucked out of their grimy day jobs, been given guns and rock saws and been sent into battle.

The suits that they wear are what we imagine industrial enviro-suits look like, the sort of thing that Imperial workers would wear in hazardous environments – on asteroids, while mining, in dockyards – that sort of thing. Every part of the suit has a purpose (as you can see on page 70), and that attention to detail makes it feel more real, like it really does something. You can imagine the workers checking each other over before their shift to make sure everything works properly, that the oxygen scrubbers are on, that the suit pressure is optimal, that all the lights are showing up green.

Dale Stringer: It was about creating a different setting for them – an industrial, civilian but still militarised look. Me and Darren talked a lot with Jes Goodwin about what the cultists would look like and what sort of wargear they would carry around. Unlike some armies where their weapons



Right: "The Goliath trucks are the epitome of the Genestealer Cult's need to re-purpose civilian equipment," says Dale. "They know they're not battle tanks, but they're the most rugged vehicles they can get their claws on!"

are really esoteric, we wanted the Genestealer Cultists to carry practical, low-tech weapons such as autoguns, plus loads of scavenged industrial gear that's been re-purposed for the battlefield. Their weapons and equipment really have to look like they do something – the rock drill and rock saw are good examples of that. It's obvious what they are and what they're for, you just don't expect them to be used as weapons!

Darren: Yeah, that's one of the big design keys for the Genestealer Cults – re-purposed weapons. A lot of it is old mining equipment, but they'll go to great lengths to get their hands on weapons, too. A lot of the guns would be looted from Adeptus Arbites precincts or Astra Militarum ammo dumps, so they needed to look a little older than regular Imperial wargear, like it had been mothballed for a few decades. It gave us the opportunity to sculpt shotguns, autoguns,

old-style flamers with conical nozzles and even the webber – a weapon from the classic Necromunda game that, bizarrely, had never been sculpted on a model until now. I reckon the huge variety of weapons are going to be a real treat for fans of Warhammer 40,000.

Gaku Matsubayashi: The mining weapons used by the first and second generation hybrids are my favourites. These generations are much bigger than their more-human cousins, so they can carry much larger weapons. They're also less dextrous due to their grasping claws and talons, so they need weapons that are simple to use, but violent. The rock drill was influenced by the shovel that Dale designed on the front of the Goliath Rockgrinder, while the rock saw and rock cutter evolved from that. You'll also notice that some of the heads wear goggles and masks, which are essential when you're hacking through rock faces. ▶


A LINK TO THE HIVE FLEETS

"The ribbed textures on the knee pads and the body armour are a classic look from the Genestealer Cultists of the early 1990s," says Darren. "They echo the musculature seen on the Genestealer's back and the sinews between the chitinous armour on Tyranids. It's a little detail, but one that ties the forces together."




+++ WEAPONS OF THE GENESTEALER CULTS +++


SEISMIC CANNON




WEBBER




WEB PISTOL




HAND FLAMER




ROCK DRILL




AUTOGUN




AUTOPISTOL




NEEDLE PISTOL




ROCK SAW




FLAMER




MINING LASER




HEAVY STUBBER




SHOTGUN




BLASTING AND DEMOLITION CHARGES




ROCK CUTTERS



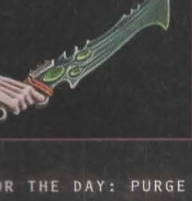
POWER HAMMER



POWER PICK



BONESWORD



+++ Inquisitorial investigation into the acquisition of Imperial wargear and the unsanctioned re-design and re-purposing of industrial mining equipment by Genestealer Cults. +++

Upon investigation into the so-called Genestealer Cults by Inquisitor Kas-Sonda, it has come to our attention that many of the weapons used by the cult are either semi-automatic rifles (colloquially: autoguns) bought on the black market or illegally acquired firearms stolen from planetary defence forces, Adeptus Arbites precincts (see anti-riot webber as an example) and even Astra Militarum training grounds and fortresses. That they have seemingly easy access to such firepower is cause for further investigation.

In addition, Cultists have been observed (and recorded via scribe-skull) carrying industrial mining equipment into battle. Rock saws and mining lasers have been re-purposed into basic, but deadly, weapons with overcharged power packs and modified hand-grips so that three-armed Acolyte Hybrids can wield them without the aid of a servo-arm.

Most worrying of all, however, is the appearance of xenos weapons, including the bonesword, which suggests the Genestealer Cults have ties to other alien races. This needs to be investigated immediately.

+++ Transcript end +++

THOUGHT FOR THE DAY: PURGE THOSE WHO ARE UNCLEAN

DESIGNERS' NOTES

THE CULT ICON

The Genestealer Cult upgrade frame (shown on page 116) has 30 components on it, including 14 heads, 10 packs and pouches and six cult icons.

"The icons come in three designs," says Darren, "and are designed to fit on Imperial Guard tanks, specifically sponsons and turret glacis plates. We recessed details onto both sides of the icon, which means you can have them facing either left or right depending what side of the tank you put them on.

Most of the packs and pouches have a tiny cult icon attached to them, too – a tiny golden trinket. I imagine the cult members keep them in their pocket, only revealing them when they need to."



► Or people, for that matter. Then there are the Tyranid weapons – the Metamorph claws, blades and whips. It was interesting mixing human and Tyranid weapons and wargear on one model and making them compatible with each other. We felt it was important to sneak that hint of Tyranid heritage into the army, to give people a glimpse of what might soon arrive on their planet. You'll notice that most of the Metamorphs have severely mutated heads and faces, too, including a few classic Genestealer mutations such as the toxic-looking adrenal glands, the head with no eyes and the classic feeder tendrils.

Dale: There are also the heavy weapons that appear on the cult's vehicles. I love the idea of the seismic cannon – it's like a ballistic tuning fork that vibrates the air so violently that the target just falls apart. The clearance incinerator is actually a re-designed version of the one found on the Nemesis Dreadknight – I imagine it's meant to be used for burning rubbish and giant rats but the cultists have found a new use for it.

The Goliath might be one of my favourite design projects of all time. Hobbyists of a certain age will recall that Genestealers Cults used to drive around in limousines back in the day – it was how the Patriarch and the Purestrain Genestealers got

around unnoticed. We liked that idea, but a limo isn't really an everyday vehicle, it still feels a bit too conspicuous, not to mention way too lavish for an industrial world. We wanted something ubiquitous, something no one would think twice about seeing on the road. A lot of Black Library novels mention the Cargo-8 trucks, and we wanted something along those lines – a workhorse vehicle drawn from an STC template, kind of like a land tug. Like the cultists, it needs to work in hazardous environments, which is why the cab is completely sealed, with roll-shutter doors, extractors and vents. It's almost like an armoured pillbox – the sort of thing that could survive a rockfall or the demolition of a building. The enclosed design also makes the Goliath very clandestine, because you can't see what's in the cab – there could be normal humans in there, or it could be full of Genestealers! That's why there are also no cult icons sculpted on the Goliath – it really is an anonymous-looking vehicle. You can, of course, add cult icons to it or, my favourite option, paint them on, as if they've been sprayed on by the cult's members. And lastly, my favourite detail of the Goliath – it's got wheels – unusual for an Imperial vehicle – and adjustable suspension. The Goliath rides high, like a nimble transport vehicle, while the heavier Rockgrinder sits lower to the ground.

BATTLEGROUND SPOTLIGHT: CAGALIAN IX

So what does a world that's been taken over by a Genestealer Cult look like? Like this! The Studio Army Painters built this board to be featured in *Codex: Genestealer Cults*.

This board represents the political and administrative hub of Cagalian IX, a mining world in the Newseam sub-sector where the Cult of the Rusted Claw originated. "We wanted the main building to look like the front of a huge political building," says Chris Peach, Patriarch of the Army Painting team. "It's the sort of place where the Patriarch lurks while the Magus stands on the balcony

and exhorts the efforts of the cult to the hybrid workers amassed below. The pipework on the level below the road shows that it's still an industrial world, but we imagined this area was once a dried-up river bed that has been taken over by industry. The cranes and crates also show that the Genestealer Cults have started to re-purpose the building for more industrial activities."



SEE MORE
OF THIS ON
PAGE 82

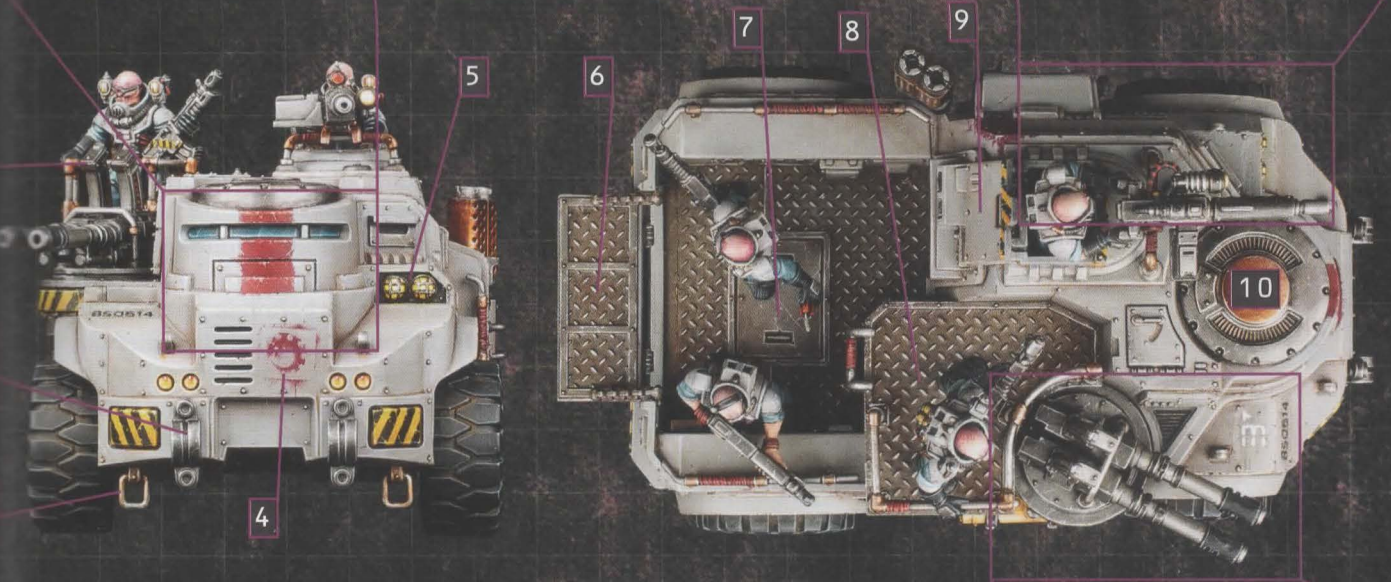
+++ GOLIATH TRUCK +++

Armour: 80mm. Maximum Speed: 60km/h (off-road).
Weight: 30 tonnes. Length: 6.3m. Height: 3.8m.
Hull Width: 4.4m. Ground Clearance: 0.4m.

+++ Goliath STC: Front. The cab features a polarised duraglass window that can be raised during heavy industrial work to protect the crew from flying debris. +++

- 1 Couplings for towing cargo.
- 2 Mounting points for Rockgrinder drilldozer assembly.
- 3 Padded grab-rails for transported work crews to hold on to during transit.
- 4 Genestealer Cult symbol, applied using a stencil and spray paint by the Neophyte work crews. Red vertical hull stripe also applied by the crew.
- 5 Spotlights for use in low-light conditions.

+++ Goliath STC: Top. A heavy stubber has been welded to the hand-rail next to the top ingress point. Note: This is not a sanctioned modification. +++



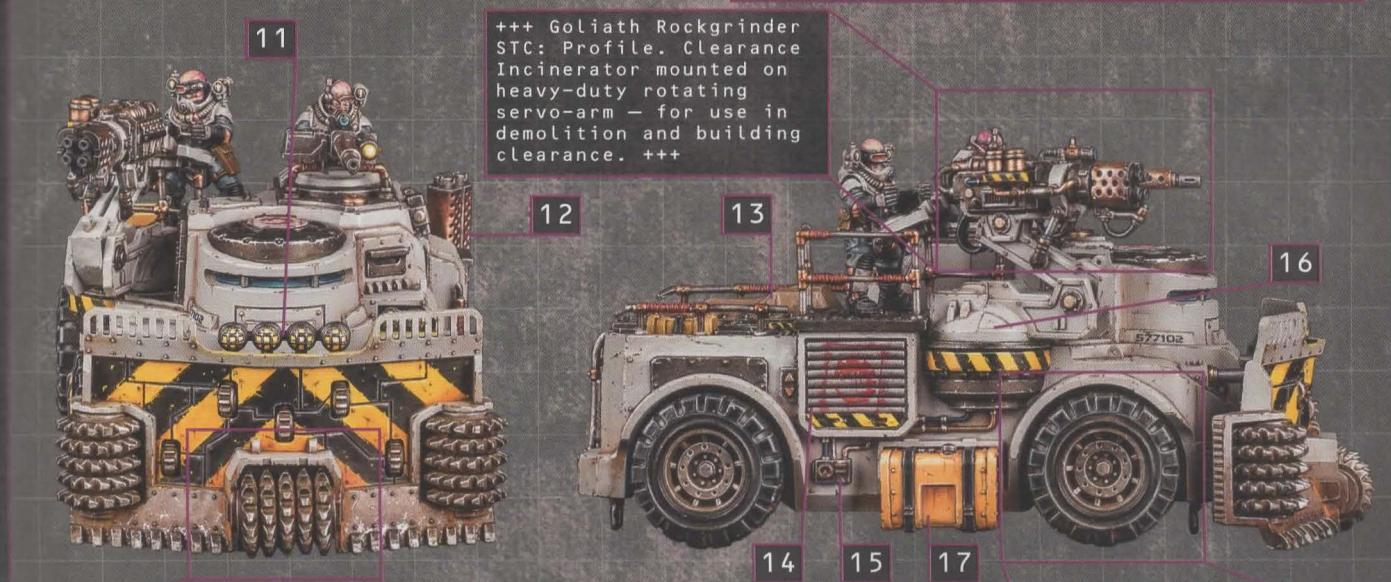
- Lowered tailgate with tread-plate for better grip.
- Access panel to rear axle and four-wheel drive transmission.
- 8 Access ladder to mining laser control platform, now used as an observation deck for cult Neophytes.
- 9 Hull entry hatch giving direct access to the cab.
- 10 Air filtration unit and armoured cab dome to protect the driver from rock falls and rubble.
- 11 Spotlight bank to ensure optimal positioning of drilldozer at rock face.
- 12 Exhaust stacks mounted on the side of the hull to give the Goliath higher ground clearance.
- 13 Tarpaulin to cover valuable cargo and equipment while providing easy access.

+++ Goliath STC: Top. Mining laser rotational mount modified to accommodate a twin-linked autocannon turret, which is held in place by steel roll bars. +++

+++ GOLIATH ROCKGRINDER +++

Armour: 80mm. Maximum Speed: 45km/h (off-road).
Weight: 45 tonnes. Length: 7.0m. Height: 3.6m.
Hull Width: 4.4m. Ground Clearance: 0.2m.

+++ Goliath Rockgrinder STC: Profile. Clearance Incinerator mounted on heavy-duty rotating servo-arm — for use in demolition and building clearance. +++



+++ Goliath Rockgrinder STC: Front. Rockgrinder drilldozer (20-blade serrated rock-saw configuration), designed for rock face disintegration. +++

- 14 Roll-door compartment housing environmental and atmospheric monitoring equipment. Also houses demolition charges.
- 15 Hydraulic pressure gauges.
- 16 Servo-arm manipulator pad. Servo-arm can be equipped with heavy seismic cannon, heavy mining laser or, as shown here, a clearance incinerator.
- 17 Auxiliary fuel tank required for deep mining projects.

+++ Goliath Rockgrinder STC: Off-road, high-density tyres designed for use on high-industry worlds. Chassis can be raised for better ground clearance. +++

THE BROODCOVEN SPEAKS

Surrounded by the gnawed bones of their enemies and an army of brainwashed cultists, Codex writers Phil Kelly and Simon Grant tell us more about their latest creation.



PHIL KELLY

Last month Phil was working on Codex: Deathwatch. This month he speaks to White Dwarf about Codex: Genestealer Cults, which he wrote with his very own rending claws.



SIMON GRANT

Simon is a true son of Ferris, but he put aside his allegiance to write the rules for the Genestealer Cults. The result is an army packed with special rules that make it a real joy to fight with.

Phil Kelly: The Genestealer Cults are a really unusual faction in Warhammer 40,000 as they're more of a devout militia than a traditional trained army. It's a force that's cobbled together from many generations, dynasties, families and backgrounds, an army of clandestine, militarised civilians (for the most part) that are utterly dedicated to the Genestealer Patriarch at the heart of the cult. So driven, they have scavenged, stolen and re-purposed all their wargear and vehicles ready to rise up against the governors of the planet they live on. They're a subterranean menace, a canker growing at the heart of a world. Sure, on the battlefield they may be outclassed compared to the military wings of the Imperium and those of other alien races, but they have prepared for the moment of their uprising for a very long time and they intend to succeed. They've got all the blueprints, stolen all the ammo, coerced the planetary defence forces, planned all their ambushes, they know every nook and cranny of the battlefields they're fighting on – they are extremely dangerous!

Simon Grant: And they're driven not just by a religious zeal, but by alien mind control – the Patriarch, Primus and Magus hold such absolute sway over the cultists that they will perform above and beyond how you expect them to. Their faith in their weird alien deities is so strong that they just cannot refuse to fight for them. You'll notice that with the Acolyte Iconward as well, just his presence and the divine imagery on the banner he carries can drive nearby cultists to fight on long after they should have died.

Phil: It's very disturbing, actually. And insidious – that's the word I'd use to describe the Genestealer Cults. It's no wonder their icon is a coiled worm growing unseen, a filthy parasite feeding on its host.

Simon: They do fight dirty, and really sneaky. You think they've got no big guns or fancy wargear, that you could take them in a straight fight. But they will never let you fight a fair fight. They have stacked the deck so massively in their favour that they can go toe-to-toe with the best warriors in



the galaxy. And, when they find themselves outclassed, they simply Return to the Shadows – one of the army special rules – and disappear, only to come back later in the battle using the Cult Ambush rule. They often come back with more cultists in tow, too, so even when you think you've killed them all, they still keep popping up. We found it to be a really entertaining army to use with a lot of character. If you play as a devious alien warlord you can't go far wrong!

Phil: There really is a lot of depth to this army. They're not the best armoured troops and they can be fragile, but there is a lot of fun to be had coming up with different tactics for them, using the formation special rules to construct a really nasty force – it's like you're the Primus marshalling the cult for war and the army list reflects that. You even get access to a few Astra Militarum vehicles and weapons, no doubt stolen from the local garrison. So you can, if you want to, get hold of some seriously big guns to back up your troops. Personally I prefer my cult to be more clandestine and ad-hoc, dragging people into the shadows when no one's looking and chopping them up with rock saws and drills. But that's the genius of the army, it rewards lots of different playing styles and personal preferences, meaning you can create and field your Genestealer Cult however you like.



Above: One of the excellent new pieces of artwork from the Codex showing the Howling Griffons Chapter of Space Marines under ferocious attack by the members of a Genestealer Cult. The image shows them utterly overwhelmed, surrounded and engulfed by the members of the cult. The Space Marines may prevail, for they are the superior fighters, but a few sharp knives in the right places will cause them serious losses.

CODEX SPOTLIGHT: GENESTEALER CULTS

Want to know more about the alien menace growing within? Then Codex: Genestealer Cults is the tome for you.

Codex Genestealer Cults is your definitive guide to the insidious alien uprisings that lurk at the heart of the many Imperial worlds. Inside you'll find a whole host of brilliant background all about the cults, how they grow and how they organise themselves. "It's been a really fun project to work on," says writer Phil Kelly. "Genestealer Cultists are obviously alien-infected scum, but strangely they normally improve the productivity and running of a planet. They work hard, they meet the Imperial tithes, they're diligent and well-organised. In a funny way they probably improve the Imperium while simultaneously planning its downfall. The book plays on that background a lot, emphasising the clandestine plans and secret underground war the cult fights before it emerges. That's really bought to life in their game-play, with plenty of rules that show how well-planned the uprising is and that any tool can be a weapon in the right hands."



One of our favourite features of the Codex is this illustration that shows how a Genestealer Cult is established. The image explains the evolution of the cult, from the initial arrival of the first Genestealers to the emergence of the Metamorphs that herald a full-scale Tyranid invasion.

The Codex contains datasheets for all the units in the army, plus eight formations around which to construct your cult. All of the formations have their own special rules that either complement or augment the army's special rules, making them very deadly indeed! The members of a Demolition Claw, for example, all benefit from being Tank Hunters, and carry far more Demolition Charges than regular Acolytes. You can see the Demolition Claw in action in our Battle Report on page 82.

SUBTERRANEAN UPRISING

FORMATION:
4-6 Genestealers
1-2 units of Genestealer Warriors
1-2 units of Genestealer Warriors

SPECIAL RULES:
Subterranean Uprising: This formation is designed to operate in the shadows. It is a highly coordinated unit that can strike from anywhere. The members of this formation are all highly trained and are capable of performing a wide range of tasks. They are also highly resilient and can withstand a great deal of punishment. This formation is a true force to be reckoned with.

DELIVERANCE BROODSURGE

FORMATION:
4-6 Genestealers
1-2 units of Genestealer Warriors
1-2 units of Genestealer Warriors

SPECIAL RULES:
Deliverance Broodsurge: This formation is designed to operate in the shadows. It is a highly coordinated unit that can strike from anywhere. The members of this formation are all highly trained and are capable of performing a wide range of tasks. They are also highly resilient and can withstand a great deal of punishment. This formation is a true force to be reckoned with.

THE HUNTER, HUNTED

The insurrection has begun! Under cover of darkness the Genestealer Cult has prepared a deadly trap and are even now lying in wait for a convoy of enemy troops that were sent to seek out and destroy the cult. The Genestealer Cultists hope to catch their foe unawares and slaughter them before they can rally and either escape or mount a retaliatory counter-strike.

THE ARMIES

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

One player is the Genestealer Cult player, and the other is the Defender. Neither side can include Fortifications in their army in this mission.

DESIGNER'S NOTE - FLYING TRANSPORTS & DEEP STRIKE

This mission is designed to represent a ground force fighting their way through an ambush. To preserve this, we recommend that none of the Defender's units start the game embarked inside Flying Transports and that any of their units that must start the game in Deep Strike Reserve (such as Drop Pods) cannot attempt to Deep Strike in the Genestealer Cult player's table half (see map). The game could be over disappointingly quickly otherwise...

THE BATTLEFIELD

Use the deployment map included with this mission. A road should run across the length of the battlefield which should contain little or no cover, and there should be several Ruins and other pieces of terrain beside the road, making it a perfect ambush site.

OBJECTIVE MARKERS

After terrain has been set up, the players must place 6 Objective Markers individually numbered 1 through 6 on the battlefield, using the rules from *Warhammer 40,000: The Rules*.

DEPLOYMENT

The Genestealer Cult player deploys their army first, anywhere in their Deployment Zone (see map). The Defender deploys second, anywhere in their Deployment Zone (see map).



FIRST TURN

The Genestealer Cult player has the first turn.

GAME LENGTH

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

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

The Defender must attempt to escape the ambush, while the Genestealer Cult must prevent them from doing so. If, at the end of the game, none of the Defender's units have escaped the ambush, the Genestealer Cult player earns D3+3 Victory Points. The Defender receives a number of Victory Points depending on how many of their units escaped the battlefield (see below), according to the following table:

Number of Defender's units that escaped	Victory Points awarded
1	1
2	D3
3	D3+3
4	D6+3
5 or more	D6+6

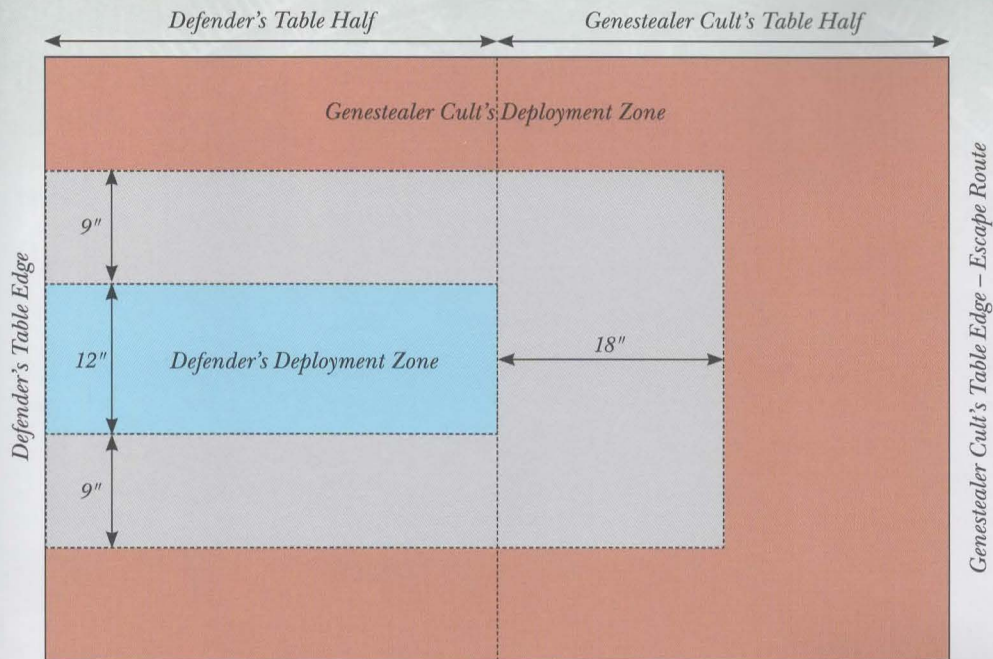
SECONDARY OBJECTIVES

Targets of opportunity may present themselves during the battle. Secure these if you can, but do not lose sight of your Primary Objective.

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, they have fewer than 3 Tactical Objectives, generate a number of new Tactical Objectives until they have 3.

DESIGNER'S NOTE - CITIES OF DEATH TACTICAL OBJECTIVES

If you wish, you could easily modify this mission to use the *Warhammer 40,000: Cities of Death* expansion rules and Tactical Objectives. If you do, we recommend both players still use their own Faction's Objectives (numbers 11-16) instead of the Capture & Control Objectives from *Cities of Death*.



MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves, Tactical Objectives.

ESCAPE ROUTE

In this mission, the Defender's units can move off the table edge labelled Escape Route (see map). Any that can completely move off in this way have escaped the ambush; they are removed from the battlefield and take no further part in the battle.

INSURRECTION

The Genestealer Cult player can roll a D3 at the start of their first turn – that many of their units in Reserve automatically arrive during the first turn.

LYING IN WAIT

Infantry units that are in Ruins and that did not move in their Movement phase are better able to make use of available cover; until they next move you can re-roll Cover save rolls of 1 for these units against all shooting attacks. Units that deploy in Ruins or are set-up in Ruins mid-game due to Deep Strike, Cult Ambush, Polymorphine, etc., also benefit from this rule until they next move.



HEIGHT ADVANTAGE

A model gains a height advantage whilst occupying the upper level of a Ruin if it shoots at a unit that is at a lower level (to gain the advantage, every model in the enemy unit must be 3" or more below that of the firing model). If a model shoots with a height advantage, re-roll failed To Hit rolls of 1 and reduce the enemy unit's cover save by 1.

TRAPPED

The Defender's units cannot Outflank or Infiltrate in this mission.

RETURN FIRE

At the end of the Genestealer Cult player's first Shooting phase, after any Morale tests have been taken, roll a dice for each of the Defender's units that was targeted by an enemy Shooting attack. Do not roll for units that are Falling Back or have Gone to Ground. On a 2+ that unit can immediately make a Shooting attack at the enemy as if it were your own Shooting phase – these attacks cannot cause the Genestealer Cult's units to take any Morale checks.

STREETS AND ROADS

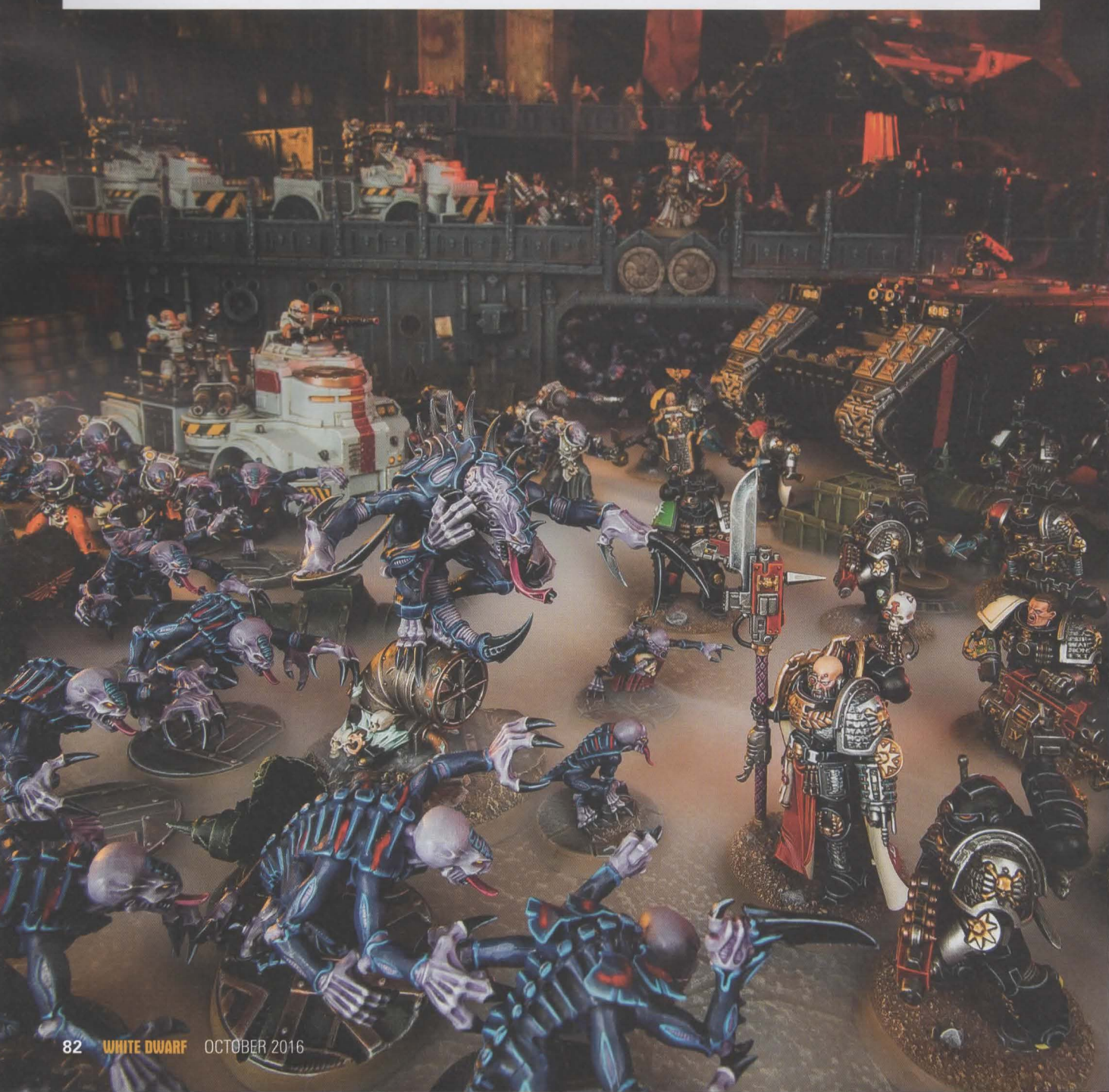
A model that spends its entire Movement phase on a road can be moved an extra 3". A model that Runs, moves Flat-Out or Turbo-boosts on a road can also be moved an extra 3". This rule has no effect on units with the Jump, Jet-pack, Jetbike, Skimmer, Flyer or Flying Monstrous Creature unit type.

DEATH TO THE ALIEN

On the world of Cagalian IX, a Genestealer Cult has been uncovered. The Deathwatch were sent in to eradicate the alien menace, but the uprising was larger than anyone predicted. Dan and Erik take command of the two armies in our Battle Report.

For over a century, Cagalian IX has been a model of conformity and industry. Yet behind this facade, a Genestealer Cult has infected the planet's workforce. Now, a swift and bloody uprising has begun, the Cult of the Rusted Claw seizing control of the primary hive cities in less than a month. A Deathwatch task force has been dispatched to deal with the xenos threat,

but victory will not be easy won. Repulsed in their initial assault on Galixis Hive by the Cult's unfathomable numbers, the Deathwatch's Watch Master Feron is forced to make a tough strategic decision: the battle, for now, will not be won by fighting to the death. Feron and his strike force must escape and bring news of this terrible threat to the wider Imperium, to better then wreak vengeance...



STRIKE FORCE FERON

Here stand the survivors of Strike Force Feron, most noble warriors of the Deathwatch.

LORD OF EXCALIBURIS

Watch Master Feron

STRATEGIUM COMMAND TEAM IDEMON

Chaplain Idemon

Squad Avensis

5 Deathwatch Veterans, with 2 infernus heavy bolters. Razorback transport

PURGATUS KILL TEAM GORGON

Squad Gorgon

6 Deathwatch Veterans, with 1 Deathwatch Frag Cannon

Squad Devale

3 Deathwatch Terminators with 3 assault cannons

Codicier Velim

FUROR KILL TEAM HAEBRON

Squad Haebron

5 Deathwatch Veterans, including one Black Shield, with 2 heavy thunder hammers and 1 storm shield

Squad Gaius

2 Deathwatch Terminators with lightning claws

Squad Kriegus

2 Deathwatch Bikers

Vanguard Veteran Aesus

STRIKE FORCE SUPPORT

Squad Meneon

7 Deathwatch Veterans, including Black Shield, with 3 shotguns, 2 infernus heavy bolters and 1 storm shield. Rhino transport

Squad Crastus

5 Deathwatch Terminators, with 2 cyclone missile launchers and 1 thunder hammer and storm shield

Venerable Xandor

Venerable Dreadnought

Indomitus

Land Raider

Domitor and Caesar

2 Corvus Blackstars

Total Points

2521









CULT OF THE RUSTED CLAW

The xenos-tainted members of the Cult of the Rusted Claw. We must purge the impure.

THE FIRST CURSE

Patriarch Vorasik

Children of Newseam

16 Purestrain Genestealers

THE DOTING THROG

Magus Tenembue

The Throg

2 squads of 10 Neophyte Hybrids each with 1 cult icon and 1 flamer

2 squads of 10 Neophyte Hybrids each with 1 grenade launcher

10 Neophyte Hybrids with 1 heavy stubber and 1 grenade launcher

10 Neophyte Hybrids with 1 heavy stubber, 1 grenade launcher and 1 mining laser

SUBTERRANEAN UPRISING

Primus Thuge

The Cult Vanguard

10 Acolyte Hybrids, with 1 hand flamer

5 Acolyte Hybrids with 1 hand flamer and 2 rock cutters

8 Aberrants, with 4 power hammers

10 Hybrid Metamorphs with 3 metamorph whips, 3 claws and 2 hand flamers, including leader with bonesword

DEMOLITION CLAW

Demolition Crew Alpha-Pi

5 Acolyte Hybrids with 2 demolition charges

5 Acolyte Hybrids with 1 demolition charge and 1 rock saw

2 Goliath Rockgrinders with caches of demolition charges and 1 heavy seismic cannon

CULT SUPPORT UNITS

Cult Iconward Slyte

Slyte's Response Crew

10 Neophyte Hybrids with 1 webber and 1 seismic cannon. Goliath transport

Drill team Aqueous

5 Acolyte Hybrids with 2 Rock Drills. Chimera transport with a heavy flamer

Cadia's Loss

Leman Russ with battle cannon and multi-melta sponsons

Eyes of Tenembue

Scout Sentinel with a missile launcher

Total Points

2492

SLAY THE ALIEN, GET TO THE EXTRACTION POINT



DAN HARDEN

Inspired by the formations and mission tactics in Codex: Deathwatch, Dan was more than eager to take command of the Deathwatch army. As you'll soon find out, he's been getting very excited about assault cannons...

Dan: Having chatted to Phil Kelly and Robin Cruddace about Codex: Deathwatch last month, I was really intrigued to try out the army on the battlefield in this mission specially written for us by Robin.

Creating a Deathwatch army is a truly unique experience as you get to customise virtually every model in your army with the weapons you want them to have, then build Kill Teams using the formations presented in the Codex. You can end up with some monstrous combinations that, if used correctly, will make a mess of virtually everything they touch. One formation I just had to field was the Purgatus Kill Team, to which I added three Terminators armed with assault

cannons. Yes, three assault cannons in one unit! There's a great deal of fun to be had just creating a Deathwatch army list.

The mission for the Deathwatch is simply to get off the Genestealer Cult's edge of the table. I can pick up Victory Points along the way, but I'll get more if I can extract my Kill Teams successfully. That's why I picked plenty of transport vehicles for my army. No units can deploy in a Corvus Blackstar at the start of the battle (that would just be too easy!), but I reckon I can use them to pick up units later in the battle and extract them that way. The Land Raider will lead the exodus – that should give those filthy Genestealer Cultists pause for thought.

SET THE BAIT, SPRING THE TRAP, CATCH THE PREY



ERIK NIEMZ

It was with guile and subterfuge that Erik assumed command of the Genestealer Cult army – traits that will serve him well in the ensuing battle. Since reading the Cult Ambush rule he's taken to lurking in the stationery cupboard on his lunch break.

Erik: Genuinely, I've never read a Codex as exciting as the one for the Genestealer Cults. The background is sinister, the artwork is brilliant and the army special rules are extremely nasty (see below). They really bring the army to life on the battlefield.

In the story behind our game the Deathwatch arrive on Cagalian IX and are horribly mauled by the Cult of the Rusted Claw. This mission represents the aftermath of that failed drop assault and now the surviving Deathwatch must try and extract themselves from the trap that's closed around them and escape off the Genestealer Cult board edge – not an easy feat considering how many Cultists I'll have waiting for them.

Before the game we didn't agree on a points limit, but assembled armies that we'd like to field, both of us picking three Formations from our respective Codex, plus a few extra units and heroes. As you can see over the page, our army lists ended up pretty balanced anyway, a good sign that we'd be in for a fair fight. Not that I wanted to give the Deathwatch a fair battle, of course!

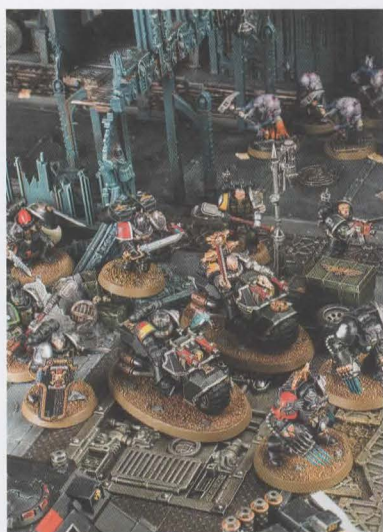
My plan is simple – bog down the Deathwatch as much as possible and try to block their escape route (with my own ruined vehicles if I have to!). If I can tie them up in combat, I should be able to prevent Dan extracting too many units and victory will belong to the Cult of the Rusted Claw.

THE CULT AMBUSH

The Genestealer Cult army has two special rules that will really keep Dan on his toes – Return to the Shadows and Cult Ambush. Return to the Shadows enables unengaged units with the Genestealer Cults faction to simply disappear from the battlefield and be placed in ongoing reserves. They can then redeploy using the Cult Ambush rule later in the battle, which means they could potentially turn up at any time, anywhere on the battlefield. And they will!



BATTLE REPORT



Purgatus Kill Team Gorgon leads the Deathwatch exodus alongside the main road (1), followed closely by Venerable Xandor. Furor Kill Team Haebron deploys behind them (2), with the Corvus Blackstar *Domitor* bringing up the rear of the force (3). On the dried out river bed, Watch Master Feron and Veteran Squad Meneon are deployed in a Rhino (4) backed up by the Corvus Blackstar *Caesor* (5).



DEPLOYMENT: THE EXODUS BEGINS

TACTICAL OBJECTIVES

The Hunter, Hunted mission requires six Objective Markers to be placed around the battlefield. They are:

1. Cargo Container
2. Subterranean Lair
3. Munitions Crates
4. Promethium Pipes
5. Tenembue's Pulpit
6. Gangway Access

Our Battle Report begins with Watch Master Feron making the difficult decision to extract his strike force from the trap set by the Cult of the Rusted Claw. Deployment was conducted as explained in *The Hunter, Hunted* mission (see page 80). Erik deployed the Genestealer Cult first. He set up the Doting Throng in the Administratum building and the Demolition Claw on the road where they could hold up the convoy. On the riverbed, a unit of Neophytes and a stolen Leman Russ stood ready to flank the Deathwatch.

Dan then deployed the Deathwatch, placing most of them along the road, with the Land

Raider heading up the convoy alongside the Purgatus Kill Team. Watch Master Feron and his Veteran Squad deployed on the level below next to one of the Corvus Blackstars. Normally, Flyers start a battle in reserve, but considering the story behind this battle, we thought it would be cool to have them escorting the Deathwatch to safety, rather than racing about overhead. To represent this, they started the game in hover mode alongside the rest of the force ready to counter any xenos threats. With the Deathwatch deployed, Erik deployed his Subterranean Uprising formation, which saw the Primus and his Acolytes arrive next to Feron's Rhino. Erik would also be taking the first turn!

BATTLE REPORT

TURN 1: THE EXODUS BEGINS, THE NOOSE TIGHTENS

The Genestealer Cult took the first turn and immediately started to reap a fearsome toll on the Deathwatch. The Doting Throng remained in the Administratum building while, below, the Demolition Claw and the vehicles on the dry riverbed advanced.

Before a bullet could be fired, Magus Tenembue gazed down at Kill Team Gorgon far below and invaded their minds. Against their will, the Deathwatch turned and fired upon Kill Team Haebron behind them, killing both Terminators and one of the bikers! The Doting Throng then opened fire, yet despite close to 50 of them shooting, only two further members of Kill Team Haebron fell. The vehicles on the riverbed had better luck, the Goliath and the Sentinel both killing a member of Kill Team Gorgon, while the Leman Russ blasted a high-explosive shell into the front of the Land Raider, causing minor

WARLORD TRAITS

In this battle, Dan generated the Warlord Trait Vigilance Incarnate for Watch Master Feron, meaning that he could change his Mission Tactics once more than usual during the battle.

Erik rolled the Born Survivor Warlord Trait for his Patriarch, which gave the beast the battle's 'end of level boss', and kept him and his Purestrain Genestealers in reserve where they waited patiently for the right moment to spring their ambush.

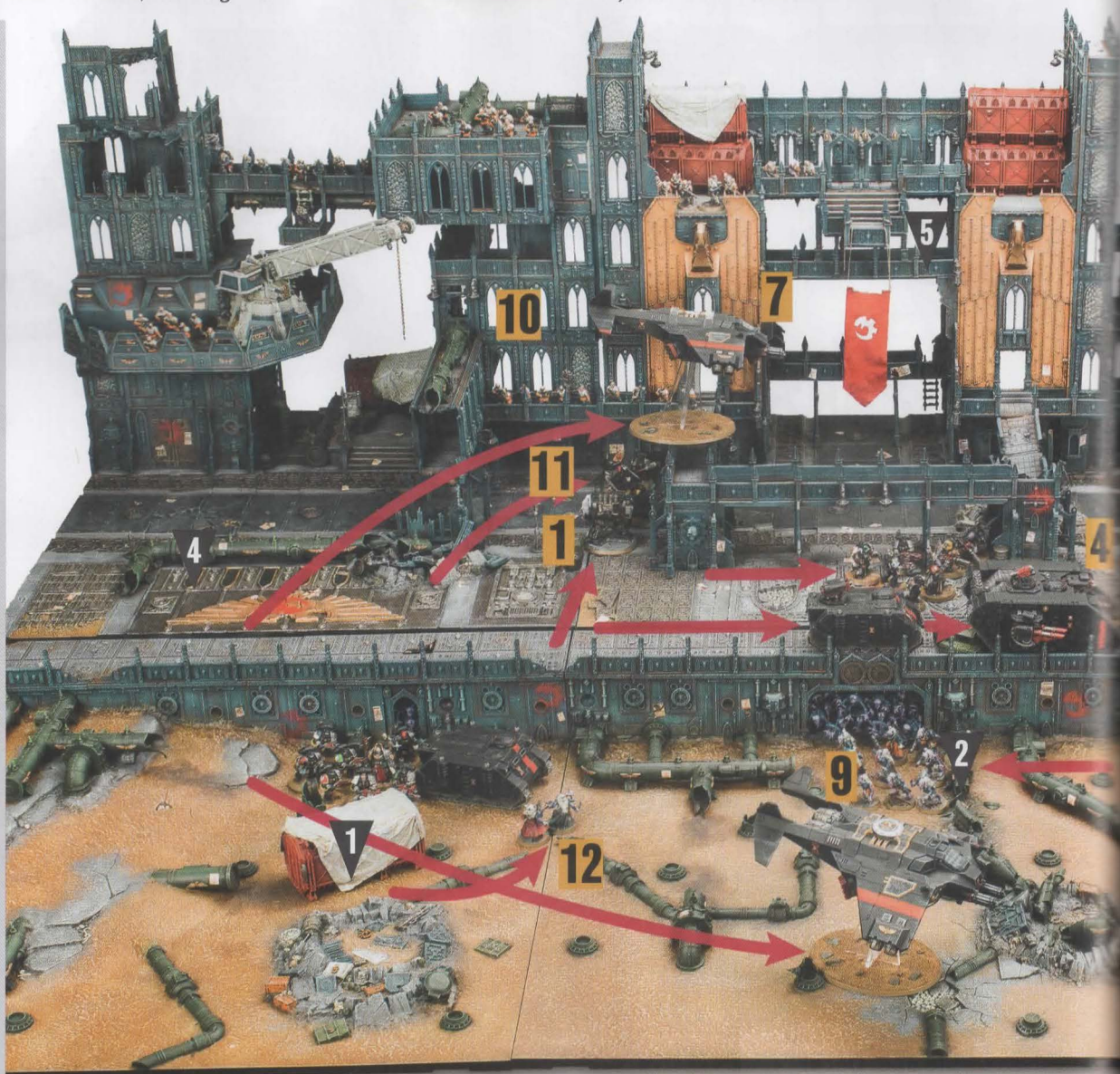
damage. The mission special rules allow the Deathwatch to fire back immediately if they take damage, which Kill Team Gorgon did, wiping out the Hybrid Acolytes in front of them and taking First Blood. Erik's last act was to declare a charge against the Rhino with Primus Thuge and his retinue. Between them they hacked the APC to pieces, forcing Squad Meneon to disembark.

In response, Dan advanced as many of his units along the road as he could. The Land Raider obliterated the Chimera and blew the seismic cannon off the Rockgrinder, while Squad Meneon tore Thuge's Acolytes apart (though failed to kill the Primus himself). Kill Team Haebron and the Dreadnought made a successful charge against the Aberrants and wiped them out, though without the Dreadnought's intervention the fight could have ended very differently. Surprisingly, neither Dan nor Erik cashed in any Tactical Objectives this turn.

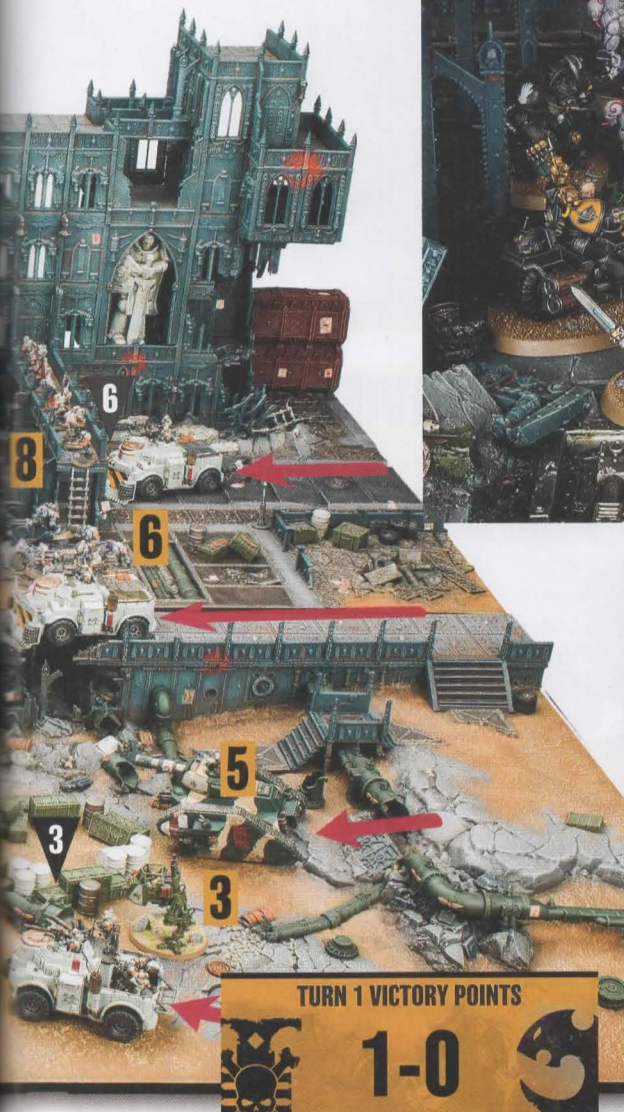
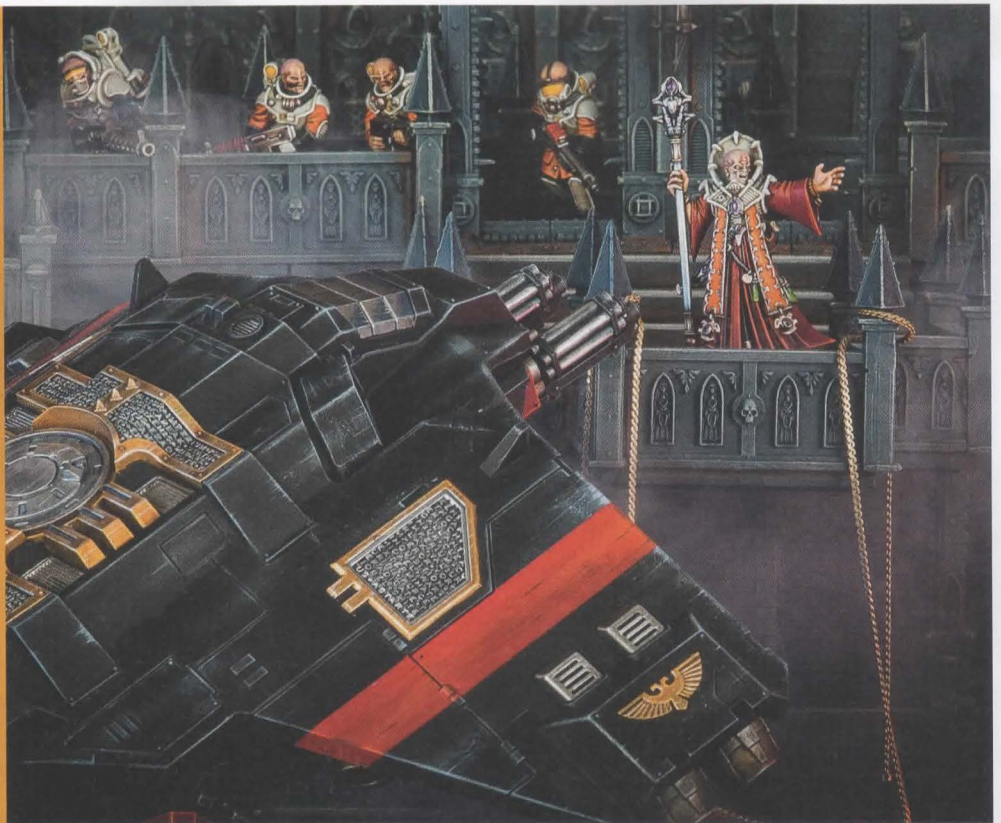
Kill Team Gorgon are mind controlled by Magus Tenembue and fire on their fellow warriors (1). They then come under attack from the Goliath (2), Sentinel (3) and the Acolyte Hybrids in the ruins (4), losing three of their number. Using the mission's Return Fire special rule, Kill Team Gorgon open fire immediately and obliterate the five hybrids in front of them, scoring four Rending hits!

The Leman Russ (5) targets the Land Raider and causes a glancing hit with its battle cannon. In response, the Land Raider blows up the Chimera with its lascannons (6). The Acolyte Hybrids that were inside disembark and lurk nearby.

In response to the Magus's mind-tampering, the Corvus Blackstar Domitar shoots him to death (7) while Kill Team Gorgon advance up the main road and target Slyte's unit (8). Despite the weight of firepower, they only kill two of the Neophyte Hybrids, mainly because the Cult Iconward gives them Feel No Pain 6+ and Erik is very lucky when it comes to making improbable dice rolls.

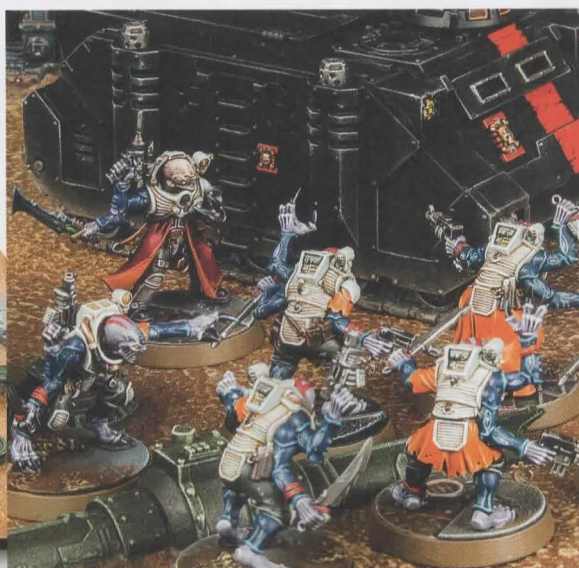


A BLOOD-DEBT SETTLED
 Before Erik had even finished his first turn, Magus Tenembue had been added to Dan's kill list. His *Mind Control* psychic power was so devastating (it could have been a lot worse if the Terminators hadn't been standing at the front of Kill Team Haebron to soak up most of the firepower) that Dan knew the Magus had to die before he could cast it again. Unable to send a unit to eliminate the Magus because he was so high up the building, Dan sent one of his Corvus Blackstars to deal with him. *Domitor* flew upwards, banked, and hosed the balcony with its assault cannons, shredding the pesky Magus. The Throng lamented his death.



The Metamorphs sneak silently along the dry riverbed (9).

The Doting Throng unleash their firepower on Kill Team Haebron (10), reducing them to just five members (three Veterans, Vanguard Aesus and the Biker). With the Aberrants dangerously close, Kill Team Haebron and Venerable Xandor shoot and then charge them (11), resulting in the death of two more Veterans. Despite Aberrants having two Wounds each and Feel No Pain, the Dreadnought and the Veteran with the thunder hammer wipe them out.



Primus Thuge and his Acolyte Hybrids charge Feron's Rhino and cause six glancing hits with their rending claws (12). Watch Master Feron and Squad Meneon are forced to disembark, meaning they can't charge next turn. Instead, they open fire, the three Veterans armed with shotguns firing wyrmbsbreath shells that use a template. Combined with the templates from the two infernus heavy bolters they kill nine of the Acolytes but fail to hurt the Primus (his unit automatically passes Look Out, Sir rolls for him).

BATTLE REPORT

Three of the Neophyte Hybrid squads Return to the Shadows, leaving just two units in the Administratum building. Their combined firepower almost wipes out Kill Team Haebron (1). Venerable Xandor returns fire (2), but his plasma cannon misses the hybrids by an embarrassing 7".

The Goliath Rockgrinder, bereft of its heavy seismic cannon, rams the Land Raider (3) and takes off a hull point, but wrecks itself in the process. The Acolytes on board leap off and fling a demolition charge at the Land Raider, narrowly missing Kill Team Gorgon, much to Dan's relief (it's AP 2!). They are, in turn, blasted to gory chunks by the Kill Team's assault cannons (4).

The Razorback suffers damage when a suspiciously brave Acolyte Hybrid with a rock drill stands in front of it (5) and rips off the front armour plate. The Razorback remains where it is, rotates its heavy boiler turret and wrecks the Goliath behind it, forcing the Neophytes on board to disembark (6).



TURN 2: HEAVY RESISTANCE IS MET WITH HEAVIER ARMOUR

Rolling for his reserves, Erik was dismayed when his Patriarch continued to lurk out of sight. However, many of his units were in a great position to slow down the Deathwatch and those that weren't returned to the shadows, including three of the Neophyte squads from the Doting Throng and Primus Thuge, who skulked away before Squad Meneon could eliminate him. On the main road, the damaged Rockgrinder roared forwards and smashed into the front of *Indomitus*, its whirring drillsaws tearing a chunk out of the Land Raider's assault ramp before its chassis crumpled on impact with the huge tank. The hybrids inside piled out, scrambled into the nearby rubble and threw a demolition charge at the tank, which hit the Land Raider but bounced off its roof. Infuriated by the death of the Magus, the Neophytes in the Administratum building fired upon the three remaining members of Kill Team Haebron, leaving only the biker left alive. Having

BATTLE-FORGED BONUSES!

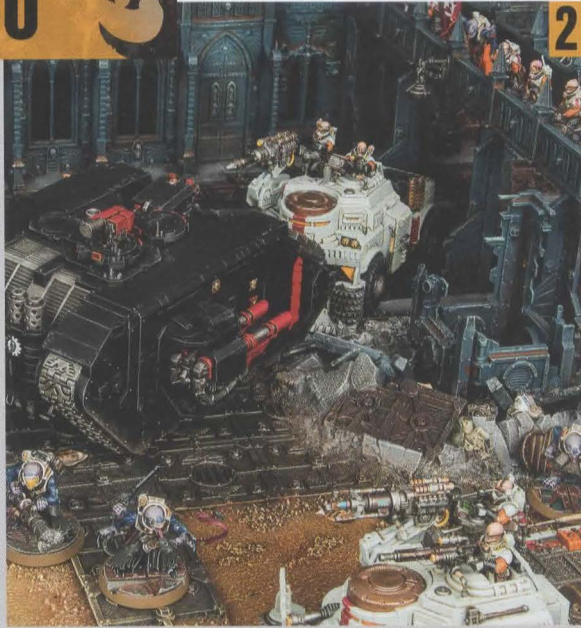
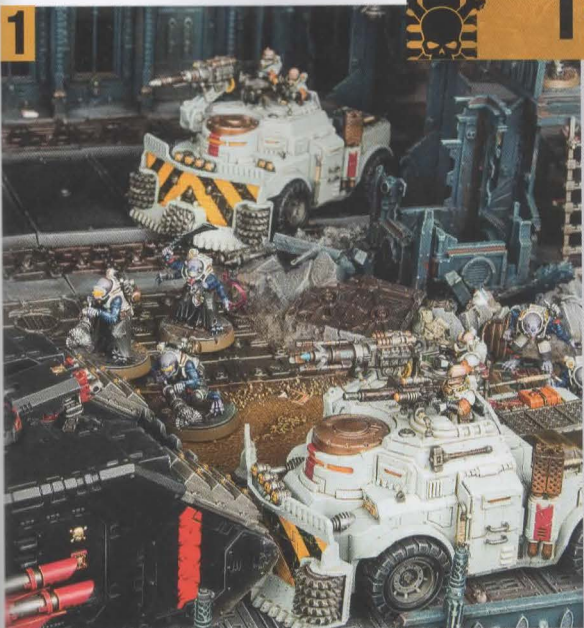
When writing their army lists, Dan chose to make his Battle-forged while Erik went Unbound. The advantage this gave Dan was that he could change his Mission Tactics a whopping four times throughout the game (due to his Warlord Trait), enabling his Kill Team to maximise their damage every turn depending on their targets. Erik, on the other hand, simply picked the formations he liked most, the Subterranean Uprising and First Curse formations proving particularly nasty!

drawn the No Prisoners Tactical Objective card, Erik aimed everything he could at the biker, yet failed to kill him. Once again the Lemn Russ targeted the Land Raider and this time burned a hole in its side with a multi-melta.

The Deathwatch, under fire from all sides, advanced once again. *Indomitus* smashed through everything in its path (see top right) before disgorging Terminator Squad Crastus. The Razorback tried to run over the nearby Acolytes but suffered damage as the Acolyte with the rock drill rammed it into the tank's glacis plate. Fortunately for Dan, Kill Team Purgatus was on hand. Codicier Velim blasted the Acolytes with the psychic power *Electrosurge*, while the rest of the Kill Team shot the Acolytes carrying the (as Dan narrowly avoided finding out) very dangerous demolition charges. Nearby, Squad Meneon and the Blackstar *Caesor* fired into the Metamorphs and almost wiped out the unit.

TURN 2 VICTORY POINTS

1-0



The Land Raider had a particularly eventful turn, beginning with the moment it got rammed by the Goliath Rockgrinder (1). It then suffered another Hull Point of damage (reducing it to one remaining) when the Leman Russ shot at it with its multi-meltas.

In Dan's turn, *Indomitus* drove towards the gantry where the Iconward and his unit stood (2), running over a unit of Acolyte Hybrids on the way who attempted Death or Glory with a rock drill but got squashed instead. The Land Raider ended its move just in front of the surviving Rockgrinder and pummelled it with lascannon fire, causing a Hull Point of damage and stunning the crew (which they ignored because of the Goliath's rugged construction).



Squad Crastus then disembarked from the Land Raider's side door (3) and launched a barrage of cyclone missiles at the Iconward and his unit, but once again Slyte somehow kept most of his unit alive.

Buoyed on by the Land Raider's success, the Razorback attempted to follow it (4), hit the remaining cultist with the rock drill and was brought to a grinding halt.

A BAD DAY TO BE AN ALIEN MENACE

Erik's Metamorphs had a really unlucky run in this battle. They'd managed to avoid any incoming fire in the first turn by skulking near the riverbed's retaining wall, but in the second turn they failed a charge (a 3" charge at that) up the wall into the back of the Razorback, which they would have easily destroyed. Instead, they were caught in the open between Squad Meneon and the Corvus Blackstar Caesar. Squad Meneon was shooting past promethium pipes at the Metamorphs, but promptly selected dragonfire bolts so they'd ignore the effects of cover. The poor Metamorphs didn't stand a chance...



BATTLE REPORT

URNS 3 & 4: THE PATRIARCH ARRIVES!

The First Curse emerge from their underground lair and charge Squad Meneon (1), wiping them out over two rounds of combat. Watch Master Feron proves his mettle, though, slaying Patriarch Vorasik before being torn apart by angry Genestealers.

The Rockgrinder tank shocks the biker from Kill Team Haebron (2), forces him to flee, then blasts him apart with the mining laser, earning Erik two Victory Points for Psychological Warfare and No Prisoners! The Rockgrinder then rams Venerable Xandor (3) but the Dreadnought pummels it into the road surface.

The Acolyte Hybrids that got out of the Rockgrinder throw a demolition charge at the Terminators (4), but are almost wiped out by Kill Team Gorgon in return. The survivor, armed with a rock saw, sneaks up on the Terminators in the following turn and hacks two of them into gory chunks before being splattered by a thunder hammer.

Primus Thuge (5) looks very lonely!

Erik's third turn saw the cult launch a new wave of ambushes led by Patriarch Vorasik, who emerged from his subterranean lair near Watch Master Feron. Across the battlefield, the Terminators came under fire from every unit Erik could bring to bear on them, only two of their number surviving the fusillade (which included another demolition charge). The real battle, however, saw the Genestealers slaughter Squad Meneon, while the Patriarch challenged the Watch Master to single combat. Fortunately for Dan, the Watch Master held his own against the monstrous alien.

With so many Cultists appearing on the board, Dan switched his Mission Tactics to Furor Tactics, enabling his units to re-roll To Hit rolls of 1 when shooting at enemy Troops choices. It proved to be a sensible move that saw all 20 newly-arrived Neophytes pulverised by incredibly accurate shooting. Somehow, the Cult Iconward survived

the overwhelming firepower once again, as did one of the Acolytes – armed with a rock saw – hiding under the gantry. Meanwhile, the fight between Feron and Vorasik continued...

Erik's fourth turn saw him draw the Supremacy Tactical Objective card, which prompted several of his units to scatter and take objectives (as Dan held none at that point). Meanwhile, the Leman Russ wrecked the Razorback with a well-aimed multi-melta shot, while the Rockgrinder attempted to drill a hole in Venerable Xandor but instead wrapped itself around the Dreadnought's power fist. The highlight of the turn (for Erik, not Dan) was when the Acolyte with the rock saw charged the Terminators and killed both of them! In response, Dan's fourth turn was relatively tame. *Caestor* filled the Sentinel full of bullets as the Land Raider and *Domitor* advanced to fulfil the Behind Enemy Lines Tactical Objective, keeping Dan just in the lead!

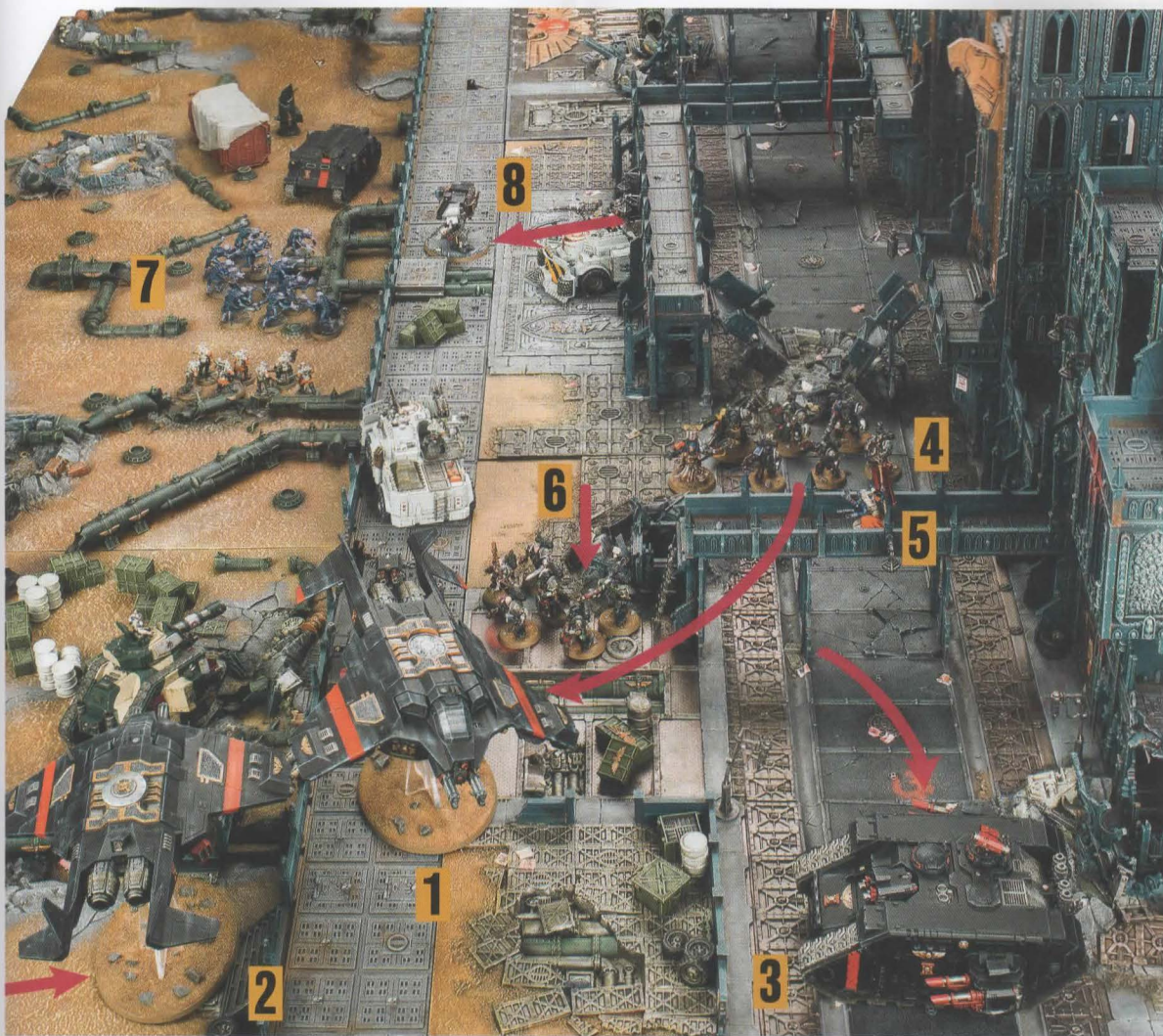
TURN 3 VICTORY POINTS

2-3

CULT AMBUSH!

Turn three saw Primus Thuge and two squads of Neophyte Hybrids return to the battlefield. The Neophytes promptly opened fire on the Terminators and killed only one of them. In the following turn they took fire from the remaining Terminators, the Land Raider and the freshly disembarked Strategium Command Team. That's why they're not in the picture below...





At the end of turn four there are a lot fewer units on the battlefield! *Domitor* (1), *Caestor* (2) and *Indomit* (3) earn Dan three Victory Points for the Behind Enemy Lines card, the Land Raider blasting Primus Thuge to ash at the same time.

Kill Team Gorgon are still a long way from safety (4).

Iconward Slyte is somehow still alive (5). His presence gives every friendly unit within 12" Feel No Pain 6+, which includes all the Neophyte Hybrids that arrived from reserve during turns three and four. It helps a bit, but not enough, the Strategium Command Team (6) making short work of the cultists (heavy flamer-heavy bolter combi-weapons will do that).

The Children of Newseam (7) look out of place on the battlefield following Feron's death. Dan planned to charge them with Venerable Xandor (8), but Erik had other plans and the Genestealers fled into the depths of the industrial complex...

MUTUALLY ASSURED DESTRUCTION!

The fight between the Patriarch and the Watch Master was one of the most tense and exciting moments of the game. Dan has a personal rule (one of three, actually...) that he always accepts a challenge, which is exactly what Watch Master Feron did. It proved to be a fortuitous move because the Patriarch just couldn't hurt him (or, rather, Erik kept failing to get those all-

important rending hits). Over the course of four rounds of combat, Feron slowly chopped away at the Patriarch with his guardian spear, finally slaying the beast. With Squad Meneon dead, he was left to fight twelve enraged Genestealers alone – a fight that didn't last long at all. Both Dan and Erik cashed in the Kingslayer Tactical Objective following this epic fight.



TURN 4 VICTORY POINTS

8-7

BATTLE REPORT

URNS 5 & 6: THE DEATHWATCH BEGIN THEIR EXTRACTION

As the battle approaches its dénouement, Erik springs yet more ambushes on the Deathwatch, two squads of Neophyte Hybrids appearing near the Land Raider (1) to slow the advance. Though Erik wanted to destroy the Land Raider, neither of the Neophyte Squads had a weapon that could penetrate its armour and the Leman Russ is unable to see it over the river's retaining wall.

One squad (2) fires at Kill Team Gorgon but fails to kill any of them, while the second squad (3) fires on Ildemon's squad and fails to kill any of them either.

The Deathwatch response is, as it has been all game, violent in the extreme, both squads shooting and virtually wiping out their targets. However, Dan only fires the assault cannons from Kill Team Gorgon, which means he can then charge into combat with the Neophytes led by Slyte and move closer to the extraction point at the same time.

Codicier Velim, having fried the occasional hybrid with his Electrosurge power during the battle, finally gets to use his force axe, smashing it through Iconward Slyte and ending his baleful influence.

Things looked a little bleak for Erik at the end of turn four, but turn five saw another 20 Cultists pore out of the Administratum building around the Land Raider. Joined by the Iconward, they fired upon Ildemon's Command Team and Kill Team Gorgon but failed to kill anything. The Leman Russ, however, turned and blasted the Corvus Blackstar *Caesor* out of the sky with its multi-meltas (it was only hovering at the time). Elsewhere, Erik's Neophytes secured the entrance to their subterranean lair, earning Erik four Victory Points this turn for Secure Objective 2 and Kingslayer and putting him back in the lead.

Now with one less squad to extract from the board, Dan had to be content with saving *Domitor* and *Indomit*, earning him D3 Victory Points at the end of the game. However, he also drew the

Blood and Guts Tactical Objective and there was a squad of Neophytes in close proximity. Kill Team Gorgon was, once again, more than up for the challenge, tearing most of the squad apart with their formidable firepower, then charging the survivors where Codicier Velim made short work of the pesky Slyte. The Veterans nearby wiped out the other squad of Neophytes, leaving the way clear for both teams...

That was, until the Purestrain Genestealers returned at the start of Erik's sixth and final turn. Emerging from drainpipes and manholes, they charged straight into Ildemon's Veterans (they rolled *It Came From Below* on the Cult Ambush chart, enabling them to charge on the turn they arrive) and massacred them to a man, earning Erik two more Victory Points for completing the Spring the Trap Tactical Objective.



EXCESSIVE FIREPOWER?

The Genestealer Cults have access to Leman Russ Battle Tanks, which gives them some extremely handy, mobile firepower. When the Leman Russ turned to fire on the Corvus Blackstar, Dan declared that it would jink, as it would be flying off the table the following turn so it wouldn't be shooting. Not that it mattered – Erik only fired one multi-melta at it, penetrated its armour with a roll of 20 and blew it to bits!



HONOUR OR DUTY?

At the end of Erik's sixth turn, Victory Points stood at 12 for the Genestealer Cults and 9+D3 for the Deathwatch. Dan had to get Kill Team Gorgon off the table, but he also really wanted to avenge the death of the Veterans. If he shot the Genestealers with Kill Team Gorgon he wouldn't be able to win the game, but to escape they would need to run at least 5". In the end, Venerable Xandor came to the rescue, blasting six of the Genestealers apart with his plasma cannon. Kill team Gorgon ran... but only measly 1"! Luckily for Dan, they were still standing on Objective 6, the card for which he held! And so it came down to the last dice roll – Dan needed a 5 or 6 on his D3 roll for extracting two units. The dice rolled and stopped with a five face up. Feron had extracted enough members of his strike force to bring word of the alien threat to the Imperium. Vengeance would be unmerciful!



THE TWO GENERALS DISCUSS THE BATTLE

Dan: Now that was an incredible battle! And what an ending – it really couldn't have been any closer at the end.

Erik: Or any more heroic – it was like your Kill Team didn't want to leave the battlefield, like they wanted to avenge the deaths of their battle-brothers rather than run to safety.

Dan: That's exactly what I wanted to do. Those Genestealers massacred two of my units and my general – I wanted revenge. I like to think the Dreadnought sorted them out, though. We'd almost forgotten he was still on the battlefield, but he provided an explosive climax to the game.

Erik: The whole game was full of great moments like that, though – the Leman Russ taking out the Corvus Blackstar, the Rockgrinder ramming the Land Raider, the Acolyte with the rock saw killing the Terminators...

Dan: Yeah, let's never mention that again – the Genestealer Cults have access to some truly horrible weapons. The rock saw is brutal and the demolition charges... just, ouch! I'm so lucky that the one that hit my Terminators only killed two of them, otherwise things could have been very different. As it was, your endless waves of Cultists almost scuppered my chances of escape.

Erik: That was thanks to the Return to the Shadows and Cult Ambush rules, which might be my favourite game mechanic of all time. I love how the Cultists just disappeared, only to

reappear in front of you – it's a very efficient way of redeploying units that you think are out of the main battle. It was hilarious seeing your face (see below) as they just kept pouring out onto the battlefield. I think against a less well-armed force they would have been a nightmare to face, but your Deathwatch were armed to the teeth.

Dan: I love the Purgatus Kill Team – it cost a lot of points (452 in total), but it was worth it. I'd say my man of the match had to go to the Watch Master, though. It takes a special kind of hero to stand up to a Patriarch and emerge victorious.

Erik: You say victorious, but he still got sliced up by Genestealers. He deserved it, though.

Below: Dan's face is glum as two squads of Neophyte Hybrids arrive using the Cult Ambush rule, appearing right in the path of his units (much to Erik's amusement, we might add). They were just the first of 50 Neophytes that appeared in this way.

It was also at this point in the game that the Land Raider had gone on a ram-raiding rampage across Erik's units and only minutes before a unit of Hybrid Acolytes threw a demolition charge at the Terminators. It was only the Sergeant with the storm shield that saved them from an ignoble death.





ILLUMINATIONS

CHAMPIONS

In *Illuminations* we take a look at the rich tapestry of illustrations that can be found in our many publications. This month, we showcase a few of the finest depictions of some of the greatest champions of Order, Chaos, Death and Destruction in the Age of Sigmar.



Left: Archon Everchosen by Paul Dainton. "I wanted this piece to have a real classical feel to it, like heaven – the Realm of Chaos, in this case – has opened and sent forth its champions. Only it's not an angelic host, but Archon's legions, riding through fire and brimstone. It's apocalyptic and fantastical, a real nightmare vision, with chains and teeth and claws in the background, while the foreground is dominated by Archon and his Varanguard."

Above: Alarielle the Everqueen by Paul Dainton: "The challenge with this piece was bringing Alarielle to life – pun intended! I used a lot of greens and yellows in the colour palette – the colours of life, nature and verdancy, while purple was used on the backdrop and the Wardroth Beetle, surrounding Alarielle with an aura of magic. You'll also notice the Sylvaneth around her are tiny – she's the god of Life and needs to be absolutely huge and dominating."

ILLUMINATIONS



Above: Fyreslayer Grimwrath Berzerker by Diana Martínez. "I came up with a simple composition in which I could showcase the design of the Grimwrath Berzerker," says Diana. "Speaking of the characters, the one I struggled quite a bit with was the vampire. The question I asked myself was: how can I depict a character, with a tall hairdo, who is also a fighter and make it believable? I think a lot depends on how you represent the materials, the light scheme that you use and also the pose."

Right: Sylvaneth Branchwych by John Michelbach. "The story behind this piece is that the Branchwych is rescuing soulpods from the clutches of Nurgle," says John. "The composition is mostly greens and browns, so I made the Branchwych's face really pale to make it the focal point of the piece. One of my favourite parts is her scythe – it's a spectral blade, which is why it's kind of translucent – it adds a burst of magical light to an otherwise natural-coloured piece of artwork."





Above: Aberrant Ghoul King by Mauro Dal Bo. In this piece we see a classic clash between life and death, an Aberrant Ghoul King about to unleash a potent spell upon a Treelord Ancient. A clever touch by Mauro is splitting the piece almost in half – the defining line between life and death – with the Terrorgheist’s wing acting as the split between the two protagonists.

Most of the piece is rendered in vibrant greens and yellows, which seem to be radiating from the Treelord. Only the Aberrant Ghoul King – the subject of the piece – and the bones of the Terrorgheist beneath him are painted in pale blues, purples and reds, as if an aura of death is emanating from the Ghoul King – an aura that’s further accentuated by the lightning crackling between his claws.



Above: Gordrakk, the Fist of Gork by Derrick Chew. "I wanted to portray Gordrakk and his Maw-krusha, Bigteef, leading Gordrakk's army of orrucks to war in the vicious Realm of Beasts where only the toughest will survive," says Derrick. "The general idea was to make it to feel like they are coming out from an opening from the canyons where they spread outwards, slowly revealing the full extent of madness that's emerging. I decorated the huge rock arch at the top of

the piece with orruk structures and littered it with the bones of savage beasts, to provide an interesting frame for Gordrakk which makes him the centre of the focus, leading the charge and doing his battlecry in the midst of his uncompromising band. To make the picture more intense, I added two more battle hungry Gore-gruntas in the foreground charging towards the viewer. The pair also give a sense of scale to the hulking presence of Gordrakk and his Maw-krusha."



Above: The Glottkin by Helge C. Balzer. "I really enjoyed working on these guys, because it was challenging to give this bulky, massive creature a sense of dynamism and action," says Helge. "Colours are the most tricky point when working on a miniature adaptation, because the colour scheme must stand out clearly but at the same time the creature has to be combined with a believable atmosphere and backdrop which impacts the colours. The characters must stand out

from the backdrop which was some tough work in this case, because the Glottkin is a cactus of horns, tentacles and other crazy stuff. In order to keep this scene readable I decided to reduce the background to a very vague ensemble of only rough shapes. The atmosphere should be weird, ill and twisted. So I used a brownish ambient light supported by a dirty yellow rim light and a cold one from the front to push the creature forward and let this scene pop out."

GOLDEN DEMON

CLASSIC 2016

Throughout the year Games Workshop hosts Golden Demon painting competitions, where painters from all over the world compete for miniature-painting glory. Here we feature the champion of champions, the Slayer Sword winner from Golden Demon: Classic, and more!

**SLAYER SWORD
WINNER**

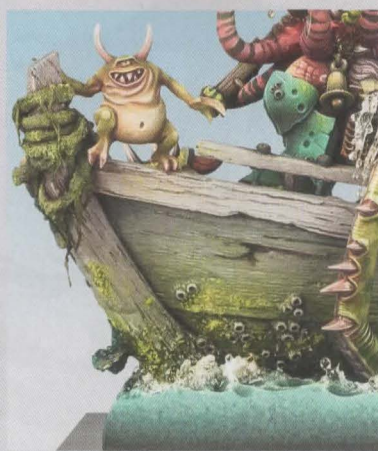


GOLDEN DEMON

Golden Demon painting competitions are held throughout the year at various Games Workshop events. Most have specific themes, such as Golden Demon: Space Marines, while Golden Demon: Classic includes 12 different categories, ranging from squads and vehicles to heroes and dioramas. You can find out more about upcoming Golden Demons on our events calendar (page 145) and on the Warhammer World website: warhammerworld.games-workshop.com.

**GOLD, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE
GUTROT SPUME BY DAVID SOPER**

UP CLOSE WITH THE LORD OF TENTACLES



- 1 David used purple to add depth to the shading on the model and help give Gutrot a bruised appearance.
- 2 An octopus provided the inspiration for the colours on the stripy tentacles.
- 3 "I made the splash effects around the boat using tiny pieces of clear plastic and micro beads," says David. "The tentacles are from the Mutalith Vortex Beast kit."

Back in May Golden Demon: Classic took place at the Ricoh Arena in Coventry as part of Warhammer Fest 2016. Lifting aloft the Slayer Sword this year was David Soper, with his incredible rendition of Gutrot Spume. We asked him more about it.

White Dwarf: First off, congratulations on winning another Slayer Sword, David! Why did you choose Gutrot Spume as your entry this year?

David Soper: I'd been thinking about a Nurgle project for a while when I saw Gutrot Spume at Warhammer Fest 2014 and that sparked everything off. Further to the model itself, Gutrot Spume's nautical background really fuelled my imagination and gave me the idea of building him standing on the prow of a boat.

WD: How did you do the conversions and how did you make the boat he's standing on?

DS: As I liked the model so much I wanted the conversion work to be fairly subtle, but I thought swapping the axe for a trident would make a strong visual statement. I also added barnacles to his armour. The spikes on Gutrot's shoulder provided the inspiration for the trident – I cut a design from plasticard and then carved, filed and sanded it to refine the shape and texture. The barnacles are made from Green Stuff. I also knew I wanted to stand Gutrot on the prow of a landing craft surrounded by tentacles bursting up out of the sea – they were inspired by the story of him fighting a Rot Kraken in the End Times books. The boat is made from cardboard and epoxy putty with a skin of balsa wood glued onto it. The sea is sculpted from Green Stuff and, once painted, was given several layers of water effects.

WD: How did you go about picking the colours you used on Gutrot Spume?

DS: Pale green flesh seemed an obvious choice, but I also introduced some red tones for contrast. The stripes on Gutrot's tentacles were inspired by a photo of an octopus. Another octopus photo was an even stronger influence on my colour scheme. The octopus itself was red but the underwater background featured many shades of green and turquoise. This directly inspired the colour of the armour. I wouldn't normally consider using bright turquoise on a Nurgle model but it felt right for my 'Nautical Nurgle' theme.

WD: What techniques did you use to paint him?

DS: The flesh tones were built up from a light base colour with many translucent glazes. The armour was painted by stippling on individual dots of colour. Some of the rougher textures on the miniature were created by adding baking soda to the paint. There is also some layering and even a little sponging here and there. All areas of the model were finished off with translucent glazes to balance out the overall appearance. Finally, I used quite a lot of water effects, on top of the paintwork, for the different types of slime, blood and water splashes. ☠

WHAT THE JUDGES SAID

'Eavy Metal painter Anja Wettergren and miniatures designer Darren Latham were two of the judges at Golden Demon: Classic. "David's Gutrot Spume is a truly outstanding piece," says Darren. "His attention to detail is impeccable and not a single area has been scrimped on or rushed and the base sets the scene for the model, complementing it rather than overpowering it. My favourite details are the tentacles which, because they look natural, make the model really creepy."

"For me, it was the colour choices," says Anja. "The green armour is beautiful and really unusual. David also used a lot of different techniques to make all the textures – especially the wet and slimy ones – stand apart from each other."



ABOUT DAVID

David Soper is a veteran of the Golden Demon painting competition – he even entered the first Golden Demon back in 1987, and over the years has won three Slayer Swords and eleven Golden Demon statuettes. After winning the Slayer Sword in 1990, he took a 23-year hiatus, returning in 2013 to win it once again. Incredible!

GOLDEN DEMON



SILVER, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE
FIRE SORCERESS BY ANGELO DI CHELLO

HARNESS THE WIND OF AQSHY



- 1 "Irin Liebenbaum is a Magisterix of the Fire College and the character my girlfriend created many years ago for Warhammer Fantasy Roleplay," says Angelo. "This Golden Demon offered the right excuse to convert and paint her character. Irin is a travelling wizard, so I wanted her to be lightly dressed, unimpeded by her own garb, and yet clearly showing her allegiance to the fire wind Aqshy with runes, flames and the key of secrets."
- 2 "I used Mephiston Red as the main colour for the robes, which I shaded with Athonian Camoshade, followed by a mix of Seraphim Sepia and Carroburg Crimson thinned with Lahmian Medium. After the shading I blended the red up through Evil Sunz Scarlet, Wild Rider Red, Jokaero Orange and Fire Dragon Bright. For the final highlights I used Fenrisian Grey and Ulthuan Grey so the red robes didn't end up pink."
- 3 Irin's base features a crumbling stair and a worn leather-bound book both featuring the symbol of Aqshy.

WHAT THE JUDGES SAID

"Before even talking about the painting, Angelo's Fire Wizard is an incredible conversion," says Darren. "It really is a brilliant take on what a female Fire Wizard would look like. There's great movement in the piece with the flames, her robes and her hair all flowing in the same direction, while the stairs curve up towards her. It's just an exceptionally well-composed miniature."

"Angelo's wizard has a lot of hidden depth to her," adds Anja. "Her skin is covered in tiny scripture and the freehand on her robes is beautifully applied. The use of colour on the model is great, too – the leather has a reddish tone, as does her skin, which gives her a really warm feel, like she's radiating heat – perfect for a Fire Wizard."

BLOOD AND SKULLS FOR KHORNE



1 Yohan painted the Slaughterpriest "not especially for Golden Demon, but because I thought it was an awesome miniature – very brutal and charismatic. The only thing I felt it was missing was something behind his head, like the aura you often see behind a saint's head in old paintings. So I gave him a massive gold icon taken from the Mighty Lord of Khorne that comes in the Warhammer Age of Sigmar boxed game."



2 "For the colour scheme I went with the traditional red and gold colours of Khorne," adds Yohan. "I must have painted his head three times – first I did something close to what you can see here, but without the tattoo, then I added some war paint, but it didn't look good, so I repainted it again, this time with a tattoo – a Chaos star, of course! There are also a lot of different textures on this model that made it really great to paint."



3 "I wanted loads of skulls on the base – it needed to evoke an atmosphere of death!"

WHAT THE JUDGES SAID

"Yohan's Slaughterpriest is another example of a subtle conversion," says Anja. "The addition of the Khorne icon is a great touch that doesn't overpower the model."

"It also gave Yohan the opportunity to show off his ability to paint non-metallic metals," says Darren. "It's a tough technique, but Yohan has achieved excellent tone and consistency on both the gold and the steel areas, not to mention the reflective red armour. My favourite part of the model has to be the skin, which is really impressive, almost like an oil painting on a canvas."

"The Chaos tattoo on his scalp is the final excellent touch," adds Anja. "It's on the focal part of the model, but it's not too distracting."



BRONZE, WARHAMMER AGE OF SIGMAR SINGLE MINIATURE

KHORNE SLAUGHTERPRIEST BY YOHAN LEDUC

GOLDEN DEMON

ON A QUEST FOR GLORY



1 "The Darkoath Chieftain is one of my favourites from Silver Tower. His face is really expressive and full of character! It's also a great 'painter's model' with an open pose, a lot of different materials (different types of metals, different leathers, cloth, skin, bone, fur, and so on) so it has everything you need to really show off your painting skills. Since I painted the Chieftain in warm tones, I chose to paint the dungeon around him in cold colours to contrast with his warm colour palette."

2 The base for Max's model took him a long time to build and paint. The stones in the wall behind him were all individually sculpted by Max and built into a wall! The squeaking rat is one of the many found in the Thanquol kit.



GOLD, OPEN CATEGORY

DARKOATH CHIEFTAIN BY MAX FALEIJ



SILVER, OPEN CATEGORY

DEATHWATCH SQUAD BY PAUL NORTON

A MEGABOSS READY FOR WAAAGH!



1 "I wanted my Megaboss to come from the Realm of Metal," says Aidan, "which is why I used quite a limited colour palette on him, just lots of blacks, greys and silvers with white as the detail colour for the model. The three black teef on his shoulder pad relate to the fact the Megaboss also has black teef."

2 "In contrast I wanted his skin to be really bright and vibrant, like it was full of life compared to his filthy metal armour. I painted a couple of armour plates a coppery colour, too, which ties the model nicely to the rust on the base."

3 "Every Megaboss needs a few skulls to show off his skill in battle. I completely forgot about painting them until about 3am the night before the event!"



BRONZE, OPEN CATEGORY

ORRUK MEGABOSS BY AIDAN DALY



THE DEATHWATCH IN DETAIL

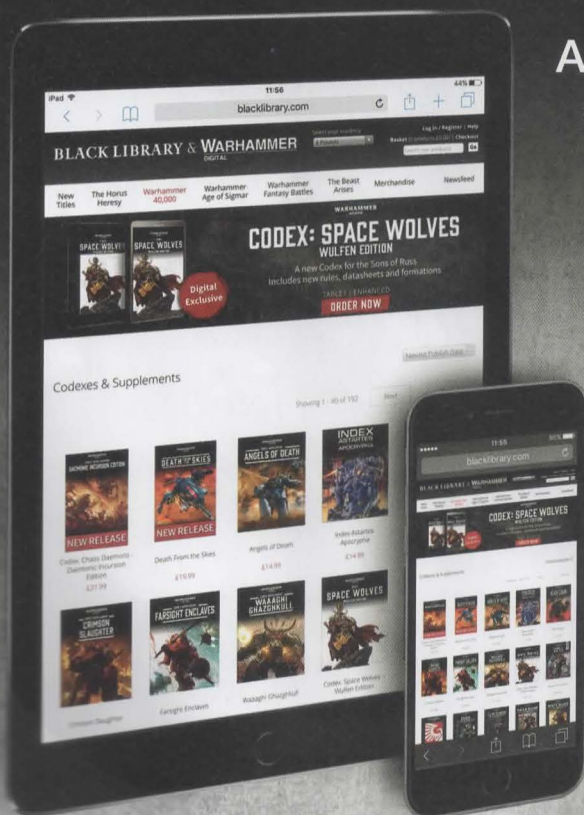


1 "One of my goals when painting this unit was to really emphasise the Chapter personality of each of the models," says Paul. "I liked the lava effect on Branatar's chest, so I repeated the look on his greaves, too, and added more green (the Chapter colour) to the overall colour scheme."

2 "I also really wanted to push my painting skills to the limit and highlight the difference between the different textures on the miniatures. The cloth on Gydrael's robes, for example, I wanted to look like hessian, so I added loads of tiny lines and scratches to it to make it look like woven fibres. This is in contrast to the beaten metal, the marble reliquary on his back and his polished armour."

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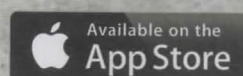


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A TALE OF FOUR WARLORDS

Gather round, dear readers, and we shall tell you a tale of fearsome generals and mighty armies, tasked to battle for the fleeting amusement of capricious gods. This month, our warlords muster for their wars of conquest, raising fresh recruits for their legions...

A Tale of Four Warlords chronicles the trials and tribulations of four chosen hobbyists tasked with each collecting a Warhammer Age of Sigmar army. Each month, our four warlords have to select a different type of unit, from thundering cavalry to mighty heroes, and must finish painting their chosen models before the month's end. Should they fail, they will face a fate worse than mere death – the scorn and mockery of their fellows. With each warlord choosing a different grand alliance (Order, Chaos, Death, Destruction) and a faction within their respective alliance, they began their mighty labours last month with a Start Collecting! box for their respective faction, setting to work on the foundations of their armies.

Entering into our second month, the four warlords were tasked with their next challenge – a single regiment of infantry or cavalry for their chosen

faction. Of course, this was but a bare minimum, and some of our warlords went above and beyond, with one painting up several such units and one cunningly adding a character as well.

It's not all about collecting, as the warlords have already drawn blood on the field of battle, with Matt and Andrew pitting their Sylvaneth and Nurgle forces against each other, a microcosm of the ongoing war between the children of the Everqueen and the heralds of ruination in the Realm of Life.

The second month may well be the calm before the storm, and all of our warlords managed to complete their labours on time. So, dear reader, let us see what mighty labours the four warlords have undertaken this month, from preparing their latest reinforcements to facing down their dauntless foes on the battlefield...

MONTH TWO

Off to a flying start each with a Start Collecting! box built and painted as the core of their fledgling armies, this month sees our warlords tasked with painting a unit of infantry or cavalry of their choice for their chosen faction.

That's just a minimum, though, and as you'll see one of our warlords has gone well beyond that...

At the forefront of the forces of Destruction, Chaos, Order and Death stand our four warlord's latest reinforcements.



THE FORCES OF ORDER

We begin this month with our warlord of Order, White Dwarf's own Matt Hutson. Far from resting on his laurels, Matt has been hard at work putting together a bevy of reinforcements for his Sylvaneth.



MATT HUTSON

Matt's aelfen (and previously elfen) sympathies are a matter of public record, and he just can't leave the pointy-eared ones be. He's even gone so far as to add his Wood Elf army's forests to his blossoming Sylvaneth forces.

Matt's forces so far: a Treelord, a Branchwych, 10 Tree-Revenants, five Spite-Revenants and 24 Dryads.

Matt certainly set the bar high this month, painting more models for the Tale of Four Warlords than his three rivals combined! And, as you can see, Matt hasn't cut any corners when it comes to painting his Gnarlroot Sylvaneth either.

"I really like the Tree-Revenants, as they're tied to the (perhaps mythical) Protectors," says Matt, "I went for a pale green on the more smooth-barked parts, rather than making it look like the living flesh of aelfs or humans. In contrast, I painted the Spite-Revenants with more of an autumnal palette. The greens of the Tree-Revenants are more of a spring theme, full of life, whereas the Spite-Revenants use an orangey palette, marking them out as outsiders and outcasts from the rest of the Sylvaneth forces."

"I decided to use the Shattered Dominion basing sets for this army," says Matt. "I went for these instead of just using texture paints and drybrushing to show the Sylvaneth aren't walking

trees. They're intelligent creatures with cities and civilisations, the same as any other race in the Mortal Realms, like humans, duardin and aelfs."

Even with the absolutely herculean amount of painting he's achieved this month, Matt managed to find time to get some gaming in and blood his forces on the field of battle, pitting his Sylvaneth against rival warlord Andrew King's Nurgle forces in the first battle between warlords. Having snagged a victory against the Sylvaneth's deadly rivals, Matt's already made plans for games against both Phil Cowey and James Karch, as the battles between the warlords begin in earnest.

"My plans are to eventually build the forces up to a Gnarlroot Wargrove warscroll battalion," says Matt. Already, Matt has everything he needs for a Sylvaneth Household warscroll battalion, which is a core component of the Gnarlroot Wargrove. Who knows what he might add next to his ever-growing army of Ghylan? We'll have to wait for next month to find out...



THIS MONTH'S ADDITIONS

"I didn't want to do just one unit for this month," says Matt. "So I've done a few. To start with, I've added a unit of 10 Tree-Revenants, then followed it up with a unit of five Spite-Revenants."

Whilst the units are built from the same kit, Matt has chosen a complementary yet distinct scheme for the two, making it clear they're part of the same army, with their ligneous forms painted in the same way as Matt's existing Dryads and Treelords.

If that wasn't enough, Matt also managed to add another eight Dryads to his existing unit.



SYLVANETH WYLDWOOD

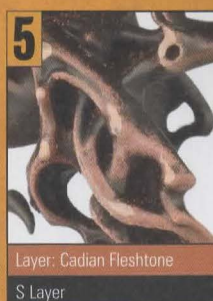
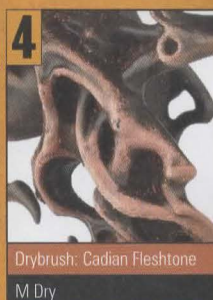
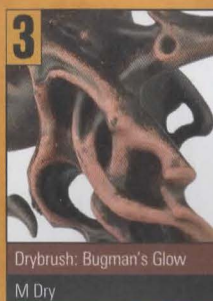
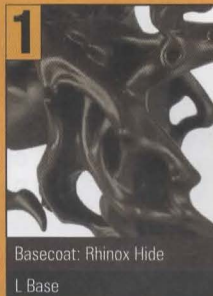
Not content with just adding fresh troops to his army, Matt has also added a Sylvaneth Wyldwood to the army. "The Citadel Trees were originally from my Wood Elf army for Armies on Parade," says Matt. "I added a little Nurgle's Rot to the bases to tie them into the background, as Ghyrar is ravaged by the forces of Nurgle." Far from mere terrain, the Wyldwood is a vital part of the Sylvaneth army, attacking any enemy units foolish enough to get too close to their arboreal embrace and even letting Sylvaneth units travel across the battlefield.



PAINT SPLATTER

The arborescent forms of Matt's Sylvaneth are mostly painted using careful drybrushing to give the entire army a suitably woody tone.

Whilst the final stage is the same colour as the last drybrush stage, the two give a different effect, making the extreme edges of the branches and bark really pop out.



THE FORCES OF CHAOS

Our warlord of Chaos, Andrew King, has pledged himself to Nurgle. Battling the forces of Order (and even fellow Chaos champions) this month, Andrew has also provided his Daemons with Mortal allies.



ANDREW KING

Andrew has now gone over body and soul to Nurgle, working feverishly into the night to make sure the latest additions to the Plaguewrought Brotherhood (as his forces are known) are completed on time.

Andrew's forces so far: a Herald of Nurgle, three Plague Drones, 10 Plaguebearers, three Nurgling swarms and 10 Putrid Blightkings.

Andrew has been hard at work this month on the newest recruits for Grandfather Nurgle's cause. Rather than expand his daemonic influence, Andrew added a unit of 10 Putrid Blightkings, who he has since dubbed the Despoilers of Dras'Shiel – a little nod to the Warhammer World feature table the Ruins of Dras'Shiel, featured in last month's Battleground feature, and Andrew's time as a painter in the Warhammer World Studio.

Blue is certainly the colour running through the army, and Andrew has continued it on his Mortal units opting for some striking blue armour. "They paint their armour to match the skin of the daemons they fight alongside," says Andrew. "The armour is Thunderhawk Blue, then washed all over with Agrax Earthshade. I normally only work washes into the recesses, but this time went for an all-over wash because of the texture of the armour. After that, I tidied the armour up with Thunderhawk Blue and finally highlighted it with Fenrisian Grey." This highlight also ties in to the

highlights on the Plaguebearers' flesh, further linking the units. As a contrast, Andrew gave the Blightkings distinctly human flesh, albeit sickly and disgusting. "This was to make sure they stood apart from the Daemons in the army. It's Rakarth Flesh, washed Reikland Fleshshade, then highlighted Pallid Wych Flesh." Andrew also painted the rancid pustules and rust-caked weapons of the Mortals in the same way as the Plaguebearers, to tie the force together.

Andrew has been eager to spill blood for his new patron deity, not only battling Matt's Sylvaneth, but also his friend Lee Jones's Khorne Bloodbound. "I managed to seize the initiative early on in the game, managing to charge the Bloodbound, and whilst my Nurgle forces could take any damage dished out to them, they weren't able to hit anywhere near as hard as Lee's Bloodbound," says Andrew. "What my army really needs is something with a lot of killing power. Like a big monster. But what to choose?" We'll have to wait until next month to find out!



GRUDGE MATCH

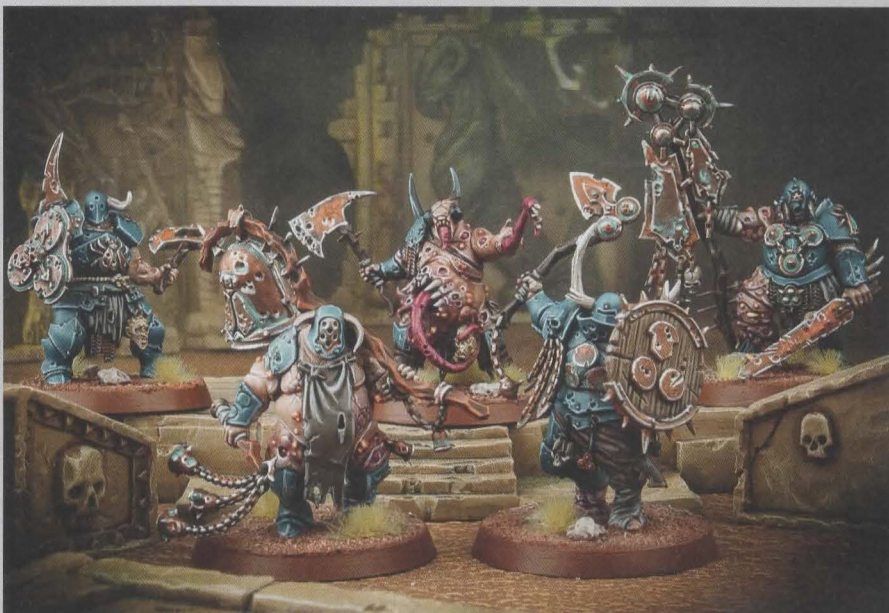
The first battle between warlords was between Andrew's forces of Nurgle and Matt's Sylvaneth, a suitable match-up of two very resilient armies. "The battle was rather back and forth with neither side getting the upper hand until the final turns," says Andrew. "It was a real battle of attrition as both forces kept regenerating wounds and models. Matt won, but it was a close run thing."

Andrew's standout moment of the game was when his Herald of Nurgle failed to kill Matt's Branchwyth, only for the Sylvaneth warleader to be dragged down by a chirruping, chortling sea of Nurglings!



THIS MONTH'S ADDITIONS

Andrew's Plaguewrought Brotherhood are augmented this month with the addition of a mighty unit of Putrid Blightkings. "I've gone for some minor conversions to the unit," says Andrew. "The first is the Blightlord (centre), who I've given the fly face from the Plaguebearer kit. Ever since I saw it, I knew I wanted to use it in a conversion somewhere in this army. The other was another minor head swap (second from the right) using a different head from the Putrid Blightkings kit, which I stuck on and then tidied the join with a little Green Stuff. I just like the heavily-armoured look the finished model has."



PAINT SPLATTER

Andrew chose to paint his Plaguebearers with sickly blue flesh, eschewing the traditional Nurgle colours of brown and green to give his army a distinctive look of its own. He started with a Corax White spray undercoat and then made careful use of controlled washes and glazes to speed up the painting process, with a final highlight at the end.



THE FORCES OF DEATH

Our warlord of Death, James Karch, has expanded the ranks of his army of the undead this month with the gruesome Crypt Horrors of the Flesh-eater Courts and a Crypt Hunter Courtier.



JAMES KARCH

James is a big fan of Black Library audio dramas, and these are his favoured choice of listening when painting. One even inspired James to start this army, when he just wanted to find out more about Stormcast Eternals!

James's forces so far: a Coven Throne, three Spirit Hosts, five Black Knights, five Crypt Horrors and a Crypt Hunter Courtier.

James's big addition to his burgeoning army of Death this month is a unit of Flesh-eater Courts Crypt Horrors. However, rather than just build a sextet of ghoulish monstrosities to reinforce his army, James built five as Crypt Horrors, and the final one as a Crypt Hunter Courtier. "It was a nice addition, having a character in there as well as a unit of five big infantry. The Courtier is there to tie them into the rest of army," says James. "I hadn't read much about the Flesh-eater Courts or their background beforehand, but I knew I wanted some stuff to really stand out, especially the Crypt Hunter Courtier."

"I picked up a lot of ideas and inspiration from the audio dramas for Age of Sigmar, especially *Lords of Helstone*," says James. "I've found painting the forces of Death to be a big departure from what I usually do." Readers familiar with his work will know James tends to favour heavily-armoured armies, especially ones wearing power armour, sigmarite plate, or piloting giant walking war-

machines covered in ceramite. He went from that to models wearing the merest scrap of loincloth and not much else. "It wasn't a conscious choice, but a happy accident," says James. "I really like the models. They're horrible beasties, and the Flesh-eater Courts are a really interesting sort of faction. A couple of years ago, I could never have seen myself doing anything like this, but I picked up the audio dramas to get a bit of an idea about the Stormcast Eternals, and found I was drawn to the forces of Death instead!"

"One of the most difficult things with painting the skin for the Crypt Hunters was knowing what bits to pick out afterwards, as the whole thing was quite shiny with the Gloss Shades, but they turned out great in the end."

James has yet to blood his forces on the field of battle, but he does have a battle scheduled with Matt in the near future. Will it be two for two for the forces of Order or will Death conquer all? Find out next month!



THIS MONTH'S ADDITIONS

James has added a unit of Crypt Horrors to his army, and it provided him with a unique opportunity to add another character, a Crypt Hunter Courtier. Battletome: Flesh-eater Courts includes a variety of Courtiers, minor characters made from the contents of a unit box.

"The Gloss Shades can be a bit tricky to use at first," says James. "But they give you a great new set of effects for models." As you can see from James's Courtier to the right, the Gloss Shades give an slimy, dank, unhealthy sheen to its flesh, which is entirely appropriate for a ghoulish nightmare like a Crypt Hunter Courtier!



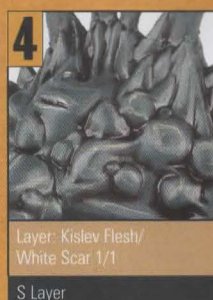
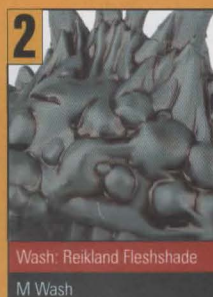
COVERING ALL THE BASES

"I wanted the bases for the army to help the models really stand out," says James. "You'll see all the bases are quite a striking red. I decided to use the Shattered Dominion basing kits for the army, as they all contain loads of nice details that add to the models without overpowering or distracting from them. I wanted the models to really stand out from the bases. That's also why I used a more subdued grey for the rocks and ruins, with a slight reddish tinge as well. They look great, but the miniature on top should always be the focus."



PAINT SPLATTER

James made use of the new Gloss Shades in painting his Crypt Horrors. These Shades can be used over metallic colours to help the metal colour retain its shine, but James has used them quite differently here, as a wash over a skin colour to suggest a slimy texture. The use of a Carroburg Crimson wash at the end adds a different colour to this effect.



A TALE OF FOUR WARLORDS

THE FORCES OF DESTRUCTION

And last, but by no means least, we have our warlord of Destruction, Phil Cowey. With five Brutes added to his army, what Phil's Ironjawz might lack in numbers, they more than make up for in sheer 'ardness.



PHIL COWEY

Despite a house move this month, Phil still managed to tackle the second month's challenge. With the smallest force of our warlords, Phil's keen to close the gap. His Ironjawz may soon undergo a rapid expansion... We shall see.

Phil's forces so far: an Orruk Warchanter, three Orruk Gore-gruntas, five Orruk Brutes and 10 Orruk Ardboys.

Whilst Phil may have not been able to put out the sheer volume of models that his fellow warlords have managed this month, he's still achieved his goal for the second month, a mob of Orruk Brutes. Phil's a big fan of the burly bruisers, and has plans to add more to the army down the line.

"I don't tend to edge highlight models – I prefer to drybrush things," says Phil. "I like the method I've used on the Ironjawz, as the chipping effectively highlights the model. I've done this on certain parts of the models to get the effect of highlights, whilst keeping the Ironjawz suitably messy and battered. I only tend to paint stuff that's messy, like Nurgle forces and stuff like that – stuff I can really make a mess of. That's why the Ironjawz are all covered in blood!" But the gore all over the models is more than just decorative. "The blood, alongside the chipping, weathering and war-paint, really draws the blues and greens out, and stops the Ironjawz looking like they're just block colours."

"I used to paint blood onto my models with the flicking method, but these days I use sponging instead. It gives you a bit more control."

The other really striking feature of Phil's orruks is their death-white war paint. Again, for such a striking part of the model, it's an easy thing to do. "I just paint simple designs onto the model's skin with White Scar, before adding any washes. The washes will help blend it down and make it look far more natural."

All in all, it may have been a quiet month for Phil, but it seems he's just conserving his strength, treating A Tale of Four Warlords more like a marathon than a sprint. With a game scheduled against Matt very soon, as well as next month's challenge, Phil's got a lot to keep him busy. "Next month will be a much bigger month," says Phil. "I want to go beyond the minimum. One of these months, I'm going to go absolutely painting crazy to really bulk out the army." Will Phil rise to the challenge? We will have to wait and see...



THIS MONTH'S ADDITIONS

Perhaps Phil's favourite kit in the Ironjawz range is the Orruk Brutes, choosing to arm his first mob with a motley collection of pig iron weapons, all absolutely slathered in gore. The gore is more than decorative, as you'll note the blood-caked scalp of the Brute in the centre of the photo below.

"It's a scalping thing, which ties in to the brutality and savagery of the Ironjawz, as, like all orruks, they're all about plenty of violence. I'll be using the bloody scalp as a mob marking for the next unit of Orruk Brutes I add to the army – hopefully next month – much like how I've used the white facepaint markings on the unit I've painted this month."



MONSTERS!

Next month, each of our four warlords are tasked with binding a mighty monster to their will. Will they succeed? Or will one of the warlords suffer the scorn and mockery of their fellows for their failure?

What's more, blood is set to be spilled in the Mortal Realms as our warlords sharpen their skills against each other and their friends on the field of battle. Find out how they fare next month!



PAINT SPLATTER

Phil's weathering technique is actually two separate guides, the first with a brush to simulate chips, and the final three are done with sponging, a simple weathering technique.

Take a piece of sponge (or a Small Drybrush if you don't have any sponge) and dab it into thin paint, before gently jabbing onto the model's surface.



Layer: Rhinox Hide
M Layer



Layer: Calgar Blue
S Layer



Drybrush: Rhinox Hide
S Dry



Drybrush: Runefang Steel
S Dry



Drybrush: Blood for the Blood God
S Dry

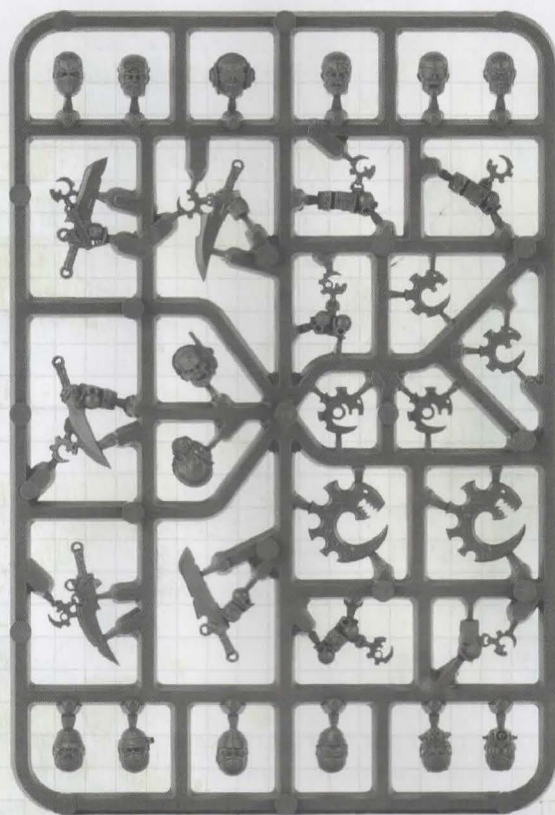
SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This month we take a closer look at the new Genestealer Cults upgrade frame, convert an Astra Militarum Command Squad into treacherous hybrid cultists and kitbash a Goliath truck.

Genestealer Cults are pervasive sects that invade every aspect of Imperial life, slowly replacing human workers, clerks, officials and even soldiers with Genestealer hybrids. That's right, even the ranks of the Astra Militarum are not safe from the taint of the Genestealer Cults, with garrisoned regiments and planetary defence forces in danger of infiltration by this alien menace.

And that's exactly what the new Genestealer Cults upgrade frame (shown to the right) is for, enabling you to convert loyal Imperial Guardsmen into dirty, alien-worshipping fourth generation hybrids. The heads on the frame are designed to fit on the models in the Cadian infantry range (Command Squad, Infantry Squad and Heavy Weapon Squad), though they can also be used on tank commanders and Sentinel pilots. They even fit on Catachan infantry models should you want your hybrids sporting extra-large muscles.

This means you can build Neophyte Hybrid Squads like the one shown below for your Genestealer Cult army, or even convert models in an Imperial Guard army to be Genestealer Cultists. After all, the Astra Militarum are Allies of Convenience for the Genestealer Cults, which gives you loads of extra modelling and converting potential. The frame also comes with blades and pouches adorned with cult icons – ideal for showing your unit's true allegiance.



The upgrade frame can be found in the Cult Leman Russ, Neophyte Hybrid Squad and Armoured Claw shown on pages 10 and 11. Here's what's on the

sprue: 14 fourth generation hybrid heads (1) including a tank commander head (2) and a re-breather head for a flamer-wielding Neophyte (3).

Five knives in scabbards, with cult icons hanging from them (4) and five sets of ammo packs and pouches hung with grenades and icons (5).

Six Genestealer Cult icons in three different sizes (6). The icons are flat with recessed details on both sides so they can be attached facing either direction.

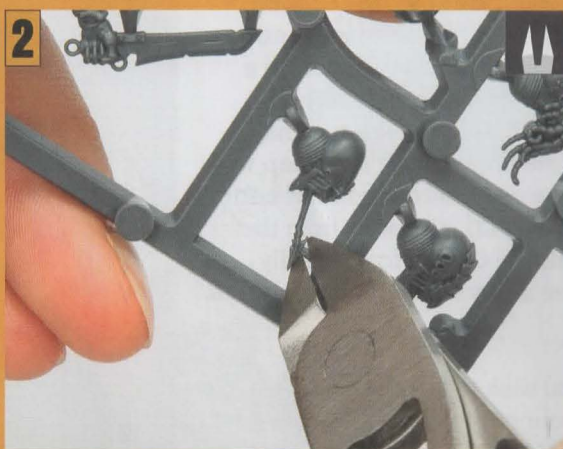


FINE DETAIL CUTTERS

When it comes to removing components from a sprue, there really is no better tool than the Fine Detail Cutters. They feature narrow, slightly overlapping jaws – like a pair of shears – so that they can cut easily through the plastic gates (the bits of plastic that hold the parts to the frame) without damaging the components.

To cut the components from your sprue, position your Fine Detail Cutters alongside the piece you want to remove (1), with the flat side of the jaws facing the component. Place them close to the component, but not touching it – you don't want to accidentally cut off something important – a few millimetres away is perfect. Once the cutters are in position, squeeze the cutters firmly together and cut through the gate.

Our top tip when cutting out components with multiple gates is to cut through the ones attached to the smallest bits first, such as aerials, cables or, in this case, a Metamorph's tongue (2). These are always the most fragile parts of a component, so to avoid putting undue stress on them (and possibly snapping them), cut through those gates first, then the ones attached to the main body of the component.



CITADEL TOOLS



Fine
Detail
Cutters



Knife



Mouldline
Remover



Plastic
Glue



4



So how do you convert your Imperial Guardsmen into Genestealer Cultists? First, clip the parts you want to use off the sprue using the Fine Detail Cutters as shown above. Next, take a quick look over all the parts you're using and gently scrape off any mouldlines (the thin line of plastic where the two halves of the steel mould join) with a Mouldline Remover tool (3). The advantage of using a Mouldline Remover is that it has none of the associated safety risks of using a knife, and it's also less likely to shave off details such as the bony crest on the hybrid's head by mistake.

Once you've cleaned up all your pieces, you can glue them together using Plastic Glue. Where possible, always apply Plastic Glue to the hollow of a component – such as the neck cavity – so that it pools rather than runs off like it would on a convex surface. Here we built an Imperial Guardsman straight from the Cadian kit, but with the addition of a Neophyte Hybrid head and a knife from the upgrade sprue (4). In the Genestealer Cult Neophyte Hybrids box, you also get a heavy weapon team. We converted the gunner and the loader using heads from the upgrade frame and placed the ammo pouches over the sandbags so they're ready for use (5). The shovel in the kit serves as a nice reminder that many of these hybrids were simple workmen before the cult went to war.



THE HAMMER OF THE EMPEROR COMPROMISED

What do you get if you combine a Genestealer Cults upgrade sprue, a Cadian Command Squad and a few spare parts from the Neophyte Hybrids box? Dan shows what he's been busy converting.

On the previous page we showed you how to use the new Genestealer Cults upgrade frame. Here we crank the conversion work up a notch, using spare parts from the Neophyte Hybrids kit to turn an Astra Militarum Command Squad into a unit of fourth generation hybrids.

The first step in converting our hybrids was to carefully shave off the Imperial eagles on their flak armour (1). Using a hobby knife (and cutting away from you), gently scrape away the eagle a tiny bit at a time. Don't be tempted to try and hack the whole eagle off in one go, or you may take a chunk out of the armour. The next step was to show the unit's true allegiance, and what better way than with a cult icon (2). The arms from the Neophyte Hybrids fit the Cadian torsos really well and only require a tiny sliver of plastic be cut off to get a flush fit.

However, should you wish to keep the Cadian shoulder pads on your models, you can always just use the hands from the Neophytes. Here we took a spare arm from the Neophytes kit, cut it at the wrist using a hobby knife (3) and glued it to one of the medic's arms from the Command Squad box. This knife-wielding arm was then used to create a sneaky assassin-like hybrid (4), whose face is concealed behind a bandana (one of the 14 heads on the upgrade frame). He was also given a backpack from the heavy weapons team shown on the previous page and a set of pouches from the upgrade frame, the Genestealer Cult icon hanging from his belt.



MEET THE NEW COMMANDER

The Command Squad in all its glory. On the left you can see our hand-to-hand back-stabber, and next to him the vox officer. The unit commander stands in the centre and was converted using a Neophyte head and a knife from the upgrade frame. Note how his cane now has a cult icon on the top of it, which was neatly clipped from one of the pouches and glued in place. To the right of him there's a trooper wielding a flamer taken from the Neophytes box and lastly we have the Command Squad's icon bearer.



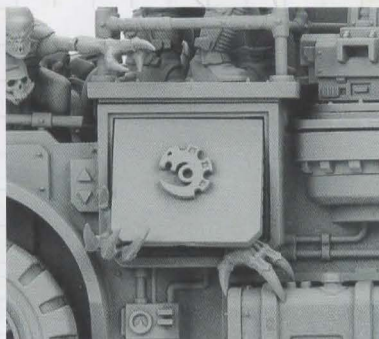
KITBASH: GOLIATH TRUCK!

"Wouldn't it be great if someone converted a Goliath to have a whole squad of Neophytes on it riding into battle," said miniatures designer Darren Latham. We agreed, so we gave Darren a Goliath to see what he made of it. We think you'll agree, the result is pretty impressive. In addition to the Goliath kit, Darren used parts from the

AN IMPRESSIVE CENTREPIECE

Darren's Goliath is a great example of taking a regular kit and turning it into a stunning diorama, a brilliant centrepiece for a Genestealer Cults army.

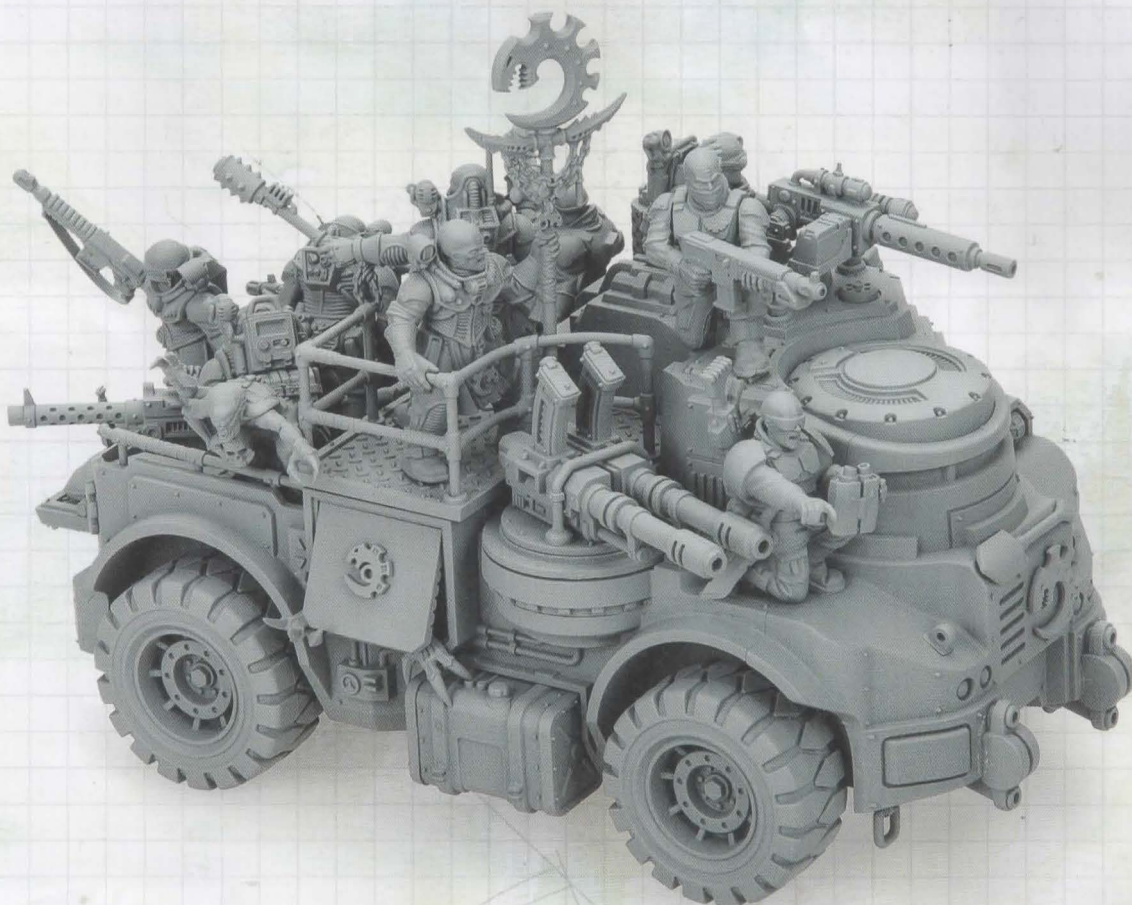
Neophyte Hybrids kit, the Cadian Heavy Weapons Squad and the new upgrade frame to create a Goliath with a full squad of 10 cultists on it (plus a cheeky Familiar along for the ride). "I wanted to give the impression that the Goliath had just stopped," says Darren, "and that the leader was ordering the cultists out to fight. A couple of them are throwing blasting charges before they pile into the fray." ☠



Far left: The kneeling legs from the Cadian Heavy Weapon Squad work perfectly for this hybrid, who's acting as a spotter for the autocannon.

Middle: What else could the Goliath be transporting?

Right: A hybrid stands on the tailgate ready to throw a blasting charge.



Far left: The kneeling legs fit nicely on the benches in the back of the Goliath.

Middle: The Gunner's upraised arm normally holds a guardrail, but it's been reposed so it's directing the Goliath's fire. His backpack is from the Neophytes kit.

Right: The leader orders his squad to disembark.

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. On the following pages you'll find guides to painting Blood Angels and Genestealer Cultists, but first, we take a look at painting layers and highlights on your miniatures.

When painting a miniature we use solid layers and edge highlights to accentuate the raised areas of a model. Layering is the ideal technique for models that feature large blocks of colour, such as Space Marines or Stormcast Eternals, emboldening the colour of their armour, while edge highlights are used to define the sharp edges of a model to explain their texture and reflectiveness.

BRUSHES

There are a wide range of brushes available in the Citadel range, every one of them designed for a specific painting task. Always make sure you're using the right brush for the job – they'll last much longer that way!

Here we explain more about layering, showing you how to apply an all-over layer to your model, followed by highlights and edge highlights to help define the edges of the armour and bring your miniature to life. We then take things one step further and show you how to paint extreme highlights on black armour to give it a reflective quality. It's a technique that takes a bit of practice, but gives you excellent results.

CITADEL PAINT SYSTEM: LAYERING AND HIGHLIGHTING

STAGE 1: BASECOATING AND SHADING

Before you apply any Layer paints to your model, it's worth basecoating it first. Base paints are formulated to be opaque, providing a smooth, solid base colour for the next layer of paint. We also applied a Shade to the recesses of the model to add depth to the red armour.

BASE



SHADE



STAGE 2: ALL-OVER LAYER

Sometimes you'll want to apply a Layer paint to change the overall colour of an area, such as the tone of this Blood Angel's armour. Using the largest Layer brush you can, apply a Layer of your chosen colour to the model, avoiding the recesses so as to preserve the shading.



STAGE 3: HIGHLIGHTS

Highlights are the next stage when it comes to layering. They are used to help define the raised areas of the model (the opposite to shading) and give it depth. Use the edge of the brush rather than the tip to get better control when applying your highlights.



STAGE 4: EDGE HIGHLIGHTS

Edge highlights represent where light would naturally catch the raised edges of a model – the top edge of an armour panel, for example. The effect works best when applied to the uppermost edges of a miniature, giving the impression of light hitting it from above.





The 'Eavy Metal team have had many years of practice when it comes to painting black armour. If you look closely at this squad of Ravenwing Black Knights you can see that their armour has been highlighted with grey to help define the hard edges. The top edges and prominent corners – look at the mud guards and the shoulder pad trims – have been highlighted even further, almost to pure white, to show where light has caught them. Take a look at a square-edged black box or a mobile phone if you want to see this effect in the real world.

CITADEL PAINT SYSTEM: EXTREME EDGE HIGHLIGHTS

STAGE 1: HIGHLIGHTING BLACK

After undercoating this Deathwatch Marine we basecoated the model Abaddon Black, then highlighted it with Dark Reaper. Though not noticeably different in tone to black, the Dark Reaper will help with the colour transition up to the next highlight colour.



STAGE 2: EDGE HIGHLIGHT

Edge highlights on black – especially black armour – are important because they help convey the solidity and reflectiveness of the armour. Here, an edge highlight of Russ Grey was applied to all the edges of the armour, not just the raised ones, to help define the panels.



STAGE 3: EXTREME EDGE HIGHLIGHT

One way to highlight a model is to apply highlights only to the corners and apices of the armour panels using an XS Artificer Layer brush. It's a final touch that represents a glint of light reflecting off a highly-polished surface. On this Deathwatch model we used Fenrisian Grey.



TOP TIPS

Painting black armour can take a bit of practice to get right, so here are a few tips from Golden Demon winner Paul Norton, whose Deathwatch Kill Team you can see on page 104.

"My advice is to apply the first colour as a chunky edge highlight," says Paul. "That way, when you apply the second highlight, you'll be able to see the transition of colour between the black armour and the highlights. There's a big visual difference between dark and light colours, so an intermediate colour helps soften the final look. Also, when you're applying highlights, make sure you water your paint down even more than normal to help the paint slip off the brush and onto the model – you don't want your paint drying mid-way through a delicate edge."

PAINTING BLOOD ANGELS TACTICAL MARINES

Blood Angels are a prime example of a colour scheme that combines both layering and edge highlights. They're also re-released in stores this month, so what better opportunity to show you how to paint them! When painting Blood Angels, we recommend investing in a can of Mephiston Red spray as it makes applying basecoats to

your models far quicker, easier and neater. Before you get to that stage, though, you need to undercoat your models. If you use a Chaos Black Spray, the Mephiston Red will appear darker when you apply it. If you use Corax White, the Mephiston Red will appear brighter. In the end, the choice is yours; for our Blood Angels we used Chaos Black.

THREE WAYS TO PAINT BLACK



Every colour has an infinite range of tones, hues and shades and black is no exception. The black colour that you see is dependent on the texture of an object or the material it's made from – black cloth, for example, has a different texture to black leather, while matt black plastic is less reflective than gloss black paint.

There are three main ways to paint black, as shown to the right. The black ropes on the Blood Angel's backpack are highlighted with natural, khaki tones to give it a pastel, non-reflective finish. The boltgun casing, on the other hand, has been highlighted with grey paints to give it a neutral, smooth texture. The edge highlights suggest hard edges, but the colours used suggest that the material the gun is made from is non-reflective. Lastly, the Death Company Marine has had his armour carefully edge highlighted with pale blues. The effect is to make the armour look highly polished with light reflecting off the raised edges.

BLACK TEXTILES



Basecoat: Abaddon Black
M Layer



Layer: Skavenblight Dingie
S Layer



Layer: Stormvermin Fur
XS Artificer

MATT BLACK GUNS



Basecoat: Abaddon Black
M Layer

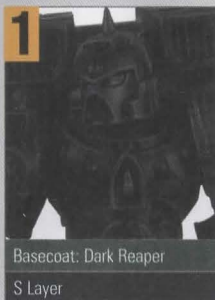


Layer: Mechanicus Standard Grey
S Layer



Layer: Dawnstone
XS Artificer

GLOSS BLACK ARMOUR

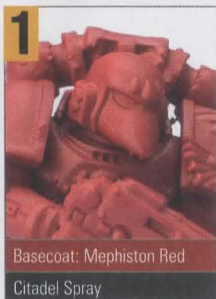


Basecoat: Dark Reaper
S Layer

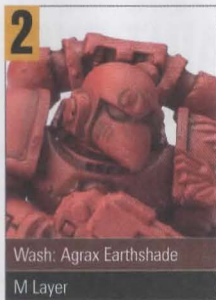


Layer: Fenrisian Grey
XS Artificer

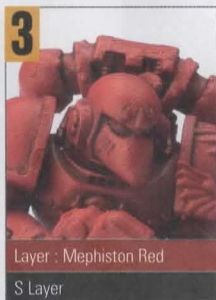
RED POWER ARMOUR



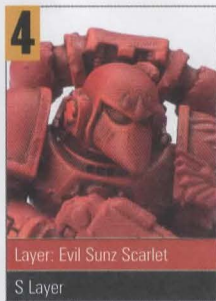
Basecoat: Mephiston Red
Citadel Spray



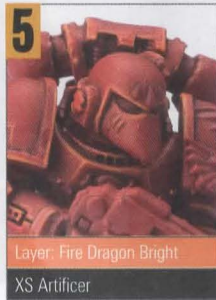
Wash: Agrax Earthshade
M Layer



Layer: Mephiston Red
S Layer



Layer: Evil Sunz Scarlet
S Layer



Layer: Fire Dragon Bright
XS Artificer

PURITY SEALS



Basecoat: Rakarth Flesh
S Base



Wash: Agrax Earthshade
M Shade



Layer: Rakarth Flesh
M Layer



Layer: Pallid Wych Flesh
S Layer

One of our big tips when painting Blood Angels, indeed any Space Marines, is to try and apply the armour wash – in this case Agrax Earthshade – to the recesses between the armour panels, not all over the whole model. Sure, painting the whole model with a wash may be quicker and easier, but then you'll have to re-layer the whole model with the armour colour. If you're able to apply the wash neatly to the recesses, you'll actually save time (and

paint) in the long-run, as you'll only need to tidy up the areas where the wash runs over, not the whole model.

Another useful tip involves choosing your colours – most people use gold as the spot colour for their Blood Angels, which complements the yellow tone of the armour highlights. Try to use yellow colours for the details on your Blood Angels to keep the colours on the model consistent.

GOLD DETAILS

1



Basecoat: Balthasar Gold
S Base

2



Wash: Agrax Earthshade
M Shade

3



Layer: Gehenna's Gold
M Layer

4



Layer: Runefang Steel
S Layer

BLOOD DROPS OF BAAL

1



Basecoat: Khorne Red
S Base

2



Layer: Evil Sunz Scarlet
M Layer

3



Layer: Fire Dragon Bright
S Layer

4



Layer: White Scar
XS Artificer

5



Layer: 'Ardcoat
M Layer

METAL PARTS

1



Basecoat: Leadbelcher
S Base

2



Wash: Nuln Oil
M Shade

3



Layer: Runefang Steel
M Layer

HELMET LENSES

1



Basing: Ceramite White
S Layer

2



Glaze: Waywatcher Green
M Glaze

SQUAD MARKINGS

Squad markings are a great way to add personality to your miniatures, to show off your painting skills and, on a practical level, to figure out which models are in which unit on the battlefield. Most Space Marine Chapters show their squad markings on their right shoulder pad, traditionally a roman numeral inside a symbol that shows what type of squad they are. The Blood Angels, however, wear their markings on their right knees, the symbols ranging from skulls and blood drops to lightning strikes.

1



3



2



4



The red blood drop on this Blood Angel's yellow knee pad shows that he's a member of his Company's third squad. The knee pad was basecoated with Averland Sunset (1), followed by a layer of Yriel Yellow (2). Lighter colours such as yellow are more translucent than darker colours, so take the time to apply two thinner coats of paint to ensure even coverage. The knee pad was then given an edge highlight of Dorn Yellow (3) before the blood drop was painted on using Evil Sunz Scarlet (4).

HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

1



Technique & Paint:
The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it easy to identify the right one.

Basecoat: Dark Reaper
M Layer



The finishing touch to any model is its base. This Blood Angel had a layer of PVA glue painted onto its base, which was then covered in modelling sand. Once dry, the base was painted with watered-down Rhinox Hide (the water helps the paint get into all the crevices between the sand particles). The base was then drybrushed with Dawnstone and the rim painted with Steel Legion Drab.

MODELLING AND PAINTING

THE CULT OF THE RUSTED CLAW

In our Battle Report we featured the Cult of the Rusted Claw, just one of the Genestealer Cults that's infested the Imperium. Here we show you how to paint them, from their filthy robes to their purple-tinged skin. The colours for the Cult of the Rusted Claw are orange and white, which was why the model was basecoated using

Mechanicus Standard Grey spray to make applying the basecoat colours easier. You'll notice that the basecoat colours were all applied first on this Acolyte Hybrid before any of the Shades were applied. This is because many of the areas on the model use the same Shade, so shading them both at the same time is much quicker and easier.

BIOMORPHS

Some Genestealer Hybrids are born as Metamorphs, horrific mutants that presage the arrival of a Tyranid Hive Fleet. Many feature unusual biomorphs, such as Metamorph whips, which were painted using Screamer Pink to really make them stand out from the rest of the model. They were then highlighted with Pink Horror and Kislev Flesh to give them a fleshy finish.



MINING EQUIPMENT

The mining gear carried by many Acolyte Hybrids is going to be banged up and damaged from many years of heavy use. The safety hood and the blade of this rock saw were basecoated Leadbelcher, then washed really heavily with Nuln Oil to make the metal look old and tarnished. After highlighting the edges with Runefang Steel, scratches and scuffs were carefully painted onto the safety hood using an XS Artificer Layer brush.



ORANGE SACK CLOTH



Basecoat: Jokaero Orange

L Base



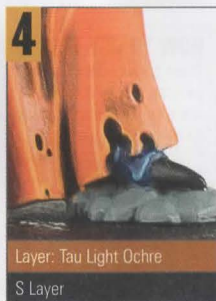
Wash: Agrax Earthshade

L Shade



Layer: Troll Slayer Orange

M Layer



Layer: Tau Light Ochre

S Layer

TAINTED FLESH



Basecoat: Bugman's Glow

S Base



Wash: Druchii Violet

M Shade



Layer: Kislev Flesh

M Layer



Layer: Pallid Wyth Flesh

S Layer

BLUE CHITIN



Basecoat: Kantor Blue

S Base



Wash: Nuln Oil

M Shade



Layer: Alaitoc Blue

M Layer



Layer: Lothorn Blue

S Layer

RUBBER ARMOUR



Basecoat: Celestra Grey

S Base



Wash: Seraphim Sepia

M Shade



Layer: White Scar

S Layer

STEEL BLADES



Basecoat: Leadbelcher

S Base



Wash: Nuln Oil

M Shade



Layer: Runefang Steel

S Layer

HOW TO PAINT...

Want to know more about painting Genestealer Hybrids? Then you need to pick up the How to Paint: Genestealer Cults painting guide, which is available now. Inside you'll find stage-by-stage painting guides for eight different cults, including the Cult of the Rusted Claw and the Cult of the Four-armed Emperor.

CULT OF THE FOUR-ARMED EMPEROR



All the models in the Cult of the Rusted Claw army were basecoated using Mechanicus Standard Grey spray – a perfect primer for all the colours on the model. Because all the models in the collection were based on Sector Imperialis bases (which were painted separately so as to reach all the details), the hybrids were only lightly glued to a regular base so they could be held more easily during painting.

The hybrid's skin was painted using a regular flesh colour, but then given a very heavy wash of Druchii Violet to make it look more like a Genestealer. It was then highlighted with other pale skin tones, but with the colours concentrated around the face rather than the bulbous crown. The eyes were also painted Mephiston Red – a spot colour used across the army – to help tie the model more closely to its alien brethren.

One of the key elements of the hybrids in the Cult of the Rusted Claw was to make them look really grimy and filthy. This was achieved by giving their white armour a wash of Seraphim Sepia to make it look greasy, while their orange robes were given a wash of Agrax Earthshade to make them look like they're steeped in oil and other unsavoury sump liquids. An Agrax Earthshade wash on the base helps tie the model to its surroundings. ☠

PACKS AND POUCHES



Basecoat: Rhinox Hide
S Base

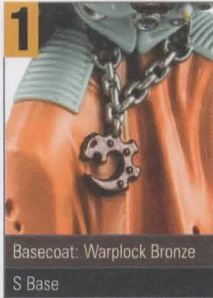


Wash: Nuln Oil
M Shade



Layer: Skrag Brown
S Layer

CULT ICONOGRAPHY



Basecoat: Warlock Bronze
S Base



Wash: Agrax Earthshade
M Shade



Layer: Runefang Steel
S Layer

PAINTING A FOURTH GENERATION HYBRID HEAD



Basecoat: Kislev Flesh
M Base



Wash: Reikland Fleshshade
M Shade



Wash: Druchii Violet
M Shade



Layer: Kislev Flesh
M Layer



Layer: Flayed One Flesh
S Layer



Layer: Pallid Wych Flesh
XS Artificer Layer



Using the brush tip, apply small dots of Mephiston Red.



Add faint lines to form the shape of the design.



Widen the design, working out from the guidelines.

While first and second generation hybrids tend to have almost purple skin (like their Genestealer cousins), third and fourth generation hybrids can almost pass for human. The skin was basecoated and shaded the same as you would for a regular human, but then a light wash of Druchii Violet was applied to the model's face (not the entire head) to help show that link to the Genestealers. The face was then highlighted as normal.

The last touch on the model is a tattoo pattern on the back of the head, which was painted on using an XS Artificer brush, the ideal tool for such tiny work. Not only does the tattoo add an extra level of detail to your models, but you can also paint the same markings on your Genestealers to show the hybrids emulating their alien overlords.

Below you can see a full squad of Neophyte Hybrids painted using the stage-by-stage guide to the left.



The finished Acolyte Hybrid ready to bring about the downfall of the Imperium and the rise of the Genestealer Cults. The Sector Imperialis base for this model was painted using Incubi Darkness for the tiles and Balthasar Gold for the metal beams. The whole base was then washed with Agrax Earthshade and drybrushed Tyrant Skull to give it a dusty finish. The rim is painted Steel Legion Drab.



'EAVY METAL MASTERCLASS

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world, which makes them the perfect tutors for a painting masterclass. This month, we borrowed Aidan Daly to show us how the 'Eavy Metal team paint faces.

PAINTING FACES



AIDAN DALY

Persuaded by the promise of chocolate biscuits, Aidan agreed to spend the day in the White Dwarf bunker showing us how to paint faces the 'Eavy Metal way. Apparently we've got good banter... (Really? – Ed.)

Painting a model's face is something that most of us will do at one point or another. But why are they such an important part of the miniature?

"The face is the focal point of a miniature," says Aidan. "It helps you understand the model and its character, and tells you more about its personality than any other part of the miniature. You can tell that a Wulfen is a berzerk warrior because of his snarling face, and that Lelith Hesperax is a stone-cold killer because of her passionless expression. The face is that finishing touch that brings the model to life.

"It's for this reason that we spend so long painting a model's face," continues Aidan. "In 'Eavy Metal

we normally paint the face last as it allows us to get a better feel for the overall composition of the piece – you don't want to paint a face first, only to find out that it's too dark or light compared to the rest of the model around it. We also try to paint the head separately where possible so as to avoid getting unnecessary paint on it. The head in this article is pinned to a flying stand and was attached once completed."

So, without further ado, we let Aidan loose on the paints and brushes. It's worth noting that the stages shown here are not just to show what colours Aidan used (like we would in Paint Splatter), but also to illustrate the principles and the techniques being employed, and to explain the choice of colours used. Enjoy!

'EAVY METAL

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

Since the early days of Games Workshop, the members of the 'Eavy Metal team have been at the forefront of miniatures painting, developing new techniques and colour schemes that can be seen on countless miniatures.

So great is the influence of the 'Eavy Metal team that many hobbyists see their work as the pinnacle of miniatures painting, and seek to emulate their style on their own models. Of course, painting this way requires a great deal of practice, time and dedication, and it's not going to be to everyone's taste or skill level – it would certainly take a long time to paint an army the 'Eavy Metal way!



STEP 1: BASECOATING

The first step was to undercoat the Space Marine head with Chaos Black undercoat (1). "The rest of the model was undercoated black," explains Aidan, "so we used black for the head, too, to keep the tone of the colours consistent."

"When painting Caucasian skin, we always start from a light basecoat," explains Aidan. "In this case, it's Cadian Fleshtone mixed with a little clean water to get the paint to flow smoothly (2). The reason we use a light-coloured basecoat rather than working up from dark to light is because it helps with the overall brightness of the face and the end result will be smoother. A lighter basecoat may take a couple of coats to apply, but you shouldn't be worried if the first coat looks a little patchy (3). Simply apply the basecoat again, with the same consistency, and you'll see that the colour starts to build up nicely (4). This face only had two and a half layers of paint on it. I say half, because most of the face was covered after the second layer, but I went back over the forehead and cheeks just to make sure (5). It is really important to get the basecoat smooth and even when painting a face (or, indeed, any part of a model) because it sets the groundwork for all the following stages."

1



2



TOP TIP

When you apply your first basecoat layer, apply the paint with the brush strokes all heading in the same direction (e.g. downwards). For the second layer, apply the paint with the brush strokes running across the previous ones at 90° to give better coverage.

3



4



5



STEP 2: SHADING

The shading step is where much of the face is defined. It's by far the messiest stage, but this will be tidied up and refined in the next step.

"With the basecoat established you need to get some contrast into the model's face," says Aidan. "The reason for the light-coloured basecoat becomes apparent now because Shades provide a much stronger contrast over lighter colours and require less work to apply. The first thing we need to do is thin the Shade down (1). I used Reikland Fleshshade mixed with a little water, which gives you more control over the wash as you apply it. The goal is to add definition to the face by picking out all the details, specifically around the eyes and mouth and under the chin (2). The next step is to provide a deeper shade to the lines on the face. Some faces, like those of Eldar models, are pretty smooth, but this face is really animated, so we need to accentuate that. For this second wash I mixed Doombull Brown with a tiny bit of Abaddon Black and watered it down before applying it carefully to the recesses (3). Think of this as the opposite of highlighting and you can't go far wrong. I then tidied up the raised areas of the face using Cadian Fleshtone (4)."

1



TOP TIP

The second, darker shade is unique to every model and it can take some time to learn what level of shading to apply to each face. Some models, like aelfs and Eldar, don't normally require much additional shading because they have such smooth complexions, whereas ogors and gargants have craggy, gnarly faces that require intense shading to really show their depth. Sometimes it depends on the model's expression; this Space Marine is shouting, which creates creases and lines in his face that require additional shading.

2



3



4



STEP 3: HIGHLIGHTING

The highlights are the third step of painting a model's face. This is where the raised areas and details of the face are picked out. "The highlights allow us to increase the luminosity or brightness of the face," explains Aidan. "When applying highlights, you need to focus on the areas where light would naturally fall on the face, such as the cheeks, chin, nose and forehead. It's important at this stage to consider the texture of the face. Skin is smooth and light diffuses smoothly across it. As such, a face should have smooth highlights, not harsh edge highlights. The goal now is to create a contrast between the shaded recesses on the face and the raised, highlighted areas."

Aidan used a mix of Cadian Fleshtone and Ushabti Bone for the highlights on the Space Marine's face (1), adding gradually more Ushabti Bone to the mix for each highlight (2 to 4). "There isn't an exact science to how much Ushabti Bone to add for each highlight," says Aidan, "but the mix starts out at roughly 70/30 in stage 2, up to 50/50 in stage 4. The important thing to concentrate on is applying the colours in the right places, starting with thicker highlights and making them gradually thinner at each stage. The last step is adding White Scar to the paint (5) in a 40/40/20 mix. Over the next few layers (6 and 7) you can increase the amount of white in the mix until it's a 30/30/40 mix.

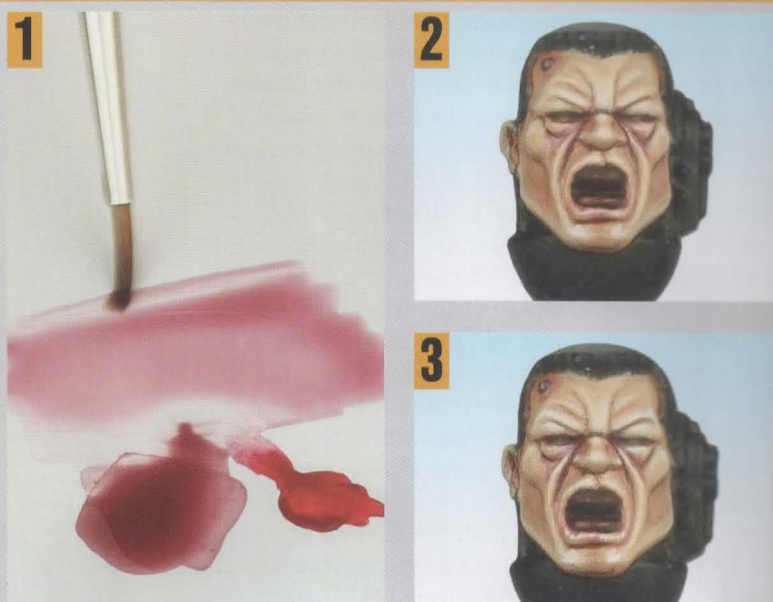
TOP TIP

If things go wrong (such as over-highlighting an area), don't be afraid to go back to the previous colour mix and reapply it. For this reason, it's worth keeping a small pool of each mix on your palette as you work so you can quickly re-trace your steps and re-apply one if you need to. Also, don't water down your paint too much or the highlights will run into the recesses!



STEP 4: GLAZING

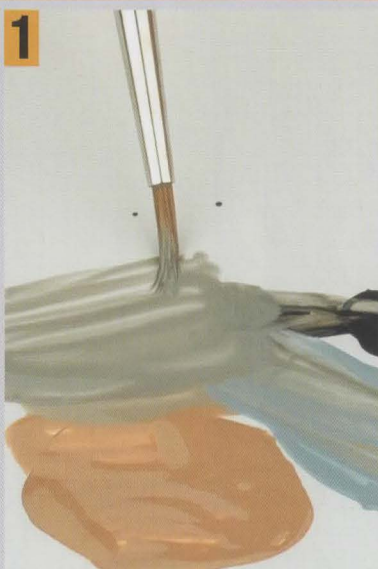
At this step we start adding character to the face, using glazes to add warmth to it and bring it to life. "Glazes help show the life in a model's face – features such as bruises, scars, flushed skin, and so on," says Aidan. "At this stage we want to add a new contrast. Before it was between light and dark, now it's between hot and cold. For the glaze I mixed Carroburg Crimson with a tiny amount of Khorne Red, which increases the vibrancy of the glaze. I then watered the mix down until it was translucent (1) before carefully applying it around the eyes, nose and mouth (2). This warms the main features of the face and represents that natural flush that most people have to their features. I then re-highlighted the face (3) with the mix used in stage 7 of the highlight step.



STEP 5: STUBBLE

This step adds another level of contrast to the face – this time, texture, in the form of stubble. “Most of the face is smooth,” says Aidan, “but the stubble adds a new, rougher texture. It makes the Space Marine look more rugged and gives him more character. It also helps push that contrast between light and dark on the face.

The stubble colour involves mixing the last skin highlight colour with a touch of grey (Aidan used Fenrisian Grey) and a tiny spot of black (1). This was then watered down and glazed onto the areas where stubble would grow around the chin and upper lip (2). Aidan then re-highlighted the raised areas (specifically the creases around the mouth) with the final skin mix (3).



STEP 6: EYES AND TEETH

Painting the eyes is often considered the final touch on a miniature. “They are the focal point of the focal point of the model,” says Aidan.

“First I paint the eyes and mouth with Abaddon Black (1) to provide contrast for the white eyes and teeth. Rather than paint the eye, then the pupil on top, it’s far easier to paint two white dots on either side of the centre of the eye, thereby creating the pupil in the process.

Always paint the outsides of the eyes first (2) as they help set the direction of the model’s gaze. Then carefully place a dot on the inside of each eye (3), but try to make it smaller than the ones on the outside. Lastly, pick out the teeth (4). If you’re feeling really brave, place a white reflection dot on the pupils of the eyes to show they’re glistening.”



THE FINISHED MODEL

The face is finished! Or is it? “This is the point where I bring the head and the model together again,” says Aidan. “Actually, I thought the face was a little too dark next to the blue armour, so I added one last extra highlight to the brow line and cheeks just to finish it off (1). I also painted in all the other details around it such as the bionics and pipes, plus his hair. The hair is just a basecoat of Stormvermin Fur mixed with a little Abaddon Black. I then carefully painted thin lines of Administratum Grey onto his head to simulate short-cropped, greying hair (2). 🦴



BLANCHITSU

For over three decades John Blanche has shaped the worlds of Warhammer with his evocative artwork. His style has also enthused and excited many other painters, modellers and collectors and Blanchitsu is our regular feature celebrating John's dark, gothic visions and their influence. This month we look at the work of Mikael Silvano who, over the last few years, has worked tirelessly to create a trio of stunning Inquisitorial retinues for Warhammer 40,000.

This issue we're proud to present an Inquisitorial warband – the Illuminati Aquila – painted by Mikael Silvano, whose style has been heavily influenced by John's illustrations and miniatures.

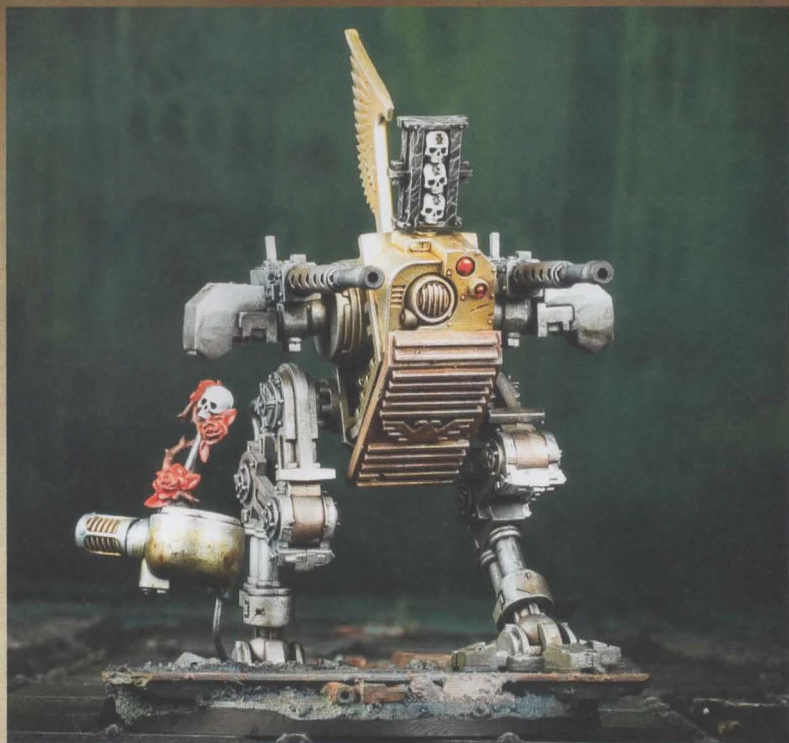
The Illuminati Aquila are actually Mikael's third Inquisitorial warband, the final part in a trilogy that we've featured in *White Dwarf* and *Warhammer Visions* over the years (you can see his other two warbands over the page).

"I didn't want too many characters in this warband," says Mikael. "Inquisitorial retinues can turn into motley crews that have their charm and team spirit, but this time I wanted to capture the deep, stark loneliness and responsibility of an Inquisitor. From the beginning I decided to amplify that image by building machines, inspired by the Rogue Trader character Tobias Maxilla from Dan Abnett's Eisenhorn trilogy.

"I wanted the machines to look like they were designed specifically for Lord Pelagius, and each has their role, such as the Celeres Sentinel and the Pulpit – a floating device of

The cover of the limited edition Warhammer 40,000: The Rules – painted by Paul Dainton – was the inspiration for Mikael's colour palette.





Above left: The Celeres pattern Sentinel automaton is the workhorse of several elite Ecclesiarchy armoured units. The sensor on the front is from an Astra Militarum Hydra.

Above Right: Fyodor Maksim, Techno Captor, converted from a Bloodsear with the head from a Cult Mechanicus Datasmith.

Left: Lord Inquisitor Caius Celestine Pelagius, converted from a Legion Praetor with shoulder pads from a Sanguinary Guard and a Grey Knight's head.

Right: The Pulpit, a judgement device built from the Hydra's targeting array.



Left: Interrogator Oswald is Pelagius's right-hand man. The model is based on the Officio Prefectus Commissar model, with the addition of a Greatsword's arm and the head of a servitor gunner from the Stormraven kit. His legs come from an Elysian Veteran model.

Right: Corporal Cornelius Rickendorf of the Valais Guard. Rickendorf is made from the torso, arms and backpack of a Skitarii Ranger combined with the legs of a Freeguild Greatsword and the head of a Bretonnian Archer.





The Illuminati Aquila led by Lord Pelagius. They are illuminated by the golden light of the Emperor – a clear sign of their honour and nobility.

judgment, oration, Imperial Primer and burning death.” Lord Pelagius does have a few human henchmen, though, in the guise of Interrogator Oswald and Corporal Cornelius Rickendorf, plus the muscular Techno Captor, Fyodor Maksim. “He acts as the scale piece for the retinue,” says Mikael. “The retinue needs a large human so that the Inquisitor isn’t mistaken for a Space Marine.”

As you can see from the three Inquisitorial Retinues shown here, Mikael changes his painting style depending on his subject. “For a long time I’ve been on a quest of curiosity – conducted with considerable passion – to approach miniature painting more like an evolution in classic art, and less like an application of techniques,” explains Mikael. “While painting the ‘Shaddes offe Greye’ (see opposite) retinue I added grey to every paint and tried to achieve a pale, deathly look. My second retinue, the radical ‘Red Storme Riseth’ was a hailstorm of reds, inks and gore – the most experimental and strongest work I’d ever done at the time.”

Yet it was actually quite a few years before Mikael eventually got around to working on the Illuminati Aquila – the unmistakable loyalists in his trilogy. “I decided early on that gold and light would feature in this retinue – they would quite literally bring the Emperor’s light to the grim darkness of

PIOUS HONORIUS

So tranquil, so verdant, a perfect sphere of greens, blues, turquoise.

What life looks like.

A blink, the capillary flow of gore and black, superimposed chemical death and hellfire. Capital punishment of a system. Death, death, death, Thousand-fold smiting of my soul. A billion martyrs.

Love. To so deeply care of his subjects. To do the God-Emperor’s bidding. To murder a billion, to deny the witch. To stand naked against the Warp and prevail. To wear the armour of contempt and go to war with the unborn.

Hate. No remorse. So strong it makes me. It makes us. Sinners and Saints in equal measure. Crusaders. Believers. Utterly focused. We are the Emperor’s light. Blinding ruthlessness.

the far future – and conclude what started as shadows and darkness, then blood and fury, in a fittingly Imperial and august manner.

“I had an idea to explore techniques found in Orthodox icon painting,” says Mikael, “which is largely done over gold or gold leaf to achieve incredible vibrancy and sheen. Sadly I was at loss about how to merge that with the earthy and dusty feel of the Warhammer 40,000 universe – the world my retinue would inhabit. That was until I saw the cover of the Munitorum Edition rulebook that my good friend Tom Molloy (*another of John Blanche’s faithful retinue*. – Ed) created, which featured Paul Dainton’s artwork printed over gold. That image had exactly the vibe I was looking for and captured just what I wanted to show on my models. I used an airbrush to get a super smooth and incredibly bright gold basecoat on my models – the perfect canvas to work from. This meant that even the leather and the clothes on the models have a slight metallic sheen to them. The ‘light’ of the group, is Lord Pelagius himself, specifically his hammer, with light bleeding out of it like it’s burning with the golden soul of the Emperor. That’s why the Inquisitor’s right side is so bright, while his left side is in shadow, his face shaded to purple and the gold toned down a lot. This truly was an incredible project to finally complete!”



The Red Storm Riseth are the radical retinue of the trilogy, an "explosion of gore and contrast" led by Inquisitor Alban Silas who has dabbled too long with the powers of the Warp.



The Inquisitorial retinue of Inquisitor Haag, known as the Shaddes offe Greye. This was the first warband Mikael completed, representing the darkness and evil of the 41st Millennium.

LES MARTIN'S STORMCAST ETERNALS

White Dwarf was approached at this year's Warhammer Fest by the eager Les Martin, who wanted to show us pictures of his Stormcast Eternals. We were so impressed we invited him up to GW HQ so we could get some photos to show you all, and here are the results.

THE FIRST SCION OF SIGMAR

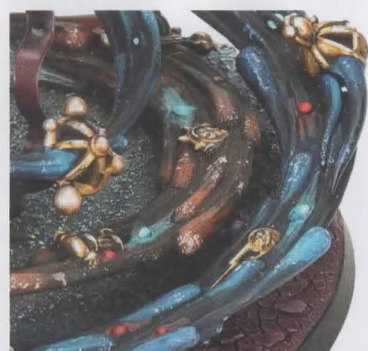
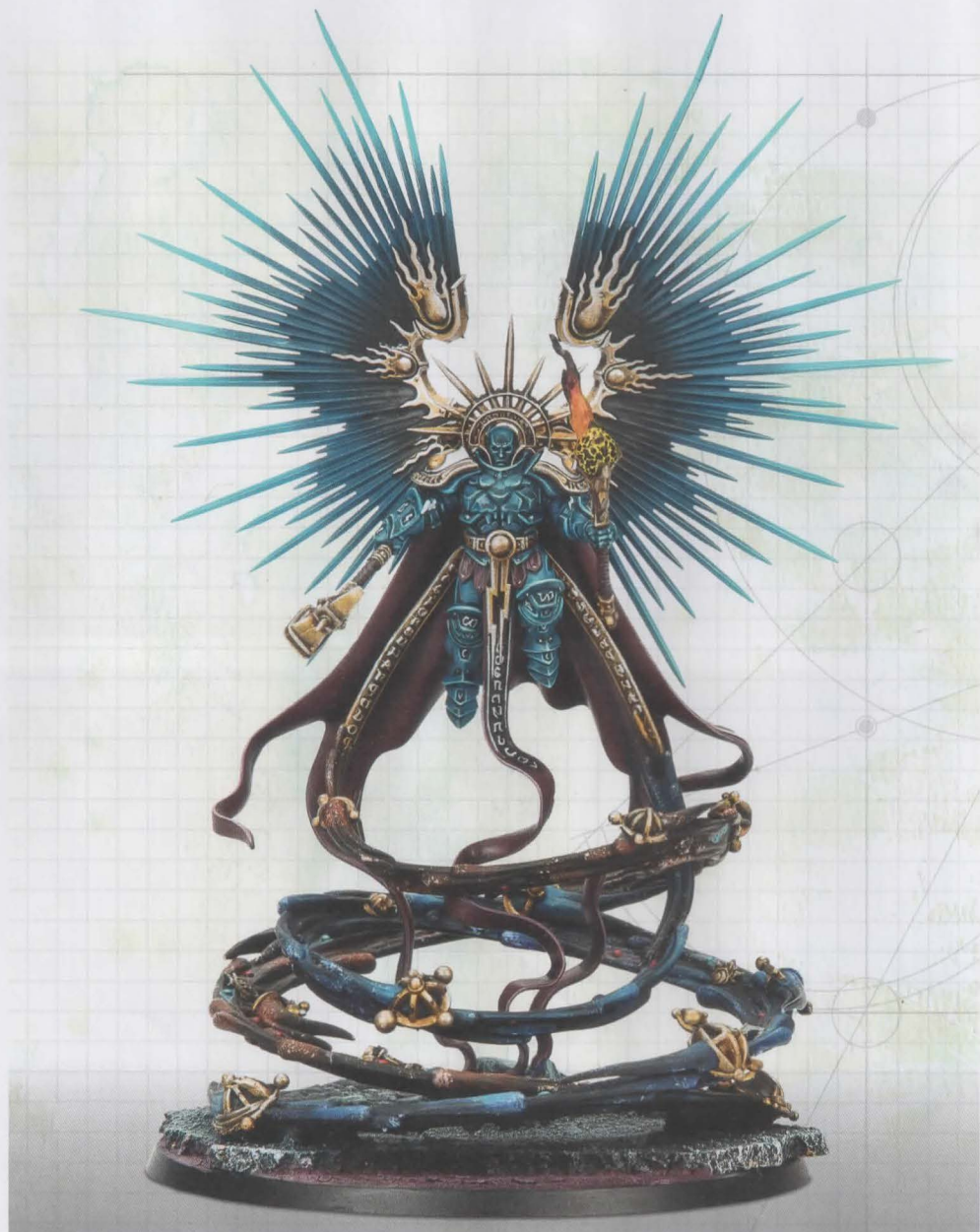
Les's Stormcast Eternals hail from the Celestial Vindicators Stormhost, a colour scheme Les spent some time perfecting, with the exceptional results you can see on his Celestant-Prime.

"For the armour, I start with Sotek Green, mixed with just a spot of Yriel Yellow," says Les. "I then move onto highlights of Temple Guard Blue. But right on the very extreme raised edges and spots, I do extreme edge highlights of Gauss Blaster Green. Having painted plenty of Space Marines over the years, I've had plenty of practice with the technique, so I can get really sharp, really crisp edge highlights on the armour."

"The gold across the army was pretty simple," says Les. "Start with a basecoat of Retributor Gold, before a controlled wash of Nuln Oil. When it's dried, I highlighted them with Liberator Gold, then finally finishing up with sharp edge highlights of Runefang Steel."

"I wanted a more pastel red for the army, rather than the bright sharp reds," says Les, "so I opted for a mix of Khorne Red and The Fang, breaking up the blue without distracting from it."

Whilst Les's Celestant-Prime is an exemplar of the army as a whole, it does have a few touches unique to the model, such as the flame effect on the cometstrike sceptre, and the swirl of galaxies around him. The stars are actually easy to achieve, as Les carefully stippled the colours onto the whirling comets, for a striking and otherworldly effect.





LORDS OF THE STORM

So just why did Les get on board with the Stormcast?

"It was initially the White Dwarf that accompanied the Warhammer Age of Sigmar release that inspired me," says Les. "There was a single piece of artwork that really got me stoked. It was the Celestial Vindicator Retributor battling a Bloodthirster. And that's how I decided to paint my own. Of course, I had assumed everyone would be drawn to the gold, like the Hammers of Sigmar or Lions of Sigmar. Me, I was drawn to the turquoise."

Les's army already has plenty of heroes to lead it into battle. Les has plans for more, though, such as a Knight-Azyros to use in some of the new warscroll battalions released in recent supplements such as the four Realmgate Wars books.

Left: Les's Knight-Venator. Note the wings are painted much like the Celestant-Prime, providing another link across the force.

Below: From left to right, the first of Les's pair of Knights-Heraldor, the Lord-Relictor, the army's Knight-Vexillor and a Lord-Celestant on foot.



PARADE GROUND

CASTELLAN OF THE STORM

Les's Lord-Castellant is accompanied by not one but two Gryph-hounds, whose markings were painstakingly painted on freehand.

Les's Dracothian Guard (below) are painted much like the rest of the army, albeit with bright blue-green flesh for the Dracoths themselves, a choice which complements the colours of the rest of the army very nicely, using the same styles and techniques Les would later refine on for his centrepiece model, the noble Lord-Celestant on mighty Stardrake.



HOW HANDY

The General's Handbook is not just for competitive gamers like Les. The sections on Narrative and Open Play are great for gamers who like things a little more informal and relaxed.

ECHELON OF LIGHTNING

Les describes himself as a competitive gamer, but was first drawn to Warhammer Age of Sigmar by the painting and collecting opportunities.

"I was drawn in by the models initially, but after a year playing competitively I find the game is deeper than people seem to think. Yes, it's only four pages, but when you start tying different warscrolls and warscroll battalions together, it's

an incredibly deep and intricate game when you play it at a competitive level. With the General's Handbook, it's amazing as it really gives you a chance to tinker with army lists again. I love doing that, especially when I'm doing other stuff.

"I've had far more fun in the last 12 months with Age of Sigmar than the last four years put together, as the rules are so slick and clear it puts a stop to silly rules arguments."

THE BANE OF TERRORS

"I'm a big fan of what the Warhammer TV team do," says Les. "The stuff they put out is just amazing. There's some absolutely brilliant ideas in their videos. The one in particular that I've used for painting a lot of my Stormcast Eternals is Duncan's four-part guide to painting Nagash. The trick I've taken from that and used on my Celestial Vindicators is blending with washes.

"Duncan's guide is quite simple. Mixing Shades with plenty of Lahmian Medium lets you build up colour and definition, so a model will be darker at the bottom and brighter at the top." This is a trick that Les has used across the entire army, from the turquoise-coloured sigmarite plate every model is clad in, to the pastel reds, the bright golds and even on the scales of the Dracoths and the feathers of the Gryph-hounds.

HOW TO...

Why not check out some of the Warhammer TV team's brilliant painting and assembly videos for yourself? Log onto YouTube and search for Warhammer TV.



"I've not got many Liberators," says Les. "As I'm primarily a tournament gamer, I've found that whilst Liberators are quite good, Judicators are so much better, as they can fight as hard as Liberators in close combat, but they also have an absolutely deadly ranged attack on top of that. I usually field 20 Judicators with skybolt bows, plus 10 Liberators, and they're a potent combination for a competitive style of play. I've had a lot of success using them as part of a Skyborne Slayers warscroll battalion."



"I'm a big fan of Decimators," says Les. "They're probably my favourite unit in the Stormcast Eternals army – I love them. I've only recently started taking Retributors in the army, but I'm a big fan of the Decimator models – I think they're underused massively in the competitive scene." In particular, Les is especially fond of the reach of their thunderaxes, which can cleave through whole swathes of infantry, overcoming the drawback that Stormcast Eternals rarely have numbers on their side in a battle.



The Protectors to the left are a key component of the Skyborne Slayers warscrolls battalion. Alongside Decimators, Judicators, Liberators and a Celestant-Prime, they are an absolutely lethal combination.

"I've gotten a lot of mileage out of using the Skyborne Slayers alongside the Celestant-Prime," says Les. "As they can effectively strip 3 Bravery off of a target unit when used together, they can smash apart almost anything in one go. And if it's still standing, they're still Stormcast, after all."

WHY NOT YOU?

White Dwarf is always on the hunt for pictures of brilliantly painted models. Send in your own to us at: team@whitedwarf.co.uk

ROAR OF THE HEAVENS

Absolutely dominating the army, and any battlefield it appears on, is Les's Lord-Celestant mounted atop a mighty Stardrake. Like the rest of the force, it uses exactly the same palette, with the pastel reds of the tabards transferred to the spines and wing webbing of the Stardrake and the plumes of the Lord-Celestant riding atop it.

"As I'm a tournament gamer first and foremost, that's what drives what I collect," says Les. "I love the model, but it's how the Stardrake works in the game, and how it works with the rest of the army and the warscroll battalions I use, that made me add it to my army. At a competitive level, that interplay of units and warscroll battalions really make Age of Sigmar so much fun to play." 🐉



Les has lavished plenty of time and care onto his Stardrake, which is rather fitting for the army's centrepiece. He has even managed to add a thunderous glow to the Stardrake's mighty maw, giving the impression of the roiling arcane energies churning within it. Little touches like this go a long way to helping a model really stand out on the battlefield.



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READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!



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By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

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by Kev Lawrence



Grey Knights Terminators
by Amy Snuggs



Black Legion Chaos Helbrute
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OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:

www.blacklibrary.com/white-dwarf/downloads

READER'S MODEL OF THE MONTH

Our Reader's Model of the Month is this rendition of the Primarch Vulkan, painted by David Taylor.

David painted Vulkan in the traditional colours of his Legion, with deep green armour and brass details. However, rather than picking out all the pteruges and armour details with another complementary colour, David painted them like tanned leather so they matched the skinned hide of the Firedrake hanging from Vulkan's cape. The end result is a model that has a really natural colour scheme to it, the only spot colour being the red on Vulkan's hammer haft, the gems on his belt and, of course, his glowing red eyes.



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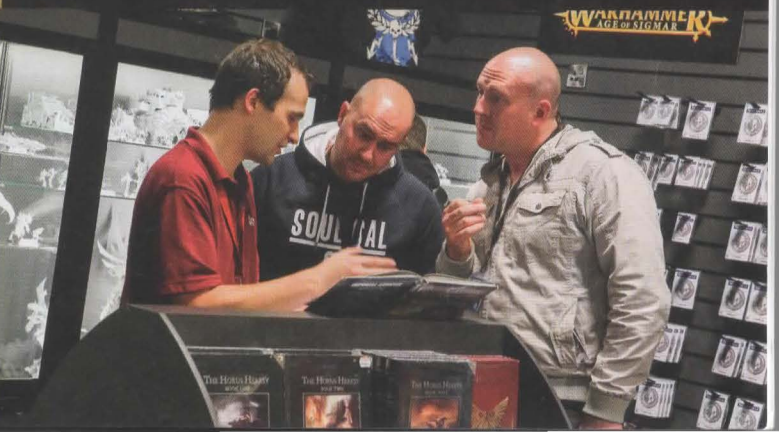
**Warhammer 40,000
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3rd-4th December**



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10th-11th December**



THE WHITE DWARF GUIDE

Every issue of White Dwarf is packed with hobby goodness. If you're new to the Games Workshop hobby, returning after a break or just beginning to delve deeper you'll see much that may be unfamiliar, but don't worry. Here are some essential sources for further information and advice.



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Games Workshop produces a huge variety of games, miniatures, books, painting and modelling products and more under a number of different banners. Here's a quick guide.

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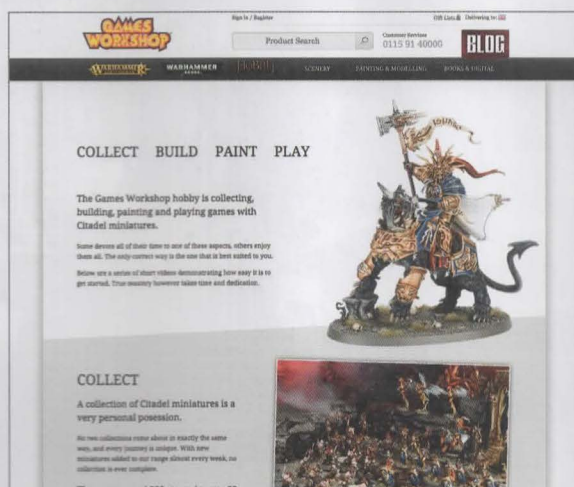
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GETTING STARTED

The Games Workshop hobby is diverse, built on the four key pillars of collecting, building, painting and playing. These are multifaceted aspects of the hobby, with much depth to explore in each (indeed, each issue of White Dwarf is intended to do precisely that). An essential introduction to the hobby as a whole, with advice on going further and where to find more information, can be found on the Games Workshop website. A great place to start.



Games Workshop produce a range of introductory products, ideal for getting into the hobby or trying something new. For Warhammer Age of Sigmar, for instance, there's the Getting Started with Warhammer Age of Sigmar magazine (complete with a free miniature!) or if you fancy trying some painting, the Build + Paint Sets (Space Marines or Stormcast Eternals) are a great place to start. Find them on our website at the address below.

WWW.GAMES-WORKSHOP.COM/GET-STARTED

VISIT A STORE

Games Workshop stores have been a familiar sight on many high streets since the mid-1980s, and there are now more than 400 worldwide. In fact, we recently opened our 100th store in the United States alone. Many of our more recent stores are Warhammer stores, so in both Games Workshop and Warhammer stores you'll find a huge range of products, with an in-store order point available for those items only sold online. All are great sources of further information and advice. Many stores run introductory games and offer painting tutorials, so if you're new to the hobby get in touch with your local store and the staff will be happy to help.



WWW.GAMES-WORKSHOP.COM/STORE-FINDER

GOLDEN DEMON

You might have seen Golden Demon earlier in this issue of White Dwarf (or read Amy Snuggs's letter about entering Golden Demon for the first time). Golden Demon is a series of painting competitions run at Games Workshop events throughout the year. For most of us mere mortals, the standard of painting amongst winning Golden Demon entries is inspirational first and foremost, and there's a loads of that inspiration on the Golden Demon website:

WWW.GOLDEN-DEMON.COM



SOCIAL MEDIA

Games Workshop has a number of official Facebook pages for our most popular games and brands. Not only are these the places to find out all the latest hobby news, but also great places to ask questions and seek friendly advice!

- WARHAMMER 40,000**
- WARHAMMER AGE OF SIGMAR**
- BLACK LIBRARY**
- FORGE WORLD**
- WHITE DWARF**



CITADEL PAINT SYSTEM

Painting is a cornerstone of the Games Workshop hobby – an enjoyable aspect in its own right, and also a fulfilling step along the path to getting an army out on the tabletop, ready for battle.

Knowing where to start can appear tricky, so Games Workshop publishes a series of How to Paint Citadel Miniatures guides, focusing on a range of armies, which provide ideal introductions to tackling a new project even if you're an experienced painter. All of these guides make use of the Citadel Paint System, carefully designed to be as straightforward to master as possible, with endless possibilities beyond that. The entire Citadel Paint range is divided into different formulations – such as Base, Layer, Shade and Dry – which are ideally suited to the different techniques (basecoating, shading, layering, and drybrushing) used with the system. You can check out the entire range and get a free-to-download reference chart (shown right) from our website at:

WWW.GAMES-WORKSHOP.COM/PAINT



WARHAMMER TV

The Warhammer TV team produce superb painting tutorials, demonstrating all the key techniques and showing you step-by-step how to paint all kinds of different miniatures. If the Blood Angels featured in this month's Planet Warhammer and Paint Splatter take your fancy, for instance, there are videos for them on the Warhammer TV YouTube channel.

WWW.YOUTUBE.COM/USER/GAMESWORKSHOPWNT



WARHAMMER DIGITAL

Many of Games Workshop's books are available digitally, in various different formats. You can find these on the Games Workshop and Black Library sites and some are also available through Apple's iBooks.

WWW.
BLACKLIBRARY.COM

LICENSED PRODUCTS

Games Workshop works with a variety of talented partners to produce computer games, comics and more. For the latest news, visit the Licensing Products website.

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workshop.com



IN THE BUNKER

Welcome to the last page of the magazine, where we'll be taking a regular look at what's been going in the White Dwarf hobby room over the past month...

A couple of weeks ago, Martyn challenged the rest of the team to paint a new hero to play through the quests in Silver Tower. There were only two rules to his challenge. Firstly, that the heroes must have rules on the Silver Tower App (or have a card in the new Hero Cards set), and secondly that they must be presented on one of the new Shattered Dominion bases. Here's how we got on.

Martyn chose to paint the Grimwrath Berzerker as his hero (1). Martyn applied Bloodletter glaze over Stormhost Silver to show that his Fyreslayer is from the Thungur Lodge.

Stuart chose the Cogsmith (2) because he carries a massive shotgun. He painted him in the same colours as his Blood Bowl team.

This Sorcerer Lord (3) is Chris's chosen hero. He converted the model's head by swapping it for a hand (yes, it's a hand holding a skull with candles on top) from the Battlemage kit.

Dan painted the Skaven Warlord (4) to match the models on his Armies on Parade board, but carefully mounted him on a Shattered Dominion base.

Erik's Necromancer (5) was painted a deep purple to show his affinity to Shyish, the Wind of Death. Erik added a crow to his staff, taken from the Freeguild General kit.

Mel painted the Skink Starpriest (6) to add to her Seraphon collection, but she didn't use one of the new bases! Apparently the steps that come on the Starpriest's base were too cool not to use. We agree, so we've let Mel off, but only this once!

The team prepare for their first quest into the Silver Tower with their new heroes (7). But which ones will survive?



NEXT MONTH

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