

WHITE DWARF

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BLOODREAVERS!

THE CANNIBAL WARRIORS OF KHORNE ARE UNLEASHED



WARHAMMER
AGE OF SIGMAR



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Can't wait to turn your brand new Bloodreavers into gorgeously painted models? Here's our guide.		Comment, opinion and trivia in reaction to this week's releases and happenings.	



THE WAR BEGINS!

Welcome, dear reader, to the week that the war for the Mortal Realms begins in earnest! The Age of Chaos is at an end and the Age of Sigmar has begun, but the scions of the Dark Gods will not relinquish their bloody grip on the Mortal Realms without the most terrible of struggles. This week, the new Khorne Bloodbound Bloodreavers arrive, fanatical cannibal devotees of Khorne whose numbers seemingly swell as quickly as their terrible skull tally... But how can this be? Turn to page 2 if you dare find out.

And not only that – this is the week the Realmgate Wars truly erupt across the Mortal Realms! Sigmar's Stormcast Eternals have secured footholds in the Mortal Realms; now battle rages for control of the precious Realmgates they need to prosecute their war of liberation. Yet amidst the clangour the Stormcast Eternals have glimpsed an ancient relic, long thought lost. What could be this prize that Sigmar himself demands? Turn to page 6 for the lowdown on this next act in the unfolding saga of the Age of Sigmar... **26**



KHORNE BLOODBOUND

BLOODREAVERS

Khorne's Bloodreavers are howling, brutal cannibals, their numbers swollen by defeated foes who bend their knee to Khorne to avoid being eaten by his rabid followers. Ever-hungry for war and mindless slaughter, they are a dire threat to the Mortal Realms.





It was during the Age of Chaos that the Bloodreavers rose to prominence among Khorne's bloodthirsty warbands. Like many of their marauding kin, Bloodreavers seek Khorne's patronage through horrific acts of slaughter. They are also voracious cannibals, and in the aftermath of battle offer their defeated foes a choice: to join their ranks or be eaten. For many the choice is a simple one and they partake in that night's flesh-banquet, consuming their fallen friends under the watchful eyes of their captors and newfound comrades.

Yet the feast is also a ritual, a tribute to the Blood God sealed with a terrible pact. As the captives devour their gory feast, they are consumed by Khorne's bloodlust, their minds overwhelmed with visions of carnage and never-ending flesh-feasts.

And so the cycle of warfare and feasting continues and the Bloodreaver clans grow larger with every bloody victory.

Like all of Khorne's vassals, Bloodreavers are possessed of an insatiable desire for bloodshed and the 20 models in this multi-part plastic kit clearly show their barbaric nature. Caring nothing for their own wellbeing, none wear armour save what they've scavenged, their vambraces and greaves embellished with spikes, blades and crude brass icons of Khorne. Few wear helmets, their shaven heads left bare so they can better appreciate the sensations of battle. Many sport violent, weapon-like mutations, from bestial horns to spiked growths, and all bear scars, the result of countless scarification rituals and years of constant warfare.

Deep in the Brimstein Hearthlands, a conclave of Judicators finds itself overwhelmed by a tide of ravenous Bloodreavers. Howling with rage, the cannibals smash into the Hammers of Sigmar with the fury of Khorne himself, only to find their fallen foes (and their next meal) disappearing in a flash of celestial light.

1 The unit's hornblower carries the horn of a mutant beast. The hornblower's arm and head can be used on any of the bodies in the Bloodreavers kit.

2 The Bloodreavers' standard bearer carries a brass icon of Khorne, its teeth hung with skulls and chains. Only Khorne's most devout followers may bear such a sacred symbol.

3-4 Many Bloodreavers fashion crude icons from iron, brass, bone and leather. Many are painted red, often with the blood of their foes.

5 Scarification is common among Bloodreavers. This warrior has the eight-pointed Chaos star carved into his back.

6 Gnarled spines have erupted from this Bloodreaver's back, a sure sign of the Blood God's favour.

7 This Bloodreaver's beard has mutated into jagged blades, his teeth filed into vicious points.

8 This warrior has barbed chain links pushed through his earlobes.

9-10 Of the 36 heads in the box, 16 wear menacing barbute helmets, four of which bear horns.

11-12 These Bloodreavers carry meat-ripper axes, perfect for cleaving through armoured foes.

13 The Chieftain's axe bears the stylised icon of Khorne.

14 Bloodreavers carry flensing blades for skinning their victims.

15 The Chieftain's reaver blade is a brass-clad punch dagger with blades on each side.



Every Bloodreaver carries a selection of deadly and unsubtle weapons, every one designed to shed blood and claim skulls for the Blood God. Many carry reaver blades, hatchet-like axes embossed with brass icons of Khorne, while in their other hand they wield razor-sharp blades for flensing skin, carving muscle from bone and severing arteries in a shower of gore. Others prefer heavier blades, long-hafted axes known as meatrippers that can cleave through flesh, bone and armour with ease. The kit includes 20 of each weapon (in 10 different designs) and the arms holding them are made to fit any torso, giving you countless ways to build your Bloodreavers.

The set also includes 36 heads, in 18 different designs. 16 wear crude helmets or masks while 20 are bare and snarling.

Again, the heads can be used on any of the bodies for even more variety. Two heads in particular, cheeks puffed out, are perfect for the two hornblowers that come in the set, while the head with the mutated spiny beard and ominously sharpened teeth (see image 7, left) makes for a fearsome chieftain. There's an extra set of weapons for the Chieftain, too – an ornate axe with the icon of Khorne emblazoned on the head and a double-bladed dagger that mimics the gorefists carried by Khorne's Blood Warriors. A sign, perhaps, that this aspiring servant of the Blood God is destined for greater things. ☒

You can find a stage-by-stage painting guide for the Bloodreavers on page 18 and a warscroll containing all their rules on page 26, along with a few suggestions on how to use them in your battles.

16 Led by a grossly-mutated Chieftain, a warband of flesh-hungry Bloodreavers charge a war-trice of Sigmar's mortal followers. Armed with hefty meatripper axes, the Bloodreavers will carve a gory path through their fanatical foes, offering blood and skulls to Khorne before consuming the flesh of the fallen.

Want to know more about the Bloodreavers? Pick up the novel *Gates of Azyrheim*, which features a warband of these cannibalistic marauders as they march to war against the Stormcast Eternals for the first time.

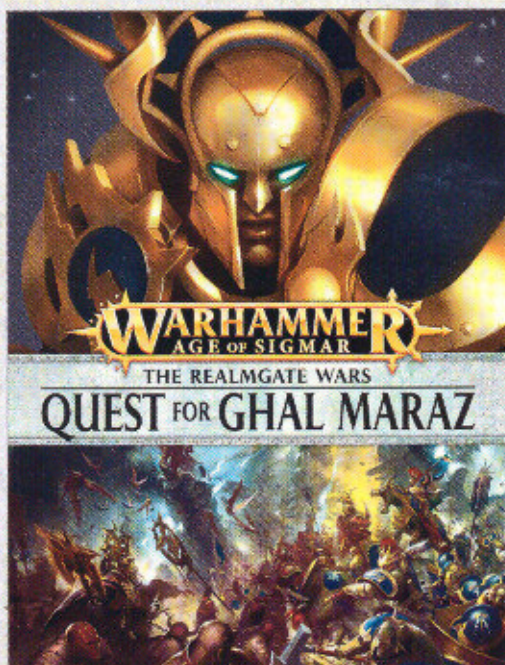




WARHAMMER AGE OF SIGMAR

QUEST FOR GHAL MARAZ

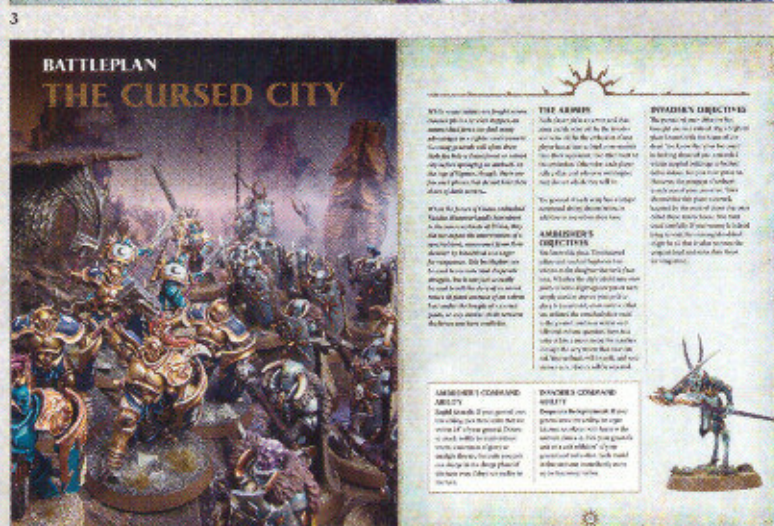
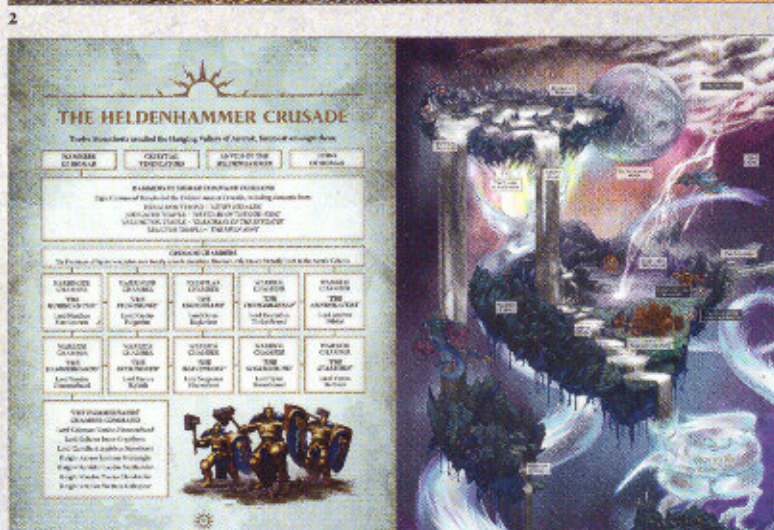
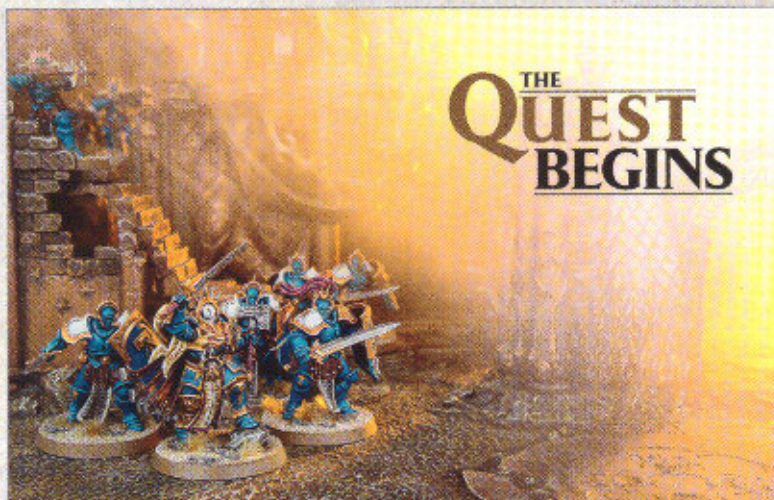
For an Age, Ghal Maraz, almighty hammer of the God-King Sigmar, has been lost. But in the Realm of Fire, the Stormcast Eternals have learned of its whereabouts. The war for the Realmgates has entered a new phase: the hunt for the Hammer of Sigmar has begun!



In the moments before his death, Thostos Bladestorm, Lord-Castellant of the Celestial Vindicators, witnessed a miracle. There in the midst of a Chaos fortress was a source of pure magical energy: the lost hammer of Sigmar, Ghal Maraz. As the war for dominance of the Realmgates rages, and the Stormcast Eternal armies battle the relentless scions of Chaos, Sigmar charges some of his finest warriors with a special mission: to return, reformed once again, to the Mortal Realms, and there reclaim his fabled warhammer, Ghal Maraz.

"You seek to reach it? To claim the Hammer of the Stars?"

Quest for Ghal Maraz is the next instalment in the unfolding saga of the Age of Sigmar and follows on directly from the action described in the Warhammer Age of Sigmar starter set and book. Just like its predecessors, Quest for Ghal Maraz is presented as a shelf-busting hardback book with spectacular artwork and graphics on the outer cover. Inside, 240 pages of glorious artwork, photos, background and stories tell the saga of the Realmgate Wars as the Stormcast Eternals battle for the fate of the Mortal Realms.



- 1 The cover of Quest for Ghal Maraz. At the top is the grim visage of a Lord-Castellant while below Stormcast Eternals battle against the hordes of Khorne Hellbound.
- 2 The Stormcast Eternals are hurled into a daring mission to seek out Sigmar's warhammer.
- 3 Glorious artwork depicting the Mortal
- 4 Eight new battleplans bring the battles in the Mortal Realms to life.

- 1 The legend of Sigmar and his wars against the Chaos Gods is explored, revealing how he came to lose the warhammer Ghal Maraz.
- 2 Riveting stories describe the battles for the Mortal Realms as those fighting for Order try to stave off the overwhelming power of Chaos.
- 3 Warscrolls focus on the heroes and villains of the Quest for Ghal Maraz, from the Stormcast Eternals to the Nurgle Rotbringers and the Skaven of Clan Pestilens.
- 4 The battle for Ghyran sees the foetid hordes of Nurgle go toe-to-toe with the Stormcast Eternals and their Sylvaneth allies in bloody combat.
- 5 Spectacular photography depicts the battles. Here the Hammers of Sigmar and Celestial Vindicators battle the twisted Chaos Warriors of Tzeentch.

The relentless pace of the story within pitches us into the quest as Vandus Hammerhand, Thostos Bladestorm and other great heroes are reforged in Azyr (yes, you read that right – death is not always the end for the Stormcast) and hurled back into the fray against dread sorcerers of Tzeentch, ravaging Daemons, skittering hordes of ratmen and worse. Across Chamon, the Realm of Metal, and the blighted remains of Ghyran, the Realm of Life, we follow the Hammers of Sigmar and Celestial Vindicators as they seek a way to recover Ghal Maraz, and the Hallowed Knights on their own mission to strike an alliance with the Sylvaneth and their goddess Alarielle before it's too late.

Interspersed with the thrilling drama of the Quest for Ghal Maraz are eight new battleplans, so you can use your armies to refight the pivotal battles of the campaign. These are brilliant, evocative games that capture the flavour of the stories in the book. For instance, The Cursed City brings the magical carnage of the fighting within the Gilded Ruins to life, complete with the

ghostly intervention of Celemnis, the Silver Maiden. As well as battleplans, the book also contains rules for fighting the battles of the Storm of Sigmar as part of an ongoing campaign in the Mortal Realms, which will bring the power of the gods to the battlefield in your games.

Quest for Ghal Maraz also includes a host of warscrolls for the Stormcast Eternals, the Khorne Bloodbound, the Nurgle Rotbringers, Skaven Pestilens and more. There are also warscroll battalions for many of the forces described in the stories, from the Stormcast Eternals' Devastation Brotherhood to the Vengeful Skullhunt of Khorne and the Bringers of the Rotsmog. The book even includes painting guides. All this should give you hours of fuel for some truly amazing experiences with your collection as you immerse yourself in the unfolding story of the Realmgate Wars. **X**

Quest for Ghal Maraz is also available as a limited edition and a digital edition for iPad and eBook, optimised for tablet and mobile.





LIMITED EDITION

QUEST FOR GHAL MARAZ

The **artisans** of high Azyrheim have laboured endlessly to fashion a limited edition version of Quest for Ghal Maraz worthy of a Lord-Celestant. For the most discerning Warhammer Age of Sigmar fans, we present this exclusive edition, limited to only 1000 copies.



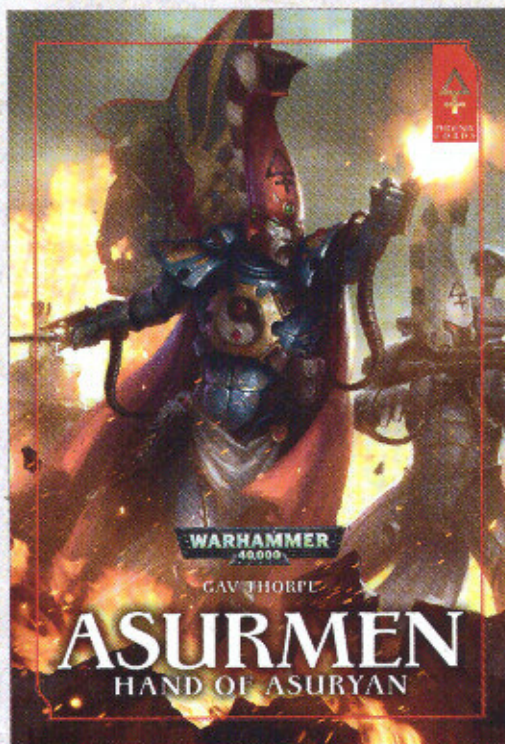
The **limited edition** Quest for Ghal Maraz is a masterpiece, presented in a stunning soft-touch slipcase and emblazoned with the artwork and imagery of the Stormcast Eternals. Collectors will be delighted how it sits beautifully alongside Warhammer Age of Sigmar and the first printing editions of the Black Library's Warhammer Age of Sigmar books. Inside the hardcover, the limited edition book's endpapers are detailed with your exclusive number, showing which of the 1000 copies you have in your possession.

As well as the gorgeous new presentation, the limited edition also contains a special folio-envelope (the interior of the folio is even decorated with a recurring golden Ghal Maraz motif). Inside this you'll find a copy of the Warhammer Age of Sigmar rules and eight battleplan cards, which reproduce those contained in the book itself. These battleplan cards have full-page photo art on one side, depicting the battle, and would make great display posters to hang on your wall once you've played the battles! ☒

The limited edition Quest for Ghal Maraz not only includes Book I of the Realmgate Wars, but also comes with a folio loaded with eight battleplans and a copy of the Warhammer Age of Sigmar rules for you to use in your games. If you want a copy of this limited edition, act fast: it is limited to only 1000 copies, available exclusively from: www.games-workshop.com

ASURMEN: HAND OF ASURYAN

By Gav Thorpe
Hardback | 224 pages



Asurmen is the first of the Phoenix Lords, a legendary hero of the Eldar race. This is his story.

Few heroes within Warhammer 40,000 are as enigmatic or as deadly as Asurmen, the father of the Phoenix Lords. In this novel, now released as a standard hardback edition, we follow the mighty Phoenix Lord as he battles for the future of his race, not just in the 41st Millennium but in the ancient past of the Eldar as he founds the first Phoenix Shrines.

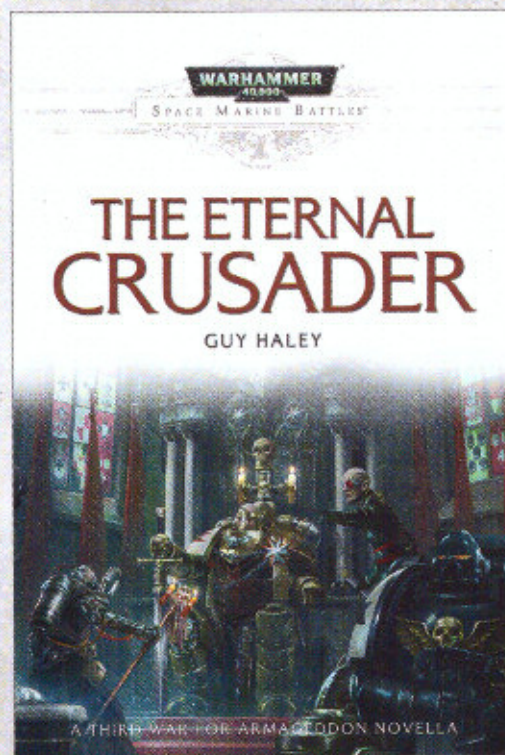
In this novel Gav Thorpe, as ever, shows himself as a master of portraying the Eldar, conveying the complexity of their alien emotions and motivations, as well as the utter lethality with which they wage war. If you want to read about one of the galaxy's deadliest warriors, and one of the greatest hopes of the Eldar people, this is definitely the book for you. ☒

These Black Library books are also available as eBooks. For more information visit:

blacklibrary.com

SPACE MARINE BATTLES: THE ETERNAL CRUSADER

By Guy Haley
Hardback | 128 pages



The invasion of Armageddon has begun, but help is at hand. The Black Templars are coming...

The Eternal Crusader pits the battle hungry warriors of the Black Templars against the greenskin hordes of Ghazghkull Thraka. As the greenskins launch their attack, the Black Templars, led by their commander, Lord Marshal Helbrecht, gather their fleet and race to the rescue. A novella from the Space Marine Battles imprint, *The Eternal Crusader* focuses on the space battles fought by the Black Templars' fleet in the early stages of the 3rd Armageddon War.

Guy Haley weaves a bloody tale full of boarding actions and heroism, as we learn more about the heroic Black Templars in the war that cemented their legacy. Fans of Aaron Dembski-Bowden's *Helsreach* will be delighted to see some serious crossovers, too – keep your eyes peeled. ☒

FURTHER READING

If you're interested in this week's crop of new releases, then there is plenty more in store for you from the Black Library. *Asurmen* by Gav Thorpe gives a brilliant take on the Eldar, and if you want more you owe it to yourself to have a go at his acclaimed Path of the Eldar series, which is handily available as an eBook anthology from the Black Library website.

If *Eternal Crusader* floats your Battle Barge, then check out some of Guy Haley's other Black Templars stories, which are available as eBooks, or Aaron Dembski-Bowden's novel *Helsreach*.

SKAVEN PESTILENS UNLEASHED

As the battle rages for the Realm of Life, the Skaven of Clan Pestilens flood the land, infesting it with their poxes and plagues. The diseased servants of the Great Horned Rat, Clan Pestilens, will stop at nothing to see the Mortal Realms drowned in filth and sickness.

READY FOR BATTLE

The Skaven Pestilens feature prominently in the battles in *Quest for Ghal Maraz* as the Brotherhood of the Red Boil and others assail the Realm of Life. You'll find four warscrolls for Clan Pestilens warriors in the book, as well as a pair of warscroll battalions, in the form of the Bringers of the Rotsmog and the Pestilent Clawpack. All of the Skaven Pestilens kits also come with their warscrolls included in the box, and don't forget you can find warscrolls for the rest of the Skaven range in the *Warscrolls Compendium: Skaven*, free to download from: www.games-workshop.com

Ghyran is a land choked by foetid sickness and malaise, as the forces of Nurgle and the Stormcast Eternals battle for dominance of the once beautiful Realm of Life. Bowers rot and rivers ooze effluent as the foot soldiers of Father Nurgle reign supreme. And they do not come alone...

Spilling up from the bowels of the world are the Skaven of Clan Pestilens, numberless hordes of pustule-ridden, pockmarked ratmen who worship the Great Horned Rat as the bringer of decay and corruptor of all flesh. These teeming hordes could be enough to drown the Realm of Life and tip the balance in the Realmgate Wars forever.

Plague Priests corrupt the flow of magic around them, vomiting forth a tide of foulness that chokes and rots all it touches. Driven on by these fanatical priests of pestilence, rabid Plague Monks swarm against the foe in vast packs, Plague Furnaces pushed forward by the teeming masses, great censers unleashing sickening rotsmog, while above them all towers the Verminlord Corruptor, the physical manifestation of the Great Horned Rat as the bringer of pestilence. The Skaven of Clan Pestilens are surely now a greater threat than they have ever been – and the whole range is available right now. What's more, you'll find warscrolls for each unit in the box. ☒



FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week we present Perturabo, Master of the Iron Warriors Legion.

Perturabo was a brutal Primarch, a master of battle weaned on war and intrigue in the murderous courts of Olympia. During the glorious days of the Emperor's Great Crusade he was the master of siege warfare, wielded as a blunt instrument to overpower the defences of those who resisted compliance. Such were the tactics that Perturabo and his Iron Warriors used that the worlds they pacified were left utterly devastated, shell-torn rubble and razed citadels the hallmarks of their craft.

On the soil of Istvan V the Iron Warriors readily turned on their loyalist brothers, Perturabo using the cold logic and methodical planning for which he was famed to see the Emperor's Retribution Force annihilated. The latest addition to the Horus Heresy Character Series, Perturabo is mounted on a giant display base (the carapace of a fallen Imperial Knight, no less), which cunningly conceals a regular sized base for gaming. ⚔



1



2

- 1 Huge belts of ammunition feed the deadly cannons mounted on Perturabo's wrists.
- 2 In his fist Perturabo clutches Forgebreaker. The kit also contains an empty hand, if you wish to fight battles before Istvan V.

This kit and the rest of the Forge World range are available directly from Forge World. To find out more visit www.forgeworld.co.uk

CHOSEN OF SIGMAR

Sigmar has unleashed his Stormcast Eternals to reclaim the Mortal Realms. Forged with the power of crackling celestial magic, these chosen of Sigmar have been long in the making...

Blasting from troubled skies come the shining warriors of the Stormcast Eternals. Born of celestial Azyr, these indomitable warhosts blaze into the Mortal Realms as twin-tailed thunderbolts hurled by the God-King Sigmar himself. Theirs is a warrior brotherhood without equal, for they have been created to shatter the stranglehold of Chaos forever.

With the power of the heavens crackling in their veins, the Stormcast Eternals are as demigods in comparison to the lost tribesmen they once called kin. Long has Sigmar Heldenhammer waited to unleash these exemplars of battle upon his ancient foes, gathering his power as a tempest gathers on the horizon. Now, as the Chaos-blighted realms crumble away and reality itself teeters on the edge of catastrophe, uncounted thousands of these stellar paragons stand ready to answer the call to arms. The Age of Sigmar has come, and vengeance will be meted out on a colossal scale.

THE MAKING OF A HERO

Though they stride the realms with the surety of living legends, the Stormcast Eternals were once mere mortals. Each fought valiantly against the Chaos brutes who ground their tribes and peoples beneath the iron fist of tyranny. Whether by guiding their people from corruption in the face of anarchy, by undoing the works of their oppressors, or by taking up arms against those who sought to force them into servitude, each came to the notice of Sigmar himself. Just as it seemed they would be slain for their presumption in seeking to thwart the Dark Gods, these righteous souls would vanish, plucked from their ancestral lands in a flash of etheric energy.

To high Azyr such souls are taken. Three days of feasting in the Heldenhall follow, a riotous welcome to the afterlife where the claimed one builds his strength for the ordeals to come. Then the mystical

process of transformation begins in earnest. These warriors make their way to the Chamber of the Broken World, where they are blasted apart by the unknowable power of celestial magic. Those who survive face the Reforging, an agonising process by which every mote of their body and soul is imbued with celestial magic. Those who endure the violent blessings of the World Hammer become powerful indeed, as much of magic as of flesh from that day on.

The living embodiments of Sigmar's will are far stronger, faster and more resilient than the tribal chieftains and champions they once were, but still their transformation is not yet complete. Over the course of a gruelling initiation regime in the Gladitorium, these novitiates learn battle arts that temper their deadly skills still further. They are each girded with sigmarite, an arcane metal drawn from Mallus – the orb-like core of the World Before Time. Armour fashioned from sigmarite is proof against the sharpest blade or the heaviest axe; when burnished to a high sheen, it affords protection not only to the body, but also the soul. No less remarkable are the hammers, swords and glaives wielded by the Stormcast Eternals. They too are made from sigmarite; for the evil man to feel their touch is to meet a swift and bloody end.

Even then there are lessons to be learned, for each Stormcast Eternal is but one part in a far greater war machine. A successful initiate will soon become part of a wider organisation known as a chamber, of which the Warrior Chambers are the most numerous. Together with the auxiliary chambers, these are formed up into mighty Stormhosts, gatherings of well-trained and like-minded souls with the military strength to conquer entire nations. Not only are each Stormhost's retinues and conclaves schooled in battlefield tactics and manoeuvres, they also learn how to bind the power of the storm itself,

bolstering and augmenting each other's already superhuman prowess so that every assault hits home in a hurricane of celestial force.

VICTORY OR DEATH

Because of their bond with the celestial tempest, the Stormcast Eternals can blaze as living lightning from Azyr to any one of the Mortal Realms. It was Grungni, creator-god of the duardin, who gave Sigmar this thunder-gift, and he has used it well. So it is that wherever Sigmar wishes to smite his foes, he hurls bolts of meteoric lightning, pure and incandescent, to strike deep into the Mortal Realms. In the afterglow of these blazing strikes, shining champions of Order stand where none had stood before.

The journey back to Sigmar's halls is far more gruelling. Once a Stormcast Eternal has taken form upon mortal soil, he cannot ascend once more without either passing through a Realmgate portal to Azyr, or dying in battle. When such a warrior is slain, he is not truly lost, no matter how spectacular his demise. His body, weapons and armour will disincorporate in a heartbeat, transmuting into a crackling cloud that flashes upwards in a blur of mystical force. When this soul-stuff reaches Azyr, it is drawn back to Sigmar's vaults, where it is eventually reformed into the Stormcast Eternal that had come before.

Sigmar's supernatural warriors walk in the shadow as well as the light. There is not

In the poisonous haze of the Liarpeak Fells, Stormcast Eternals of the Celestial Vindicators clash blades with the Thrice-cursed Cabal of Mardak the Hex Lord.

Across the Mortal Realms Stormcast Eternal Stormhosts have arrived upon bolts of living lightning, hurled into battle by the mighty hand of their God-King, Sigmar.



always time for the Reforging to run smoothly, for the forces of Chaos are potent beyond sane limits, and the domains of the Mortal Realms numerous beyond measure. Many who undergo the mystical transformation lose a part of themselves in the process, and each time they return to Sigmar's forge there is a higher chance they will emerge altered in mind as well as in body.

This is troubling in the extreme for the Stormcast Eternals, for under their shining battle armour they are still in part human, with all the hopes, fears and ambitions that come with that birthright. Some feel the duty of their new lives weighing heavily on their shoulders, and find their flaws rising to the surface – the sudden destructive impulses of the Blackhammers, for instance, or the Hammers of Sigmar's inability to accept anything other than unalloyed success. Many Stormhosts, the Celestial Vindicators foremost amongst them, feel an unquenchable need to wreak bloody revenge upon those who butcher and enslave the innocent people of the Mortal Realms. Others find lightning crackling from their gaze when their ire is raised, or thunder rumbling under their every word. Some amongst these troubled individuals whisper that to be reformed too many times is to relinquish one's former existence altogether, becoming a creature of celestial energy that is both less than human and far more at the same time.

The future of the Stormcast Eternals is as unpredictable as the rage of the tempest that forged them. Perhaps they will rise ascendant to usher in a new era, bringing the notions of justice, honour and freedom to those shattered peoples who have cast them aside in the simple struggle for survival. Perhaps they will be found wanting in the direst test of all – the battle to drive back the forces of Chaos. One thing, however, is certain. The Stormcast Eternals strike from the sky with unstoppable vigour, and by their hammers and blades, the fate of the Mortal Realms will be changed forever. ☩

As lightning sunders the tortured skies, the Hammers of Sigmar form a gleaming shield wall before their Lord-Celestant – a bulwark of blue and gold against the raging hordes of Chaos.





PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we examine the scarified flesh and vicious axes of the Khorne Bloodreavers – the mainstay of Khorne's armies in the Mortal Realms.

The Bloodreavers are tribes of mortal men sworn to the Blood God's cause through persuasion, a sudden change of heart or the dire threats made against them. They represent the remnants of shattered tribes and sundered kingdoms from across the Mortal Realms, and can be found seeking out battle and preying on the weak wherever the Blood God's wrath extends.

Despite the Bloodreavers' sometimes pallid flesh, they are typically dark in colour and are best painted over a Chaos Black spray undercoat. After this, it's a good idea to tackle the flesh straight away – it's the biggest single area on the model and dealing with it first helps you keep things tidy when basecoating.

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.

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 as easy as possible to identify the right one.



SKIN



TROUSERS



Once you've used these stages to paint a few models, and are feeling confident with them, it's worth painting your models in a production line to make the best use of your time – especially on the stages that involve applying Citadel Shades. This way you can paint one model while the

previous one is drying. For instance, if you paint the first two skin stages on several models before applying the Reikland Fleshshade wash in stage 3, you'll find that by the time you've applied the wash to the last ones, the first models are nearly dry, which means less waiting around. ☒

Next week: clad in blood red armour...

Leather Straps



Iron



Brass



Skulls



Red Armour



ARMY OF THE MONTH

Each month, White Dwarf's sister magazine Warhammer Visions features a new Army of the Month. This week we take a closer look at Hive Fleet Dendrobates, the vast Tyranid army featured in issue 19, and chat to its creator, Gareth Etherington.



When it comes to collecting Citadel miniatures, Gareth is one of those people who just doesn't know when to stop. To Gareth, an army is never truly finished (a truism if ever there was one) and he's constantly adding to his myriad forces, each miniature lovingly built and painted before a new wave of releases sees the cycle begin all over again. Most recently he's been working on his favourite Warhammer 40,000 army: Tyranids.

"I've been painting Tyranids since the day I got into Warhammer 40,000," says Gareth. "The idea of a race that can't be reasoned with and that devours whole planets really appeals to me. They're the ultimate monsters, an unspeakable, unstoppable horror that's constantly finding new ways to interest and excite me. The miniatures really evoke that terrifying alien image and the kits are phenomenally customisable, too. There are loads of large monsters in

Splinter Fleet Dendrobates is an offshoot of Hive Fleet Behemoth and shares a similar colour scheme, with red skin and a blue-tinted carapace. "Hive Fleet Behemoth was destroyed during the First Tyrannic War," says Gareth, "but I imagine my Splinter Fleet is still out there in the galaxy, terrorising the planetary systems of the Ultima Segmentum."



Gareth's Tyranids are an excellent example of a harmonious colour palette, the colours all sitting close to each other on the colour spectrum (as opposed to a complimentary colour scheme where the colours sit opposite each other on a colour wheel – for example, red and green).

At one end of Gareth's colour palette are the yellow spot clusters on the carapaces, while at the other end of the colour range are the deep purple highlights on the weapons and carapaces. The colour scheme is highly reminiscent of the original 'Eavy Metal colour scheme, which later became the colours for Hive Fleet Behemoth.

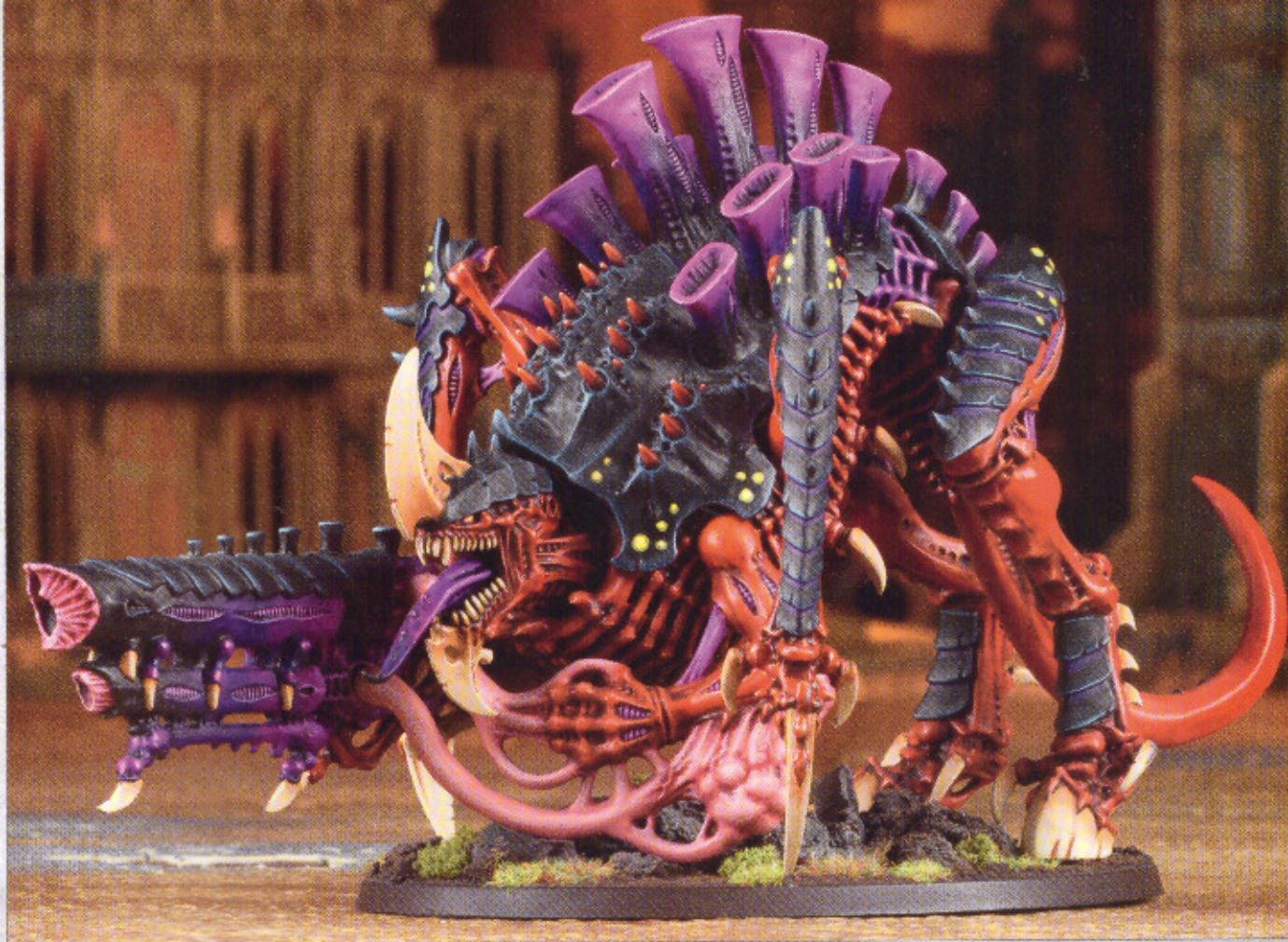
the Tyranid range and they all have six limbs, giving you loads of ways to build and pose them, plus just as many ways to kit-bash them with each other." Gareth's love of converting can be seen across his army, which features a heavily-converted flying Hive Tyrant and his own version of the man-munching Red Terror, which he converted from a Carnifex. "I wanted it to look like it could swallow a Space Marine whole," adds Gareth, "which it has, several times." You can see more of Gareth's conversions, including the Red Terror, in *Warhammer Visions 19*.

"The inspiration for Splinter Fleet Dendrobates came from an army I saw in *White Dwarf* many years back called Hive Fleet Moloch," explains Gareth. "The models were painted a dark red and black, which reminded me of the original 'Eavy Metal colour scheme for the Tyranids back in the early 90s. Nostalgia plays a big part in my painting and I love the bright colours used by painters back then. They're especially fitting for Tyranids and really make them stand out on the battlefield."

Curiously, Gareth still wasn't set on his colour scheme and has continued to adapt it over the years, tweaking colours and carapace patterns until he arrived at the colours you see here. "The original spot colour was green, just like the Tyranids in *Hive Fleet Moloch*," explains Gareth, "but it didn't sit quite right with the way I paint, so I swapped the green for purple, creating a harmonious colour scheme of reds, purples and fleshy pinks rather than a complimentary one of reds and greens. It's amazing what you can learn from a colour wheel. The yellow markings on the carapaces were also a later addition, inspired by Phil Kelly's Tyranids in the first *Warhammer 40,000: Apocalypse* book. I imagine Tyranids are highly toxic creatures at the best of times and the yellow markings on their carapace serve as a very obvious warning to their foes."

The arrival of *Warhammer 40,000: Apocalypse* had another profound affect on Gareth's Tyranid army. "I knew I had to expand my units into formations," says Gareth. "The idea of formations such as





the Endless Tide really appealed to me; it's just an unstoppable swarm of Gaunts, which is exactly how I imagine them on the battlefield. The Mycetic Assault Storm and the Hive Mind Brood followed shortly after and I've added to them since to make them even bigger. I have nine Carnifexes and six Hive Tyrants at last count. I keep creating new Tyranids for my swarm, just like the Hive Mind."

With so many Tyranid swarms and monstrous creatures in his collection, Gareth soon turned his eye to Forge World, where Bio-titans loomed invitingly. "The Harridan was actually a wedding present to myself," jokes Gareth. "And most people think I'm mad for painting two Hierophants. I'm beginning to wonder at my own sanity, too..."

"It was actually this army that inspired me to start my Ultramarines collection, which was featured in White Dwarf back in October 2013," continues Gareth. "The

story of the Battle for Macragge between the Ultramarines and Hive Fleet Behemoth is an epic tale and, because my Tyranids share a similar colour scheme, it seemed only right to paint an Ultramarines army to oppose them. I started with the 4th Company (inspired by the Uriel Ventris novels) and soon added the 1st Company. Tyranid fans will be pleased to know that on the day the 1st Company encountered my Tyranid horde on the battlefield they fought valiantly but were wiped out, just like the battle at the Polar Fortress."

So what's next for Splinter Fleet Dendrobates? "I've just started work on the Deathstorm boxed set," says Gareth, "and I really want to add some air support for the Harridan in the form of Harpies and Hive Crones. And some of the new plastic Zoanthropes wouldn't go amiss. And a Tyrannocyte so I can drop them into battle... the list goes ever on. I just need to find someone with an army big enough to take them all on now!" ☒

Splinter Fleet Dendrobates includes many generations of miniatures, from the very first plastic Tyranid Warriors to more recent kits like the Tyrannofex and the Toxicrene. "I've still got a soft spot for the original Lictor," says Gareth when quizzed about his favourite model. "I remember thinking how bizarre it was first time I saw it, and how original, too, like nothing I'd ever seen before. I love how its body is arched back, its flesh hooks bursting from its chest to ensnare its next foe."

ARMIES ON PARADE 2015

Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. As we enter the second week of this year's event, our eager painters focus on the stories behind their armies.

HOW TO TAKE PART

Anyone can take part in Armies on Parade. All you need to do is paint an army and take it in to one of our stores on 24 October – the Parade Day. The only restriction is that your army, which can include a display board, needs to fit in an area no larger than 2' by 2'. For more information, chat to the staff in one of our stores – they'll be more than willing to help you plan your entry.

THE BRONZE LEGION OF THE ENDLESS DESERT

Dan Harden has been working on a Tomb Kings army for Warhammer Age of Sigmar and decided to build upon his fledgling force for this year's Armies on Parade.

"My Tomb Kings collection has its roots in the world-that-was," explains Dan. "Aeons ago, when Nagash actually lived and breathed, he made an enemy out of Akhmen-Hotep, the Priest King of a city known as Ka-Sabar, whose warriors marched to battle in bronze armour. Now, in the Age of Sigmar, Nagash is god of the

underworlds and he's started rebuilding his vast undead legions, plucking the souls of his most hated foes from the afterlife and binding them to his will. Having restored Akhmen-Hotep (shown below on his Warsphinx) to a physical body, Nagash has raised a new Bronze Legion from the Endless Desert for him to command. Never let it be said that Nagash doesn't have a sense of humour. I plan to have around 100 Skeleton Warriors and Tomb Guard in the army, along with plenty of big centrepieces like Nagash himself."



WAAAGH! SKAGROG

Andy Keddie has been painting Orks for a couple of years now as part of an ongoing campaign he's got running with some of his friends. He's using this year's competition to add to his already formidable Waaagh!

"The story behind my Armies on Parade entry is really simple," says Andy. "It's a massive horde of Orks and they're ready for a scrap! While playing my campaign I've painted Orks from loads of different clans, but I finally decided they should unite under the Bad Moons. There were three reasons for this: I love painting yellow, it's really eye-catching on the battlefield and Bad Moons, as Warboss Skagrog would say, are da best. I plan to have them smashing their way through a ruined Imperial city. There won't be many intact buildings, but there will be plenty of ruins swarming with Orks. I'm also going to make rubble-strewn scenic bases for my larger models to link them to the board."



THE SAVIOURS OF IGNIS IV

James Karch is no stranger to painting armies, having contributed his huge Imperial collection to Warhammer Visions 16. As a staunch defender of the Imperium (he had a brief fling with Khorne but didn't like it), he decided to paint a new army for this year's Armies on Parade – the Grey Knights of the 2nd Brotherhood, saviours of Ignis IV.

"My Armies on Parade display will feature a Grey Knights Strike Force led by Brother-Captain Arno Trevan, who has been sent to vanquish the Daemon Prince Scarlax the Slayer and his daemonic legions," says James. "I'm planning to have a ruined Shrine of the Aquila on the board, the Grey Knights standing victorious before it having slain their daemonic foes."





WARSCROLLS

The Bloodreavers are the gore-spattered footsoldiers of Khorne's mortal armies, tribes of cannibalistic warriors who rejoice in butchering their foe in bloodthirsty displays. On the battlefield they rain blows on their opponents with reaver blades and meatripper axes.

GET THE WARSCROLLS

Warscrolls contain everything you need to use your models in your games. Getting hold of the warscrolls for your models is easy – every new release for Warhammer Age of Sigmar has the warscroll for the models in the box.

If you've got an existing Warhammer army, you can download a free Compendium full of warscrolls online: games-workshop.com

Among the warlike hordes of the Khorne Bloodbound the Bloodreavers are a common sight, found wherever the devotees of the Blood God gather in the Mortal Realms. They are numerous almost beyond counting, their numbers swelling with each victory as they demand of their vanquished foe to join their grotesque flesh feasts or become the feast itself.

On the battlefield Bloodreavers are best hurled straight into the fray, all the better to get to grips with the foe. Against lesser warriors they will reap a bloody toll indeed, and even against mighty foes such

as Stormcast Eternals their weight of numbers will ensure that they pull down their victims, even if the cost in lives is great. When it comes to arming your models, bear in mind that reaver blades are the perfect weapon for fighting against lightly armed enemies while meatripper axes have the power to tear through armour with great ease.

Finally, Bloodreavers always fight harder when they are suitably inspired – try and keep your unit near a totem, like that carried by a Bloodsecator, to see them at their bloodreaving best! ☒



BLOODREAVERS

Descending upon their foes in a howling, chanting tide, the barbarous tribes of the Bloodreavers sweep the enemy away with sheer weight of numbers. Each Bloodreaver is a frothing killer, his body thick with slabs of muscle and his fists wrapped around the hafts of heavy weapons that can lop heads and dismember foes with every swing.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Reaver Blades	1"	1	4+	4+	-	1
Meatripper Axe	1"	1	4+	4+	-1	1

DESCRIPTION

A unit of Bloodreavers has 10 or more models. Some units of Bloodreavers fight with Reaver Blades, while others prefer Meatripper Axes.

CHIEFTAIN

The leader of this unit is the Chieftain. A Chieftain makes 2 attacks rather than 1.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes one or more Icon Bearers, add 1 to the Bravery of all its models.

HORNBLOWER

Models in this unit may be Hornblowers. If the unit includes one or more Hornblowers, add 1 to its run and charge rolls.

ABILITIES

Frenzied Devotion: If this unit is within 12" of a model with the **CHAOS** and **TOTEM** keywords when it is selected to attack, then all models in this unit make 2 attacks rather than 1, and a Chieftain makes 3 attacks rather than 2.

Reaver Blades: You can re-roll hit rolls of 1 for models from a unit armed with Reaver Blades.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOODREAVERS

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we look at battleplans, the armies of Chaos and children of the Great Horned Rat.

THE WAR FOR THE MORTAL REALMS

PREPARING FOR WAR – EXPLORING THE NEW BATTLEPLANS

QUEST FOR GHAL MARAZ

Five things we loved:

THE SILVER MAIDEN

A minor character made a big impression on us, as Ionus Cryptborn encouraged Celemnis to seek just vengeance.

A SEED OF HOPE

When the Rains of Nurgle (which are as horrific as you imagine) come slopping down, the Hidden Vale seems doomed. A hurled acorn, however, has truly explosive results.

A GRUELLING CLIMB

When Lord-Celestants Vandus and Thostos must pass between two incredible regions in the Realm of Chamon, they scale a ladder that beggars belief, with the most amazing battle raging around them as a backdrop. Unforgettable.

DRAMATIS PERSONAE

We love these – not only are they great reference material, they are full of handy name ideas and enticing details.

THE CHAMBER OPENS

We won't say any more on this, other than it caused a hubbub in the bunker – what lies within the Extremis Chamber?

One of the great things about the new Warhammer Age of Sigmar book, Quest for Ghal Maraz, is that it contains eight brand new battleplans to play. Each battleplan is a set of instructions that pitches the miniatures in your collection into the thrilling battles described in the story. Our favourite in the new book is probably the battle fought in the ruins of the Gilded City, where the Stormcast Eternals found the powerful ghost of the maiden Celemnis intervening in the midst of the battle (seriously, this is such a great piece of the story, you have to check it out). The book then contains the battleplan, The Cursed City, which lets you put your own

models into the role of an invading army trying to drive out the tyrannical oppressors of a once-glorious city. Somewhere on the battlefield there is a Monument of the Slain, which has the power to strike down anything nearby – and can only be pacified by a priest or general from the invading army. This sub-plot to the wider battle injects a rich vein of character to the story of your game.

The other seven battleplans are all similarly exciting, from Out of the Mist, which recreates battling in a dense magical fog, to Kill the Beast, where one army must to slay a mighty monster.



WHITE DWARF

A BANQUET OF OPTIONS

The new Bloodreavers boxed set comes with so many options we decided to take a closer look at the kit to see what you can make. One of the big features of the kit is that all the arms and heads fit all the bodies, which gives you more than 25,000 different ways to build a Bloodreaver. Pretty impressive, we think you'll agree. Here you can see examples of how differently you can build one. On the left is a bare-headed hornblower armed with a hand-axe (literally – his hand is an axe rammed through a severed stump), while on the right is a Bloodreaver built using the same body, but armed with a meatripper axe.



THE PESTILENT CHILDREN OF CHAOS

In *Warhammer Age of Sigmar*, the Skaven have experienced a tremendous rise in status. As a result of the victory of the Dark Gods that ushered in the Age of Myths and the subsequent Age of Chaos, the Great Horned Rat has ascended to his rightful position within the pantheon of the Chaos Gods. The ratmen too have benefitted, inheriting their own small corner in the Realm of Chaos.

The Great Horned Rat has many aspects, manifested in the Verminlords that he unleashes to guide his children. The Verminlord Corruptor Vermalanx, in particular, has led the Skaven of Clan Pestilens to a series of horrific victories over the beleaguered denizens of Ghyran, ensuring the pox-wracked Skaven have fought shoulder to hunched shoulder with the Rotbringers and daemonic hordes. Before the fate of that realm is decided, there must be a reckoning...



HORDES OF FANATICS

The armies of Khorne are vast in numbers, and the Bloodreavers certainly help you achieve that with your own collection – soon you'll drown the Mortal Realms in rivers of blood.

AXES AT DAWN

The meatripper axes not only have the nastiest name going, but they look brutal! Even foes in armour are at risk of dismemberment.

MUNITORIUM REPORT: BLOODREAVERS

ARMoured TORSOS

The Bloodreavers live by the creed that "Khorne cares not from where the blood flows, only that it flows." As such, they aren't ones for wearing lots of armour.

FOOD SHORTAGES

The Bloodreavers have a grisly tradition at the end of battle – join them or die. The flesh of the fallen (and those who decline their offer) becomes the victors' feast.

BIT OF THE WEEK: DATA SKULL

The Space Marine Devastator Squad contains a servo skull with a data screen set into its back – the perfect item for relaying important targeting data, recording the findings of Inquisitorial investigations and many other uses.



READER'S MODEL OF THE WEEK

Phil Chang sent us this amazing Stormraven Gunship, and we liked it so much it's our Reader's Model of the Week. This model was actually a bit of an experiment for Phil, who used it as a canvas to test out his new Citadel paint brushes. Having basecoated the entire model with Mephiston Red spray, Phil used the new Shade brushes and Base brushes for most of the painting work, and then added weathering with the Dry brushes. "The XL Artificer Layer brush is a

real winner," Phil said. Judging by the gorgeous paint job he achieved, we'd say he's right.

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.



WEAPON OF THE WEEK: STORMSPEAR ROCKET POD

From the towering vantage point atop an Imperial Knight's carapace, the stormspear rocket pod is able to unleash an explosive hail of armour-piercing shots. Stormspear rockets are designed to smash open the armour of enemy vehicles, blast through void shields and scythe down heavily armoured troops with horrifying ease.

We love this weapon, not just for the havoc it causes on the battlefield, however, but for how it transforms the silhouette of the Imperial Knight wearing it – further adding to the diversity of your own Imperial Knight household.



WARHAMMER APP COMES TO ANDROID

Brilliant news if your electronic device of choice uses the Android operating system: the Warhammer App has come to Android devices, so you too can stay abreast of the latest news from Games Workshop, Black Library, Forge World and more.

The Warhammer App features regular articles with all the latest information, and you can customise your app with the six distinct news feeds, so it features the stories you want – whether it's the latest

Citadel miniatures, White Dwarf or Black Library releases, the choice is yours. The app features regular free content such as painting tutorials, fiction and rules and enables you to customise your desktop with wallpapers and contains exclusive previews of upcoming new releases.

So, whether you have an iOS or Android device, you can get involved. Download it now from Google Play for Android and the App Store for iOS.



ASK GROMBRINDAL



The White Dwarf is a font of knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer Age of Sigmar, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk

A QUESTION OF HERESY

Oh wise Grombrindal, if the Grey Knights and Inquisition are so averse to the use of Daemon weapons, why does Castellan Crowe use one, and why do some Inquisitors use them?

- Matthew 'The Relictor' Mandzak

GROMBRINDAL SAYS

Well, Matthew, I have a couple of answers for you. First, Castellan Crowe is the keeper of the Blade of Antwyr, which acts as a lodestone for Daemons. It's a sign of his piety that he doesn't use its powers. A subtle distinction – semantics, maybe – but that's how the Grey Knights justify it (not that warriors of such power and authority need justify their actions). As for Inquisitors spurning Chaos artefacts, not all feel that way. The Inquisition is riven with factionalism. The Xanthites, for instance, keenly employ Chaos artefacts against the archenemy. Sometimes this goes badly (Quixos, Eisenhorn, the Relictors Chapter), but at least their hearts are in the right place. Right?

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous axes.

GORECHILD

The off-hand weapon of the World Eaters' Primarch, Angron, Gorechild is a deadly chainaxe. For the past ten millennia it has been in the possession of Knām the Betrayer, the Primarch's seneschal turned Berzerker warrior. Considering the identity (and bloody prowess) of the two who have wielded this weapon, it is hard to imagine any axe in the galaxy has claimed more souls.

THE AXE MORKAI

Once the weapon of a Chaos champion, the Axe Morkai is now borne into battle by the Chapter Master of the Space Wolves, Logan Grimnar. Many consider the Old Wolf's use of a once-accursed weapon tantamount to heresy, but none, not even the agents of the Inquisition, would dare raise such a concern to the Wolf King himself. Few if any in the Imperium have such a stalwart reputation for unswerving loyalty or heroism as Grimnar.

REALITY-SPLITTING AXE

These baleful weapons are gifted by the Blood God to those who serve him faithfully. Most famously wielded by Korghos Khul, Mighty Lord of Khorne, reality-splitting axes possess the incredible ability to sunder reality, cleaving through the stuff of creation with daemon-born power. A reality-splitting axe even has the power to end the life of a Stormcast Eternal. Normally when a Stormcast Eternal is slain, he is carried into the Celestial Realm upon a shaft of brilliant light, to be reformed in Azyrheim, but to receive a blow from a reality splitting axe is to risk permanent death.

WHITE DWARF'S REGIMENTS OF RENOWN

Jamie Forster is another of our legion of enthusiastic collectors who is busily painting models ready to enter the Armies on Parade competition. Jamie is focussing his efforts on painting the mouldering hordes of the Nurgle Rotbringers. Not one to waste time, Jamie has already completed a fantastic (or should that be loathsome) regiment of Putrid Blightkings and he's just finished work on the towering form of the Maggoth Lord Orghotts Daemonspew and his steed, Whippermaw.

When it came to choosing the techniques and colours for his Maggoth Lord, Jamie turned to the How to Paint a Maggoth Lord tutorial video on the official Warhammer TV YouTube channel.

"I got the confidence to paint this model from the painting videos on the Games Workshop website," says Jamie. "Duncan's advice in the video makes it look so easy, I just had to give it a go. I think the finished model turned out great." We agree. **26**



NEXT ISSUE: RED ARMOUR, THE BLOOD GOD'S ARMIES, THE SERVANTS OF NURGLE

NEW RELEASES

KHORNE BLOODBOUND BLOODREIVERS

20 miniatures – bolster your cannibal cult the, erm, less unspeakable way.

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PRE-ORDER: NOW

RELEASED: 15/08/15

Unless noted otherwise, these products are all available to pre-order from 8 August and are on sale from 15 August. Find out more about this week's new releases on pages 2-13 of this issue.

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1 miniature – spread disease as far as a gigantic catapult can hurl it!

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SKAVEN PESTILENS PLAQUE CENSER BEARERS

Online only

5 miniatures – smog-bound fanatics spreading death and disease before them.

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$56, NZ \$66, 200rmb, ¥4,600

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Online only

1 miniature – drive on your ratmen with this pestilent priest of Clan Pestilens.

£8.20, Aut €12.50, Bel €12.50, Fin €12.50, Fra €12.50, Ger €12.50, Ire €13, Ita €12.50, Ned €12.50, Spa €13, 100dkr, 115skr, 115nkr, 40zl, USA \$15, Can \$18, AU \$22, NZ \$26, 65rmb, ¥1,550

ASURMEN: HAND OF ASURVAN

By Gav Thorpe

Hardback, 224 pages

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By Guy Haley

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