

WHITE DWARF™

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PAINT SPLATTER
INSIDE: HOW TO PAINT
THE TAU COMMANDER



STARBORN SLAUGHTERERS

FROM THE BEYOND THE STARS, THE SERAPHON COME TO DEFEAT THE CHAOS THREAT



WHITE DWARF

ISSUE 92
31 OCTOBER 2015

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COSMIC CARNAGE

The forces of Order gain a potent ally this week, as the mighty Seraphon descend from the heavens in a blinding burst of starfire to thwart the forces of Chaos. Magical beings made of celestial energy and summoned to battle by their ancient Slann masters, the Seraphon will not rest until the taint of the Dark Gods is eradicated forever.

Those few remaining beings that remember the world-that-was once knew the Seraphon as the

Lizardmen, but now, uncountable aeons later, their place in the universe is much changed, and their entrance into the Age of Sigmar is a grand one. This week we are proud to present the Seraphon as a brand-new faction with which to fight epic battles in an age of undending war, with a gloriously presented range of miniatures and a stupendous new battle tome to accompany them. It's stuffed with reams of thrilling new background material, and swathes of incredible new art, uniform guides, warscrolls and more. Enjoy! ●

SERAPHON

This week the Seraphon strike the Mortal Realms, an army of Order determined to cast down the servants of Chaos forever. A force like no other, the Seraphon answer the call of the mystical Slann, ancient survivors from the world-that-was.

From high Azyr the Seraphon hail, their realm hidden amongst the stars themselves, where no mortal may ever tread. Only the Slann have the power to call down the Seraphon, and by the will of these ancient seers are the Seraphon guided to war, taking magical form as they appear upon the battlefields of the Mortal Realms.

At a command from the Slann, the Seraphon surge into battle, mortal flesh and daemonic bodies hacked and torn apart under their furious onslaught. With focussed rage do the Seraphon vanquish the forces of Chaos, and any that stand in the service of darkness, willingly or otherwise.

After the death cries of their enemies fade into silence, the Seraphon depart, leaving eerily quiet battlefields behind, littered with the broken remains of those that presumed to stand against them. They care for neither gold nor glory, and they fight for neither realm nor king. They are the wrath of the Slann given form, and theirs is a war without mercy or end. As long as the Chaos Gods exist, the Seraphon will seek their destruction. ●

This week's White Dwarf contains swathes of information about the Seraphon. Turn over to see the Seraphon range of Citadel miniatures, see page 6 for their new battletome and check out page 14 for our feature on their mysterious armies.





THE WARRIORS OF THE STARS

By the will and extraordinary magic of the Slann, the armies of the Seraphon are summoned into battle. This week the entire Seraphon range is unleashed and ready for war, complete with warscrolls in the boxes and new bases for all the models.

This week the ancient enforcers of the Old One's will are reborn as the Seraphon, the ultimate enemy of the Chaos Gods. The Seraphon are led by the Slann Stormasters, ancient and powerful sorcerers who can summon the Seraphon legions from beyond the stars. Around these omnipotent wizards form regiments of reptilian killers, the Saurus Warriors, armed with cruel toothed swords or spears. Taller than a man and capable of crushing a Blood Warrior's head between their jaws, Saurus are implacable, driven only by the will of their master to crush Chaos wherever it is found. The greatest of the Saurus are the halberd-armed Saurus Guard, stalwart guardians of the Slann who will fight without tiring in defence of their ancient charges.

The Saurus also ride to war on vicious Cold Ones, and these Saurus Knights are capable of breaking any battleline with their ferocious charge and cold-blooded martial prowess.

Massive monsters also swell the Seraphon ranks, from Saurus Oldbloods riding upon thunderous Carnosaurs to Stegadons crewed by vicious Skinks. Wings of Terradons swoop down to bludgeon the enemy with boulders while lumbering Bastiladons bear deadly Solar Engines into battle. Against such monsters, what creature of Chaos can prevail?



THUNDERBEAST HOST



As the armies of the Seraphon charge into battle, they are preceded by the earth-shaking advance of massive monsters, beasts from the realm of Azyr that fight with the same ferocity as the Seraphon who ride them into battle.

The **Thunderbeast Host** is a boxed set containing several of the mightiest Seraphon monsters – a menagerie of scaled death ready to be unleashed upon the minions of Chaos and all those who defy the star-screaming wisdom of the Slann.

Within the box you'll find three Seraphon Terradon Riders to provide your army with some air support. These include the option to make Ripperdactyls instead if you want (including the dreaded Blot Toad, unlikely harbinger of doom).

A pair of Stegadons give your army some serious muscle – these scaly brutes are crewed by a small horde of Skinks and can be assembled in a number of different ways, including as an Engine of the Gods, and there's also an option for one of the crew to be a Skink Priest.

The Oldblood on Carnosaur is the apex predator in the set, a monstrous carnivore with the power to tear up anything in its path – a must-have addition for any Seraphon constellation. 🐾

The models in the Thunderbeast Host are just the same as the models you would buy separately. This means the Seraphon Saurus Oldblood on Carnosaur also comes with an Oldblood on foot and can be assembled as a Troglodon, the three Terradon Riders can be assembled as Ripperdactyls (complete with Blot Toad) and the Stegadons can each be built as one of three different monstrous variants. That's a lot of choice (and spare parts) in one box!

SERAPHON

The Seraphon are the footsoldiers of the Slann, creatures of celestial magic who are unleashed by the will of their inscrutable patrons to wage an unending war upon the scions of the Dark Gods.

- 1 The cover of Battletome: Seraphon shows a Saurus Guard, one of the unflinching protectors of the Slann.
- 2 The Seraphon are creatures of celestial magic, sworn enemies of the Gods of Chaos. They are called to battle by Slann Starmasters, wizards of vast power.
- 3 Three unique battleplans give you a tantalising view into the way the Seraphon wage war – Purge the Corruption sees the warriors of the Slann take the battle to the mouldering servants of Nurgle.

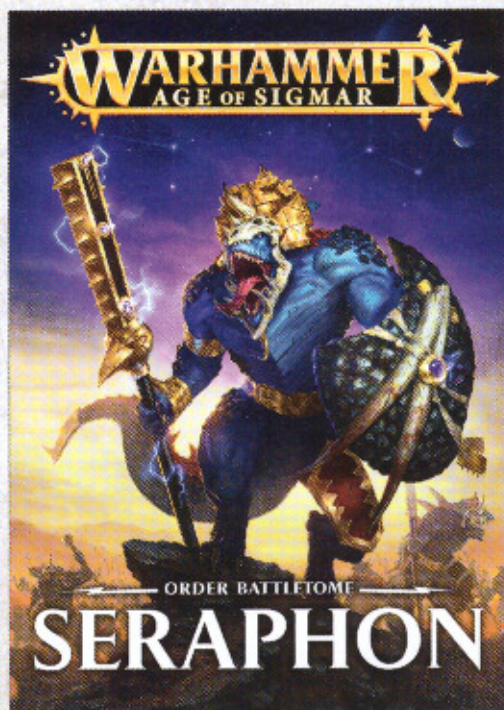
Battletome: Seraphon is also available as a digital edition for ePub and an enhanced edition for iOS devices. See the inside back cover.

WHAT ABOUT THE LIZARDMEN?

Veteran Warhammer collectors will recognise the Seraphon as a race from the world-that-was: the Lizardmen. Battletome: Seraphon explains how that ancient race was changed by the cataclysm that destroyed the world-that-was. Now, they dwell amid the stars, an undying legion of warriors sworn to war Chaos, drawn to battle by the magical power of the Slann Starmasters, the bitter enemies of Chaos.

When the armies of the Seraphon march to war, it spells doom for the worshippers of Chaos. Summoned into the Mortal Realms by the Slann, the arrival of the Seraphon is sudden and shocking, as vast armies of scaled warriors clutching spears, clubs and swords of crackling celestite descend upon the foe. Powerful spells blaze forth from the outstretched hands of Slann Starmasters and Skink Priests, even as the ground shakes beneath the thunderous advance of Carnosaur and Stegadon.

Battletome: Seraphon is your guide to this new force in the Age of Sigmar, a weighty hardback volume that explains the Seraphon's place in the struggle for the Mortal Realms. In it you learn how the Slann survived their great exodus from the world-that-was in the wake of the victory of Chaos, and how aeons later they continue to wage an unflinching war against the Dark Gods. The armies of the Seraphon, the magical creatures who serve the Slann, are introduced too, detailing the warriors and war beasts that make up the Seraphon constellations. There is lots of enthralling background material here, and the accompanying artwork really helps to steep you in the story behind these magical creatures. Spectacular pictures of Seraphon invading the embattled Mortal Realms and fighting Daemons and Chaos Warriors really sets the tone for how, and where, they fight. All this on top of a trio of battleplans recreating famous Seraphon battles in unstinting detail along with warscrolls and warscroll battalions with rules for your collection make the latest battletome a must-have.



LIMITED EDITION

BATTLETOME: SERAPHON

From the star forges beyond the distant stars of Azyr comes the ultimate edition of Battletome: Seraphon, a spectacular limited edition intended for those who wish to see the scions of the Dark Gods cast down and the Slann's great plan completed.



The limited edition of Battletome: Seraphon is a true treasure of the Celestial Realm, and comes sealed in a sturdy, magnetically-closing box decorated with a stylised rendering of the cover of the standard edition. The deep blue, star-speckled interior reflects the glorious stellar patterns of the stars above Azyr. The battletome contained within has an exclusive full-art finish: a minimalist design that shows the Saurus Guard on the outer box off brilliantly. The battletome's cover also has a soft-touch finish, gilt

edging on the pages and gold lettering along the spine, which all combine for a truly luxurious result.

There's also an art envelope inside the box, containing five art cards of the Seraphon at war chosen from the new art in the book, any of which would look great in a frame. Finally, your limited edition number (of 1000) is printed inside the base of the box... and since there are only 1000 copies, if you want one, follow the astral portents and act quickly. 🐉

The limited edition of Battletome: Seraphon is restricted to only 1000 copies worldwide, available exclusively online from games-workshop.com

WARHAMMER VISIONS

Let the next stage in the Tau's conquest of the Damocles Gulf begin! Warhammer Visions 22 ventures to the edge of the galaxy and beyond...

This month, Warhammer Visions brings you a stunning photographic round-up of all the latest Tau releases, from the gigantic new Stormsurge ballistic suit to the Fire Warrior Breacher Team and more. Elsewhere in a packed issue we've got a spectacular Space Wolves force in Army of the Month, more from The Fang painting competition, a look at some past winners in Golden Demon: Duels, a showcase of a recent Throne of Skulls entry in The Lords of Despair, a spotlight on the greenskins of master painter Graham Shirley, a Parade Ground of Kastelan Robots (thousands of years' worth, in fact!), the first part in our coverage of this year's Armies on Parade and a host of regulars in 'Eavy Metal, Readers Parade Ground, Blanchitsu, Paint Splatter and more! 🎨

Warhammer Visions is available in print from Games Workshop stores, independent stockists and newsstands, and in an enhanced digital edition for iPad. For more information, visit www.games-workshop.com or the Apple App Store.

WARHAMMER VISIONS

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IN THIS MONTH'S ISSUE

TAU EMPIRE

Meet the Stormsurge and more magnificent new miniatures!

THE FANG

More stunning entries from The Fang painting competition

GOLDEN DEMON

12 amazing duels painted to exquisite perfection

BLANCHITSU

This month, it really has to be seen to be believed!

PARADE GROUND

A clanking collection of cracking killer Kastelan robots

THE FANG 2014



IN THE SPOTLIGHT



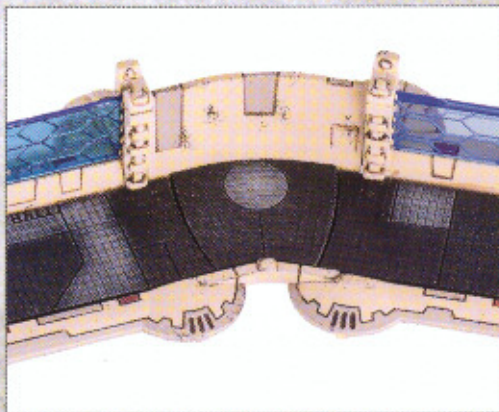
TIDEWALL SHIELDLINE

The great expansion of the Tau Empire continues, sweeping aside all who oppose the Greater Good. From behind the energy fields of the Tidewall Shieldline, Fire Warriors lay waste to all before them with salvos from their pulse rifles.



The Tidewall Shieldline is the bulwark around which the Tau Empire's fortification networks are built – battlements protected by a shimmering energy field and a Tidewall control platform.

A plastic scenery kit, the Shieldline can hold more than 20 Fire Warriors between its rampart and control platform. The kit includes the transparent blue plastic energy field, and can be linked effortlessly to the Gunrig or Droneport (see over the page) by leaving off the end caps. 🌟

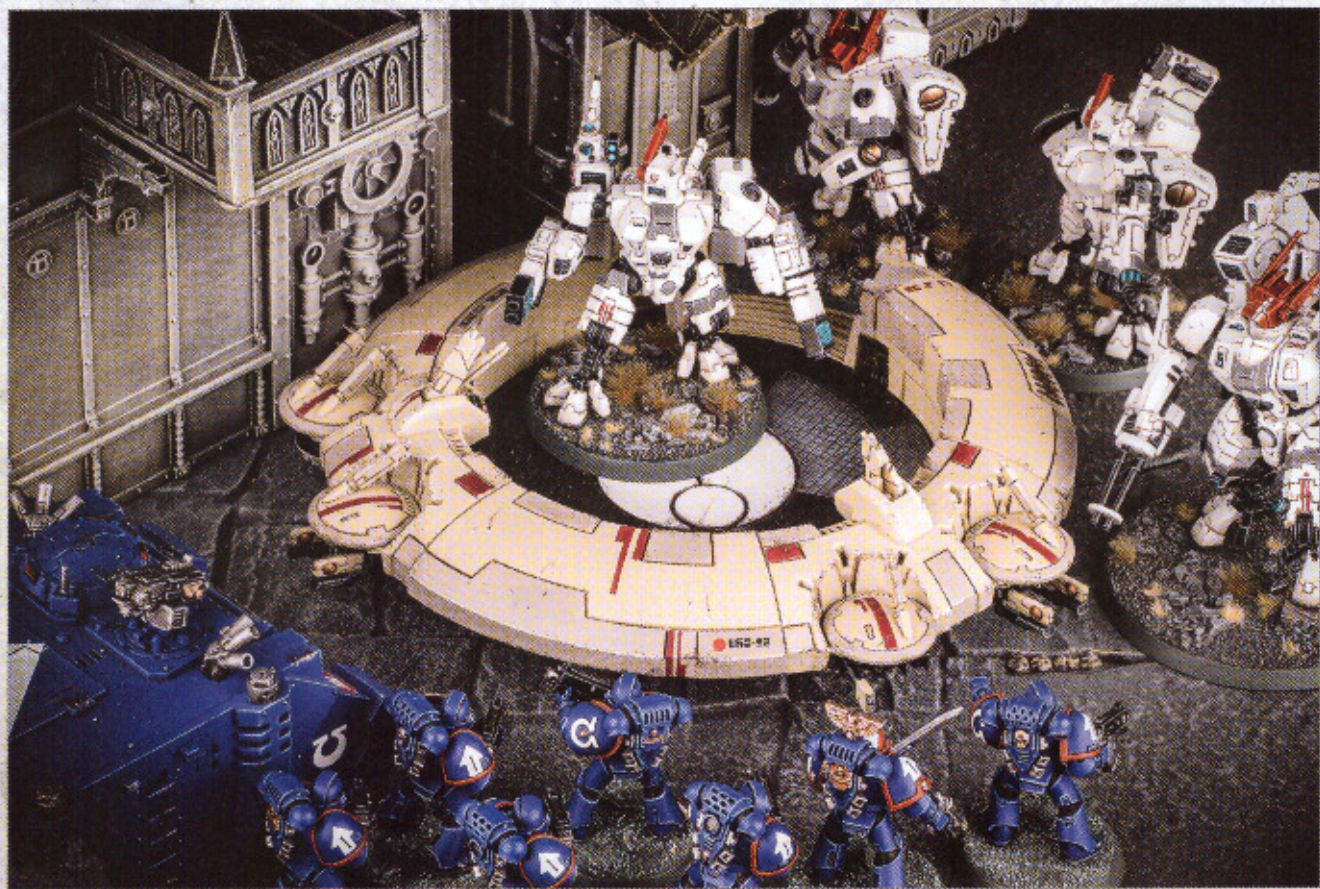


- 1 The Tidewall Shieldline includes this super-handry connector that enables you to link multiple wall sections and create even grander defensive positions for your army. Here you can see the connector linking the wall sections from two Tidewall Shieldline kits.

For more on joining the kits together, check out page 30.

TIDEWALL DRONEPORT

Mobile firebases for the Tau Empire, Droneports hover into position to cover the advance of the army or lure the enemy into making tactical errors. While squads of Fire Warriors man the heavy defences it provides, Drones are unleashed to lend their aid to the fight.



The Tidewall Droneport includes four Tau Drones, which can be assembled as Gun Drones, Shield Drones and Marker Drones. You can make up to two of each, in any combination, for four Drones in total.

They come with flying stands so you can remove them from their docking points and use them in your games as an invaluable interdiction or objective-grabbing unit.

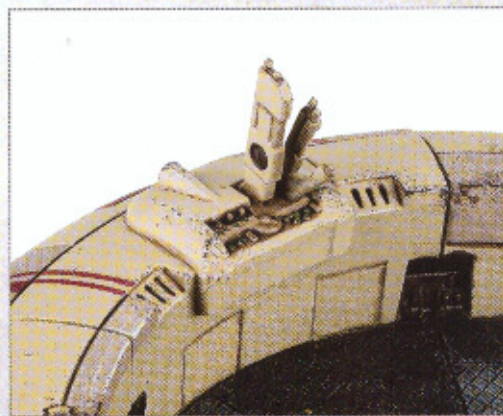
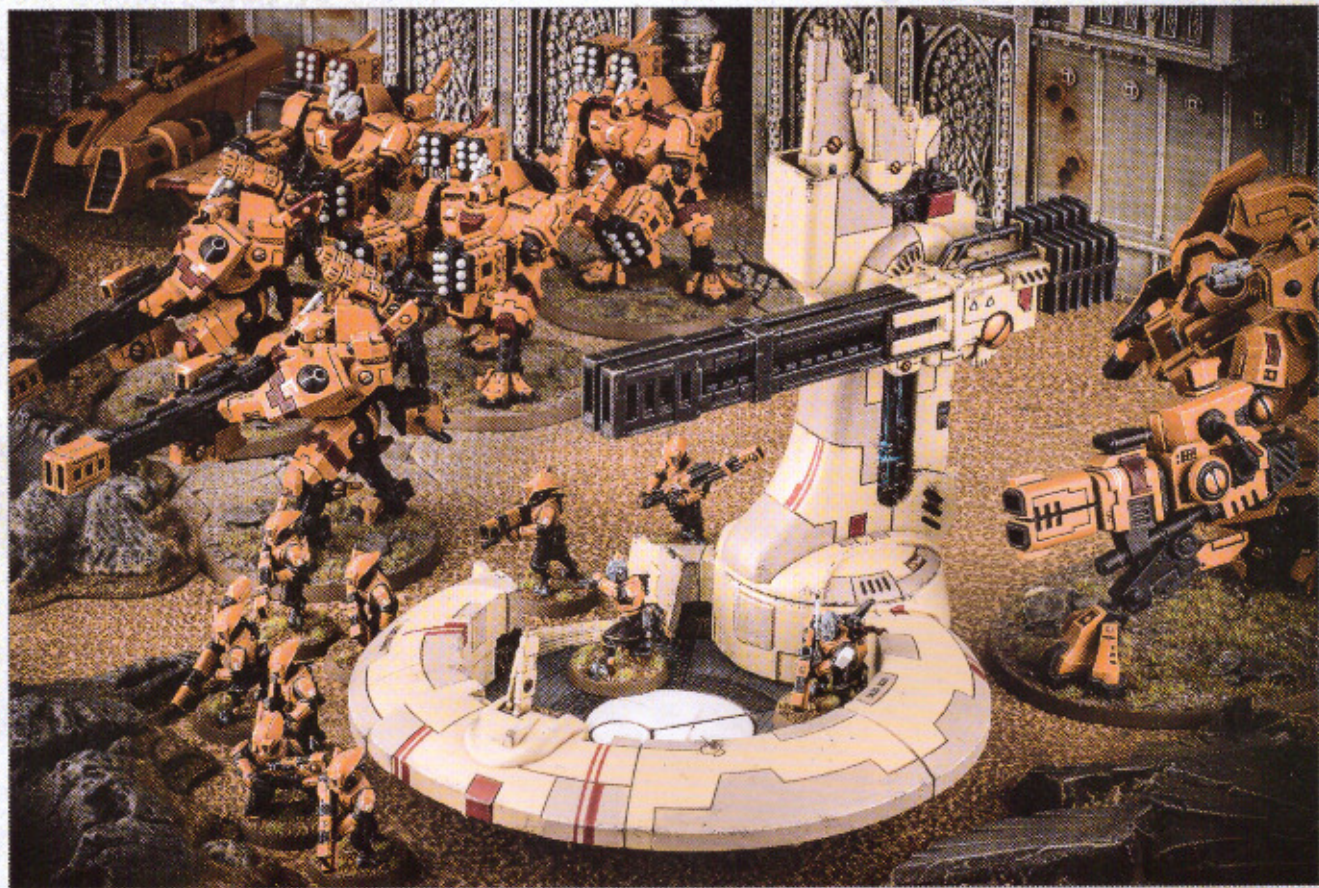
The **Tau Droneport** is a valued asset in the mobile fortifications of the Tau Empire, able to reposition effortlessly to enable the squad within to concentrate on shooting the enemy, safe behind its thick protective walls. A quartet of Drones can be detached at a command, separating to protect the Tau within.

This multi-part plastic kit includes the Droneport and four Tau Drones, which can be built as MV1 Gun Drones, MV4 Shield Drones or MV7 Marker Drones.



TIDEWALL GUNRIG

If the **Tidewall** is the rock against which the sea of enemy warriors is broken, the Gunrig is the harpoon with which the mightiest leviathans are slain. A twin-linked railgun mounted on a resilient Tidewall defence platform, the Gunrig is almost unmatched for firepower.



Tau rail weapons are feared across the Eastern Fringe for their devastating power, and thus the scientists of the Earth caste have mounted a twin-linked model on the Gunrig, capable of punching a fatal hole through tanks, bunkers and Imperial Knights alike. The turret rotates 360° for maximum efficiency, while the platform shelters the operating Fire Warrior team.

The Tidewall Gunrig is compatible with the other kits in the Tidewall range and can be linked using Tidewall Shieldlines. ●

- 1 The twin-linked railgun is able to engage both armoured targets (which it does with terrifying ease) and infantry using submunition rounds.

The railguns are operated via the control point set into the defence platform. Typically a Fire Warrior, such as a shas'a from a Strike Team or Breacher Team, will control the railguns in battle.

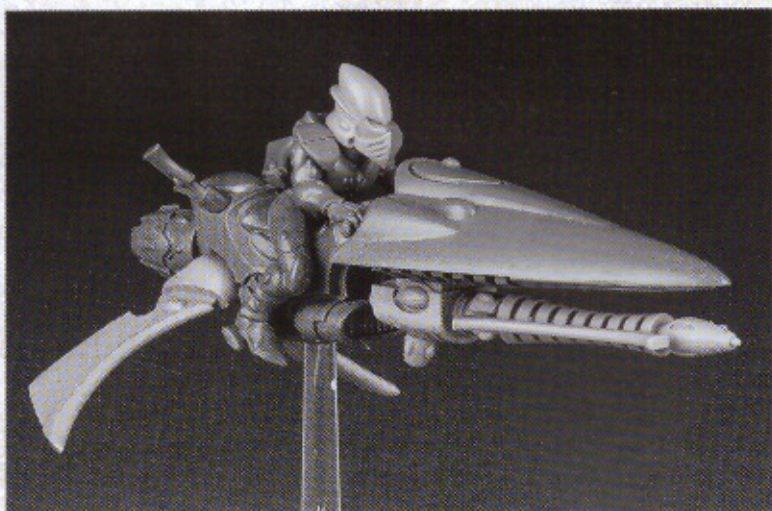
FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week Forge World unleash new Eldar models with the Skathach Wraithknight and Corsair Jetbikes, and update an Imperial Armour book.

ELDAR CORSAIR JETBIKE UPGRADE SET

The speed and agility of Eldar jetbikes makes them ideally suited to the raiding tactics of the Corsair bands. Sweeping into position with the grace of murderous acrobats, they use sophisticated Eldar weaponry to scythe down the foe.

The Eldar Corsair Jetbike Upgrade Set is a new resin kit that contains everything you need to turn a set of plastic Eldar Windriders into Corsair Jetbikes, such as the Corsair Cloud Dancers who joined the bitter fighting on Betalis III. The upgrade set contains three alternative helmets, jetbike stabiliser fins and underslung dissonance cannons.

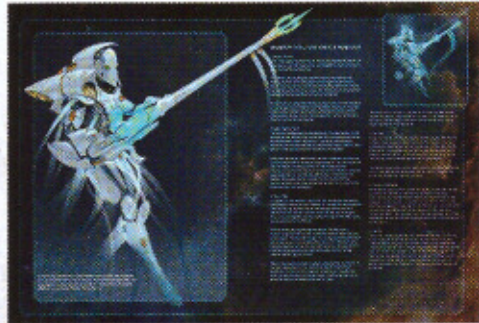
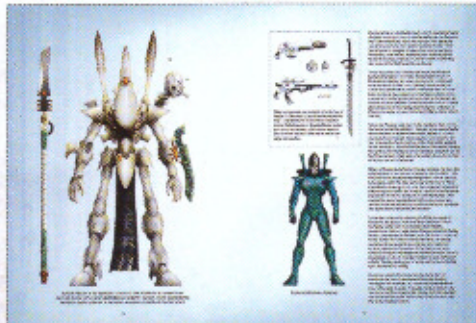
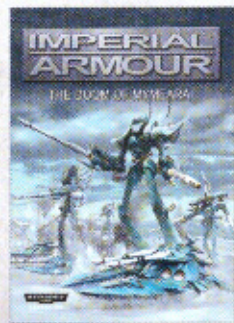


IMPERIAL ARMOUR 11: THE DOOM OF MYMEARA

Forge World are also proud to present the second edition of The Doom of Mymeara, an Imperial Armour book that concerns itself with the intense fighting between the Eldar and Astra Militarum forces for dominance of the world of Betalis III. The book focuses on the escalating battle between the combined Eldar Warhosts – including Corsair bands and the warriors of Craftworlds Alaitoc and Mymeara – and the Imperium, who unleash the Cadian 6th

Armoured Regiment and the Space Wolves of Bran Redmaw into the fray. It's an epic saga told through fiction and historical accounts and illustrated with awesome photography and art throughout.

This updated edition also adds new units (such as the Corsair Cloud Dancer Jetbikes and Skathach Wraithknight shown on these pages) and new choices for Eldar players using the Warhost Detachment.

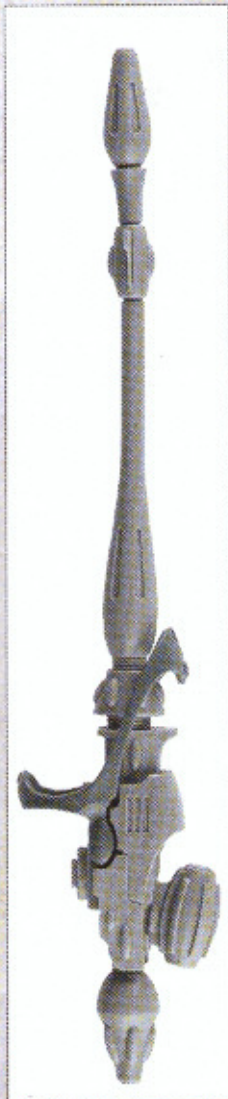


ELDAR SKATHACH WRAITHKNIGHT

A more macabre breed even than others of their kind, Skathach Wraithknights are piloted by an Eldar torn by the separation from their twin. Sundered by grief, they dwell in the Webway where they commune with the infinity circuit of their war machine. They protect the Webway from intrusion, emerging into realspace to defend threatened portals or to aid Eldar forces on the brink of defeat.

Forge World have two Skathach Wraithknight kits available, one with a deathshroud cannon (a lethal variant of the gun on the Night Spinner tank, capable of slicing whole platoons to ribbons) and the other with inferno lances, mid-ranged anti-tank weapons akin to those used by the Fire Dragon Aspect Warriors. Both of these Wraithknights are provided as complete resin and plastic kits. ●

The Skathach Wraithknight comes armed with either deathshroud cannons (main picture) or inferno lances (below). Both of these draw on the iconic imagery of other Eldar weapons – the deathshroud cannons echo the monofilament guns of the Warp Spiders and Night Spinners, while the inferno lance shares provenance with Fire Dragon melt weaponry.



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

ARMIES OF THE STARS

Summoned by the immense magical power of the Slann, cohorts of Saurus Warriors, Skinks and gigantic monstrous beasts wage war in the Mortal Realms. The Seraphon are creatures of Order and magic, unleashed in an endless war against Chaos.

Beyond the gaze of mortal men, the armies of the Seraphon muster for war in vast numbers, creatures of celestial magic who await the summons of their masters. Beneath icons that bear strange and secret meanings, understood only by the Seraphon and their ineffable masters, they muster for war – serried ranks of Saurus, Skinks and war beasts waiting for the call to arms. When that call comes, it does so following the inscrutable plans of the Slann Starmasters, who read the portents in the heavens and commit their armies only when their scrying decrees it is time.

Their goal is the annihilation of Chaos, and this is no new-found ambition. The Seraphon have waged this war for an age already, striking out from the Celestial Realm to thwart the schemes of the Dark Gods however and wherever they can. Now, as the warriors of Sigmar's Stormhosts take the fight to the Mortal Realms, the Seraphon strike harder than ever before. Constellations of Seraphon appear as though from pillars of light or celestial mists, marching forth in bellowing ranks. Dreadholds tumble and burn beneath their searing magic and monstrous onslaught and the scions of Chaos are torn down with fangs and claws.

Right: Hurling into battle by the stirred thoughts of Lord Suxek the Diviner, a Seraphon constellation tears into the ranks of the archenemy with the implacable fury of the stars.





CREATURES OF CELESTIAL VENGEANCE

Opposite: The Seraphon are an enemy every bit as ferocious and violent as the servants of Chaos, a primal force of Order who fight with implacable, unshakeable resolve. In every Mortal Realm they strike out at the schemes of the Dark Gods, their actions always guided by the Slann Starmasters, who scry the portents in the stars of the heavenly realm in search of answers as to how to defeat Chaos forever.

As creatures of magic, the Seraphon fight on against horrors that would drive a mortal insane or lay them low with pestilence and disease – the creatures of Nurgle hold no horror for the Saurus, who hack and tear into their plague-ridden flesh with the stoic resolve of a reaper in a field of wheat.

The Seraphon appear as reptilian warriors, creatures summoned from ancient memory – and indeed that is their origin. Following the death of the sundered world, they fled to the stars like motes of dust through the darkness. Legend tells how they finally followed a trail that shone brightly in the void, the tears of a god-like being that led them to safety in the furthest climes of Azyr. From there, the Slann, the masters of that race, plotted the downfall of Chaos, adhering to a plan that would one day see the Dark Gods defeated. The Mortal Realms are the battlefield for this war, a game board upon which only the wisdom and order of the Slann can bring about total victory. In the ages since their first defeat, every action of the Seraphon has been designed to manipulate fate to bring about victory. Each Starseer spends centuries or even millennia ruminating on how best to achieve victory, and all are united in purpose, if not method.

The Slann's warriors are creatures of the stars and bleed the stuff of celestial magic; Saurus and Skinks fight with cold fury against the Daemons of Chaos and their mortal allies. Although a Saurus has jaws powerful enough to rip the head from a Blood Warrior, they are armed with mighty weapons, star-forged blades and clubs of azyrite that crackle with raw magical power.

At a thought the Slann bring mighty war beasts forth from the deepest recesses of their slumbering memories. Scaled Stegadons bear arcane war machines upon their backs, searing the foe with fiery light, advancing beside raging beasts such as the giant Kroxigor, whose drakebite mauls can pulp an orruk's head with a single blow. Greatest of all, giant predators such as the mighty Carnosaurs and Troglodons charge at the forefront, slamming into the enemy with bone-crunching force and unquenchable fury.

LORD KROAK

Ancient even by the standards of the Slann, Lord Kroak is believed to be the oldest survivor of his race – if he can truly be considered a survivor at all. Legends tell how, in the world-that-was, Kroak was slain by Daemons even as his temple city was overwhelmed. Defiant in spirit though broken in body, Kroak managed to unleash a magical incantation powerful enough to purge his home of the spawn of Chaos, even though it seemingly cost him his life.

Now Kroak inhabits a half-state between life and death. While his body truly is a corpse, embalmed and protected by ceremonial wraps, his spirit lives on, remaining resolute and unbroken. Even now Lord Kroak plots the defeat of the Chaos Gods and vengeance for the death of a world he witnessed birthed in ages past. Any being who opposes him, be they scion of Chaos or unwitting pawn, faces absolute destruction.





ALIGNMENT OF THE CONSTELLATIONS

WAR COHORTS FROM BEYOND THE STARS

To those who have stood quaking before their bestial wrath, the legions of the Seraphon might appear as a disorganised throng, a mass of snapping jaws, jagged blades and rampaging monsters. What few can fathom, however, is how they are perhaps the most carefully arranged armies in creation. Beyond the stars of Azyr, the Seraphon muster around gilded

icons in cohorts – the de facto organisation for a regiment of Saurus Warriors, Skinks or Saurus Guard. Each such unit follows the orders of a particular Oldblood, Sunblood or even a Skink Starseer or Priest, with the most powerful of these champions able to command multiple cohorts in battle. It is these that the Slann call upon to wage their wars in the Mortal Realms.

SERAPHON CONSTELLATIONS

A large Seraphon army is known as a constellation: a gathering of many cohorts of Saurus, Skinks and monsters. Though there is no formal organisation for a constellation they tend to bear certain similarities, the most obvious being that they are based upon the astral alignments of stars and planets and discerned by the Slann. It is hard for one who isn't party to the mysteries of Slann minds to comprehend whether the constellation is summoned because it contains the warriors the Starmaster deems necessary to tackle a particular foe or because it is a reflection of a portentous shape of stars in the skies. The likely truth is that the constellation reflects both possibilities.

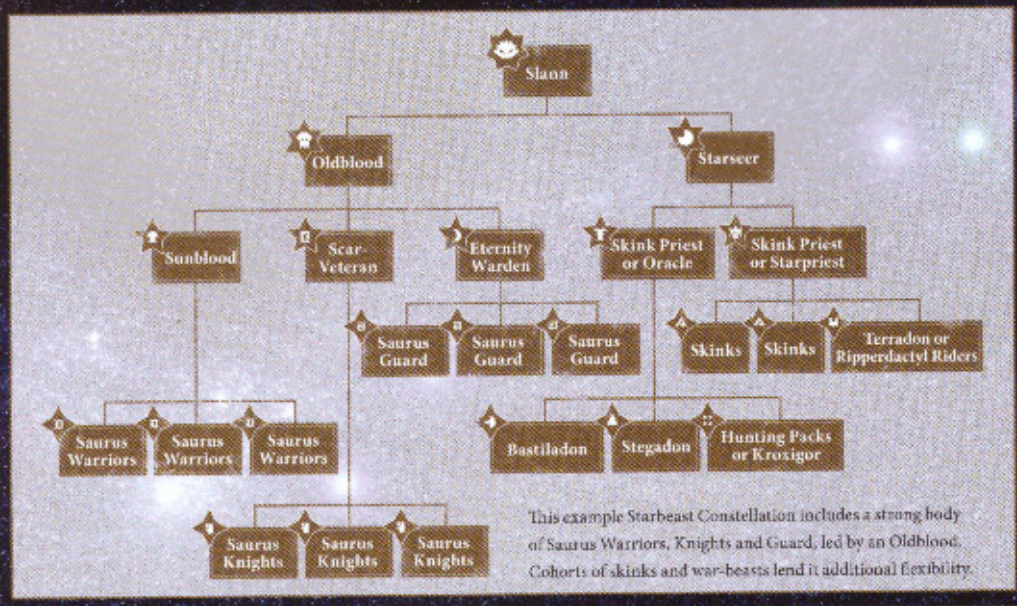
Seraphon Constellations tend to be named for fantastical zodiacal creatures in the heavens or for legends from the history of the Seraphon, such as the constellation the Fangs of Sotek, favoured by the Slann Starmaster Zectoka. Others also exist, such as the Scales of Dezytol and the Claws of Vengeance.

On the right you can see a diagram reflecting the famous Starbeast Constellation, a powerful army of Seraphon centred around a Slann Starseer – while the upper illustration shows the shape of the constellation in the heavens, the lower diagram gives a firm, easy to follow indication of the Starbeast Constellation's corresponding martial and organisational structure.

SERAPHON CONSTELLATIONS



Seraphon constellations revolve around their core stars. Blazing brightest is the Slann, to which all other stars are connected. Only slightly smaller are those of the Oldbloods and Starseers. Beyond them the cohorts of each starhost form a scattered carpet of jewels upon the sky. When linked together, these stars take a portentous shape; some seraphon constellations are great beasts of myth, while others are elements of a greater constellation, such as the Fangs of Sotek.



The army shown below demonstrates how you could build a Seraphon constellation of your own. Centred around a mighty Slann Starmaster, the collection is led by powerful Seraphon heroes – in this case, the Oldblood riding upon his Carnosaur, a Skink Starseer (you can see him at the back, on the right) and the ferocious presence of a Sunblood at the front of the army. To collect an army like this, all you need to do is assemble and paint one cohort at a time, and then choose the heroes to lead them into battle.

Because of the vibrant nature of the Seraphon, there's limitless scope for how you paint your models. Our collection is unified by the traditional blue skin of the Seraphon, but the war beasts, and even the Slann that leads the army, add flashes of different colours. The Starmaster's pale flesh is mirrored on the underbelly of the Carnosaur, the scaly hide of the Stegadon and the Scar Veteran's Cold One. Meanwhile, the entire constellation has flashes of red on crests and feathers that tie the whole army together. ●

Below: The army shown here has the distinctive red stripes of the Fangs of Sotek constellation. Battletome: Seraphon has a wealth of collecting advice for your own Seraphon army, from colour profiles that show how different constellations are marked to warscroll battalions that reward you for collecting certain cohorts (such as the Shadowstrike Starhost, which unites a Skink Starseer and several units of Skinks into a deadly stealth force).



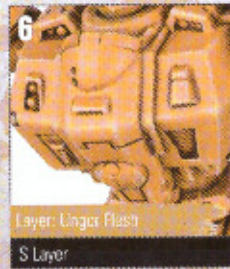
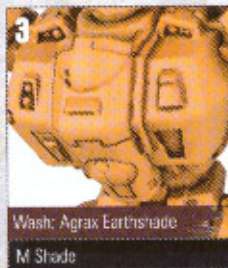


PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's the Tau Empire Commander – out today in stores!

This **T'au Sept** colour scheme for the Tau Commander is one you could use on any of the battlesuits in your army. The whole model was undercoated with Chaos Black spray. Like many Tau battlesuits, the Tau Commander can be mounted on a flying stand (particularly appropriate for the Coldstar Battlesuit). If you want the stem of the flying stand to remain transparent, don't glue it on until you've painted the model! Just sit the model (no glue!) on a spare stem for undercoating and painting.

Ochre Armour



Stage 2 of the ochre armour, Tau Light Ochre, is almost another basecoat, so apply this thoroughly (again, you could use an airbrush, or an L Base brush). When shading and highlighting the armour, remember you can always use Tau Light Ochre to tidy up any areas that aren't quite

as neat as you'd like. We've shown this in stage 4, but you could easily apply another tidy-up after the drybrushing in stage 5 (and even stage 6) if you wanted. Finally, the markings were applied with Ceramite White – put this on in thin lines first, then carefully fill out the edges. 🌟

Next week: Red and blue power armour.

Red Banding



Sensor Array



Lens



Weathering



Black Armour



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.



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. Armies on Parade may be over for 2015, but we couldn't resist showing off Owen Patten's excellent Tau display.

COMMANDER STARSHRIKE'S INTERDICTION CADRE

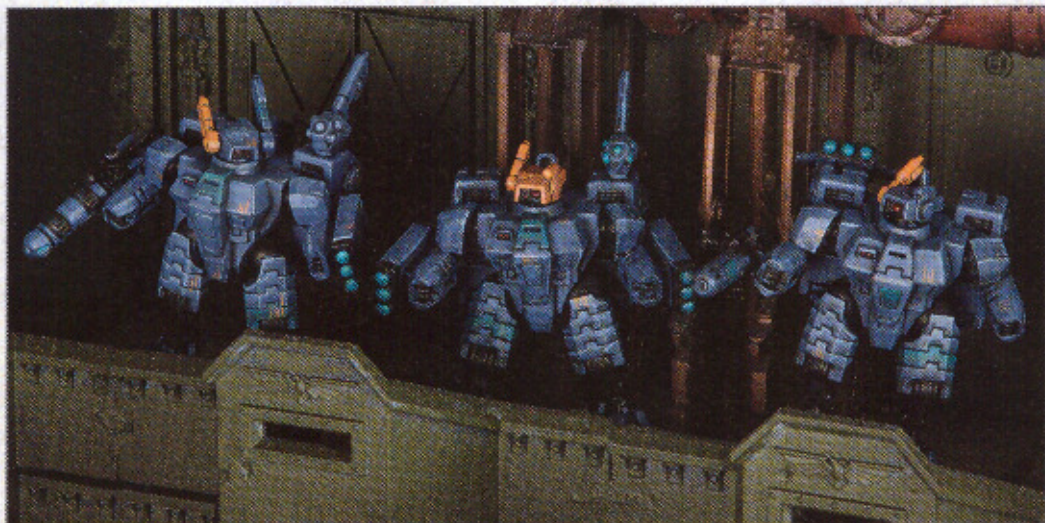


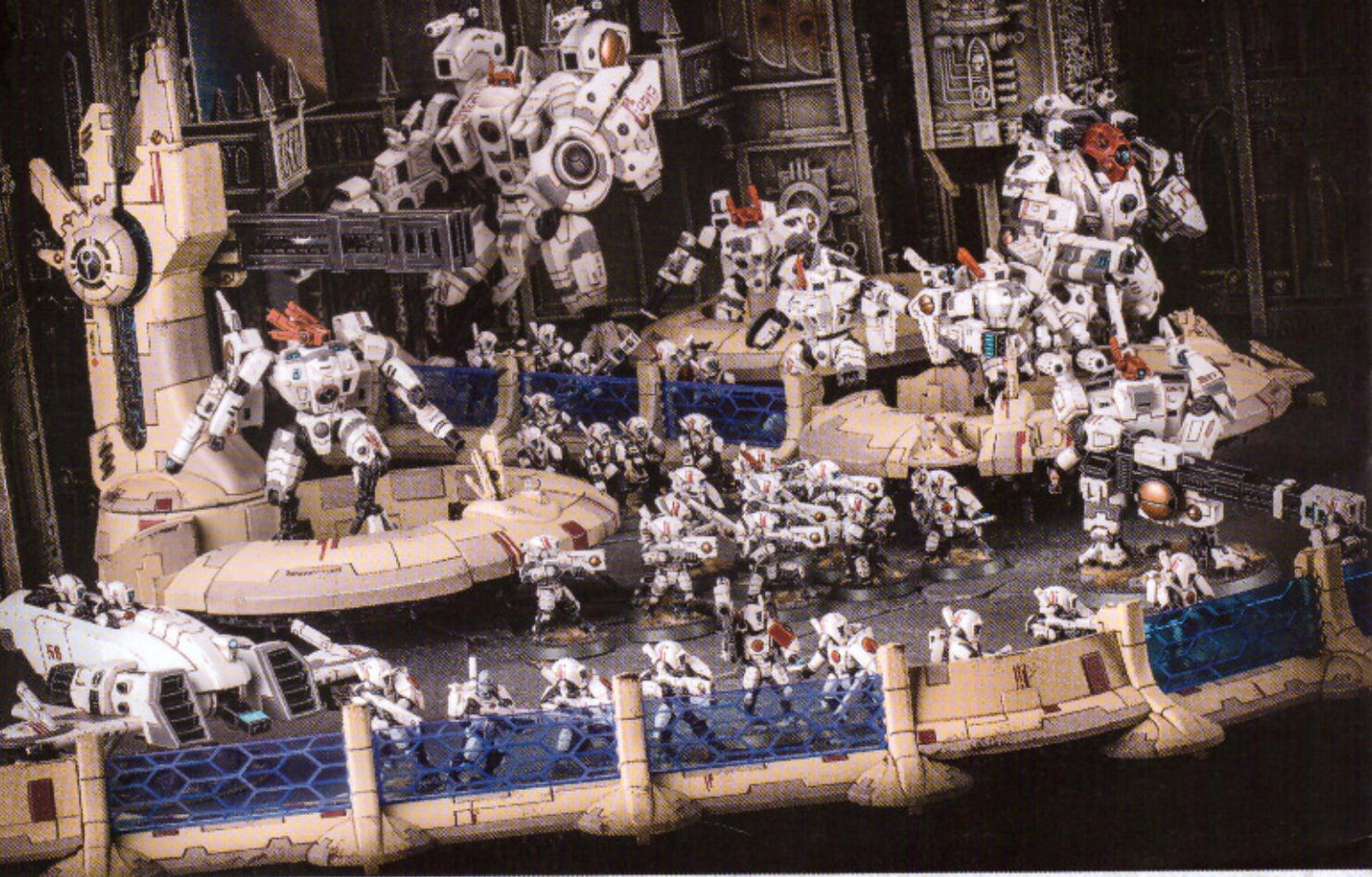
We first featured Owen's board back in issue 83, and since then he's painted as many Tau units as possible to go on it.

While most people who enter Armies on Parade paint their army first, Owen started with his board. A scenery builder at heart, he created a battle-ravaged Manufactorum district, combining several scenery kits together to get this impressive display

piece. Look carefully and you can see a Skyshield Landing Pad married to a Fortress of Redemption, while an Imperial Bastion has been combined with a Shrine of the Aquila to form the green building at the back. To make his Tau army stand out from the scenery, Owen painted them blue and orange, an Interdiction Cadre from Sa'cea Sept wearing traditional Tau urban camouflage colours. ●

- 1 Owen loves building scenery, his board a testament to his terrain-making skills. The scene represents an Imperial Manufactorum ravaged by war, the Tau swarming through the rubble-strewn streets.
- 2 Owen's Tau are from Sa'cea Sept, as shown by the orange markings on their battlesuits. Owen chose The Fang as the main colour for his models, the traditional colour for Tau urban camouflage.
- 3 The bases of Owen's models are detailed with pieces of rubble from the Warhammer 40,000 Basing Kit and spare off-cuts from the buildings he used on his board. This helps tie the miniatures to the scenery they're standing on. You can see more of Owen's Armies on Parade display in Warhammer Visions 22, which is available to pre-order now.





THE RULES

TIDEWALL SHIELDLINE TIDEWALL DRONEPORT TIDEWALL GUNRIG

Borne aloft on thrumming anti-grav engines, the Tau Tidewall fortifications are a marvel of technology, able to move in support of the Tau armies they serve. Here we present the rules for all three of the new kits, which can also be found in War Zone Damocles: Kauyon.

TIDEWALL FORMATIONS

War Zone Damocles: Kauyon contains a pair of fortification formations that enable you to combine several kits from the Tidewall range to make an even more deadly defensive position. The Tidewall Gunfort unifies a trio of Gunrigs into a hellacious firebase, while the Defence Network makes your army all but impossible to shift. If you want to get hold of these, pick up a copy of Kauyon.

The **Tidewall Shieldline** enables the Tau's infantry to join the advance of the XV8 Crisis Teams and other elements of the Tau army without forsaking the safety of cover – essentially it travels with them. Just as powerfully, the warriors manning the battlements can pour out their fire from the safety of its walls, and this improves their accuracy dramatically; don't underestimate the Firebase rule.

The Tidewall Shieldline not only offers maximum protection, but also threatens death to any who dare fire at it. Heavy weapons in particular are loath to shoot at

warriors sheltered behind the shimmering energy field for fear of the shot returning with terminal force. It's a good way to protect battlesuits from heavy weapons.

The Droneport has the ability to turn the tide of a battle when it deploys the Drones from its ports – if you need to secure a critical objective and advance onwards, they can be a real difference maker.

As for the Gunrig, well, it has a twin-linked railgun – one of the most destructive weapons produced by the wartime ingenuity of the Tau Earth caste. Fear it. ●



TIDEWALL SHIELDLINE

60
POINTS



Shielded behind the glowing energy barriers of the Tidewall Shieldline, the warriors of the Fire caste punish their foes from a position of relative safety. Their guns blaze, punching enemy warriors off their feet, while the foe's return fire ricochets from fields of crackling power or even rebounds back into their own lines with lethal force. Able to hover across the battlefield on thrumming grav repulsor engines, these mobile barricades present Fire caste Commanders with an impressive range of strategic options. From fighting retreats that take their cover with them, to wrong-footing or funnelling enemy forces into prepared kill-zones, the Tidewall Shieldline is an invaluable strategic tool for both defence and misdirection.

COMPOSITION:

1 Tidewall Shieldline.

TERRAIN TYPE:

Battlefield debris
(defence line).

WEAPONS:

None.

SPECIAL RULES:

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Shieldline.

Mobile Defence Position: If you take a Tidewall Shieldline as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it, and may only carry friendly models if all members of their unit are on the Tidewall Shieldline. Models carried with it are treated as being stationary for the purposes of firing weapons, but cannot move themselves in the same phase. Tidewall Shieldlines can only move over open ground, and cannot move within 1" of enemy models.

Tidewall Field: Roll a dice each time a successful cover save is made for a model within 1" of a Tidewall Shieldline's energy barrier, so long as the barrier is between the attacker and the target. On a roll of 6 the attacking unit suffers 1 Randomly Allocated Wound or glancing hit, resolved at the same AP as the attacking weapon.

TIDEWALL DRONEPORT

60
POINTS



Drifting into position with a bass rumble of repulsor jets, the Tidewall Droneport serves as a mobile bunker for the warriors of the Fire caste amid the mayhem of battle. Not only do these ingenious platforms provide their occupants with heavy cover from which to fight, their manoeuvrability makes them ideal lures for a Kavyon battle plan. The structure's greatest strategic asset, however, is its arsenal of nested Drones. These potent machines begin most battles powered down, passively downloading combat telemetry from their parent platform. However, at the command of the platform's garrison the Drones detach, darting out to provide covering fire, mark targets for missile strikes, or employ built-in shield generators to provide further protection to the Tau manning the defence line.

COMPOSITION:

1 Tidewall Droneport.

TERRAIN TYPE:

Battlefield debris
(defence line).

WEAPONS:

A Tidewall Droneport has four Drones chosen in any combination from the following list:

- Gun Drone
- Marker Drone
- Shield Drone

SPECIAL RULES:

Drone Control Systems: The four Drones start the game attached to the platform. They cannot perform any actions or be attacked while they remain attached. If the platform is occupied by any model with the Tau Empire Faction, then the Drones can be activated at the start of the occupying model's Movement phase. When activated, the Drones immediately detach themselves from the platform in the same manner as Drones detaching from a vehicle (see *Codex: Tau Empire*). They are treated as part of the army that activated them for the rest of the battle, even if their platform is later abandoned.

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Droneport.

Mobile Defence Position: If you take a Tidewall Droneport as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it, and may only carry friendly models if all members of their unit are on the Tidewall Droneport. Models carried with it are treated as being stationary for the purposes of firing weapons, but cannot move themselves in the same phase. Tidewall Droneports can only move over open ground, and cannot move within 1" of enemy models.



TIDEWALL GUNRIG

85
POINTS



The battlefield reverberates to the fearsome whip-crack of rail-weaponry as the Tidewall Gunrig opens fire. Manned by hard-eyed Fire caste warriors, these mobile turrets mount devastating twin-linked railguns that are more than capable of ripping apart tanks and monstrous beasts with volleys of hyper-sonic rounds. The combination of manoeuvrability and tremendous firepower possessed by these moving weapon platforms makes them exceptionally dangerous to their foes. Whether hovering inexorably into battle with their guns blazing, backing slowly away from the enemy while systematically eliminating their heaviest armour, or rising from concealment to catch the foe in a lethal crossfire, Tidewall Gunrigs are an indispensable part of the Fire caste arsenal.

COMPOSITION:

1 Tidewall Gunrig. The Tidewall Gunrig consists of a defence platform with an attached gun battery.

TERRAIN TYPE:

The defence platform is battlefield debris (defence line), and the attached gun battery is battlefield debris (gun emplacement).

WEAPONS:

The gun battery is a twin-linked railgun that can fire solid shot and submunitions (see *Codex: Tau Empire*).

SPECIAL RULES:

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Gunrig.

Identification Protocols:

The twin-linked railgun may only be fired by models with the Tau Empire Faction that are on the Tidewall Gunrig.

Mobile Defence Position: If you take a Tidewall Gunrig as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it, and may only carry friendly models if all members of their unit are on the Tidewall Gunrig. Models carried with it are treated as being stationary for the purposes of firing weapons (this includes the Tidewall Gunrig's railgun), but cannot move themselves in the same phase. Tidewall Gunrigs can only move over open ground, and cannot move within 1" of enemy models.

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 the artwork and imagery of the Seraphon, and the Tau Tidewall terrain.

THE COHORTS OF THE SERAPHON

FOR ORDER

CELESTIAL ALLIANCES

The Seraphon have waged war against Chaos for an age, but have at long last found an ally in their quest to bring order to the Mortal Realms. It was in the Gorevale that they fought shoulder to shoulder alongside the other great enemy of the Dark Gods, the newly unleashed Stormcast Eternals, for the very first time.

The Seraphon arrived unannounced and yet in the instant they saw one another both Seraphon and Stormcast knew they saw fellow creatures of celestial magic, and though they shared no formal treaty, and exchanged no greeting, they fought side by side with unfettered wrath. No commands or requests were needed for the armies to cooperate; instead a mystical bond born only of their joint cause ensured both armies knew where and when to strike against the foe.

In short order the battle was won, and the Seraphon left upon beams of light. The Stormcast raised their hammers high in salute, glad of an ally in the great war against Chaos.

SERAPHON CONSTELLATIONS: THE COLOURS OF THE STARS

Nestled within Battletome: Seraphon is a wealth of information on how to paint your Seraphon army to reflect their background. Seraphon forces are often referred to as constellations, large formations of troops that are based around the alignment of the stars in the heavenly realm.

The picture on the right shows a Saurus Knight from the Dracothion's Tail constellation, with distinctive yellow crest markings and red shield. Below you can see a cohort painted in the same colours.



WHITE DWARF

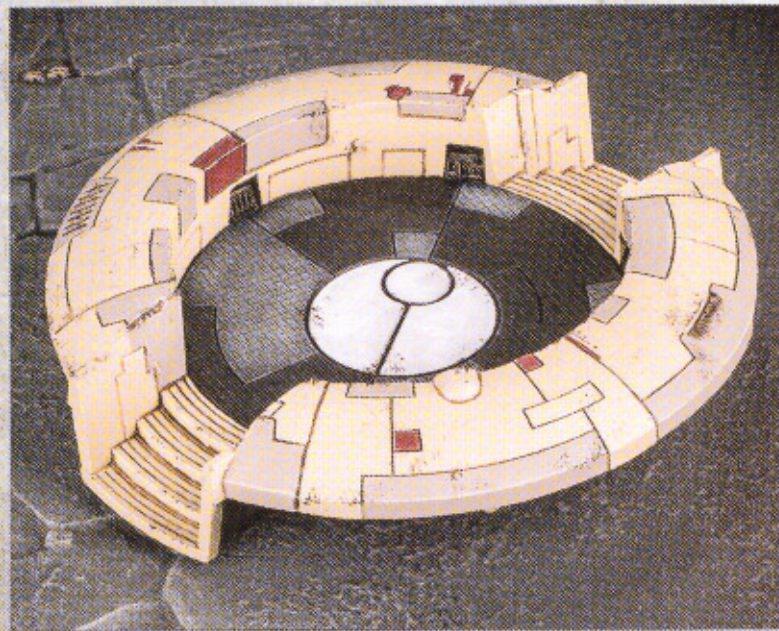
WAGING WAR IN THE MORTAL REALMS

The long days of the Seraphon fighting bitter battles of defence are now well and truly over – from their hidden sanctuaries in the outer reaches of Azyr they now unleash wars of conquest and destruction against the armies of Chaos.

The artwork throughout Battletome: Seraphon breathes vivid life into this all-consuming quest. Throughout the book, Seraphon hosts battle Daemon legions amid festering swamps, howling caverns (that actually look like they might be alive themselves) and myriad other eldritch locations across the Mortal Realms. We love all this new art – the Seraphon are taking the battle to the children of Chaos wherever they can be found, from snow-blashed wastelands to the very Dreadholds of Chaos themselves.



TAU EMPIRE TIDEWALL: ULTIMATE VERSATILITY



Using the TideWall Shieldline kit as the lynchpin, you can build some truly impressive defensive positions for your Fire Warriors to fight from. Above you can see what happens when you combine a four Shieldlines with a Gunrig and a Droneport. No conversion or cutting is required to make it, either – just slot the Shieldline sections into place and voilà! The long defensive ramparts are two Shieldlines linked with the connector. The Shieldlines are linked directly to the Gunrig and the Droneport at one end instead of the standard control platform.

The TideWall control platforms each come with the option of a second staircase, and can be built in any configuration you want. This means you can use any of the control platforms to join your Shieldlines together.

READER'S MODEL OF THE WEEK

Thilo Engels is a regular contributor to White Dwarf and our daily What's New Today posts on games-workshop.com, so we were delighted to see his Magos Dominus model, painted in the traditional colours of Mars.

Closer inspection reveals just how much thought Thilo has put into the model. The Magos's mortal hand is so pallid and unhealthy it looks like it might drop off. Clearly his flesh-parts are only sustained now by the anti-agapic fluids that bubble and slosh within in the armoured glass baubles on his back.

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.



BIT OF THE WEEK: GOLDEN ANGEL

This lustrous icon is found in the Blood Angels Terminators boxed set. The little angel in question (is it Sanguinius himself?) is clutching a grail, almost certainly full of blood, figurative or otherwise. Best get an XS Artificer Layer brush.



CELESTIAL INVASIONS

The Seraphon arrive without warning upon pillars of light or from mists of magic. Combined with the Stormcast Eternals' invasions, the Mortal Realms have never felt such wrath.

EVER-GROWING ARMIES

The Seraphon can be called from Azyr at the will of the Slann. Need more troops for your battle? Have your Starmaster summon them.

MUNITORUM REPORT: SERAPHON

THE TYRANNY OF CHAOS

For too long the Chaos Gods and the mortals who worship them have subjugated the Mortal Realms. The Seraphon live to smash the power of Chaos forever.

DISORGANISATION

The Slann like a carefully laid plan, so think ahead. It might not help you win, but you can rub your chin and say 'Just as predicted!' from time to time as the battle unfolds.

ICON OF THE STARDRAKE



Many Seraphon cohorts carry icons forged from celestite and other precious materials, fashioned in the shape of the stardrake. This is a precious symbol to their kind and some scholars speculate it refers to an ancient deity; others, perhaps to the Great Drake, Dracothion.

WEAPON OF THE WEEK: SOLAR ENGINE

Mounted on the back of a heavily scaled Bastiladon, a solar engine is a fearsome weapon powered by the heat of distant stars. When the Skinks that crawl across the Bastiladon's back activate the power within this arcane device, it unleashes a beam of energy that reduces armour and flesh to molten slag and scorched ash in an instant. Amazingly, it is even more dangerous to the Daemons of Chaos, who are powerless before its searing glare.





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Unless noted otherwise, these products are all available to pre-order from 31 October and are on sale from 7 November. Find out more about this week's new releases on pages 2-13 of this issue

TAU EMPIRE TIDEWALL GUNRIG

1 miniature – twin-linked railguns to float into place. Look out!

£35, €45, 350dkr, 420skr, 390nkr, 175zt, USA \$60, Can \$70, AU \$100, NZ \$115, 350rmb, ¥2,000

TAU EMPIRE TIDEWALL SHIELDLINE

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By Josh Reynolds

Audio drama

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