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WEEKLY MAGAZINE

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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

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PAINTING
GUIDE AND
RULES
INSIDE!

SCIONS OF ORDER

THE STARDRAKES UNLEASHED

THE STORMCAST ETERNALS LET LOOSE THEIR GREATEST WEAPONS AGAINST CHAOS!



WHITE DWARF

ISSUE 112
19 MARCH 2016

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FURY OF THE STARS

Hot on the claws of the Dracothian Guard come the Stardrakes – the chosen of great Dracothion himself and Sigmar's ultimate weapon in the great war against Chaos. Ridden by Lord-Celestants and the Stormcast Eternals known as Drakesworn Templars, these celestial creatures can sunder entire battlelines by themselves. Turn the page to start reading more about them and their place within the Extremis Chambers of the Stormcast Eternals – and how to paint them, too, in Paint Splatter on page 12.

You'll also find the frankly thrilling rules for the Stardrake in a brace of warscrolls starting on page 24 – your games of Warhammer Age of Sigmar are about to get even more epic...

Elsewhere, we've all been bitten hard by the Deathwatch Overkill bug and so you can see the first fruits of our labours in a special Deathwatch-themed Parade Ground (you've never seen so many different methods of painting black). Enjoy the issue! **T**

NEW RELEASES:
STORMCAST
ETERNALS

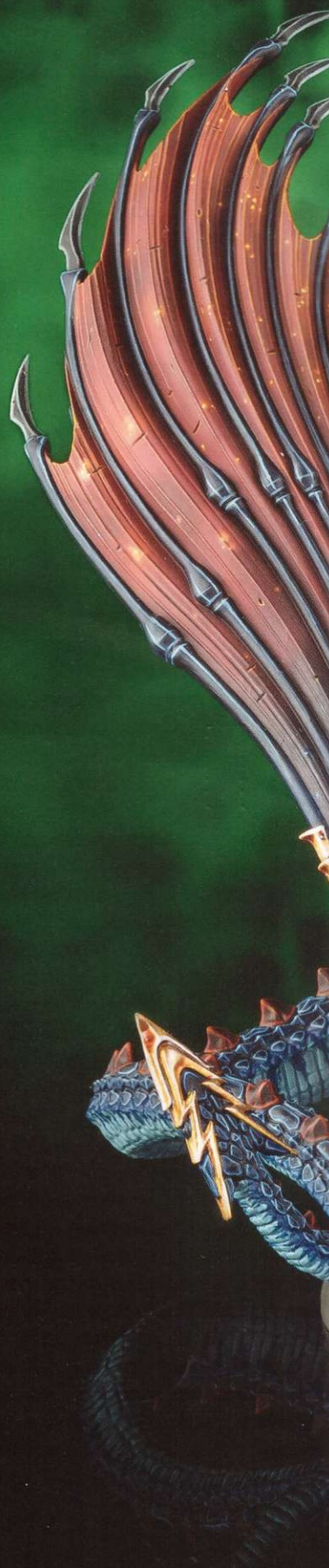
STARDRAKE

The greatest Stormcast Eternals of the Extremis Chambers ride to war on Stardrakes, celestial beings infused with the power of their stellar god Dracothion. With a roar like thunder they descend from the Heavens to bring salvation to the Mortal Realms.

The Extremis Chambers are home to the most powerful Stormcast Eternals yet unleashed by the God-King Sigmar. Mighty heroes even before their Reforging, they undertake the Trial of Starwalking in the hope of befriending a mighty Dracoth to ride into battle. Some, however, end their quest with something far more precious, a solargem – the lost spirit of a Stardrake and their future steed of war.

Stardrakes are the children of the star-god Dracothion, semi-celestial beings of exceptional wisdom and nobility. Though immortal, many have found their rebirth hampered by the corrupting influence of Chaos and it requires a Stormcast Eternal of great valour and fortitude to recover their disembodied spirit and return it to the Heavens. Reborn, the Stardrake becomes once again corporeal, a colossal, draconian monster with a wingspan that would eclipse the light of Sigendil itself when unfurled. Made in the image of the Great Drake, they are huge, wyrm-like beasts, their muscular bodies always coiled ready to strike. A lash from their armoured tails can obliterate a regiment in a single swipe, while their star-forged claws can tear through armour, flesh and even solid stone when required to.

Though fearsome enough on their own, Stardrakes are ridden to war by the greatest warriors of the Extremis Chambers, the Drakesworn Templars and their commanders, the Lord-Celestants. This huge plastic kit (comparable in size to Archaon) includes options to build either of these mighty champions with a choice of weapons, plus two heads for the Stardrake and layers of sigmarite battle plate with a choice of Stormhost iconography with which to armour it ready for war. ►





1-2 The kit comes with two huge shields, one featuring a hammer, the other a sigmarabulus. Many of Sigmär's Stormhosts feature these icons – you just need to paint them to match your army.



3 There are three head options for the Drakesworn Templar, the crests on each helm a snarling drake's head. Note that he also has unique pauldrons, the one on the left the same shape as those worn by Paladins, the one on the right cast in the image of a Stardrake.



4 The Lord-Celestant also comes with three head options, each bearing a lion motif, while across his chest hangs his chain of office, a hammer held in place by intricately-wrought lightning bolts. This Lord-Celestant carries a celestine hammer, a weapon of devastating concussive power.



5-6 There are three weapon options for the Drakesworn Templar – the tempest axe (5), arc hammer and stormlance (6). All are emblazoned with the iconography of the God-King, including lightning bolts and twin-tailed comets.



7 You can also equip a Drakesworn Templar with a skybolt bow, which hangs in a quiver behind his saddle.



8 The Lord-Celestant can also carry a stormbound blade, its quillons detailed with a lion's face.



9-10 There are two left pauldrons for the Lord-Celestant, one featuring scrollwork and a hammer, the other a sigmarabulus.

11 A mighty Stardrake roars vengeance to the skies of Aqshy, Realm of Fire.





1-2 The Stardrake comes with two heads: One has its mouth closed, a collar of barbed spines facing forward around it, tiny scars visible around the Stardrake's eyes where enemies have tried to blind it.

3-4 The second head has its spines curving backwards, its mouth open ready to unleash a roaring thunderhead of scorching stellar dust and bolts of lightning. Note, too, the leather straps holding the lobstered armour plates to the underside of its neck where the enemy may try to strike up at it.

5 The Stardrake's tail is capped with a golden sigmarabulus. Such is the strength of a Stardrake that even a glancing blow from their thrashing tail can prove fatal, shattering bones, shields and armour with equal ease.

6 The kit includes two sets of shoulder guards for the Stardrake, one featuring the classic hammer and lightning bolt icon (used by the Hammers of Sigmar, Hallowed Knights and Celestial Vindicators to name but a few), plus these shoulder guards featuring the twin-tailed comet as worn by the Celestial Warbringers, the Lightning Hawks and the Scions of Sigmar, as shown here.

7 The Stardrake's wings are alive with the light of a thousand stars, constellations glittering between their blade-tipped dactyls. There are two shoulder joints for each wing, giving you subtle variations in their poses, with the wings swept back or curved down.



1



2



3



4



5



6



7



8

► Lord-Celestants are devastating warriors and masterful tacticians. Those who command an Extremis Chamber often ride to war on the back of a mighty Stardrake, a clear sign of Dracothion's favour and their own indomitable will. To mark him out as the leader of the chamber, the Lord-Celestant wears embossed greaves and pauldrons bearing the symbol of his stormhost, plus a leonine shoulder pad and helmet to indicate his rank. There are, in fact, three head options for the Lord-Celestant in this kit, plus two choices of heraldry, one featuring the hammer-and-lightning bolt symbol oft seen on the Hammers of Sigmar, the other a twin-tailed comet with the S-rune of Sigmar at its heart. These symbols can be seen on the model's greaves, shoulder guard and shield, not to mention on the Stardrake's shoulder armour. There are two weapon options for the Lord-Celestant, both of which he holds aloft as if spurring on his Dracothian Guard – a huge celestine hammer with which to crush the skulls of his foe, and a stormbound blade, its hilt embossed with a sigmarabulus.

Having completed his Trial of Starwalking, a Drakesworn Templar has the honour of riding a Stardrake into battle. He also has access to the deadliest weapons available to his Chamber – the stormlance, tempest axe and arc hammer. Similar in appearance to the weapons carried by Paladins and Dracothian Guard, they are not only of superior quality, but wielded by a far deadlier warrior. The kit also comes with a skybolt bow that can be mounted behind the Drakesworn Templar's saddle (which also features a reliquary, much like those worn by Paladins). Like the Lord-Celestant, there are also three heads for the Drakesworn Templar, each featuring a drake's head and crowned by a halo of lightning bolts. These are not only a sign of his hallowed rank, but also serve as inspiration to other Stormcast Eternals, who are emboldened by his presence. The difficult choice now is which one of these epic heroes do you build first...? **T**

You can find a stage-by-stage painting guide for the Stardrake on page 12, plus warscrolls for both new units on page 24.

8 A Drakesworn Templar (left) and Lord-Celestant (right) land amongst their Stormcast brethren to bring death and destruction to the Khorne-worshipping warriors of the Eight-Blooded warband. Though from different fighting Chambers, both the Liberators and the Stardrake riders wear the blue and gold heraldry of the Hammers of Sigmar Stormhost. The Lord-Celestant's red helmet plume indicates that he is Lord-Celestant Imperius, commander of the Hammers Draconis, first Extremis Chamber of the Hammers of Sigmar.

STORMCAST ETERNALS STARDRAKE

1 Citadel miniature

£85, €120, 850dkr, 1,020skr,
940nkr, 425zl, USA \$140,
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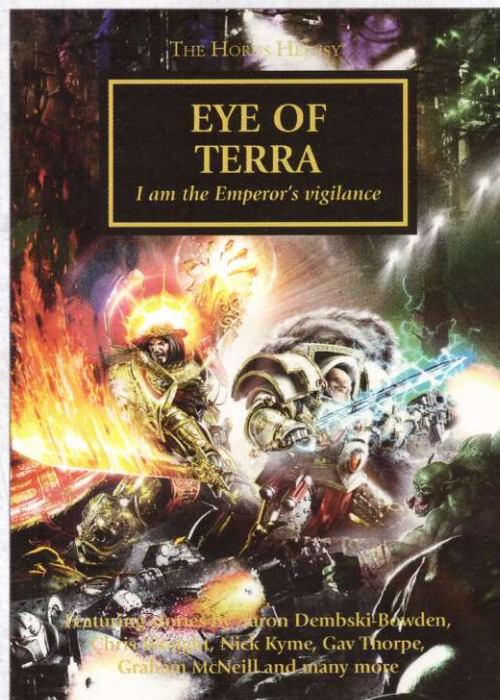
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By David Guymer
Audio Drama | 73 minutes

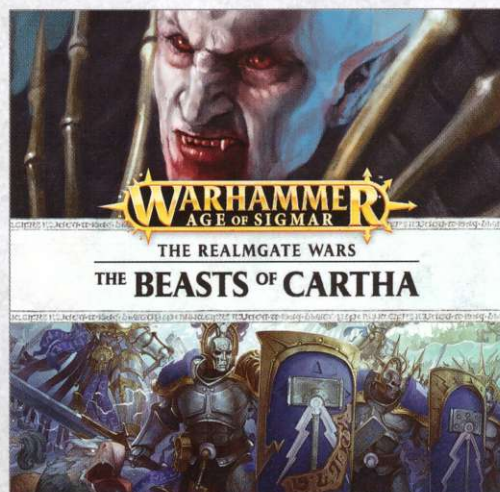
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The Realmgate Wars: The Beasts of Cartha is just the latest part the ongoing Realmgate Wars audio drama series. The series begins with *The Prisoner of the Black Sun*, followed by *Sands of Blood*, *The Lords of Helstone* and *Bridge of Seven Sorrows*. There are also unabridged audiobook editions of many of the Age of Sigmar novels and novellas like the sublime *Gates of Azyr*. You can find these and a lot more besides on the Black Library website.

Find out more on online at:
www.blacklibrary.com

Still reeling from their betrayal in the underworlds of Shyish by Mannfred von Carstein, the Hallowed Knights are tasked by Sigmar himself with bringing the perfidious vampire before him in chains of silver.

In this latest episode of the Realmgate Wars series, Lord-Relictor Ramus and his Hallowed Knights travel to the Realm of Beasts on the trail of von Carstein. There they find their brother Stormhost, the Astral Templars, besieged by monstrous ogors in the thrall of something far worse, the dark mystery at the heart of Cartha. We absolutely loved this 73-minute audio drama as there's nothing better than a villain you love to hate, and the insufferably smug Mannfred von Carstein fits the bill perfectly. **T**



THE REALMGATE WARS: THE BEASTS OF CARTHA

Audio drama, 73 minutes

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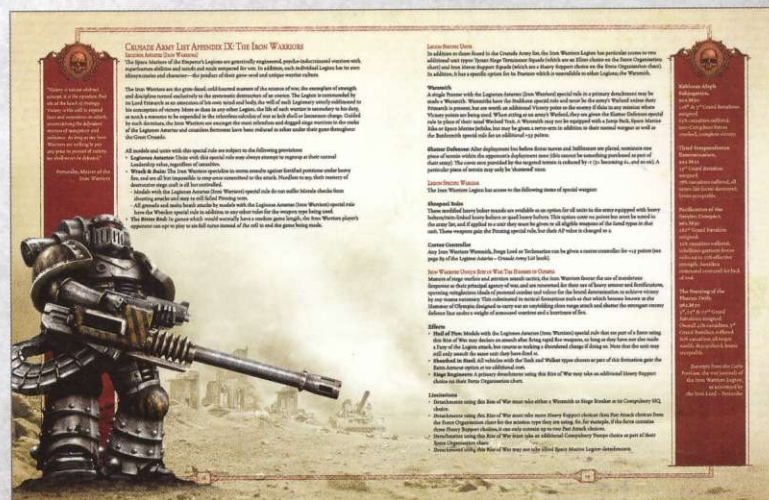
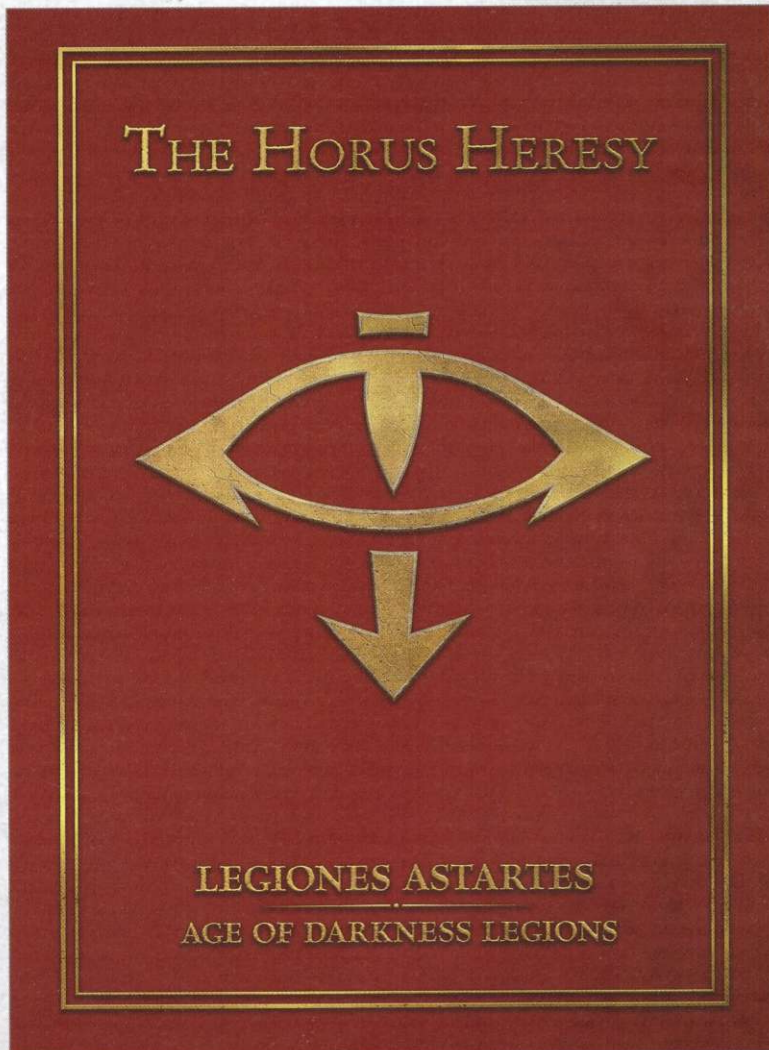
LEGIONES ASTARTES: AGE OF DARKNESS LEGIONS

Take to the battlefields of the 31st Millennium with this new gaming resource from Forge World, a compilation of revised and expanded Legion army lists from those found in the first five Horus Heresy books.

If you love playing games of Warhammer 40,000 set during the Horus Heresy then this book is for you, pure and simple. A companion piece to the Legiones Astartes: Crusade Army List book from Forge World, this 136-page hardback tome includes Legion-specific rules for 13 of the Legions that took part in the Horus Heresy, including the eleven (both loyalist and traitor) that fought at Iststvan V, plus the Imperial Fists and the Ultramarines.

Inside you'll find revised and revamped rules for all the units specific to each Legion, such as the Red Butchers of the World Eaters, the Mor Deythan of the Raven Guard, Exodus of the Alpha Legion and plenty more besides – 78 more, to be precise, including a section of background for each unit to explain their role within their Legion, new units such as the 'Iron Circle' Battle-automata Maniple of the Iron Warriors and new illustrations of characters such as Perturabo.

The book also includes updated Rites of War for each of the 13 Legions, plus Legion-specific rules, enabling you to make use of all manner of underhand tactics, specialist ammunition and tainted wargear in your battles. All in all, it's a very handy resource for any fan of Horus Heresy battles. **T**



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Every week, White Dwarf features Reader's Model of the Week, chosen from all the photos of beautifully-painted miniatures sent to us by you, our readers. Every month in Warhammer Visions we feature even more, with Readers' Models, Army of the Month and more. So, if you've painted models you think are worthy of a place in White Dwarf and Warhammer Visions, send us your photos! We've even put together some top tips on photographing miniatures to help you. Write to us for a copy and send your photos to: team@whitedwarf.co.uk.

WRITE TO US!

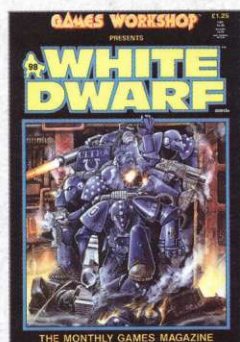
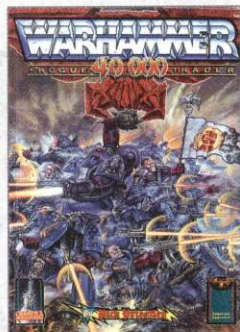
Got a question for Grombrindal? Penned a blasphemous epistle? Recently triumphed in a battle for the ages? Or been undone by the conniving trickery of the treacherous villains you call friends? We want to hear about it. Send us your battle reports, your questions, your frantic pleas for help. We're waiting to hear from you.

TELL US WHAT YOU THINK!

White Dwarf and Warhammer Visions feature a veritable host of articles from New Releases, Paint Splatter and The Rules to Army of the Month, Golden Demon, Blanchitsu and much more. And we want to know what you, our readers, think. What do you like? What do you want to see more of? Why not write in and let us know which of our articles and features you've enjoyed lately and what else you'd like to see in the magazine. Grombrindal is all ears. (And beard. And nose. And disapproving glare. And axe...) **T**



30 YEARS OF SPACE MARINES

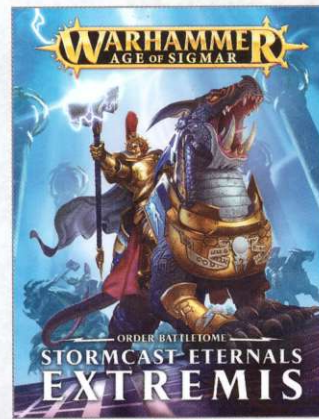


For more than three decades, the Space Marines have been stars in the Warhammer 40,000 firmament. It's a milestone and no mistake, and we're about to celebrate...

For 10,000 years, the Space Marines have stood watch over the Imperium of Mankind... and for more than 30 years they've been fixtures on painting desks, shelves and gaming tables everywhere. That's right, the mighty Space Marines are turning 30, and we're going to celebrate, with events in all of our stores on 16 April. With exclusive new releases, giveaways and in-store events, this will be a party for the millennia. Pop in to any of our stores or visit your local store's Facebook page for more information. Keep your eyes peeled for White Dwarf 115 (on sale 9 April) where we'll bring you some big news and a very special feature... T

AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now! Go to your local store or visit www.games-workshop.com for prices and details.



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PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at how to paint the noble Lord-Celestant and his mighty Stardrake for your own Hammers of Sigmar Stormhost.

The contrast of gleaming sigmarite plate, armoured scale and membranous wings in the new Stardrake kit provides a variety of textures on which to flex your painting muscles. With this in mind, it's a good idea to build the kit as four sub-assemblies, with the Lord-

Celestant, Stardrake and the two wings as separate parts. This will enable you to basecoat the Lord-Celestant with Retributor Armour, as well as giving you access to the underside of the wings, and allowing you to easily drybrush the body of the Stardrake. When

Scales



Underbelly



Mouth



Wing Membranes



Spines



you glue the wings on after painting, a lick of Sybarite Green will hide any join.

You'll notice there are two washes on the Lord-Celestant's armour. The Reikland Fleshshade provides an all-over wash for the rider, changing the tone of the

Retributor Armour basecoat to give it more depth. This is followed by a layer of Auric Armour Gold. After this, carefully washing Agrax Earthshade into the recesses will help give definition to the details of the Lord-Celestant's faceplate and other ornamentation on the armour. **T**

There's advice on painting several other Stormhosts in How to Paint: Stormcast Eternals. You can use any of these for the Stardrake – just use the armour stages for your chosen Stormhost.

Golden Armour



1
Basecoat: Retributor Armour
Citadel Spray Paint



2
Layer: Runefang Steel
S Layer



3
Wash: Reikland Fleshshade
L Shade



4
Layer: Auric Armour Gold
M Layer



5
Wash: Agrax Earthshade (recesses)
M Glaze

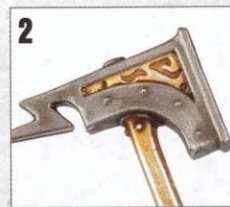


6
Layer: Liberator Gold
M Layer

Greathammer



1
Basecoat: Leadbelcher
S Base



2
Wash: Nuln Oil
M Shade



3
Layer: Runefang Steel
S Layer

Blue Armour



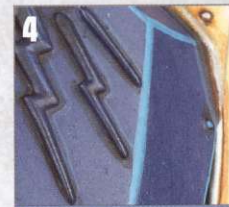
1
Basecoat: Kantor Blue
XL Base



2
Wash: Nuln Oil
L Shade



3
Layer: Kantor Blue (tidy-up)
L Base

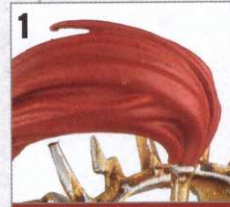


4
Layer: Teclis Blue
M Layer



5
Layer: Blue Horror
S Layer

Red Plume



1
Basecoat: Mephiston Red
M Base



2
Wash: Agrax Earthshade
M Shade



3
Layer: Evil Sunz Scarlet
M Layer



4
Layer: Fire Dragon Bright
S Layer

Parchment



1
Basecoat: Zandri Dust
M Base



2
Wash: Seraphim Sepia
M Shade



3
Layer: Ushabti Bone
M Layer



4
Layer: Pallid Wych Flesh
S Layer

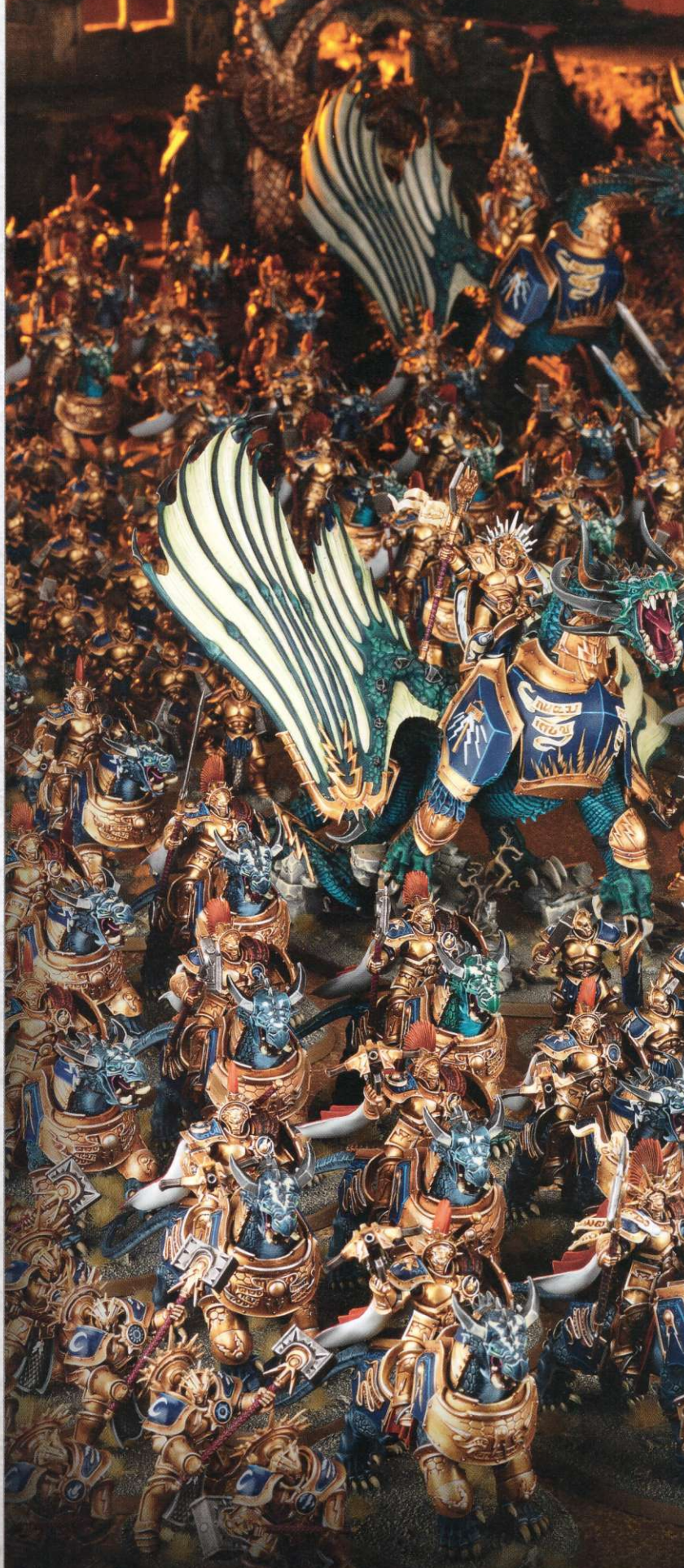
THE WAR ETERNAL

The opening of the Extremis Chambers is the next chapter in the ongoing battle for the Mortal Realms, an escalation of events that has plunged the realms into all-out war. Here we take a closer look at what it all means, both to Sigmar's quest for vengeance and the epic battles we love to fight.

Looking down upon the Mortal Realms, the God-King Sigmar and his celestial ally Dracothion realise that their war of vengeance hangs in the balance. If they are to liberate the realms from the clutches of the Dark Gods they must open the Extremis Chambers and unleash the warriors within upon the forces of Chaos.

The Extremis Chambers are Sigmar's greatest asset in his war to reconquer the Mortal Realms, a brotherhood of the bravest and most determined Stormcast Eternals, who ride mighty Dracoths and colossal Stardrakes into battle. They are Sigmar's vanguard, his spear-tip assault, his deadliest lightning strike. To stand before the thunderous charge of the Dracothian Guard is to invite annihilation, a crushing death from an avalanche of mauling claws and gleaming sigmarite. Some may survive, the battle-hardened, the blood-crazed and the fearless, but their resolve, along with their bodies, will be shattered by the arrival of the Drakesworn Templars and their noble Stardrakes. As meteors rain down from the sky around them, all will fall before the might of the Extremis Chambers. ▶

Right: The Hammers Draconis deploy in force against Archaon's Varanguard, a clash of sigmarite and tainted steel that will shake the foundations of the land to their core.







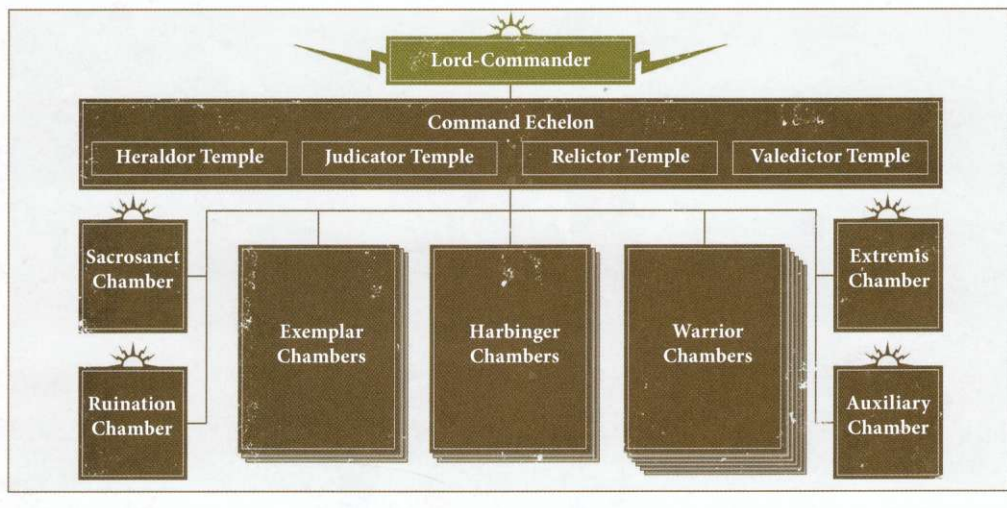
FORGED IN EXTREMIS

In *Battletome: Stormcast Eternals Extremis*, we discover that Stormcast Eternals are not confined to their battlefield roles when they're forged on the Anvil of Apotheosis. Such is the story of Taltus Strongarm, former Retributor of the Hammerhands. Having fallen in battle on the Igneous Delta, Taltus was Reforged in Sigmaron as an aspiring Dracothian Guard. He successfully tamed a Dracoth on the Trial of Starwalking and now rides to battle as a Concussor of the Hammers Draconis.

A GLANCE INTO THE PAST

When the *Warhammer Age of Sigmar* book was released last July it featured this organisational structure for a Stormcast Eternals Stormhost. Look closely and you'll notice that the Extremis Chambers were mentioned in that very first book, nestled on the right-hand side of the Stormhost next to

the Warrior Chambers. See, the Extremis Chambers have been there all along! Of course, this throws up more questions. What's contained within the Auxiliary, Ruination and Sacrosanct Chambers, and when does Sigmar plan to unleash them upon the Mortal Realms? The future is going to be very exciting indeed.



THE FIRST STARWALKER

The first time we ever saw a Dracoth was in the *Warhammer Age of Sigmar* starter set, a roaring draconian beast called Calanax ridden to war by Lord-Celestant Vandus Hammerhand.

Though unknown to us at the time, Vandus Hammerhand was the first Stormcast Eternal to successfully pass the Trial of Starwalking, trekking across the wilderness between the Mortal Realms and the Heavens in search of a mighty steed to carry him into battle. After many weeks spent ascending the Boralis mountain range – a quest both physical and spiritual – he finally encountered a pack of Dracoths and formed a bond with Calanax. Since that day many other Lord-Celestants have taken on the Trial of Starwalking, some ascending so far into the Heavens that they find a solargem, the spirit of a fallen Stardrake and their destined mount for the war in the Mortal Realms.



THE DRAKESWORN TEMPLE

The warriors of the Drakesworn Temple are a new breed of Stormcast Eternal as yet unseen in Sigmar's armies. Where Paladins and Dracothian Guard are considered the elite warriors of the Stormhosts, the Drakesworn Templars are seen as their champions, heroic figures of near-mythical status and the physical embodiment of the alliance between Sigmar and Dracothion. As such they are regarded with great reverence by other Stormcast Eternals, many of whom wish to aspire to their ranks one day, yet know they must have the blessing of both deities to do so. In many ways the Drakesworn Templars can be seen as the antithesis of the Champions of Chaos, the holy alliance between man and Stardrake the stellar opposite of the dark pact that Champions of Chaos make with Daemons. In both cases, their spirits are judged by their chosen deities and their fates sealed, either in immortal glory, or eternal damnation.



- So why have we not heard anything about the Extremis Chambers until now? When Sigmar launched his first assault upon the Mortal Realms, the Extremis Chambers were not yet ready for war. The Reforging process, where a man is remade upon the Anvil of Apotheosis into a Stormcast Eternal, can take many years and the Trial of Starwalking – the act by which a member of the Extremis Chamber seeks out a Dracoth or Stardrake mount – is just as gruelling. Not all Stormcasts succeed first time, and those that do need time to become accustomed to their celestial steeds. It was for this reason that when the first Warrior Chambers descended to the Mortal Realms, not a single Extremis Chamber fought alongside them.

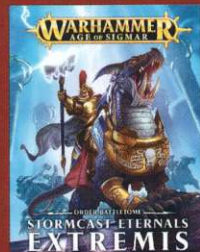
Though not initially a weakness in Sigmar's plan, the reappearance of Archaon and his Varanguard has escalated the war in the Mortal Realms, entire Brotherhoods being blasted back to Sigmaron as pillars of lightning (or, in some cases, not at all!). Sigmar has long understood the value of hard-hitting cavalry and monstrous beasts,

lessons hard-learned fighting those of the Chaos Gods. Yet his own were not ready to join the grand offensive. Then Dracothion arrived above Sigmaron...

Dracothion returned with dire portents of things to come; the Seer Stars whisper doom and the constellations spin sinister – Chaos is in the ascendancy. Pouring all his might into the Anvil of Apotheosis, Dracothion has ignited the domes of the Drakesworn Temples and called upon his children to fight alongside Sigmar's eternal warriors. Some Extremis Chambers, such as the Hammers Draconis, are ready to fight in their entirety, while others can barely muster a score of Dracothian Guard. Though this may not seem like a crux upon which to turn the tide of war, the opening of the Extremis Chambers has enabled Sigmar to launch the lightning-fast assaults he so desires. As Dracoth riders and Stadrakes descend from the Heavens, the forces of Chaos recoil in fear at the devastation they wreak. The element of surprise may not last long, but the carnage will last an eternity. **T**

WOULD YOU LIKE TO KNOW MORE?

Want to know more about the Stormcast Eternals of the Extremis Chambers? Pick up a copy of *Battletome: Stormcast Eternals Extremis*, out today. Inside you'll find a whole host of background all about these exceptional warriors and their celestial mounts, plus 11 all-new warscrolls and warscroll battalions so you can use them in your games. It even includes a battleplan that epitomises their lightning-fast style of warfare, *The Chamber Unleashed*.



'EAVY METAL



1



2



3

1 The pilot, Lukas Kupferberg, can be seen nestled inside his cockpit. He's converted using a Drop Pod harness, an Astra Militarum Sentinel Pilot and a Skitarii Vanguard head.

2 The back half of the Imperial Knight also serves as the reactor for the *Scarabée Intrépide*.

3 Maxime used the Knight's head cowlings and a pair of Land Speeder assault cannons to make the fighter's underslung turret.



For this issue, 'Eavy Metal have picked out a couple of miniatures painted by Maxime Pastourel, whose work is a shining example of how to paint brightly-coloured miniatures that look perfectly at home in the grim darkness of the far future.

The bizarre creation above is a heavily-converted spaceship known as the *Scarabée Intrépide*, a rogue trader craft painted by Maxime for a series of aerial battles he was playing with a friend. "Yellow isn't a colour I use often," says Maxime, "so it was a fun challenge trying it on something as large as a spaceship. I sprayed the hull of the

craft (what was once the carapace of an Imperial Knight) with Corax White to ensure the yellow would be clean and bright, then painted on several thin layers of Yriel Yellow to get a smooth, even coat. I then applied a couple of layers of Lamenters Yellow Glaze to revivify the richness of the yellow." To complement the bright yellow armour, Maxime added bands of Stegadon Scale Green to the engine cowlings and the top and bottom of the hull, followed by oil streaks, rust stains and dirt to make the ship look weathered and beaten up as though it's been around for centuries, not fresh off the factory floor.

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This week they've focused on miniatures wearing bright armour.



This Salamanders Captain was painted by Maxime for the Golden Demon: Space Marines painting competition held last year at Warhammer World.

"I wanted the main armour colour to be really striking, so I started with a basecoat a lot brighter than the one most people normally use for the Salamanders colour scheme," says Maxime, "a mix of Moot Green and Warpstone Glow. I then shaded down into the recesses by mixing in Abaddon Black and highlighted the edges and raised areas by adding Skull White, working between shades and highlights

until I was happy with the result. I find painting armour this way helps me get a better feel for the overall tone of the piece, rather than working up from dark to light. The sword is the part of the model I am most proud of, though. It took me three attempts to get the magma effect right! I then painted the model's drake-scale cape and tabard in the same colours to act as a spot colour for the model." **T**

To see more models selected by the 'Eavy Metal team check out our regular showcase in Warhammer Visions, on sale the first Saturday of every month



4



5



6

- 4 The hardest task for Maxime was changing the Chaos Space Marine Lord into a loyalist. The helmet is a Mk. IV helmet instead of the original horned helm.
- 5 The backpack is a spare from the Sternguard kit, chosen specifically for the Crux Terminatus mounted in the centre.
- 6 Maxime reckons it took around 10 hours to convert the Chaos Lord's fur pelt into a drake-scale cloak more fitting of a Salamander's hero.

PARADE GROUND

With the new Deathwatch Overkill in stores, hobbyists across Games Workshop HQ have painted up their favourite characters from this new boxed game. Here are some of the finest examples for your perusal.

One of the big draws of Deathwatch Overkill is the eponymous kill team, led by a young Chaplain Cassius. Kill Team Cassius is shot through with variety and character, each member a visually distinct miniature that represents their parent Chapter but also bears all the hallmarks of the Deathwatch. We had a selection of Deathwatch fanatics, including some from

inside the White Dwarf Bunker, take a brush to them with stunning results. One thing that amazed us was that despite black being the unifying element of the Deathwatch Chapter, everyone ended up painting it in wildly different ways. From drybrushing to extreme highlighting, blues to greys, who knew there were so many different ways to paint black?



JETEK SUBEREI

Jes Bickham decided on a bluish hue for his black, feeling it would give more depth to the model. He highlighted bike and rider with Dark Reaper, followed by Fenrisian Grey. JeteK's cyber-eagle was drybrushed with successive browns. Jes advises painting Vengla separately, before attaching him to the aerial – Jes kept snapping his off with over-vigorous drybrushing!



GARRAN BRANATAR

Dan Harden opted for a variety of blacks on the Salamander Terminator, contrasting the blue-black Terminator plate with a dirty grey-black for the well-used heavy flamer at his side. The weapon is highlighted with Stormvermin Fur and Skavenblight Dingy, whereas the armour is highlighted Dark Reaper and Administratum Grey, before a final glaze of Guilliman Blue.





ORTAN CASSIUS

Glenn More took a different approach, starting with Cassius's rich golds before moving on to the black. Glenn opted for an edge highlight of Dawnstone, with White Scar on the extreme points. A wash of Drakenhof Nightshade over the silver lends the Deathwatch shoulder pad an air of Inquisitorial purity.



ANTOR DELASSIO

Chris Webb is no stranger to Blood Angels, but the Deathwatch provided him with a unique challenge. He opted for a look that reflected the sharp, clean aspect of the Adeptus Astartes, starting with highlights of Incubi Darkness and Fenrisian Grey, finishing with the merest hints of Blue Horror on the extremes.



ZAMEON GVDRAEL

As White Dwarf's resident member of the Deathwing, Adam Troke latched onto Zameon. The champion's power armour was painted Incubi Darkness and Fenrisian Grey. The rich robes, green shoulder pad and gold ornamentation were all painted to match Adam's own vast collection of Dark Angels.



RODRICUS GRVTT

Matthew Hutson, loyal son of Dorn, was the natural choice to paint Kill Team Cassius's heavy weapons specialist. He tackled the black by highlighting with Mechanicus Standard Grey, then a highlight of Fenrisian Grey. He broke this up with Retributor Armour studs and detailing, linking Grytt to his parent Chapter.





EDRYC SETORAX

James Gallagher has gone for an almost monochromatic scheme, very appropriate for a Deathwatch member drawn from that most stealthy of Chapters, the Raven Guard. The model shows the spectrum of black, with sharp highlights of Eshin Grey and Fenrisian Grey on the power armour, as James sought to contrast this with the softer black of the trophy feathers.



ENNOX SORRLOCK

With such a variety of detail, Paul Norton had his work cut out for him with Ennox. The armour is successive highlights of Eshin Grey, Russ Grey, Fenrisian Grey and finally Blue Horror. One interesting aspect is the selection of metals across the figure, with the blue-silver of the shoulder pad, the worn iron of his myriad bionics and the rusting scrap decorating the base.





DRENN REDBLADE

Tom Moore leapt at the chance to paint Drenn, drawn to the brash young Blood Claw by the dynamic pose and fierce expression on his face. Tom painted his black with highlights of Eshin Grey, Dawnstone and Administratum Grey. One point to note is the yellow shoulder pad which, along with the knee pad, Tom felt gave a pleasing contrast to the black.



JENSUS NATORIAN

Not content with just one magnificent paint-job, Paul Norton also turned his brush to Kill Team Cassius's Librarian. Whilst the armour matches Sorlock's, he added a blue psychic hood and shoulder pad rim to emphasise the role played by the mysterious Blood Raven. The rich crimson robes contrast nicely with the hard, functional reds of the bolter casing. T





LORD-CELESTANT ON STARDRAKE

Even amongst the gloried ranks of the Stormcast Eternals and the starborn hierarchy of the Children of Dracothion, only the mightiest and noblest are chosen to lead an Extremis Chamber. So infused with celestial power are the Lord-Celestant and Stardrake that they radiate azure energies. The power of the stars themselves is theirs to command...



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestine Hammer	2"	3	3+	2+	-1	D3
Stormbound Blade	2"	3	3+	4+	-1	2
Stardrake's Great Claws	1"	4	★	3+	-1	D3

DAMAGE TABLE

Wounds Suffered	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

DESCRIPTION

A Lord-Celestant on Stardrake is a single model. Whether the Lord-Celestant wields a Celestine Hammer or a Stormbound Blade, he will also bear an enchanted Sigmarite Thundershield. He rides a formidable Stardrake to battle, which rends its prey with its Great Claws.

FLY

A Lord-Celestant on Stardrake can fly.

ABILITIES

Inescapable Vengeance: If this model has made a charge move this turn, it can make D3 extra attacks with its Celestine Hammer or Stormbound Blade.

Sigmarite Thundershield: You can re-roll save rolls of 1 for this model. If the re-rolled save is successful, the shield unleashes a deafening peal and each enemy unit within 3" suffers a mortal wound.

Stormbound Blade: If the result of any hit roll for a Stormbound Blade is 6 or more, the target is wracked with the fury of the storm. Make three wound rolls against the target rather than one.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model's Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stardrakes in your army, you can choose to increase or decrease the result by 1.

COMMAND ABILITIES

Lord of the Celestial Host: The Stardrake ridden by a Lord-Celestant is more than a mere mount; it is an intelligent and cunning hunter in its own right, a radiating beacon of power for its star-spawned kin. If a Lord-Celestant uses this ability, all **STARDRAKES**, **DRACOTHIAN GUARD** and **STORMCAST ETERNAL HEROES** riding Dracoths in your army (including this one) are suffused with the power of Azyr. Until your next hero phase, you can re-roll failed wound rolls whenever those models attack with their Claws and Fangs or Great Claws.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, LORD-CELESTANT



DRAKESWORN TEMPLAR

Drakesworn Templars are the Heavens' might made manifest. A Stardrake can roar forth lightning-charged clouds, summon starfire from the skies, or sweep enemies away with claws, fangs and a tail that strikes like a thunderbolt. From atop his mount, the Templar wields a storm-wrought weapon to smite down all that are judged unworthy.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skybolt Bow	24"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tempest Axe	2"	6	3+	3+	-	1
Arc Hammer	1"	2	3+	3+	-1	3
Stormlance	3"	3	3+	3+	-1	2
Stardrake's Great Claws	1"	4	☀	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Move	Great Claws	Cavernous Jaws
0-4	12"	3+	3
5-8	11"	3+	2
9-11	10"	4+	2
12-13	8"	4+	1
14+	6"	5+	1

DESCRIPTION

A Drakesworn Templar is a single model. The Templar wields either a Tempest Axe, an Arc Hammer or a Stormlance, and some also bear a Skybolt Bow. He rides a fearsome Stardrake, which strikes down its prey with its Great Claws.

FLY

A Drakesworn Templar can fly.

ABILITIES

Inspirational Lieutenant: Although Drakesworn Templars do not often lead Sigmar's armies to war, they are held in awe by other Stormcasts for the bond they have forged with a Stardrake. Add 1 to the Bravery of **STORMCAST ETERNAL** units in your army while they are within 10" of any Drakesworn Templars from your army.

Tempest Axe: A hurricane is unleashed each time a Tempest Axe strikes the foe. After this model attacks with its Tempest Axe, roll a dice for each unit that suffered any wounds from it. If the result is higher than the unit's Wounds characteristic, its models move 1" rather than 3" when they pile in until the end of the phase.

Arc Hammer: The static hum of an Arc Hammer rises to an almighty concussive crescendo as it strikes. If the hit roll for an Arc Hammer is 6 or more, make two wound rolls instead of one.

Stormlance: If the hit roll for a Stormlance is 6 or more and the target is a **MONSTER**, lightning surges forth and the attack inflicts D6 mortal wounds instead of its normal damage.

Skybolt Bow: Drakesworn Templars often direct attacks with well-placed skybolts. If this model scores a hit on an enemy unit with a Skybolt Bow, that unit is illuminated by a blazing bolt of lightning. In the next combat phase, you can add 1 to the result of any hit rolls for **DRACOTHIAN GUARD** that attack that unit.

Cavernous Jaws: After this model piles in, but before it attacks, pick an enemy model within 3" and roll a dice. If the result is greater than that model's Wounds characteristic, it is swallowed whole and slain. You can do this as many times as shown on the damage table above.

Sweeping Tail: After this model has made all of its attacks in the combat phase, roll a dice for each enemy unit within 3". If the result is less than the number of models in the unit, it suffers D3 mortal wounds.

Lord of the Heavens: In your shooting phase, a Stardrake can either breathe a Roiling Thunderhead or call a Rain of Stars down from the heavens.

Roiling Thunderhead: Pick an enemy unit to be engulfed in a furious storm cloud, then roll a dice for each of its models that is within 18" of the Stardrake and which it can see. For each result of 6, a bolt of lightning streaks out and the unit suffers a mortal wound.

Rain of Stars: Roll a dice and choose that many enemy units on the battlefield, then roll a dice for each. On a result of 4 or more, the unit is struck by a fragment of a falling star and suffers D3 mortal wounds.

Arcane Lineage: Each time a casting roll is made for a **WIZARD** within 18" of any Stadrakes in your army, you can choose to increase or decrease the result by 1.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STARDRAKE, STORMCAST ETERNAL, MONSTER, HERO, DRAKESWORN TEMPLAR

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 Stardrakes, a daemonic steed, a noble pilot, a severed head and many tanks.

ENTER THE EXTREMIS CHAMBERS

A QUICK LOOK AT SOME OF OUR FAVOURITE BITS IN THE NEW BOOK



LORD-CELESTANT IMPERIUS

Battletome: Stormcast Eternals Extremis introduces the character Lord-Celestant Imperius, the commander of the first Extremis Chamber of the Hammers of Sigmar Stormhost. Throughout the book you'll find snippets of narrative about him, which also serve to explain the story behind the Extremis Chambers and the Trial of Starwalking.

It's said that Imperius was once known as Imperio, last Emperor of Hydonia in the Realm of Beasts. It is perhaps for this reason that he formed such a powerful bond with his Stardrake, Loxia. His first mission in the Mortal Realms is the reconquest of Vellixia, once the greatest city in Aqshy and the site of Sigmar's Gate, the first Realmgate used by the God-King upon arriving in the Mortal Realms.

Having read Battletome: Stormcast Eternals Extremis from cover to cover, we thought we'd share some of our favourite bits of it with you.

1. **Dracothion.** We haven't read much about Dracothion since the first Age of Sigmar book, but now he returns to aid Sigmar in his time of need. You also get to find out more about his role in creating the first Stormcast Eternals.
2. **The first two-part battleplan.** The Chamber Unleashed is the first battleplan fought over two games, the results of the first directly affecting the
- second. Remember, you can use any models in your collection to fight this battleplan, not just Stormcast Eternals.
3. **The battle for Vellixia.** Lord-Celestant Imperius brings the might of the Hammers Draconis down upon the followers of Kul'rhex and his Destroyer Legions. There's a great map of the city and some excellent artwork to illustrate the battles that rage there.
4. **The ongoing saga.** The battletome features four pages of new events taking place in the Age of Sigmar, some of which hint at things to come...



WHITE DWARF

STARDRAKE VERSUS...

Unleashed by Sigmar to lay low the most monstrous of foes, we thought we'd pit the Stardrake against a trio of beasts. First up was Skreech Verminking, who didn't last long, miscasting the Dreaded Thirteenth Spell and fleeing when his doomglaive bounced off the wyrm's scaly hide, before being carved up by the Lord-Celestant's stormbound blade and then swallowed whole by the mighty wyrm! A Runeson atop Magmadroth put up a far better fight. The aptly-named wyrm-slayer javelin achieved a fine tally of wounds but the

real damage was caused by the fiery beast's boiling blood. In the end, though, the Stardrake's claws ripped the Magmadroth apart in a savage killing blow. To end with, we chose Skarbrand. Snapping jaws weaving between Slaughter and Carnage, the Stardrake put up a good fight, nicking the Bloodthirster, but in the end it just made the Greater Daemon even angrier. Skarbrand unleashed absolute Carnage and clove the wyrm in twain – Khorne's rage made manifest enough to fell even the mighty Stardrake!

CHALLENGE TIME!

The rules for our challenges are simple. We set up two Realm of Battle Gameboard tiles and a bit of scenery and place our chosen models at opposite ends. First turn goes to the side that wins the roll-off, then the models fight to the death. Sometimes we find someone runs away to avoid a grisly death, but the board is only so big. Mocking the player for their cowardly tactics is highly encouraged.



CODEX: APOCRYPHA

Notes from the worlds
of Warhammer. This
week: monsters of the
Mortal Realms

MAGMADROTH

The children of the ur-salamander, Vulcatrix, Magmadroths are blazing creatures of fire, their hulking forms too hot for a man to touch; only Fyreslayers have the fortitude to ride such beasts. Natives of Aqshy, they can be found wherever the children of Grimnir have made their home.

JABBERSLYTHE

When the world-that-was ended, many terrible things ended with it. The foul Jabberslythe unfortunately avoided this fate, its squamous bulk lurking in the lightless glades of Ghyrn and Ghur. To even gaze upon its rugose form is to go mad...

DRAGON OGORS

The forebears of the Thunderscorn made dire pacts with the Chaos Gods, who granted them life eternal in return for everlasting servitude. With the end of the world-that-was, the Dragon Ogors hoped they would be granted their freedom. They were wrong...

KHARIBDYSS

The Kharibdyss is one of the stranger monsters of the Mortal Realms, a being of the lightless abysses beneath the ocean waves. Blind, ravenously hungry and festooned with cruel spines, this nightmare of the deeps can be found across the Mortal Realms, from the Rotwaters to the Vitriolus Reach.

ARACHNAROK

As big as a Stardrake, heaving with chittering young, eight eyes glittering with malign, bestial intellect, the Arachnaroks serve as mounts, siege engines and objects of worship for the Spiderfang grot tribes. They are truly an arachnophobe's worst nightmare!

'EAVY METAL EXTRA

Earlier we featured the *Scarabée Intrépide*, a spacecraft converted and painted by Maxime Pastourel. Well, this is its pilot, the notorious Rogue Trader Lukas Kupferberg. The name and the colour scheme for the *Scarabée Intrépide* were both inspired by the xeno-scarab that hovers near Lukas's shoulder, which serves as a good luck charm in battle. Like many of Maxime's creations, Lukas has been heavily converted, with a Chaos Cultist forming the basis of the model. But can you figure out where all the other parts come from? Answers on a postcard to:

team@whitedwarf.co.uk



STARDRAKE

One aspect of the Stardrake we love is the roiling thunderhead brewing inside its gullet, achieved here by carefully drybrushing light coats of Sotek Green, Temple Guard Blue and Skink Blue inside its cavernous maw. This was repeated on its leathery underbelly, suggesting the churning thunderstorm within, tying the two areas together with a simple but effective technique. Another use of colour to tie two areas together is the Ogryn Camo basecoat on the wings, echoing the green of the scales to hint at an almost translucent quality. Together, they really bring the model to life.



TAKING IT TO THE EDGE

Paul Norton loves trying out new painting techniques and has built up a veritable arsenal of them from which to pick and choose. Before painting the Deathwatch Space Marines you can see earlier in this issue, Paul painted this Assault Marine, focusing on the edge highlights. The traditional approach is to use slightly thinner lines of paint with each successive highlight, but Paul began with the thinnest of lines of Altdorf Guard Blue. He then painted successive highlights of Calgar Blue and Fenrisian Grey, focusing only on the outermost edges of these lines, ending in tiny dots of Blue Horror at the very corners of the most raised areas. Stunning.



READER'S MODEL OF THE WEEK

Back in White Dwarf 104, we featured Amy Snuggs's Seraphon army, an award-winner at the recent Warhammer Age of Sigmar Campaign Weekend at Warhammer World. Well, Amy has clearly fallen unto darkness and switched her allegiance since then, as she's just finished work on this impressive

Archaon and says it's now her favourite model! We can well understand why, with some excellent blending and edge highlighting on show. Amy followed the Warhammer TV video guide while painting, which you can find on YouTube and at www.games-workshop.com.



THUNDER AND LIGHTNING

The Stormdrake's rain of stars ability can hit any unit on the battlefield, even if the Stormdrake can't see it. That's the advantage of being a lord of the Heavens...

TASTY MORSELS

The Stormdrake can eat other models whole! Lone heroes may get munchied in combat, but monsters will stand a better chance of survival against its cavernous jaws.

MUNITORUM REPORT: STARDRAKE

HIDING

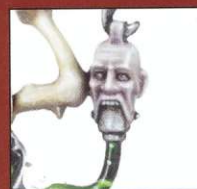
There really is no way to hide a Stormdrake, so expect plenty of incoming fire. Kill enemy ranged units quickly to avoid taking too much damage.

ARMOUR SAVES

The Stormdrake's roaring thunderhead and rain of stars abilities both cause Mortal Wounds, as does its sweeping tail! Our advice: take big units to try and soak up the damage it causes.

BIT OF THE WEEK: VILE VIAL

This ghoulish accessory, for the Acothyst about town, is one of the most disturbing items in the Dark Eldar Wracks kit, which is no mean feat. In the Dark City's eternal game of plotting and scheming, it always pays to get a-head...



WHITE DWARF'S REGIMENTS OF RENOWN

In issue 103 we featured a Leman Russ Vanquisher from Stygies Forge World, the first model in Dan Harden's Astra Militarum tank Company.

But one tank does not a company make and, in a sudden fit of post-Christmas productivity, Dan painted not one new Leman Russ, but three. He even found time to subtly re-paint his Atlas Recovery Tank (back row, centre) to match them, which veteran readers may recall seeing in the June 2013 issue of White Dwarf.

Dan painted his tanks using Stormvermin Fur for the basecoat, followed by successively lighter drybrushed layers of Steel Legion Drab, Baneblade Brown and finally Screaming Skull. The weathering around the tracks was achieved by caking on a layer of Typhus Corrosion, then drybrushing it with Administratum Grey to match the bases of his infantry models. Dan's top tip for painting neat hazard stripes on dozer blades is to draw the lines on with a pencil first, using the rivets along the top and bottom as guides. **T**



NEXT ISSUE: THE FORCES OF ORDER UNITE AGAINST THE GORECHOSEN!

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