

WHITE DWARF™

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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

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WARHAMMER®

AGE OF SIGMAR

ARCHAON STRIKES BACK IN REALMGATE WARS: GODBEASTS!



WHITE DWARF

ISSUE 114
02 APRIL 2016

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Comment, opinion and trivia in reaction to this week's releases and happenings.



THE WAR CONTINUES

The battle for the Mortal Realms continues this week as the latest shelf-busting tome in the Realmgate Wars series arrives in the White Dwarf bunker. Picking up where the last volume, *Balance of Power*, left off, Archagon himself puts into motion a dastardly scheme of epic proportions to vanquish his ancient foe Sigmar. Read all about it over the page.

In response to this resurgence of Chaos, Nurgle himself seems to have taken over the rest of White

Dwarf this week as we've got not one but two pestilent armies for you to ogle, from both Warhammer 40,000 and Warhammer Age of Sigmar. Truly the plague god is bounteous in his gifts!

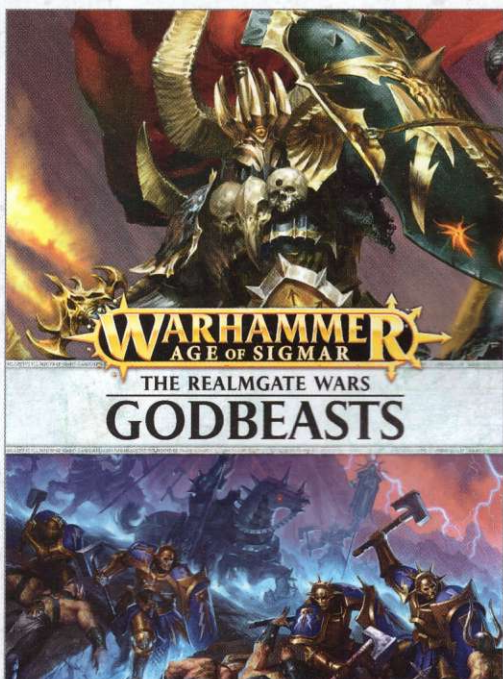
And last but not least, we're thrilled to present a brand-new mission for Deathwatch Overkill, with full rules for using Militarum Tempestus Scions, allowing you to tell the tale of Inquisitor Chaegryn's doomed investigation of Ghosar Quintus. Enjoy! ☠



NEW RELEASES: WARHAMMER AGE OF SIGMAR

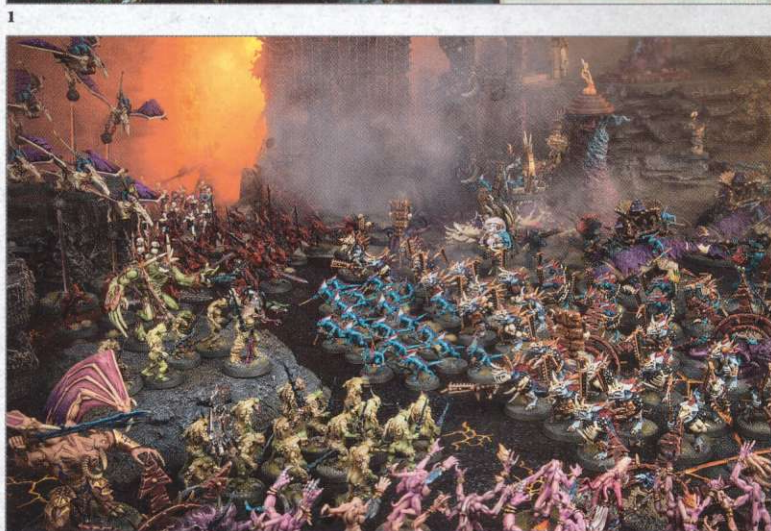
THE REALMGATE WARS: GODBEASTS

The latest instalment in the saga of the Realmgate Wars arrives, and warriors of Order, champions of Chaos and agents of Destruction clash across the realms as the Everchosen seeks to gain total dominion over the mysterious Godbeasts...



The cover of *The Realmgate Wars: Godbeasts* shows Archaon, Exalted Grand Marshall of the Apocalypse. Below him, the Hammers of Sigmar battle the dread forces of the Bloodbound.

Godbeasts continues the bloody saga of the Realmgate Wars, as Archaon seeks to gain control of the Godbeasts, impossibly vast creatures of unfathomable power that would grant the Everchosen the means with which to finally assault the inviolable fastness of Sigmar himself, Sigmarron. Across each of the Mortal Realms, the Stormcast Eternals seek to thwart the dark ambitions of the Everchosen at every turn, finding common cause with any and all who would stand against the dread legions of Chaos. In Aqshy, the Hammers of Sigmar come to the aid of the Fyreslayers and the Land of the Chained Sun to battle the Everchosen's Varanguard for control of the mighty Godbeast Ignax. In the Realm of Life, the Anvils of the Heldenhammer and the Hallowed Knights travel to the Scabrous Sprawl, finding unusual allies in the native gargants as they seek to stop the forces of Nurgle and the Children of the Horned Rat from corrupting Behemat, the World-Titan, into a potent living weapon for the Exalted Grand Marshal of the Apocalypse. As his dark plans come ever closer to fruition, will Archaon succeed in binding all of the Godbeasts to his infernal will, or will the heroic forces of Order reign triumphant?



- 1 Godbeasts includes background on all the key participants from the events of the book, such as Bloab Rotspawned, the disgusting Lord of the Daemonflies.
- 2 The forces of the Infernal Tetrarchy unite to battle their manipulators, the Seraphon, in one of the many gorgeous battle shots that run throughout the book.
- 3 With 13 battleplans, you need never fight the same battle twice. There are also hints and advice for expanding your games to three or four players to really ramp up the fun.



- Godbeasts is the third volume in the Realmgate Wars series, covering the dramatic tale of the wars between Order and Chaos for control of the fabled Godbeasts. It's a vast tome stuffed to the seams with stunning artwork, amazing battle shots of Citadel miniatures and gripping fiction telling the tales of the myriad battles in the realm-spanning wars and the factions involved, including Stormcast Eternals, forces of the Everchosen, Nurgle Rotbringers, Khorne Bloodbound, the Devoted of Sigmar, Seraphon, Skaven clans, Spiderfang grots and even hordes of gargants!

That's to say nothing of the absolutely huge amount of gaming material stuffed inside this tome, including 12 warscroll battalions for the myriad factions inside, 14 warscrolls so you can use the main characters and units in your own games, 13 battleplans to represent key events in the unfolding saga of the Godbeasts, hints and advice for playing larger games involving three or four players, tips for linking your games together into larger campaigns, and

rules covering four different Times of War for fighting in the strange and fantastical battlefields found across the Realm of Fire and the Realm of Life.

What, there's more? How about five painting guides, for the Tempest Lords, Anvils of the Heldenhammer, Bloodbound of the Skullfiend Tribe, Bloodscorch Bulltribes, and Clan Vrrtkin Skaven? And a stage-by-stage painting guide for an Orb Infernia Realmgate? And to cap it all off, a huge guide on how to paint your Realm of Battle as the Ashlands of Aqshy?

Building on Quest for Ghal Maraz and Balance of Power, The Realmgate Wars: Godbeasts is one of the most ambitious books we've ever released. There really is something here for everybody, whether you're looking to build up a gaming board to do battle in the comfort of your own home, advice on a colour scheme for your army, months of material for games, or gorgeous art and background to inspire, excite or entertain you, The Realmgate Wars: Godbeasts has it all. 🐉

- 1 The Stormcast Eternals clash with the forces of Bloab Rotspawned.
- 2 Innumerable civilisations once existed across the Mortal Realms, crushed by the tide of Chaos.
- 3 Five painting guides for the key factions are included.
- 4 Archaon takes to the field to claim dominion of the Godbeast Ignax.
- 5 The battleplans are great for refighting the events of Godbeasts or your own stories and campaigns.

THE REALMGATE WARS: GODBEASTS

288 pages, hardback

£40, €55, 400dkr, 480skr, 440nkr, 200zl, USA \$65, Can \$80, AU \$110, NZ \$130, ¥9,200, 400rmb, HK\$545, R250, SG\$95

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WARHAMMER AGE OF SIGMAR

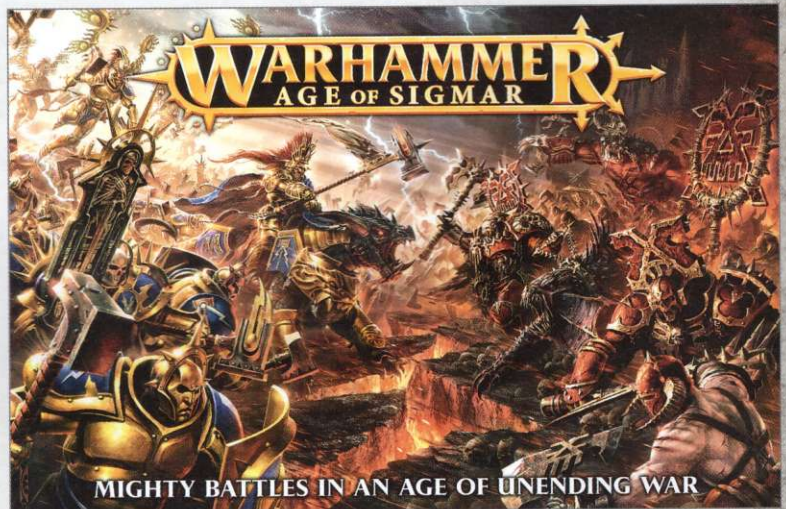
THE STORY SO FAR

The Realmgate Wars: Godbeasts is the fifth Warhammer Age of Sigmar book telling the story of the God-King's war of liberation in the Mortal Realms. Not sure where to leap aboard? Here's a handy guide to show you the way.

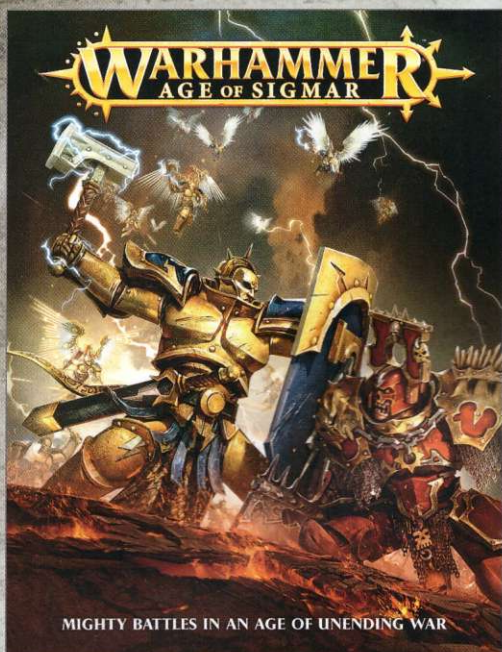


1. WARHAMMER AGE OF SIGMAR STARTER SET

The perfect beginning to any and all adventures in the Age of Sigmar, the Warhammer Age of Sigmar starter set does not just contain an absolutely amazing array of 47 Citadel miniatures (although in our opinion, that alone makes it a must-have). It also includes a 96-page book that sets the stage for the dawning of the Age of Sigmar, and lays out the opening events of the Realmgate Wars as the Stormcast Eternals of the Hammers of Sigmar battle the Khorne Bloodbound of Korghos Khul for the Gates of Azyr.

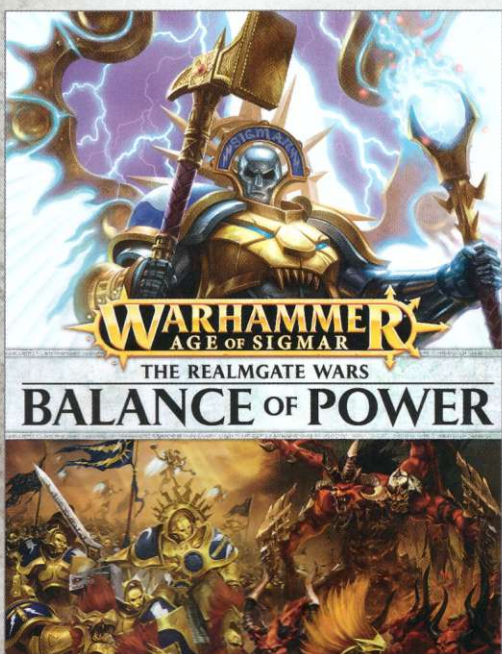


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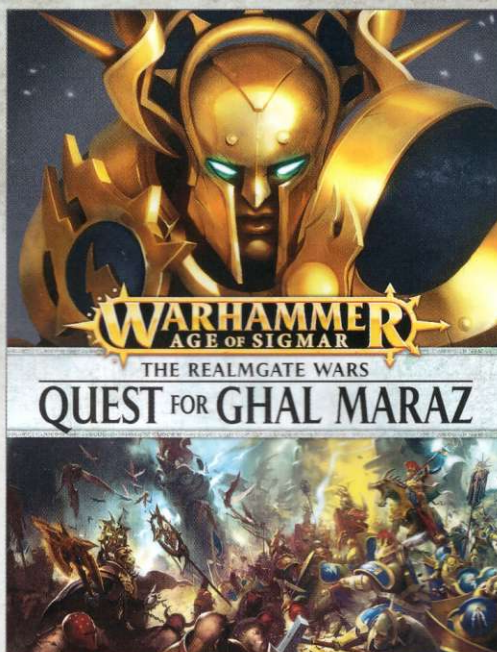
2. Warhammer Age of Sigmar Book

The Warhammer Age of Sigmar book follows the events of the starter set, as Vandus Hammerhand presses on to halt the schemes of Korghos Khul. It also delves into the history of the Mortal Realms and the other factions fighting in the Age of Sigmar.



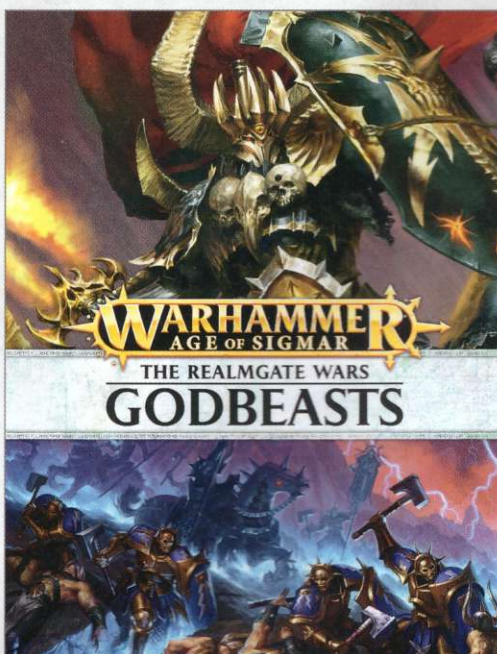
4. The Realmgate Wars: Balance of Power

Events ratchet up as the forces of Order seek to save the Realm of Life from a nightmarish fate at the hands of the forces of Nurgle, and the Everchosen himself takes to the field of battle once more, seeking to break the back of Sigmar's offensive.



3. The Realmgate Wars: Quest For Ghal Maraz

The Realmgate Wars are truly under way, as Stormcast Eternals assail the legions of Chaos. New heroes are born and horrors unleashed as the Stormcast seek out the most powerful weapon in the armoury of Azyr, the fabled Ghal Maraz.



5. The Realmgate Wars: Godbeasts

The Realmgate Wars rage on as Archaon dispatches his forces across the Mortal Realms to bind the legendary Godbeasts to his black-hearted will, while the forces of Order and Destruction seek to thwart him at every turn.

Battletomes

An ever growing range of battletomes provides the essential guide to the warring factions of the Age of Sigmar, from the Stormcast Eternals to the Khorne Bloodbound and the Fyreslayers, with more coming all the time.



Grand Alliance Books

The Grand Alliances of Order, Chaos, Death and (coming soon) Destruction each feature in their own Grand Alliance book, each covering all the myriad factions that make up each of these alliances.



Black Library

And that's not all – Black Library have produced a vast (and growing) series of novels, audio dramas and short stories offering the deepest insight possible into the unfolding saga of the Age of Sigmar.



NEW RELEASES: LEGENDS OF THE AGE OF SIGMAR

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By Josh Reynolds
Hardback | 288 pages

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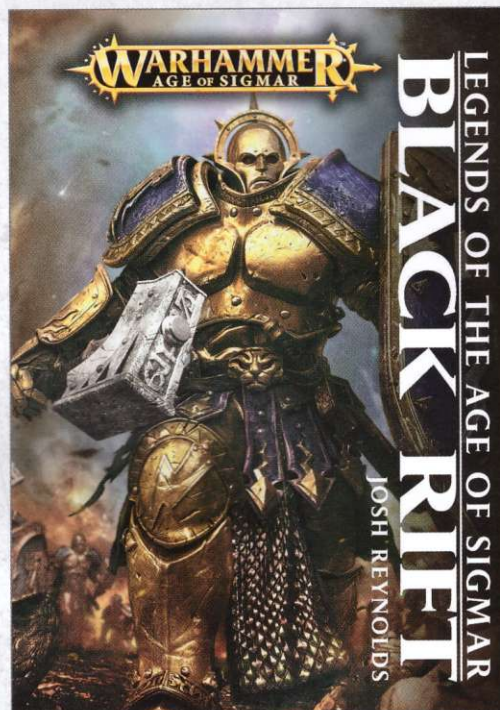
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Within the city of Uryx, Anhur the Scarlet prepares to open a gateway into Khorne's realm. Or, at least, that was the plan...

The city of Uryx lies deep within Tephra Crater, a once-proud bastion fallen to the cannibalistic Bloodbound. Their warlord, Anhur the Scarlet, plans to open a portal directly into Khorne's own realm and summon forth a tide of Daemons to drench Klaxus in blood. He reckoned without the intervention of Lord-Celestant Orius the Adamantine and his Stormcast Eternals. If you're after epic battles in the Age of Sigmar, *Black Rift* is a great place to start, with huge, thousands-strong battles, bloodthirsty maniacs (the Slaughterpriest Apadekak is a monster), Daemons, living battlefields (the ever-hungry Gnawing Gate) and more besides. But who will prevail, Order or Chaos? ☠



BLACK LIBRARY

DAEMONIFUGE

By Various Authors
Hardback | 208 pages

FURTHER READING

Daemonifuge is not the first graphic novel to be resurrected by Black Library. If you head over to their website, you can find such classics as the Space Wolves story *Lone Wolves*, the *Inquisitor Ascendant* series, which features the infamous Inquisitor Defay, and *Titan*, which tells the story of the legendary Warlord Titan Imperius Dictatio. There may even be more graphic novels coming in the future, so keep your bionic eyes peeled!

DAEMONIFUGE

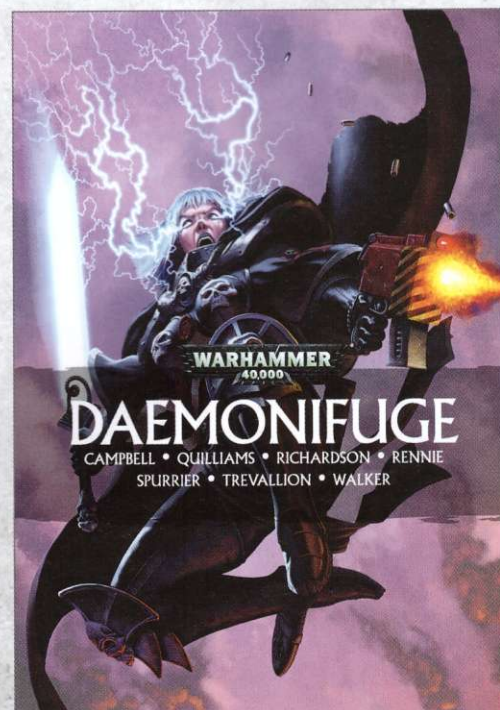
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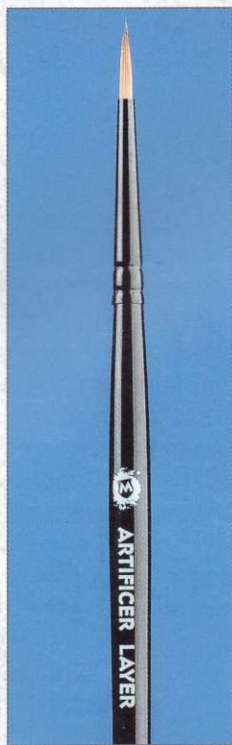
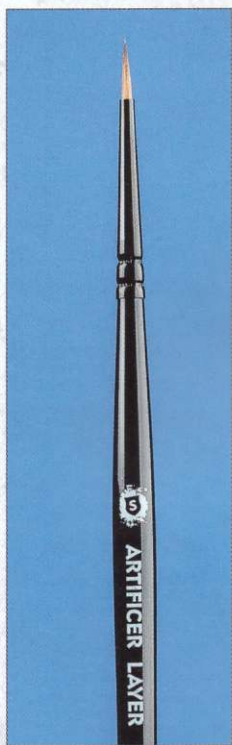
Ephrael Stern, Thrice-Born Sister of Battle, returns in this long-awaited re-release of the classic graphic novel *Daemonifuge*.

For those not privy to Inquisitorial records, *Daemonifuge* was a graphic novel first published in *Warhammer Monthly*, which ran for several years and even garnered an Eagle Award nomination for Favourite British Comic in 1999. Now it has been reprinted in its entirety, a 208-page hardback volume that follows the trials of Sister of Battle Ephrael Stern, who, as the sole survivor of a Chaos infestation, must come to terms with what she has become – the *Daemonifuge*. This graphic novel is, quite simply, a landmark in Warhammer 40,000 imagery, featuring incredible illustrations of the forces of the Imperium, Chaos, Daemons and the Eldar – a must have for any fan of Warhammer 40,000. ☠



CITADEL

ARTIFICER BRUSHES



Want to take your painting to the next level? Then take a look at our two new brushes, Artificer Layer brushes in two handy new sizes.

When we released a new range of paint brushes last year, the XS Artificer Layer brush proved immensely popular. An extremely high quality sable-hair brush, it's perfect for painting tiny details and final highlights on your miniatures. But our brush makers didn't want to stop at one extra-small brush and we're proud to present their latest creations, the M and S Artificer Layer brushes. Made from the same specially-selected sable hair as their XS cousins, each brush is handmade to exacting specifications, enabling you to improve and enhance your painting with the very best tools for the job. If you take care of these brushes and use them correctly (check page 30 for a few tips), they will last you a lifetime. 🐼

CITADEL M ARTIFICER BRUSH

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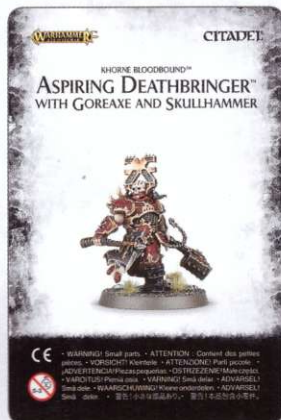
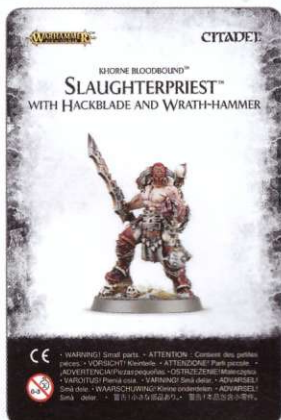
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PAINT SPLATTER

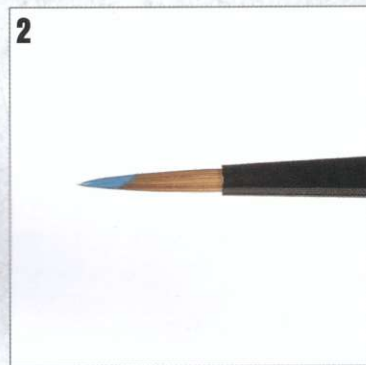
With the new Artificer Layer brushes available to pre-order this week, we decided to revisit Layering, a painting technique designed to accentuate the raised areas of a model using solid layers of colour and fine edge highlights.

There are two main techniques to layering: the solid layer and the highlight. Here we show you how to do both using a Stormcast Eternal from the Tempest Lords Stormhost. A solid layer, as shown in image 3 to the right, is designed to cover a whole section of a model while leaving the basecoat and wash in the recesses. This has the dramatic effect of changing the colour of a model. Because Layer paints have a thinner consistency than Base paints, applying a Layer in this way may require several coats of paint to cover the darker colour beneath. Two thin layers of paint are always better than one thick layer – take your time, apply your Layers neatly and you'll get a smooth, even finish.

Highlighting is another form of layering, designed to simulate the effect of light on your miniatures. Light naturally catches the top areas and edges of an object, which is why highlights are only applied sparingly to a miniature and normally only to raised areas as shown in images 4 to 6. The picture below shows the finished Tempest Lord in all his glory.



1 Gently rotate the brush when drawing paint from your palette. This will help you keep the tip of the brush as fine as possible.



2 Ensure there's not too much paint on your Layer brush. It should be evenly distributed across the bristles.



3 When layering large areas, always try to keep the brush strokes in the same direction to minimise streaks and patchy sections.



4 Apply the highlight to the edges of each area. Be sure to wash your brush regularly so as not to let paint dry in the bristles.



5 For highlights along the edge of a detail (such as an armour panel), use the edge of the brush as it will give you better control than the tip.



6 Apply a final highlight, but only to the raised areas of the model. This simulates where light would naturally fall on a model from above.

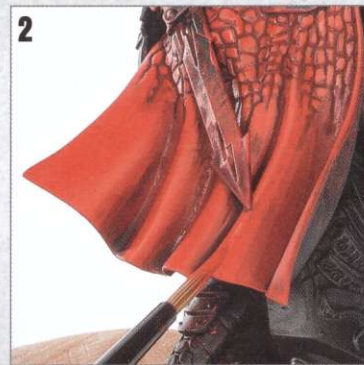
LAYERING, THE NEXT LEVEL

Once you've mastered the basics of layering, there are plenty of other tips and tricks you can learn to further improve your skills. With the new Artificer Layer brushes available to pre-order this week, we thought we'd show you how to take layering to the next level.

As mentioned earlier, painting a solid layer or a highlight onto a model is easy when the area you're painting has well-defined edges like armour panels. When you're painting a cape or a robe, however, the folds can make placing highlights difficult. The best approach, after applying your basecoat and shade, is to apply a slightly watered-down layer to all the raised areas of the cape and halfway down the inner folds towards the recesses. When the paint dries it will be translucent, the basecoat showing through below. Apply a second thinned-down layer of the same colour to the raised areas, but not so far into the recesses this time. Repeat until the layer paint is opaque on the raised folds, then highlight the apex of each fold as normal. Voilà, a beautifully highlighted cape! 🦴



1 By thinning down your Layer paint, you'll be able to achieve a smoother transition of colour between the basecoat and the first layer.



2 Subsequent layers of the same colour will help build up the opacity of the colour on the raised folds of the cape until it's a solid colour.



3 Highlight the edges of the cape and the apex (the high point) of each fold as you normally would, using an S Artificer Layer brush.



4 Use the XS Artificer Layer brush to apply fine highlights to the very edges of the cape and the point where a fold meets an edge.

THE NEXT, NEXT LEVEL

These Salamanders, painted by the 'Eavy Metal team, are a great example of how far you can take layering on your miniatures. Look closely at their armour and you can see how there's a gradient of colour between light and dark green. This effect is

achieved by blending – mixing the colours on a model while they're still wet to achieve a smooth transition of colour, in this case from green down to black in the shaded areas, and from green, to light green, right up to bright green for the highlights.





SONS OF THE DEATH LORD

Every issue of Warhammer Visions features a new Army of the Month – a glorious collection of Citadel miniatures that has been lovingly assembled over many years. In issue 27, we feature Paul Rudge's mighty Death Guard army. Here we chat to him about his collection.

When it comes to mighty armies from the dark days of the Horus Heresy, there are few as impressive as Paul Rudge's Death Guard collection, which includes over 100 legionaries, a Household of Imperial Knights, countless tanks and war machines and even the Primarch himself, Mortarion. Featured in the pages of Warhammer Visions 27 in all its grim glory, we tracked Paul down to his smog-wreathed lair on Barbarus to ask him more about his collection and what inspired him to collect the Death Guard in the first place.

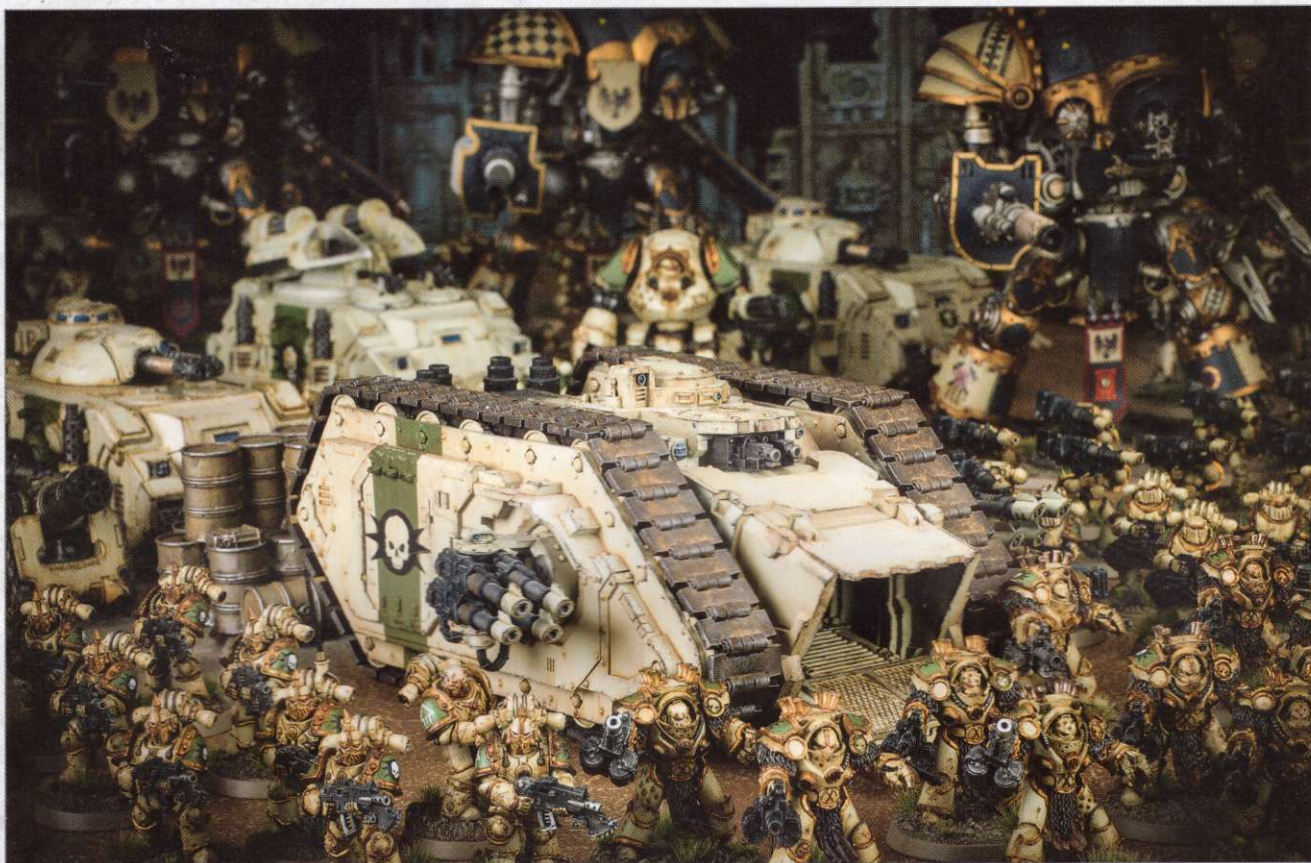
"The first time I really took notice of the Death Guard was when I played the old Horus Heresy card game by Sabertooth Games," says Paul. "There was a lot of great artwork on those cards (which can still be found in *Visions of Heresy*, available from the Black Library website) and they inspired me to paint a unit of Death Guard. In those days, the Horus Heresy hadn't been made into a game system, or even a novel series, come to think of it, so there were no models to work with. I converted my first Death Guard unit from a

squad of Tactical Marines, painted in the colours shown on the playing cards, with bone and putrid green armour. The only real change I made to the colour scheme was to make the insides of the shoulder pads green instead of white to add a bit of contrast. There's a brilliant piece of Adrian Smith artwork that I used for reference when getting the colours right. Overall, the Death Guard colour scheme is a pretty simple one that helps make painting an army of this size both fun and achievable. I can paint batches of legionaries when I want to, or spend time on a tank or character. Both are enjoyable ways to paint and don't take weeks to complete. I see results fast and that inspires me to play more games and then to paint more models. I think it's crucial when creating an army to come up with a colour scheme that you can stick to without going mad!

"One of the big appeals of the Death Guard for me is their simplicity," continues Paul. "They're a no-nonsense Legion that just get the job done. They don't need fancy wargear or outrageous colour

1 Mortarion, Primarch of the Death Guard, is the leader of Paul's army. He marches to war surrounded by his silent bodyguards, the Deathshroud Terminators. "Mortarion doesn't often take to the field of battle," says Paul, "but when he does, he is deadly. His greatest victory was over Ferrus Manus – it was a very short fight!"





1

1 A Legion Spartan disgorges its cargo of Grave Warden Terminators. As Paul says, it's only a matter of time before these walking bio-hazards become truly evil, which is part of the reason Paul loves the background behind the Death Guard Legion so much. Look closely and you can see their armour is a slightly filthier shade of off-white to their fellow legionaries. A sign of corruption already taking root, perhaps?

2 A Cerastus Knight-Castigator of House Makabius. Note the Eye of Horus iconography painted on the blue armour panels, showing the house's allegiance to the Warmaster.

► schemes, they don't wear many symbols or icons and they rarely carry trophies into battle. They're all about warfare – brutal, gruelling warfare. I have a fair number of tanks in my army, but most of it is made up of legionaries. The Death Guard favour mass infantry assaults and that's how I like to play, too. The Forge World books help convey that image perfectly with *The Reaping Rite of War*, which enables the Death Guard to take Heavy Support units as Troops. Sure, it makes the army a bit slower, but there's no need to rush in war. The enemy aren't going anywhere and the Death guard will catch them eventually."

The big question is, of course, who do they fight for, the Emperor or the Warmaster? "I pretty much always collect the bad guys," says Paul with a glint in his eye, "so you can probably guess what side they're on. I have Mortarion and Typhon in the army, too, which is normally a bit of a giveaway. I like to think of my army as a Crusade-era force, so technically they're still loyal to the Emperor, but I reckon the seeds of treachery have already been sown –

Mortarion's just biding his time. I also plan to add Garro to my army at some point, even though he's a devout loyalist. He's a great model that, with a change of shoulder pads (back to Death Guard ones), will fit really nicely into my collection." We reckon a trip to Isstvan III will really help Garro settle in...

Alongside his Death Guard, Paul also has a large contingent of Imperial Knights painted in the colours of House Makabius. "They seemed like the logical choice to accompany the Death Guard," says Paul, referring to their background. They were one of the first Knight Households to side with Horus, but when they bent their knee in fealty, they were passed on to Mortarion to use as he saw fit. "I reckon they knew they'd made a mistake when Mortarion turned up to accept their allegiance," says Paul. "Mortarion is a harsh commander and I can't imagine the Knights of House Makabius liked his rule. They suffer a similar fate to the Death Guard Legion, so they seemed like the perfect allies."



1 Paul's army also includes a maniple of Castellax Battle Automata, which he painted in the Legion's colours. "They're led by a Legion Consul Praevian," says Paul, "a master of machines and robotics."

2 A Voss Pattern Lightning Strike Fighter provides air support for Paul's force. "I painted it dark green to make it stand out from the rest of the army," explains Paul, "and to mark it out as an Imperial Navy unit, not a Death Guard one. I applied the Legion colours and icons to the wings, though, to tie it to the rest of my collection."

PAINTING THE XIV LEGION

Paul has a no-nonsense approach to painting, so we asked him how he went about painting his Death Guard.

"I started painting my Death Guard so long ago," laughs Paul, "that I had to mix some of the old Citadel paints to get the armour colour I wanted. When I run out, I'll switch to the Forge World airbrush paint Typhon Ash – it's designed for painting Death Guard after all. Once I've airbrushed the basecoat on, I paint the shoulder pads with Loren Forest and the armour trim with Gehenna's Gold. I then add decals and battle damage (sponged on patches of Leadbelcher) followed by an all-over wash of Seraphim Sepia mixed with Lahmian Medium so it runs into all the recesses. A little Agrax Earthshade works nicely for oil streaks."





2

- The Imperial Knights were also a good opportunity for Paul to add some different colours to his force. "They have a pretty stark, simple colour scheme, much like my Death Guard, so they fitted my painting style perfectly," says Paul. "Like most people, I kept the armour panels of my Knights separate from the skeleton for ease of painting. I used the Night Lords Blue airbrush paint for the dark areas and Karak Stone for the lighter ones before highlighting up, again with an airbrush. The house decals and heraldry are the Forge World ones for House Makabius, which I applied before I did any of the weathering. If you apply them afterwards you'll end up with a clean transfer in the middle of a dirty armour plate, which would look weird. I then gave the armour a layer of 'Ardcoat to seal on the transfers and also to make it look well polished. The last stage on the Imperial Knights is the weathering which, just like the Death Guard, involved plenty of Seraphim Sepia and Agrax Earthshade. The washes especially help to make the metal skeleton look greasy and oily."

With such a monstrous force at his disposal, Paul often fights battles with his Death Guard, be they one-on-one games or huge multi-player events. "We often reserve a table at Warhammer World and play from the time the venue opens to the time it closes," says Paul. "It's a great feeling putting your entire collection down on the battlefield, especially if you get to team up with other people who have the same Legion as you. My Death Guard have earned quite a reputation recently for killing Space Wolves and my friend Craig is always trying to come up with new ways to win a game. I reckon surviving one should be his first priority! I've also played quite a few games against Ultramarines, and I often give them a good thrashing. They can't stand the firepower!" When asked if there was anyone his Death Guard hadn't eradicated, Paul looked glum. "The Mechanicum," was his response. "Their units are even more resilient than mine and their vehicles always cause serious damage. I've already started work on a new squad of legionaries, a Fellblade and a seventh Knight to sort them out." 🦴

A GLORIOUS VISION

You can see plenty more pictures of Paul's Army of the Month in Warhammer Visions 27, out now in Games Workshop stores and independent stockists and available to order from the Games Workshop website.

Alongside 20 pages of pictures featuring Paul's models, issue 27 also includes a Parade Ground of Warhammer 40,000 units, a collection of Stormcast Eternals and Sylvaneth painted by Tim Davis (turn to page 29 for a sneak peek), a bevy of entries from Golden Demon: Space Marines, a Skitarii army, the latest from 'Eavy Metal, a gallery of Reader's Models, an exceptional Harlequins force, three Armies on Parade boards, a collection of Flyers, Blanchitsu, Paint Splatter and, of course, dozens of pictures of all the latest releases. Phew!



TREACHERY REVEALED

Before Kill Team Cassius, before Kill Team Excis, there were others who braved the depths of Ghosar Quintus. These were some of the Imperium's finest men, moulded by the Schola Progenium – the Militarum Tempestus. But how would they fare against the Trysst Dynasty?

DEATH OR GLORY

Be warned, unlike the superhuman elite of the Deathwatch, the Tempestus Scions are but mortal men, and even well-trained and heavily armed as they were, they fell before the hordes of the Trysst Dynasty. Only the bravest and most cunning of Tempestus Commanders can snatch victory from the wicked alien jaws of defeat.

Deathwatch Overkill covers the missions of Kill Team Cassius on Ghosar Quintus, and their attempts to discover the fate of Inquisitor Chaegryn and his team. But what of the Inquisitor's original mission? Scant reference is made to heathen alien cults and unwholesome idolatry before the Inquisitor and his loyal servants seemingly vanished. We wanted to know more, so we asked the Design Studio if they'd come up with the rules for a prequel mission for us, covering the incident that set the events of *Deathwatch Overkill* in motion. As always,

they went above and beyond, not only giving us a brand new mission, *Treachery Revealed*, but full rules for using the cream of the Militarum Tempestus, the Tempestus Scions, in your own games of *Deathwatch Overkill*. So, give the mission a try – and whether you succeed against all odds or heroically fail against hordes without number, why not let us know how you and your friends do with the mission and the Militarum Tempestus rules? Drop us a line here in the White Dwarf bunker at team@whitedwarf.co.uk.



MILITARUM TEMPESTUS IN DEATHWATCH OVERKILL

These rules allow you to recreate the Militarum Tempestus's doomed expedition to Ghosar Quintus with Inquisitor Chaegryn to investigate the mining complex. The mission itself – Treachery Revealed – is played just like any other from Deathwatch Overkill, but with one side controlling the warriors of the Militarum Tempestus instead of the Deathwatch. So long as you have 10 Militarum Tempestus models, you can play Treachery Revealed.

To avoid confusion when writing these rules we have used the terms 'Militarum Tempestus' instead of 'Deathwatch', and 'Tempestus Commander' instead of 'Deathwatch Commander', but they are purely cosmetic changes and make no changes to the rules presented in Deathwatch Overkill. The Militarum Tempestus models are used just like Deathwatch models would be, just using a different set of profiles, which are shown below. It is worth noting that unlike the superhuman warriors of the Deathwatch, Militarum Tempestus models only have a single wound. As a result, they cannot perform a Combat Recovery.

Designer's Note: If you wish, you could also replay any of the missions from Deathwatch Overkill using your Militarum Tempestus models instead to see how they would have fared had the cleansing of Ghosar Quintus fallen to the noble scions of the Militarum Tempestus instead of the Deathwatch.

If you want to do this, we suggest doubling the number of models you can take when mustering your Kill Team in each mission – for example, in Mission 1: Killstorm you can muster a team of any four Deathwatch Space Marines, so you could alternatively use any eight Militarum Tempestus models. If a Mission Objective requires a certain number of Deathwatch Space Marine models to survive, be killed or reach a certain area, you should, of course, double that number when using Militarum Tempestus models. Also note that in Mission 8: Purgation Protocols we suggest using a single Tempestor Prime in place of Cassius, and replacing each other Deathwatch Space Marine with up to two Militarum Tempestus models.

MILITARUM TEMPESTUS PROFILES

TEMPESTUS SCION WITH HOT-SHOT LASGUN

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Hot-shot Lasgun	4 4	4 4	5 5	–

TEMPESTUS SCION WITH PLASMA GUN

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Plasma Gun	4	4	5	Cleave

TEMPESTUS SCION WITH GRENADE LAUNCHER

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Grenade Launcher	6	4	5	Blast

TEMPESTUS SCION WITH HOT-SHOT VOLLEY GUN

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Hot-shot Volley Gun	4	4 4 4	5 5 5	Rend

TEMPESTUS SCION WITH MEDI-PACK

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Hot-shot Laspistol	3	4	–	–

Medic: Re-roll any failed save roll made for Militarum Tempestus models in the same zone as this model.

TEMPESTUS SCION WITH FLAMER

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Flamer	3	3	–	Blast

TEMPESTUS SCION WITH MELTAGUN

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Meltagun	3	4	–	Cleave



Tempestus Scion with Hot-shot Lasgun



Tempestus Scion with Hot-shot Lasgun



Tempestus Scion with Plasma Gun



Tempestus Scion with Grenade Launcher



Tempestus Scion with Hot-shot Volley Gun



Tempestus Scion with Medi-pack

TEMPESTOR

Speed: 2

Armour: 3+

A Tempestor is equipped with one of the following pistols:

	Assault	Combat	Max.	Special
Hot-shot Laspistol	3	4	—	—
Bolt Pistol	4	3	—	—
Plasma Pistol	4	4	—	Cleave

And one of the following melee weapons:

	Assault	Combat	Max.	Special
Chainsword	4 4 4	—	—	Rend
Power Sword	3 3	—	—	—
Power Fist	3	—	—	Cleave

TEMPESTOR PRIME

Speed: 2

Armour: 3+

A Tempestor Prime is equipped with one of the following:

	Assault	Combat	Max.	Special
Hot-shot Laspistol	3	4	—	—
Bolt Pistol	4	3	—	—
Plasma Pistol	4	4	—	Cleave

Militarum Command: At end of each turn, one model in same zone as the Tempestor Prime can attack for a third time.

TEMPESTUS SCION WITH VOX-CASTER

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Hot-shot Laspistol	3	4	—	—

Vox-caster: At the start of the Tempestus Commander Movement phase, this model can use his vox-link to access scanning augurs and acquire data on one Ambush card on the board. Look at the ambush Card, then put it back (face down) on its Ambush Point.

TEMPESTUS SCION WITH PLATOON STANDARD

Speed: 2

Armour: 3+

	Assault	Combat	Max.	Special
Hot-shot Laspistol	3	4	—	—

Platoon Standard: You can re-roll 1s for this models and any Militarum Tempestus models on his board section when they attack at Assault range.



Tempestor with Hot-shot Laspistol and Chainsword



Tempestor Prime with Bolt Pistol



Tempestus Scion with Vox-caster



Tempestus Scion with Platoon Standard

NEW MISSION

Whilst Inquisitor Chaegryn is conducting his interrogations, his Militarum Tempestus guard are sent to investigate an anomalous reading in the mine's lower levels. Without warning all communication with the Inquisitor is severed and the Tempestus Scions come under attack from the very miners who were their escorts, in moments surrounded and outnumbered by a veritable horde of foes. The Tempestus Scions must act quickly lest they be overwhelmed. They must attempt to break through the foe and return to the upper levels to inform Chaegryn of the betrayal so he can in turn warn the Imperium at large of the treachery hidden in the bowels of Ghosar Quintus.

MISSION OBJECTIVES

The Militarum Tempestus must escape the trap they have been led into and warn Inquisitor Chaegryn. The Tempestus Commander must consolidate their forces and escape back to the upper levels of the mine. If they can move even a single one of their models off the board through the Exit Zone, the mission ends immediately and the Tempestus Commander wins. The Genestealer Cultist's objective is to keep their treachery a secret by slaying all of the Militarum Tempestus models before they move off the board. If they slay all enemy models, the mission ends immediately and the Genestealer Cultist wins.

MUSTER KILL TEAM

The Tempestus Commander chooses a Kill Team that consists of any 10 Militarum Tempestus models of their choice. After the board has been set up, the Tempestus Commander places their models in any of the Militarum Tempestus Muster Zones shown on the mission map.

BROODMIND DECK

The Genestealer Cultist prepares their Broodmind deck by putting aside the cards that have the Genestealer Patriarch as an Ambusher, and shuffling all of the remaining cards thoroughly. The Genestealer Patriarch cards are not used at the start of Treachery Revealed. The Genestealer Cultist draws a hand of six Broodmind Cards, and must lay four as Ambushes each turn.



TREACHERY REVEALED

MISSION SPECIAL RULE

The Patriarch Cometh: If the Genestealer Cultist has to shuffle the discard deck to create a new Broodmind Deck, add the cards that have the Genestealer Patriarch as an Ambusher back into the deck before shuffling them thoroughly.

Warn the Inquisitor: Militarum Tempestus models can be moved off the board at the Exit Zone. Moving off the board is treated as moving into a new zone, exactly as is there was another zone beside the Exit Zone.



Militarum Tempestus
Muster Zone



Genestealer
Ambush Point



Militarum Tempestus
Exit Zone





CHILDREN OF DECAY

Nurgle has truly blessed this issue, for not only do we feature an army of Death Guard, but this marauding horde of Rotbringers, too! So cover your noses and mouths with scented kerchiefs and join us as we chat to Steve Bowerman about his feculent horde.

CHAOS UNBOUND

You'll have noticed that Steve's army features units from several factions, including Nurgle Rotbringers, Slaves to Darkness, Warherds and Monsters of Chaos. Building an army this way – made up of so many different factions – is perfectly acceptable (indeed, it's encouraged!) as all four factions can be found in the Grand Alliance: Chaos book. What damnable alliance will you conjure up?

Steve Bowerman has ever been a follower of the Dark Gods, so when Warhammer Age of Sigmar came out last year, he was among the first to dedicate himself to the fell powers of Chaos. Torn between skull-harvesting, magical supremacy, a life of excess and an eternity of pus-filled misery, Steve had a difficult choice to make. But, like all Champions of Chaos, he finally found his patron god and started painting an army of Nurgle.

"When Warhammer Age of Sigmar was released, I immediately saw the potential in creating a new army," says Steve. "I love

exploring the background behind an army and painting models based on it and the Age of Sigmar offered up loads of exciting possibilities. Nurgle's invasion of Ghyran is one of the main events leading up to the Realmgate Wars and it really captured my imagination – the perfect motivator for a new collection. One of the other big changes was being able to include any models I wanted in my army, be they Daemon, beast, mortal or some mutated combination of the three. Essentially, I could paint any models I liked from the Chaos range and use them all in a game. I didn't need any more encouragement!



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- 1 Steve's followers of Nurgle in all their foetid glory. His warlord, Putrus Churn, has gathered followers from across the Realm of Chaos and the Mortal Realms, including plague-ridden Slaves to Darkness, Putrid Blightkings and even a half-rotten Cygor surrounded by a pack of baying hounds.
- 2 The Putrid Blightkings known as the Festering Bulwark are Putrus Churn's most loyal followers. It is their duty to guard the Bile Docks of Ghyran – Churn's rancid citadel – and they form the vanguard of his raiding parties, both on land and at sea.

1 The Plague Ogres are Churn's hard-hitting infantry, their prodigious bulk enabling them to smash through entire regiments of enemy troops without suffering much damage in return. Of course, when your guts are spilling out and your muscles melting away, everything else is just a flesh wound...

2 The Filthtide are Churn's heavy cavalry, once-sickly nobles and second sons whose misery and hopelessness drove them into the arms of Grandfather Nurgle. Now they fight for Putrus Churn, though most, if not all of the Filthtide have ideas above their station, the desire for power once more creeping into their rotten minds. Whether Nurgle will ever let them rise to greatness, however, remains to be seen.

"The Putrid Blightkings were the models that really set me on the path to Nurgle," continues Steve. "The models are truly disgusting with loads of nasty details that really hammer home what it means to be a follower of Nurgle. The Lord of Plagues model is a great character model, too, that helps set the tone for the force – corpulent, brooding, miserable and, of course, rotten with disease."

But Steve didn't just stick to models from the Nurgle Rotbringers range when creating his force. "I wanted to make use of the whole Chaos range," says Steve, "so I took Warriors of Chaos, Marauders, Knights and Chosen and started converting them to have a Nurgle feel. I used spare heads, shields and weapons from the Putrid Blightkings kit to convert my Knights, while the Warriors benefitted from a bit of kit-bashing with the Forsaken kit. I mingled the kits pretty freely, combining whatever looked right. I even used a few cowed heads from the Dark Angels range, which gave the warriors an executioner feel. My advice is not to go too overboard.

A head swap and a new weapon should be enough to make a Warrior of Chaos look like he follows a particular god. Any more than that and you run the risk of the model losing its identity. A couple of my Warriors have clearly got pretty close to becoming Spawn, but for the most part you can still tell what they are."

A few models, such as the Warhounds and the Cygor, Steve added to the force without converting them, relying on his colour scheme to give them a filthy, plague-ridden look. "The Cygor is my favourite model in the army," says Steve cheerfully. "It's such a brilliant, characterful kit, a proper nightmare beast that really didn't need any conversion work to get it to fit in with the army. I recall that I spent quite a bit of time painting it to get the colours just right. The colour scheme I chose for the army is fairly standard for a Nurgle force – drab greens, yellow and browns, lots of sickly colours. I used a deep green colour (inspired by the 'Eavy Metal colour scheme for the Putrid Blightkings) as the spot colour for the





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force, featuring it on helmet plumes, shields and suchlike. The higher in rank the warrior is (well, the more favoured by Nurgle), the more of that colour he'll have on him. The Chosen and many of the Blightkings are entirely clad in dark green armour to show their status within the warband. While it may seem odd to pick green as a spot colour for a predominantly green army, it's a much richer, bluer green than the other colours I used. It helps keep the colour scheme unified – harmonious – while still adding in variety."

One area on Steve's models that isn't green, though, is all the rancid skin on display. "Ah yes, the skin," laughs Steve. "I used thinned-down washes of Carroburg Crimson and Druchii Violet to make my followers of Nurgle look bruised and livid as though they had internal bleeding." A lovely image, we think you'll agree! "Red and green complement each other nicely," continues Steve, "while green and purple sit either side of blue on a colour wheel, making the colours surprisingly harmonious. It's always worth looking up

an interactive colour wheel online before you choose the colour scheme for your army – it will help you understand what colours work nicely together and what combinations to avoid. I smattered Blood for the Blood God into their open wounds, too – it has a translucent quality that gives the wounds a glistening, raw feel."

Of course, we couldn't feature Steve's army without asking him how it fares on the battlefield. "Really well," says Steve. "The Putrid Blightkings are proper monsters in combat – they just don't die! I'm playing in a campaign at the moment and they can deal with pretty much anything, even a rabid horde of Witch Elves pulling along a Cauldron of Blood." Chris, who owns the Witch Elves in question and is sitting nearby, nods sadly. "The only time they really struggle is against duardin – they wear far too much armour. Fortunately the Knights and Plague Ogres are more than capable of sorting them out while the Blightkings, Warriors and Marauders deal with something less durable and more easily corruptible." 🐼

THE WHITE DWARF NEEDS YOU!

We love featuring miniatures painted by you, our readers, be they the Reader's Model of the Week in White Dwarf, a massive Army of the Month in Warhammer Visions or anything in-between.

If you have an army that you think is worthy of being featured in the pages of one of our magazines, then why not send us some pictures to:

team@whitedwarf.co.uk

While we do read every email we receive, sadly we can't reply to them all – there are only so many hours in a day and the gots get upset if we take away their lunch breaks. Rest assured, though, if you've sent us some pictures we can feature, we'll be sure to get in touch. So what are you waiting for – show us your 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 Tempest Lords, Godbeasts, Nurgle's Rot, Grimnir's beard and failed missions.

A BATTLE OF GODS AND BEASTS

GODBEASTS

ARGENTINE

The Silver Wyrn of Anvrok, Argentine was the first of the zodiacal godbeasts to be claimed by Archaon, who twisted the mighty creature into an insane slave of Tzeentch, vomiting forth tides of Daemons across the firmament.

IGNAX

The Solar Drake Ignax was bound to the Crescent Isle by chains forged by the duardin smith-god Grungni in times long forgotten, for reasons none can truly understand. To even ascend to the land bound to Ignax's back requires magic beyond even the Everchosen's Gaunt Summoners. Is there another way?

BEHEMAT

The World Titan, spawn of the infamous Ymnog, is slumbering beneath the Scabrous Sprawl of Ghyran, reachable only thanks to the enormous drilling engines of the Skaven. To merely awaken such a godbeast is not enough, as even the Everchosen could not beat Behemat into obedience. But the key to controlling the World Titan lies in the Great Green Torc above...

TO BIND THE VERY GOD(BEAST)S THEMSELVES

The titular godbeasts of The Realmgate Wars: Godbeasts are big. Enormous. Titanic, in fact. The picture below is a double-page spread and even that only begins to scratch the surface of just how monstrously huge these things are – yes, that's Archaon and Dorghar at the bottom. Ignax, the Solar Drake, is so large it serves as the sun for the entirety of the Ashlands, chained to a continent in ages past; few of the inhabitants of Aqshy now realise that it's not an actual star. This is not a unique occurrence, as each godbeast is an integral part of the Mortal Realm they reside in, not even really being aware of the events unfolding around them.

As the Realmgate Wars rage on, each side is forced to attempt to either corrupt, recruit or even destroy these titanic beings (if it's even possible to kill something so monumentally vast), if only to stop them being used by their foes. Archaon is seeking out every one of the godbeasts, aided by the lunatic ramblings of his pet oracle, the daemonic Kiathanus the Truthsayer, in a plot to ostensibly shatter the Realm of Azyrheim so as to break the momentum of Sigmar's realm-spanning crusade. But after that, who knows? The Everchosen answers to no one but himself, and only he knows the full extent of his dark ambitions...



WHITE DWARF

KEEPING IT IN THE FAMILY

One bit of background from Godbeasts that really got us excited was the history of one Tempest Lords warrior chamber, the Royal Victrians. They were once the royal household of the Cyroccan Dynasty, with their Lord-Celestant, Cyrocco, the last of their patriarchs. Like uncounted other empires and kingdoms across the Mortal Realms, they were assailed by the dread legions of Chaos, and as one the royal household took to the defence of their realm. They were finally defeated when the master of the Chaos horde, a monster known as the Blade-limbed Butcher, took to the field in person. For their nobility and valour in standing firm against the tide of Chaos, Sigmar spirited the entire royal household away in a flash of lightning, Reforging every man and woman into Stormcast Eternals. We love this story and how it really makes each Stormcast a hero in their own right. What rich histories do other warrior chambers have, we wonder?



MORE VISIONS OF GREATNESS

Warhammer Visions 27 is out today, so we thought we'd share a sneak peek of one of the features in it – a superb army of Stormcast Eternals painted by Tim Davis. Tim painted his force so he could take part in the first Warhammer Age of Sigmar campaign day held at Warhammer World last year. Though Tim followed the painting guide for the Hammers of Sigmar, he substituted the Reikland Fleshshade wash for a Druchii Violet one to make his warriors look more magical. He came second in the Best Painted Army competition for his efforts, only pipped to the post by his partner! At least he still got a lift home afterwards...



THE GOLDEN DEMON'S BRUSH CARE TIPS

With the new Artificer Layer brushes available to pre-order, we thought we'd get the Golden Demon to share his brush care tips with you all.

- Wash your brush regularly. Paint can dry quickly and you don't want it clogging up your bristles.
- Use the right brush for the job. Layer brushes are for layering, not drybrushing.
- Don't let the paint reach the ferrule (the metal band that holds the bristles). If it does, it will dry and push the bristles apart, making the point splay.
- When washing your brushes, use clean, cool water. If the water is too hot it may wash away the glue that holds the bristles in place, leaving you with a useless stick.
- Consider investing in artists' brush soap if you really want to look after your brushes.

BIT OF THE WEEK: ICON OF GRIMNIR

The Fyreslayers Battlesmith carries this immense icon of Grimnir, cast in the image of their warrior god, with flaming hair, barbed beard and the 'G' rune of Grimnir glowing above its helm. An excellent icon for the top of any standard.



READER'S MODEL OF THE WEEK

Our Reader's Model this week is an Astra Militarum Vendetta Gunship painted by Nicolas Nambotin.

Regular readers will recognise Nicolas's name, as last week we featured one of his units of Vostroyan Firstborn in our Parade Ground feature. This Vendetta is part of the same army, an aerial nightmare designed to rain terror from the skies with its many lascannons (available as an upgrade set from Forge World). As is

traditional for vehicles assigned to Vostroyan regiments, Nicolas has painted his Vendetta a pale khaki colour.

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

team@whitedwarf.co.uk

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



WEAPON OF THE WEEK: VERMINLORD DOOMSTAR

Shaped from a warpstone alloy into the symbol of the Great Horned Rat, in design the Doomstar is a weapon of subtle murder, cousin to the poisoned throwing stars used by Clan Eshin's trademark Gutter Runners and Assassins. In actuality, it's a weapon bigger than a chariot wheel, wielded by a daemonic Verminlord Deceiver, and only really qualifies as a weapon of stealth because so few (if any) who see one ever live to tell the tale.



THE PATH TO DAMNATION (OR MAYBE GLORY)

While chatting to Steve Bowerman about his Nurgle army, he mentioned that he'd converted a lot of his Warriors to show their allegiance to Nurgle. So we thought we'd show them off! Here we have four Warriors of Chaos in various stages of decay and corruption. The warrior on the left was built entirely using parts from the

Warriors of Chaos kit, while the two in the middle feature weapons, shields and heads that Steve had spare when building his Putrid Blightkings and Chaos Knights. The Warrior on the right features an entire upper body, arms and head purloined from the Forsaken kit. We reckon he's definitely destined for glory...



PURGING IN PROGRESS

When we played through the Treachery Revealed mission for Deathwatch Overkill, our Tempestus Scions ended up in a lot of dangerous situations. Jumping across a gap, for example, proved fatal to at least one Scion, his squad-mates quickly deciding not to follow his lead. Purestrain Genestealers made a mockery

of the Scions' carapace armour and Cultists with grenade launchers proved especially deadly when the Scions bunched up. Their saving grace? The hot-shot volley gun. Able to blast out a stream of laser blasts, the Scion armed with it hosed down 15 Cultists, laughing manically all the way to the escape point.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: infamous actions of the Militarum Tempestus.

STUBBORN UNTO DEATH

The 196th Iotan Gryphonnes were deployed in their entirety to kill every single Earth caste scientist, researcher and student on the Tau world of Bork'an. Whilst the action began promisingly, the Tau counterattack was overwhelming as the Earth caste deployed experimental battlesuits and prototype weapon systems that annihilated the Scions with ease. The Earth caste having fled, the Iotan Gryphonnes found their repeated requests for extraction denied and were hunted down by vengeful Fire Warriors and XV25 Stealth Teams.

THE LOST PATROL

Having repelled an Eldar raid on a far-flung colony world, the 47th Thetoid Dragons began to investigate the mysterious xenos ruins uncovered in the attack. They discovered a network of shimmering, unreal tunnels that defied geometry. Inside, they were harried for days by Eldar Harlequins for reasons that made sense only to the capricious aliens, leading the 47th to a rune-covered portal. The Thetoid Dragons passed through, finding themselves trapped on a Daemon world, surviving against the legions of Khorne for a full two days before being slaughtered to a man.

FIRST BLOOD

A full six regiments of Tempestus Scions were tasked with breaching the infamous Eye of Terror to determine just where the first strike of Abaddon's Thirteenth Black Crusade would take place. But just as soon as they left the light of the Astronomican they vanished, never to be seen again...

WHITE DWARF'S REGIMENTS OF RENOWN

Over the last few weeks, Jes Bickham has been hard at work on a new commander for his Legion of Chaos – Archaon, the Exalted Grand Marshal of the Apocalypse! Jes followed the Archaon painting guide for most of the model, but went slightly off-piste when painting Dorghar. Instead of painting the rents in his flesh and armour as burning flames, Jes washed them with Nihilakh Oxide to create a cold, more ethereal, fire effect. ☠



NEXT ISSUE: WE CELEBRATE 30 YEARS OF SPACE MARINES!

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