

WARHAMMER
40,000

CONQUEST™



BATTLE GAMES IN THE 41ST MILLENNIUM

- INTRODUCTION TO SPACE MARINES
- THE BATTLE FOR LUNA
- BUILD AND PAINT INTERCESSORS

01

IN THIS ISSUE

If this is the first time you've heard of Warhammer 40,000, then this is the publication for you!

The heart of the Warhammer 40,000 hobby is collecting stunning miniatures which you assemble and paint before taking them to battle on the tabletop. Every issue of *Conquest* includes amazing models, brushes or paints with helpful guides on how to use them. Fascinating articles take you through the history, battles and heroes of the 41st Millennium.

This magazine is your indispensable guide to Warhammer 40,000. In the grim darkness of the far future there is only war!

Ian

THE 41ST MILLENNIUM

40K – HISTORY 1

Enter this dark millennium if you dare!

AN EMPIRE TORN IN TWO

40K – HISTORY 2

Learn about the Imperium and its horrifying enemies.

SPACE MARINES

SPACE MARINES – CHAPTERS 1

A guide to Humanity's most heroic defenders.

ULTRAMARINES

SPACE MARINES – CHAPTERS 2

Your fact file and guide to the heroic Ultramarines, the most famous of all the Space Marine Chapters.

THE BATTLE FOR LUNA

40K – BATTLES 1

Join the action as the Ultramarines battle the forces of Chaos in the heart of Mankind's domain!

INTERCESSORS

SPACE MARINES – WARRIORS 1

Find out all about the superhuman Intercessors.

HOW TO BUILD INTERCESSORS

SPACE MARINES 1

Step-by-step instructions to build your first miniatures.

HOW TO PAINT INTERCESSORS

SPACE MARINES 1

An easy-to-follow guide to painting your Space Marine Intercessors using your paint collection and brush.

THE EVE OF BATTLE

TUTORIAL 1 – PLAYING

An introduction to the Warhammer 40,000 game.

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4th Floor, Jordan House, 47 Brunswick Place, London, N1 6EB.
www.hachettepartworks.com

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ISSN 2516-0397

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Writer: Andy Clark

Design: Joel Martin, Danny Sall, Ruby Clarke

Photography: Chris Merrick, Tom Comery

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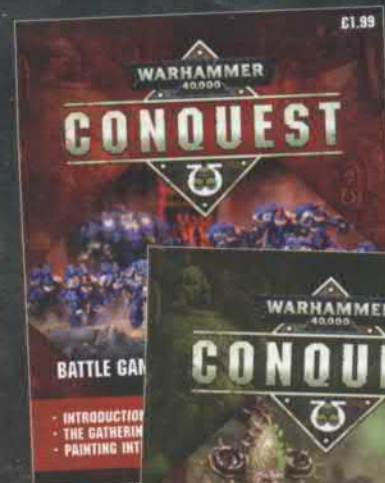


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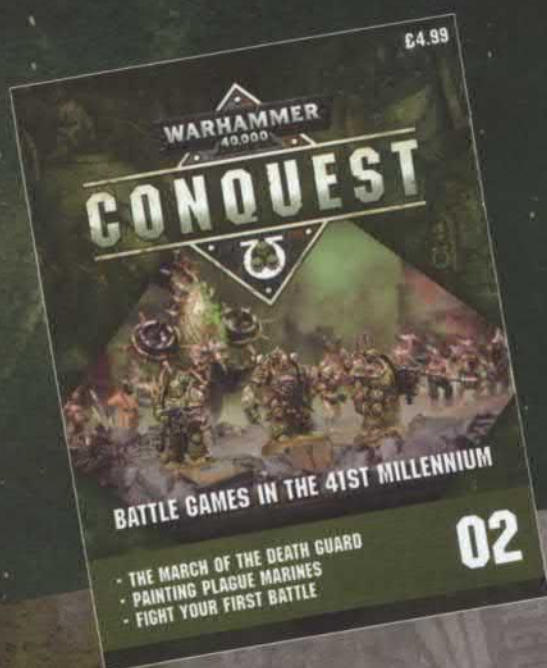
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ISSUE
02

- DEATH GUARD PLAGUE MARINES
- DEATH GUARD GREEN PAINT
- EVERYTHING YOU NEED TO PLAY!



**ISSUE 02
INCLUDES PLAY MAT,
RULERS AND DICE**



ISSUE
03

- SPACE MARINE REIVERS
- LEADBELCHER PAINT
- EXCITING NEW WAYS TO PLAY!



WARHAMMER 40,000 CONQUEST



BATTLE GAMES IN THE 41ST MILLENNIUM

- THE MARCH OF THE DEATH GUARD
- PAINTING PLAGUE MARINES
- FIGHT YOUR FIRST BATTLE

02

IN THIS ISSUE

Welcome to the second issue of *Warhammer 40,000: Conquest*. This jam-packed issue is all about the Death Guard. On the cover you'll find three amazing Plague Marines and a pot of Death Guard Green paint. With our step-by-step process, you'll build and paint your Plague Marines so they're ready for battle. Speaking of which, later in this issue your journey towards mastering the Warhammer 40,000 game gets serious! There are easy-to-follow guides on moving and shooting and a fun mission for you to practice using the gaming mat and dice included. After all, in the grim darkness of the far future there is only war. Happy hobbying!

Ian

THE DEATH GUARD

DEATH GUARD – LEGION 1

An introduction to the most revolting Traitor Legion in the galaxy, the Death Guard of Nurgle!

THE PLAGUE PLANET

DEATH GUARD – DOMAINS 1

Learn about the foul Daemon world that the Death Guard call home and their terrifying Plague Fleets.

PLAGUE MARINES

DEATH GUARD – WARRIORS 1

Discover the most vile warriors in the galaxy

HOW TO BUILD PLAGUE MARINES

DEATH GUARD 1

Step-by-step instructions to help you build your Death Guard Plague Marines.

HOW TO PAINT PLAGUE MARINES

DEATH GUARD 1

A clear and easy-to-follow guide to painting your Death Guard Plague Marines using your paint collection and brush.

YOUR FIRST BATTLE

TUTORIAL – MISSION 1

The adventure continues! A band of Plague Marines go in search of a valuable Imperial relic.

MOVING TUTORIAL

TUTORIAL 2 – MOVING

Your tabletop wargaming journey starts here! This section shows you how to move your models.

SHOOTING TUTORIAL

TUTORIAL 3 – SHOOTING

You've mastered movement; now it's time for shooting!

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 1

Once you've learned the basics, add more fun and tactics to your games with these extra mission and weapon rules.

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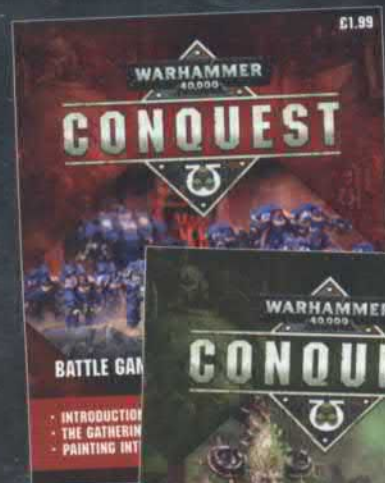
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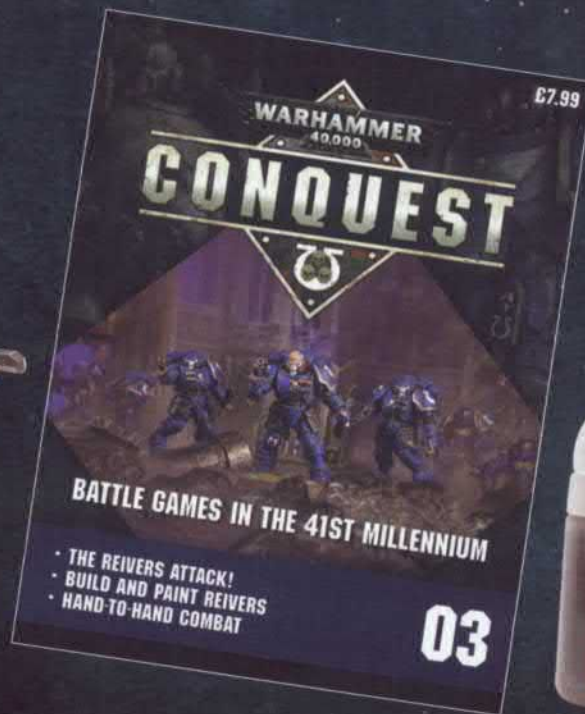
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ISSUE

03

- THREE SPACE MARINE REIVERS
- LEADBELCHER PAINT
- EXCITING NEW WAYS TO PLAY!



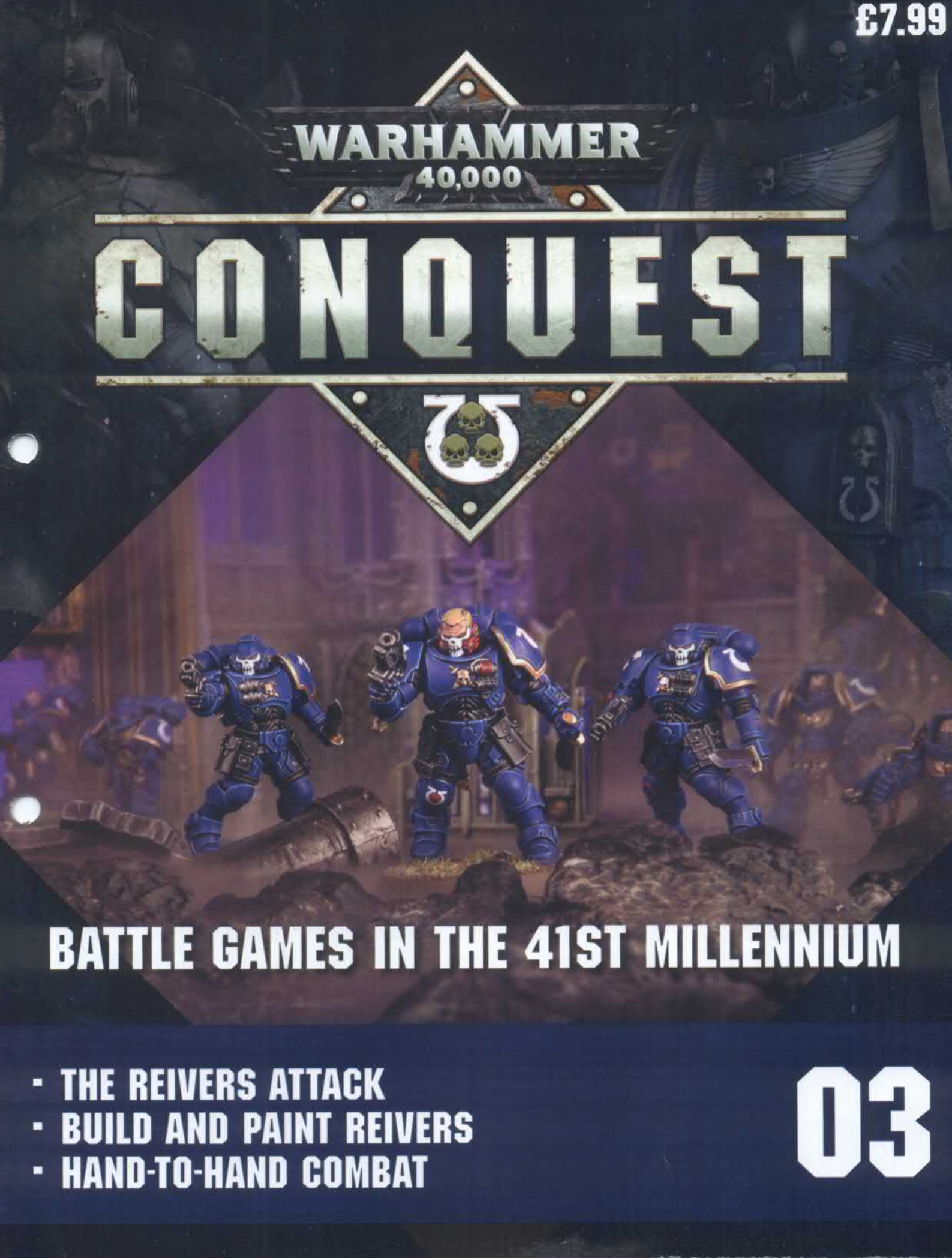
ISSUE

04

- SIX POXWALKERS
- BUGMAN'S GLOW PAINT
- LARGER GAMES TO PLAY!



WARHAMMER 40,000 CONQUEST™



BATTLE GAMES IN THE 41ST MILLENNIUM

- THE REIVERS ATTACK
- BUILD AND PAINT REIVERS
- HAND-TO-HAND COMBAT

03

IN THIS ISSUE

Issue 03 is all about stealth, and the Space Marine Reivers that come with this issue are masters of it! Dropping behind enemy lines and blowing up strategic targets are their specialties! As with the previous two issues, these plastic miniatures are a joy to behold and easy to put together. We've also included Leadbelcher paint with this issue. One of the most versatile paints in the Citadel paint range, Leadbelcher is your go-to paint if you want to paint anything in a metallic silver colour. You'll find a handy guide to painting Reivers and adding Leadbelcher to the miniatures you received with previous issues.

Last but not least, we let battle commence with another gaming tutorial, allowing your warriors to fight up close with knives, fists and deadly melee weapons. Happy hobbying!

Ian

REIVERS SPACE MARINES – WARRIORS 2

File behind Space Marines - Warriors 1

REIVER WARGEAR SPACE MARINES – WARGEAR 1

File behind Space Marines - Warriors 2

WAR ON TARROVAR 40K – BATTLES 2

File behind 40k - Battles 1

HOW TO BUILD REIVERS SPACE MARINES 2

File behind Space Marines 1

HOW TO PAINT REIVERS SPACE MARINES 2

File behind Space Marines 1

HOW TO PAINT BASE – LEADBELCHER

File before Space Marines 1

BLADE TO BLADE TUTORIAL – MISSION 2

File behind Tutorial - Mission 1

CHARGING TUTORIAL TUTORIAL 4 – CHARGING

File behind Tutorial 3 - Shooting

FIGHTING TUTORIAL TUTORIAL 5 – FIGHTING

File behind Tutorial 4 - Charging

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 2

File behind Tutorial - Replay Mission 1

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- SIX DEATH GUARD POXWALKERS
- BUGMAN'S GLOW PAINT
- YOUR BIGGEST BATTLE YET!



EXCLUSIVE TO ISSUE 05

ISSUE
05



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- THE POXWALKERS ARISE!
- PAINTING SKIN AND FLESH
- SQUAD WARFARE

04

IN THIS ISSUE

Nurgle has well and truly been embraced as the Poxwalkers shamle into Issue 04. You get six of these mutated horrors to put together, paint and play with. Each one is unique, but they're all disgustingly corrupted by the foul whims of the Plague God! We've also included a new paint, Bugman's Glow, to help you paint the flesh on these models and the others in your growing collection. On the gaming side, this issue includes the biggest mission so far and the rules for Poxwalkers, so you can field your whole collection in one big battle. Happy hobbying!

Ian

POXWALKERS **DEATH GUARD – WARRIORS 2**

File behind Death Guard - Warriors 1

COLOURS OF CONTAGION **DEATH GUARD – LEGION 3**

File behind Death Guard - Legion 1

HOW TO BUILD POXWALKERS **DEATH GUARD 2**

File behind Death Guard 1

HOW TO PAINT POXWALKERS **DEATH GUARD 2**

File behind Death Guard 1

HOW TO PAINT **BASE – BUGMAN'S GLOW**

File behind Base - Leadbelcher

SQUAD WARFARE **TUTORIAL – MISSION 3**

File behind Tutorial - Mission 2

UNIT TUTORIAL AND MISSION **TUTORIAL 6 – UNITS**

File behind Tutorial 5



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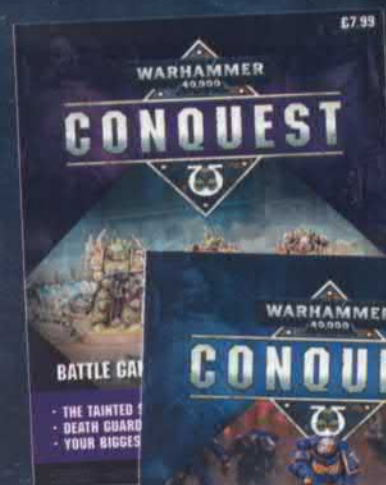


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- MORE DEATH GUARD BACK STORY
- SQUAD WARFARE REVISITED



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- WARGEAR: POWER SWORDS
- USE HEROES IN YOUR GAMES

05

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IN THIS ISSUE

This week, Issue 05 comes with a very special model, Primaris Lieutenant Calsius.

A never before seen, exclusive model just for *Warhammer 40,000: Conquest*, Calsius is the first character model to enter the *Conquest* battle and is armed with a devastating power sword. With an assembly and painting guide, in no time you'll be taking Calsius to the battlefield in a specially designed mission that's also included. For the honour of the Ultramarines, charge!

Ian

LIEUTENANTS SPACE MARINES – HEROES 5

File behind Space Marines - Chapters

LIEUTENANT CALSIUS SPACE MARINES – HEROES 5.1

File behind Space Marines - Heroes 5

POWER WEAPONS SPACE MARINES – WARGEAR 2

File behind Space Marines - Wargear 1

NOVA THULIUM 40K – BATTLES 3

File behind 40k – Battles 2

HOW TO BUILD CALSIUS SPACE MARINES 3

File behind Space Marines 2

HOW TO PAINT CALSIUS SPACE MARINES 3

File behind Space Marines 2

HEROIC COMBAT TUTORIAL – MISSION 4

File behind Tutorial – Mission 3

HEROES IN YOUR GAMES TUTORIAL 7 – CHARACTERS

File behind Tutorial 6

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 4

File behind Replay Mission 3

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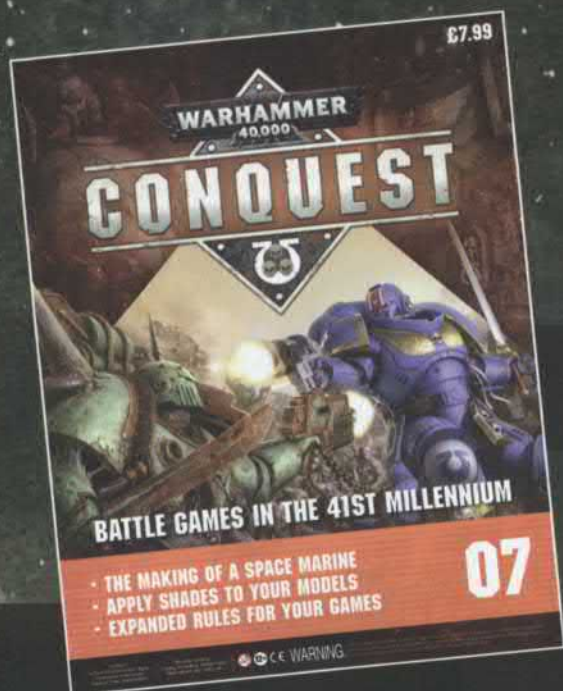
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06

- DEATH GUARD REINFORCEMENTS
- DEATH GUARD BACK STORY
- AN EXCITING NEW MISSION



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- THE TAINTED SONS
- DEATH GUARD ORGANISATION
- YOUR BIGGEST BATTLE YET!

06

IN THIS ISSUE

The Death Guard are reinforced this week with three more Plague Marines hurling themselves into battle! As your collection is beginning to grow, now is the time to reintroduce some of the rules for units.

We also add an exciting new rule so your units can shoot at more models.

Who doesn't like that!?

Time for battle!

Ian

THE TAINTED SONS

DEATH GUARD – LEGION 3.1

File behind Death Guard - Legion 3

DEATH GUARD ORGANISATION DEATH GUARD – LEGION 2

File behind Death Guard - Legion 1

COLOURS OF CONTAGION

DEATH GUARD – LEGION 3

Add to Death Guard - Legion 3

HOW TO BUILD PLAGUE MARINES

DEATH GUARD 3

File behind Death Guard 2

HOW TO PAINT PLAGUE MARINES

DEATH GUARD 3

File behind Death Guard 2

SQUAD WARFARE REVISITED

TUTORIAL – MISSION 5

File behind Tutorial - Mission 4

UNIT TUTORIAL

TUTORIAL 8 – UNITS REVISITED

File behind Tutorial 7

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TUTORIAL – REPLAY MISSION 5

File behind Replay Mission 4



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The background of the cover is a dynamic battle scene. On the right, a large, blue-armored Space Marine (Imperial Guard) is shown in a combat stance, firing a heavy weapon that emits bright yellow light. On the left, a green-armored Space Marine (Space Marines) is partially visible, also engaged in combat. The scene is set against a dark, fiery background with a large, stylized 'W' logo in the center, featuring three skulls. The overall tone is gritty and action-packed.

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- THE MAKING OF A SPACE MARINE
- APPLY SHADES TO YOUR MODELS
- EXPANDED RULES FOR YOUR GAMES

07

IN THIS ISSUE

This week we will teach you all about shading. This simple process will enhance the areas of your models painted in silver or gold, such as the weapons and armour. It's quick and easy, and once dry, it looks great! We've included tutorials for all of the models you've received so far, so stop reading this and get out that paintbrush.

Happy painting!

Ian

MAKING A SPACE MARINE SM – CHAPTERS 1.1

File behind Space Marines - Chapters 1

ULTRAMAR SM – CHAPTERS 2.3

File behind Space Marines - Chapters 2.1

ULTRAMARINES SUCCESSORS SM – CHAPTERS 2.1

File behind Space Marines - Chapters 2

HOW TO PAINT WITH SHADES PAINT – SHADE

File behind Base - Bugman's Glow

NULN OIL PAINT – SHADE

File behind How to Paint with Shades

AGRAX EARTHSHADE PAINT – SHADE

File behind Shade - Nuln Oil

SHADED MODELS PAINT – SHADE

Add to How to Paint with Shades

TACTICAL RETREAT TUTORIAL – MISSION 6

File behind Tutorial – Mission 5

FALLING BACK TUTORIAL 9 – FALL BACK

File behind Tutorial 8

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 6

File behind Replay Mission 5

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- **PSYKERS JOIN THE BATTLE!**

08

IN THIS ISSUE

The all-powerful, psychic Space Marine Primaris Librarian takes to the battlefield in this issue. As well as a new Hero to add to your collection, we have detailed background on how these unique characters combat the forces of Chaos and alien alike. We also give you instructions on how to paint the Librarian and, finally, a tutorial on how to use their mighty psychic powers in battle.

Happy Hobbying!

Ian

LIBRARIANS **SPACE MARINES – HEROES 3**

File before Space Marines - Heroes 5

FORCE WEAPONS **SPACE MARINES – WARGEAR 3**

File behind Space Marines - Wargear 2

THE DEFENCE OF THE VALIUS **40K – BATTLES 4**

File behind Space Marines - Battles 3

HOW TO BUILD A LIBRARIAN **SPACE MARINES 4**

A step-by-step guide to building the Primaris Librarian model.

HOW TO PAINT A LIBRARIAN **SPACE MARINES 4**

A guide to painting your new Primaris Librarian model.

PSYCHIC MIGHT **TUTORIAL – MISSION 7**

File behind Tutorial - Mission 6

PSYCHIC PHASE **TUTORIAL 10 – PSYKERS**

File behind Tutorial 9

REPLAY: EXTRA RULES **TUTORIAL – REPLAY MISSION 7**

File behind Replay Mission 6



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IN THIS ISSUE

The pestilence and plague grow ever stronger this week as the Poxwalkers receive reinforcements. By now you will be getting used to assembling and painting your models, so you can test yourself to see if you've gotten any better since you last received Poxwalkers (Issue 04). The play section this week includes a mission that uses all the Poxwalkers in a tide of decay as they try to defeat Lieutenant Calsius.

Ian

Happy hobbying!

POXWALKERS DEATH GUARD – WARRIORS 2

Add to Death Guard - Warriors 2

THE FALL OF SPEROS 40K – BATTLES 5

File behind 40k - Battles 4

OUTBREAKS OF WAR DEATH GUARD – LEGION 4

File behind Death Guard - Legion 3

HOW TO BUILD POXWALKERS DEATH GUARD 4

A guide to building your Death Guard Poxwalkers.

HOW TO PAINT POXWALKERS DEATH GUARD 4

Updated instructions for painting your new Poxwalkers.

THE ENDLESS TIDE TUTORIAL – MISSION 8

Calsius takes on The Endless Tide!

USING LARGE UNITS TUTORIAL 11 – LARGE UNITS

New rules for using large units in hand-to-hand combat.

REPLAY: EXTRA RULES REPLAY MISSION 8

Exciting new rules for grenades and Poxwalker hoards!



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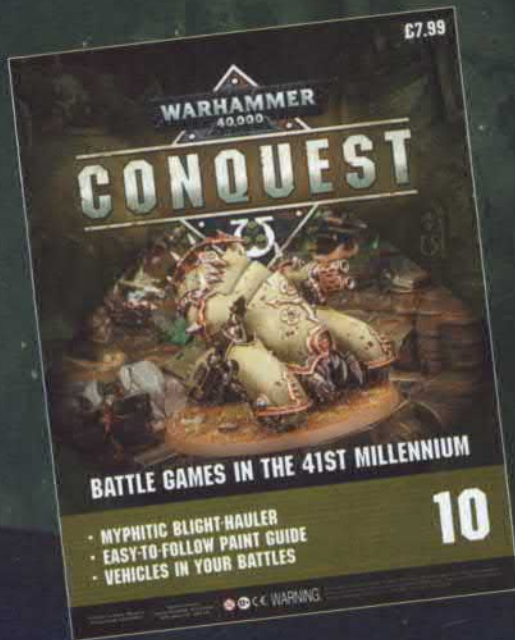
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- **VEHICLES IN YOUR BATTLES**

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IN THIS ISSUE

The tracked vehicle that is the Myphitic Blight-hauler roars into this week's issue. A strange vehicle that has a trapped daemon inside it, the Blight-hauler is armed to the teeth and will be able to bring some heavy firepower to the battlefield. In this issue, this easy-to-build kit comes with assembly instructions and an extensive paint guide that will teach you to paint the Blight-hauler in all its unpleasant glory, a combination of machine and putrid, rotting meat.

Happy Hobbying!



Ian

MYPHITIC BLIGHT-HAULER DG – WAR MACHINES 1

File behind Death Guard – Warriors

BLIGHT-HAULER WEAPONS DEATH GUARD – WARGEAR 1

File behind Death Guard – War Machines

THE RAID ON RELTHOR PRIME 40K – BATTLES 6

File behind 40K – Battles 5

HOW TO BUILD MYPHITIC BLIGHT-HAULER DG 5

A guide to building your Myphitic Blight-hauler.

HOW TO PAINT MYPHITIC BLIGHT-HAULER DG 5

A step-by-step guide to painting your Myphitic Blight-hauler.

VEHICLE ON DECK! TUTORIAL – MISSION 9

Face off with the Myphitic Blight-hauler in battle!

VEHICLES TUTORIAL 12 – VEHICLES

New rules for using vehicles in your battles.

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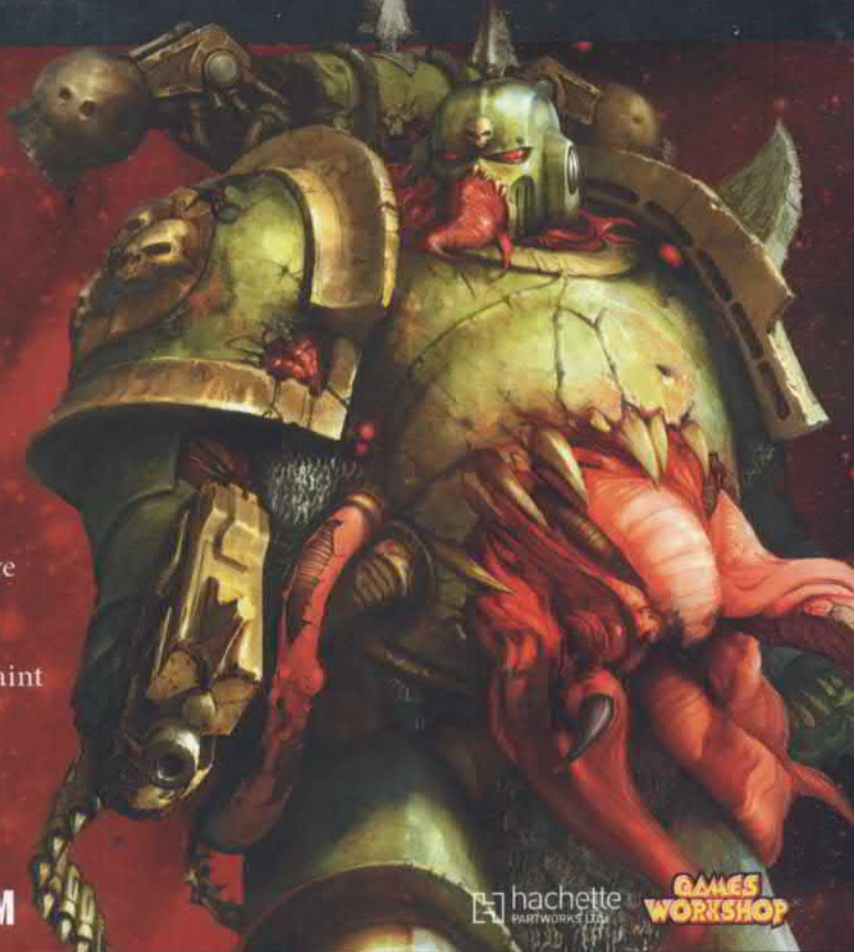


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IN THIS ISSUE

Clad in extra armour, Space Marine Aggressors are a sight to behold. More versatile than other Space Marines and armed to the teeth, Space Marine Aggressors are ideal troops to lead the advance across the battlefield with their devastating flamethrower gauntlets. We have extended assembly instructions to put these powerful warriors together. Take your time, but I can assure you that when you get them on the battlefield, it'll be worth it.

Happy hobbying!

Ian

PRIMARIS AGGRESSORS

SM WARRIORS 3

File behind Space Marine Warriors 2

WAR ZONE ULTRAMAR

40K – WAR ZONES 1

File behind 40K - History

A BROTHERHOOD REIGNITED

40K – BATTLES 7

File Behind 40k - Battles 6

HOW TO BUILD AGGRESSORS

SPACE MARINES 5

A guide to building your Primaris Aggressors.

HOW TO PAINT AGGRESSORS

SPACE MARINES 5

Instructions for painting your Primaris Aggressors.

FIRE AND FURY!

TUTORIAL – MISSION 10

Clear the cargo deck with your Aggressors' flames!

AUTOMATIC HIT WEAPONS

TUTORIAL 13

Learn how to use these powerful weapons in your games.

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 10

A new mission and updated Death Guard weapons rules.

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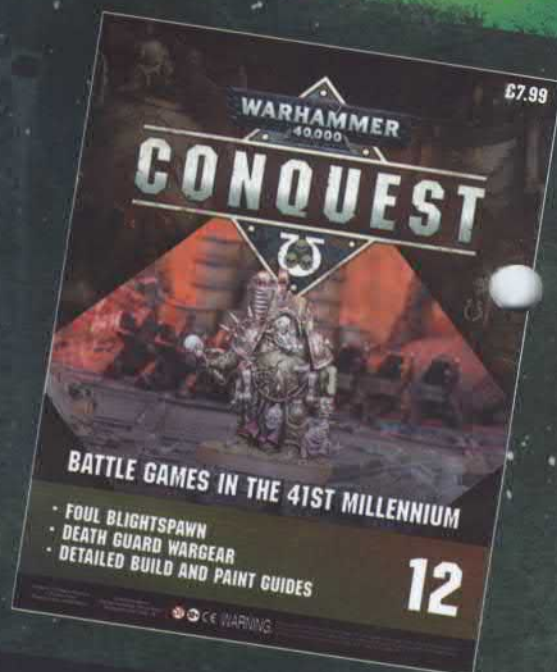
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IN THIS ISSUE

The first Death Guard character makes his dramatic entrance this week, and he's ready to spread some foulness. With a revolting stench wafting in, the Foul Blightspawn brings his corruption, clotting the air itself. Some direct their fire at the Blightspawn, shots rebounding from his armour or thumping harmlessly through rotten flesh. The wise, however, flee for their lives. As always, we've included detailed assembly and painting guides, so you can bring his unpleasantness to the battlefield.

Happy Hobbying!

Ian

FOUL BLIGHTSPAWN **DEATH GUARD – CHAMPIONS 5**

File behind Death Guard – Legion

BLIGHT GRENADES **DEATH GUARD – WARGEAR 2**

File behind Death Guard – Wargear 1

COLOURS OF CONTAGION **DEATH GUARD – LEGION 3**

Add to Death Guard – Legion 3

ICONS OF NURGLE **DEATH GUARD – LEGION 6**

File behind Death Guard – Legion 4

HOW TO BUILD FOUL BLIGHTSPAWN **DEATH GUARD 6**

A guide to building your Foul Blightspawn.

HOW TO PAINT FOUL BLIGHTSPAWN **DEATH GUARD 6**

A guide to painting your Foul Blightspawn.

SPREAD THE BLIGHT! **TUTORIAL – MISSION 10**

Fight with the Foul Blightspawn!

STRENGTH AND TOUGHNESS **TUTORIAL 14**

Add rules for Strength and Toughness values to your games.

REPLAY: EXTRA RULES **TUTORIAL – REPLAY MISSION 10**

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IN THIS ISSUE

Up to now, every issue has contained either miniatures or paint. This is the first issue to feature scenery, namely the Munitorum Armoured Container. Once put together, this container, along with the accompanying crates and fuel barrels, will take its place on your play mat. In future issues you will receive two more containers and before you know it, you will have a fully three dimensional battlefield to play on!

Ian

Happy Hobbying!

HONOUR OF ULTRAMAR

SPACE MARINES 2.4

Learn about this mighty Ultramarines Strike Cruiser.

THE WARP

40K – HISTORY 3

Discover the forbidden lore of this alternate dimension.

STC SYSTEMS

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MUNITORUM ARMOURD CONTAINER

SCENERY 1

File behind Death Guard

DANGEROUS CARGO

TUTORIAL – MISSION 12

Capture the valuable cargo container in this new mission.

SM UNITS

SPACE MARINES – DATASHEETS 1

File behind Tutorial

DG UNITS

DEATH GUARD – DATASHEETS 1

File behind Space Marines

BATTLEFIELD TERRAIN

TUTORIAL 15 – TERRAIN

Rules for adding three-dimensional terrain to your games.

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 12

Death Guard and Ultramarines battle for vital ammunition.

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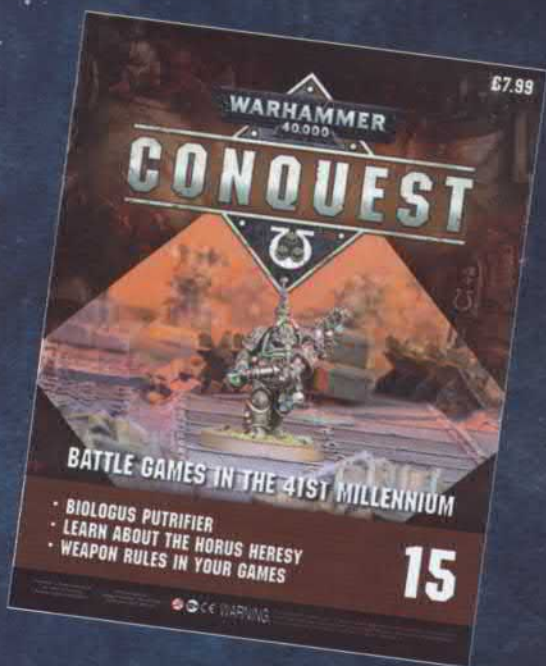
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IN THIS ISSUE

In this issue we teach you an important painting technique, drybrushing. Drybrushing is used to bring out the detail of your models, enhancing their 3D look much in the same way as Shade paints. But while Shades create shadows, drybrushing creates highlights, raised areas of lighter colour where light would naturally catch on a model. This will really bring out the detail of your models, making them stand out even more on the tabletop!

Happy Hobbying!

Ian

THE IMPERIUM OF MAN 40K – FACTIONS 1

Get an insight into the Imperium of Man, Humanity's last hope.

HIERARCHY OF THE IMPERIUM 40K – FACTIONS 1.1

Learn how the Imperium of Man rules its territories.

THE IMPERIUM IN SPACE 40K – FACTIONS 1.3

Explore the depths of Imperial space.

HOW TO PAINT CONTAINERS PAINT – SCENERY 1

File behind Death Guard

COURAGE AND HONOUR TUTORIAL – MISSION 13

The Ultramarines and Death Guard battle once more.

THE MORALE PHASE TUTORIAL 16 – MORALE TESTS

Even the bravest of spirits can be broken in the carnage of war!

SM UNITS SPACE MARINES – DATASHEETS 2

A new set of Space Marines datasheets with the full rules!

REPLAY: EXTRA RULES TUTORIAL – REPLAY MISSION 13

Both armies battle to capture key objectives on the cargo deck.



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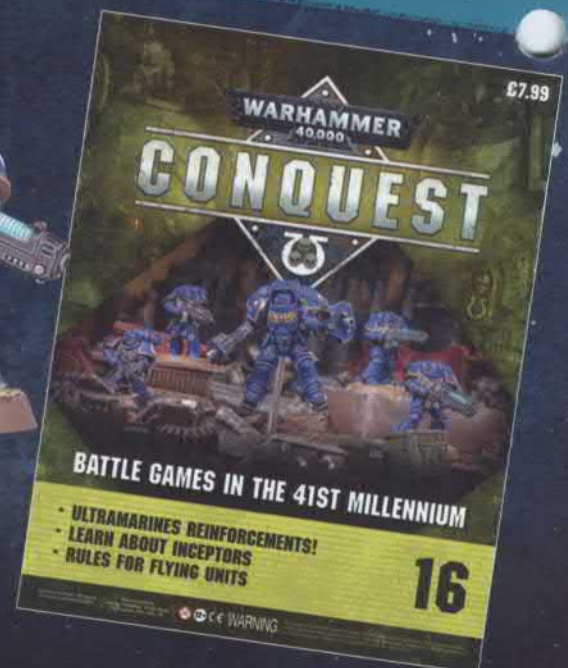
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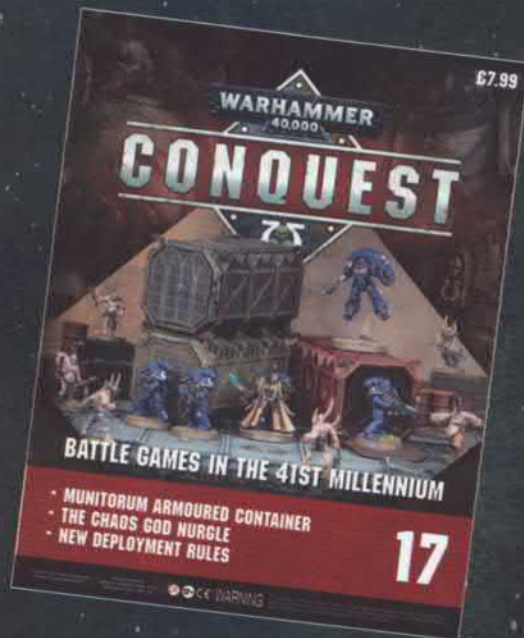
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- **LEARN ABOUT INCEPTORS**
- **RULES FOR FLYING UNITS**

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IN THIS ISSUE

Ultramarines reinforcements land this week, with two more Intercessors, two Hellblasters, and an Inceptor to join your forces! The Intercessors will bolster your current squad up to five marines. Your Hellblasters' plasma incinerators will blast the Death Guard with superheated energy, and the Inceptor is your first flying unit! Inceptors use their jump packs to soar over the foe while raining down assault bolter fire! The Death Guard will have a hard time keeping up with this mobile marine!

Happy Hobbying!

Ian

INCEPTORS **SPACE MARINES – WARRIORS 5**

Learn about these devastating jump-assault troops!

INCEPTOR WARGEAR **SPACE MARINES – WARGEAR 4**

Discover the wargear of these deadly warriors!

YOUR NEW SPACE MARINES **SPACE MARINES 6**

A guide to building your new Space Marines.

HOW TO PAINT ULTRAMARINES **SPACE MARINES 6**

A guide for painting your new Space Marines.

SECURE THE FALLEN! **TUTORIAL – MISSION 15**

The Ultramarines fight to recover their fallen brothers.

FLYING UNITS **TUTORIAL 18 – FLY KEYWORD**

Learn how to use units with the FLY keyword.

SPACE MARINES DATASHEETS **SM – DATASHEETS 3**

Datasheets for your Hellblasters and Inceptor.



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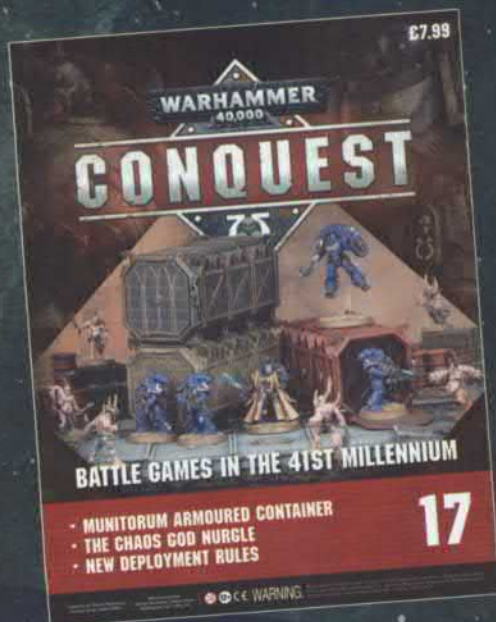
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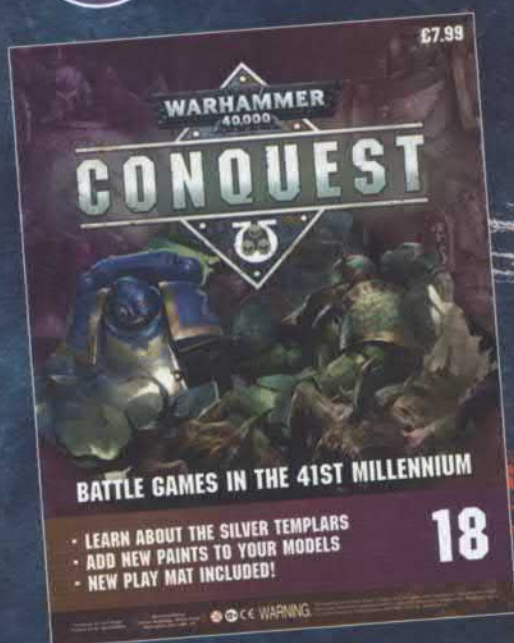
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IN THIS ISSUE

Your battlefield expands in this issue with your second Munitorum Armoured Container. This kit doubles the size of your three-dimensional battlefield, giving you an even more engaging gaming experience. We will show you how to paint this container in Macragge Blue, fitting for the cargo deck on the *Honour of Ultramar*! Having built and painted one already, this one should be even easier. You'll have a full 3D battlefield in no time! When paired with the deployment rules in the Play section, you'll be adding lots of variety to your games!

Happy Hobbying!

Ian

THE CHAOS GODS 40K – FACTIONS 2

Learn about the greatest threat to Humanity, the Chaos Gods.

NURGLE 40K – FACTIONS 2.1

Discover the horror of Nurgle, the God of Plague and Decay.

FORCES OF WAR ZONE ULTRAMAR 40K – WAR ZONES 1

Add to War Zone Ultramar

MUNITORUM ARMOURD CONTAINER SCENERY 2

A guide to building your Munitorum Armoured Container.

MUNITORUM ARMOURD CONTAINER SCENERY 2

A guide to painting your new Munitorum Armoured Container.

FIRE ZONE SECURED TUTORIAL – MISSION 16

Learn flexible deployment rules in this exciting mission.

MISSION DEPLOYMENT TUTORIAL 19

Learn how to use deployment zones and place objectives.



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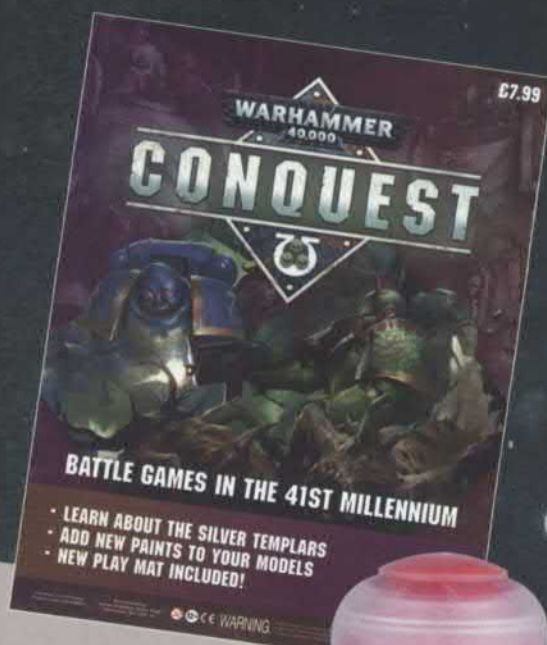
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IN THIS ISSUE

Your models will be looking even better with this issue, as we give you two new paints for the fine details on all the models. Rakarth Flesh is an off-white paint that we will use to basecoat any areas that need to be white, and it can be used to paint lighter skin tones as well! Mephiston Red is for details that are...red! These details tend to be small, like the eye lenses on your models. Painting these kinds of details can be intimidating at first, but with your hands steady, your brush pointed, and a small amount of paint on your brush, you'll find it's easier to paint these small areas than you think!

Happy Hobbying!

Ian

SILVER TEMPLARS SPACE MARINES – CHAPTERS 3

Read all about the Silver Templars, who are heroic duellists.

SILVER TEMPLARS ORGANISATION SM – CHAPTERS 3.1

Learn about the Silver Templars' organisation and heraldry.

BOLT WEAPONS SPACE MARINES – WARGEAR 5

Learn about the most iconic weapon of the Space Marines.

HELLBLASTERS SPACE MARINES – WARRIORS 4

Discover the devastating firepower of Hellblasters.

THE RELIEF OF LYCEUS 40K – BATTLES 9

The Ultramarines need aid on Lyceus. Will help arrive in time?

PAINTING FINE DETAILS PAINT – BASE – FINE DETAILS

File behind Paint - Base - Bugman's Glow

SEIZE AND CLEAR TUTORIAL – MISSION 17

The Ultramarines attempt to turn the tide in two new missions.

MYPHITIC BLIGHT-HAULER DG – DATASHEETS 3

The datasheet for your Myphitic Blight-hauler.



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NEW MISSIONS

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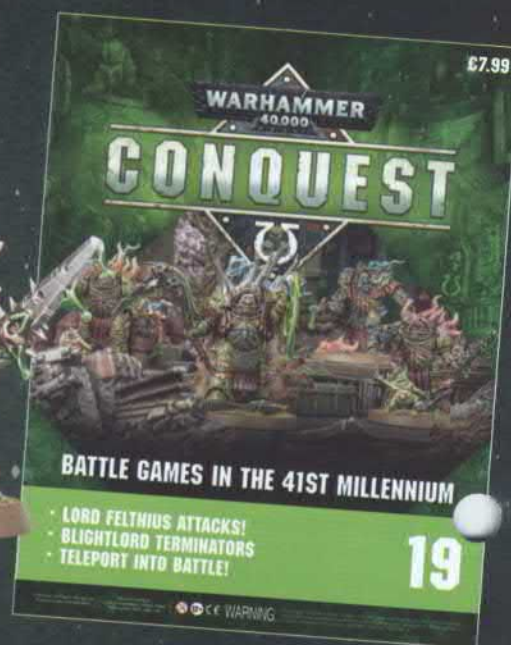


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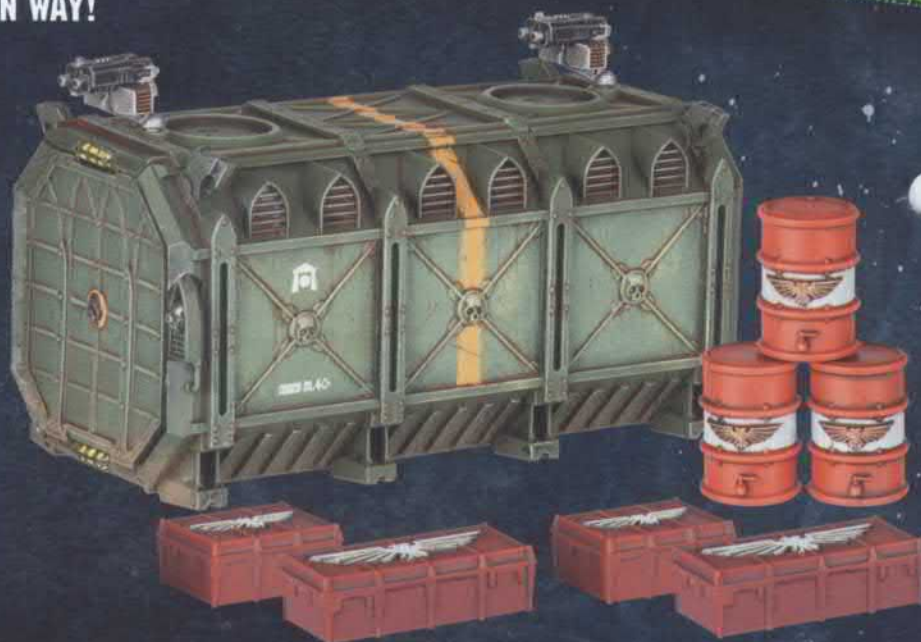
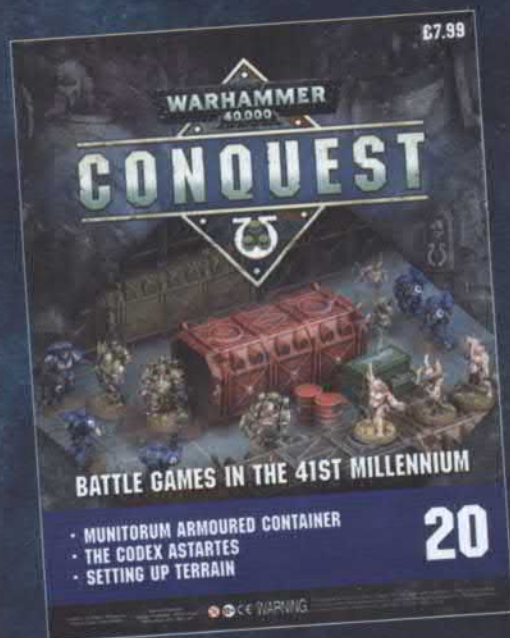
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- TELEPORT INTO BATTLE!

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IN THIS ISSUE

The sinister commander of the Rotbringer reveals himself this issue as Lord Felthius and his Tainted Cohort bodyguard teleport into battle! While wielding powerful weapons, these elite warriors fight in suits of Terminator armour, some of the toughest infantry armour in the galaxy. These are some of the most unique and detailed models you have received yet, but don't worry! With our easy-to-use guides, you'll have them built and painted before you know it.

Happy Hobbying!

Ian

LORDS OF CONTAGION DEATH GUARD – CHAMPIONS 3

Learn about the Death Guards mortal commanders.

LORD FELTHIUS DEATH GUARD – CHAMPIONS 3.1

The Lord of the *Rotbringer* is revealed!

BLIGHTLORD TERMINATORS DG – WARRIORS 3

Discover some of the deadliest warriors in the Death Guard.

LORD FELTHIUS AND THE TAINTED COHORT DG 8

A guide for building your new models.

LORD FELTHIUS AND THE TAINTED COHORT DG 8

A guide for painting your new models.

TELEPORT STRIKE! TUTORIAL – MISSION 18

Lord Felthius and the Tainted Cohort teleport into battle!

SPECIAL DEPLOYMENT TUTORIAL 20

Learn how to use deployment abilities in your games.

DG UNITS DEATH GUARD – DATASHEETS 10

Rules for Lord Felthius and The Tainted Cohort



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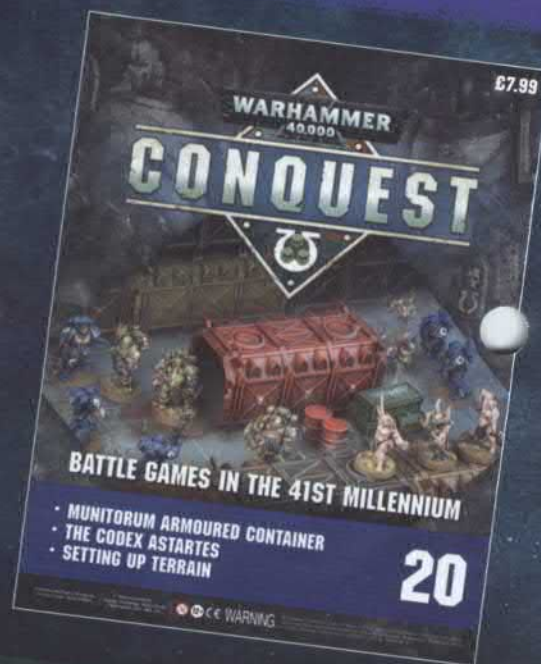
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- THE BATTLE FOR KORVON II BEGINS
- THE FULL CORE RULES!
- YOUR BIGGEST GAMES YET



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RULES REFERENCE SHEET



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- **SETTING UP TERRAIN**

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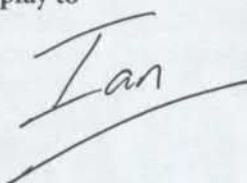
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IN THIS ISSUE

Your final Munitorum Armoured Container is here, and with it your completed battlefield! After building and painting it, we will show you how to use the blank side of your play mat to set up your games however you like them. When you set up your own battlefield terrain, you bring a huge amount of variety to your games. This issue also features the final battle on the *Honour of Ultramar*! With Felthius entering the fray last issue, the fight in space is nearing its exciting end! Will Felthius be victorious? You'll have to play to find out!

Happy Hobbying!



ULTRAMARINES SUCCESSORS SM – CHAPTERS 2.1

Add to Space Marines – Chapters 2.1

HONOUR BADGES SM – CHAPTERS 1.6

Learn about the honours given to Space Marines.

THE CODEX ASTARTES SM – CHAPTERS 1.2

Discover the holy tome that Space Marines follow.

ARMOURED CONTAINER SCENERY 3

A guide to building your new Munitorum Armoured Container.

ARMOURED CONTAINER SCENERY 3

A guide to painting your container in a new colour.

AMMO CRATES AND PROMETHIUM DRUMS SCENERY 4

A guide to painting your ammo crates and promethium drums.

DUEL OF CHAMPIONS TUTORIAL – MISSION 19

The final battle for the *Honour of Ultramar*.

SETTING UP A BATTLEFIELD TUTORIAL 21

How to place your own terrain to add variety to your games.

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- YOUR NEW PLAYMAT -

FROM ISSUE 21 THE BATTLE GOES PLANETSIDE!

KORVON II

NEW BATTLE MAT

NEW TERRAIN

NEW MISSIONS

YOUR MASSIVE CITY FIGHT MAT!

MORE MINIATURES AND MORE BATTLES

CONQUEST CONTINUES...

On the smog-shrouded surface of Korvon II, the forces of the Death Guard assault the planet's few remaining defenders. The invaders have captured many foundries and factories, and the planet is covered in countless horrors.

The Ultramarines are en-route to break the Death Guard blockade. Battle-

brothers board their drop pods and transports, ready to be launched onto the grimy surface to counter-attack the Death Guard ground forces.

The men and women of Korvon II pray to the Emperor to be saved from the horrors attacking them. The Ultramarines will answer their prayers!

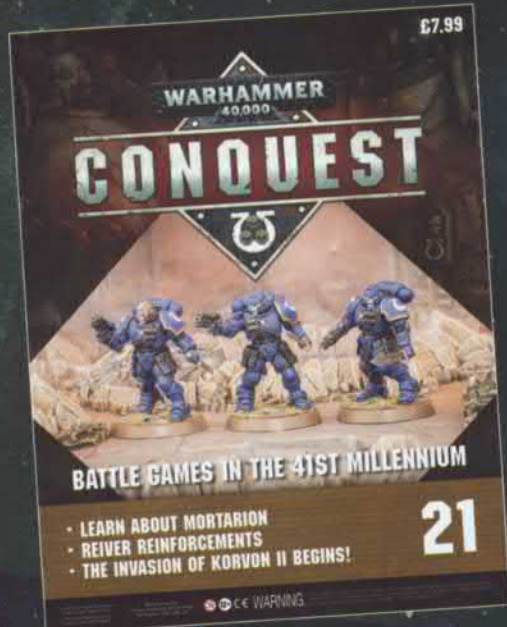


Korvon II is an industrial world of great value to Ultramar and the Imperium.

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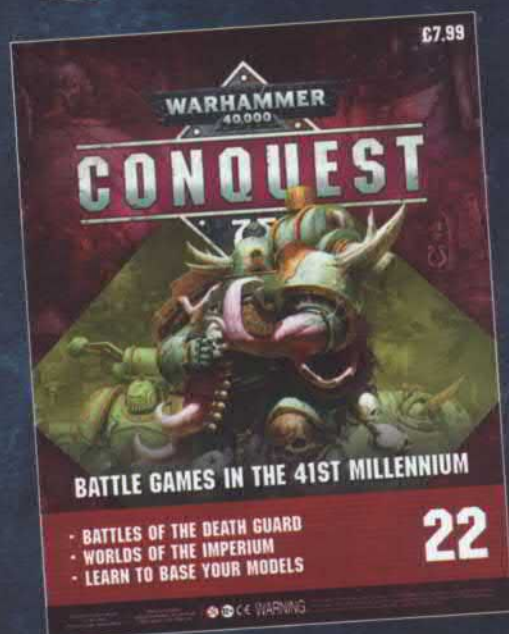


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- THE INVASION OF KORVON II BEGINS!

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Product Code: 60320199007

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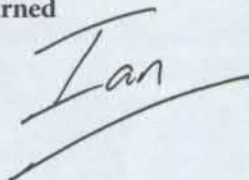
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IN THIS ISSUE

Reiver reinforcements arrive this issue, allowing you to field either two units or one large one! As your games grow, you will find that larger units can be a big benefit on the battlefield. This issue also contains the full rules for Warhammer 40,000! Your training is complete, and while we will still give you the occasional tutorial, you will now be using the full rules of the game. With this in mind, this issue has a short guide to introduce you to your rules reference card. Don't worry! You have learned most of these rules already.

Happy Hobbying!



THE FANGS ATTACK 40K – BATTLES 10

The Fangs of Ulfrich infiltrate an enemy position.

HELLBLASTER WARGEAR SM – WARGEAR 6

Read about the weaponry of these deadly warriors.

WORLDS OF THE IMPERIUM 40K – FACTIONS 1.2

Discover the worlds of the Imperium.

MORTARION DEATH GUARD – CHAMPIONS 1

Learn about the Primarch of the Death Guard.

PRIMARIS REIVERS SPACE MARINES 7

A step-by-step guide to building your Primaris Reivers.

PRIMARIS REIVERS SPACE MARINES 7

An updated guide to painting your Primaris Reivers.

KORVON II PLAY MAT TUTORIAL 22 – KORVON II

A guide for using your new play mat in your games.

CORE RULES CARD RULES – CORE RULES 1

An introduction to the full core rules and your reference card.

DEFEND THE DROPSITE RULES – MISSION 1

Your first mission using the full core rules!

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- DETAILED BUILD AND PAINT GUIDES
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- BATTLES OF THE DEATH GUARD
- WORLDS OF THE IMPERIUM
- LEARN TO BASE YOUR MODELS

22

IN THIS ISSUE

This issue comes with Astrogranite and a new brush. Your very first texture paint, Astrogranite is painted straight onto your bases. Once dry, it will look like stones, rubble and other debris. This paint is grey, so it will match the war-torn streets of Korvon II perfectly! Just follow our easy-to-use guide, and before you know it, you will have all of your models based and ready for the battlefield!



Ian

THE CODIX ASTARTES

SM – CHAPTERS 1.2

Learn more about the important book Space Marines follow.

CHRONICLES OF VIRULENCE

DG – LEGION 5

Read about the Death Guard's most famous battles.

SONS OF THE EMPEROR

40K – HISTORY 7

Learn about the origins of the Space Marines.

WORLDS OF THE IMPERIUM

40K – FACTIONS 1.2

Discover the varied worlds of the Imperium.

HOW TO PAINT BASES

TEXTURE – ASTROGRANITE

File behind Shade

SUPPLY DROP DOWN

RULES – MISSION 2

The Ultramarines and Death Guard clash over vital supplies.

SETTING UP A BATTLEFIELD

TUTORIAL 21

Add to Tutorial 21

DEFEND THE SPOILS OF WAR!

RULES – MISSION 3

With the supplies secured, the victor must defend them!



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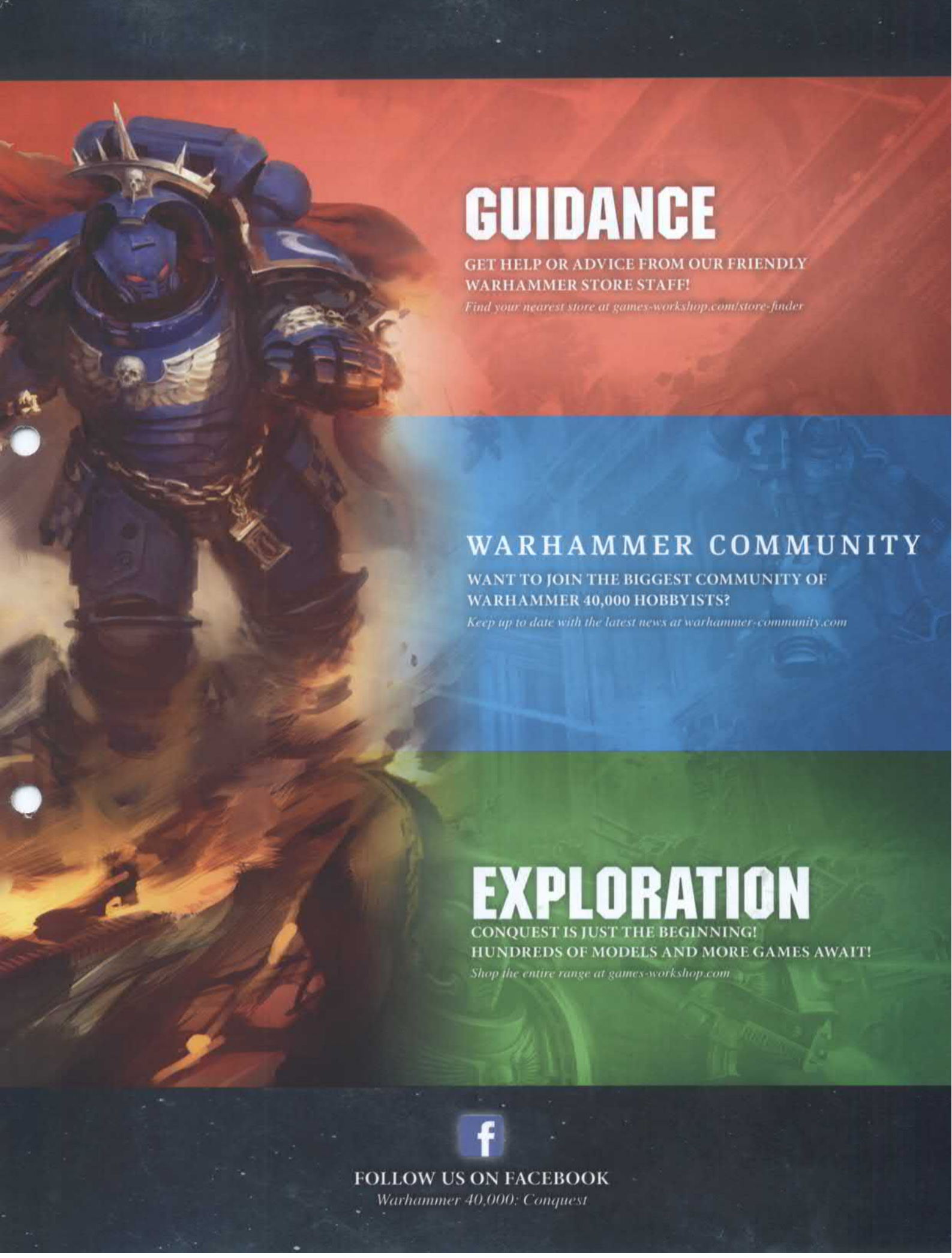
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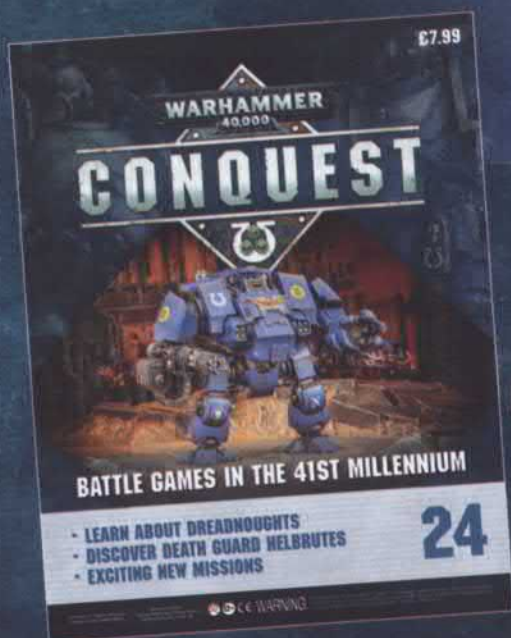
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- **LEARN ABOUT CHAOS DAEMONS**
- **ADD NEW MODELS TO YOUR MISSIONS**

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IN THIS ISSUE

Get ready to wage war with Battlefield Accessories this issue! Your first Korvon II play mat terrain models, Battlefield Accessories all have interesting effects in your games. Ammunition crates allow you to re-roll some missed shots in your games, tank traps stop vehicle movement, and your promethium drums may explode! You'll use your Battlefield Accessories in two exciting new missions. The Ultramarines must stop a daemonic ritual and strike deep into Death Guard territory.

Happy Hobbying!

Ian

CHAPTER ORGANISATION

SM – CHAPTERS 1.3

Learn about the organisation of a Space Marine Chapter.

DAEMONS OF CHAOS

40K – FACTIONS 2

Add to 40K - Factions 2

HIERARCHY OF THE IMPERIUM

40K – FACTIONS 1.1

Add to 40K - Factions 1.1

NURGLINGS

40K – FACTIONS 2.1.4

Learn about these Daemons of Nurgle, his malicious mites.

ACHERON AFLAME

40K – BATTLES 11

On war-torn Armageddon, Blood Angels and Orks clash.

BATTLEFIELD ACCESSORIES

SCENERY 4

An easy-to-follow guide to building your new models.

BATTLEFIELD ACCESSORIES

SCENERY 5

A step-by-step guide to painting your Battlefield Accessories.

STOP THE RITUAL

RULES – MISSION 4

The Death Guard seek to summon Daemons from the warp!

BEHIND ENEMY LINES

RULES – MISSION 5

The Ultramarines strike deep into Death Guard territory.

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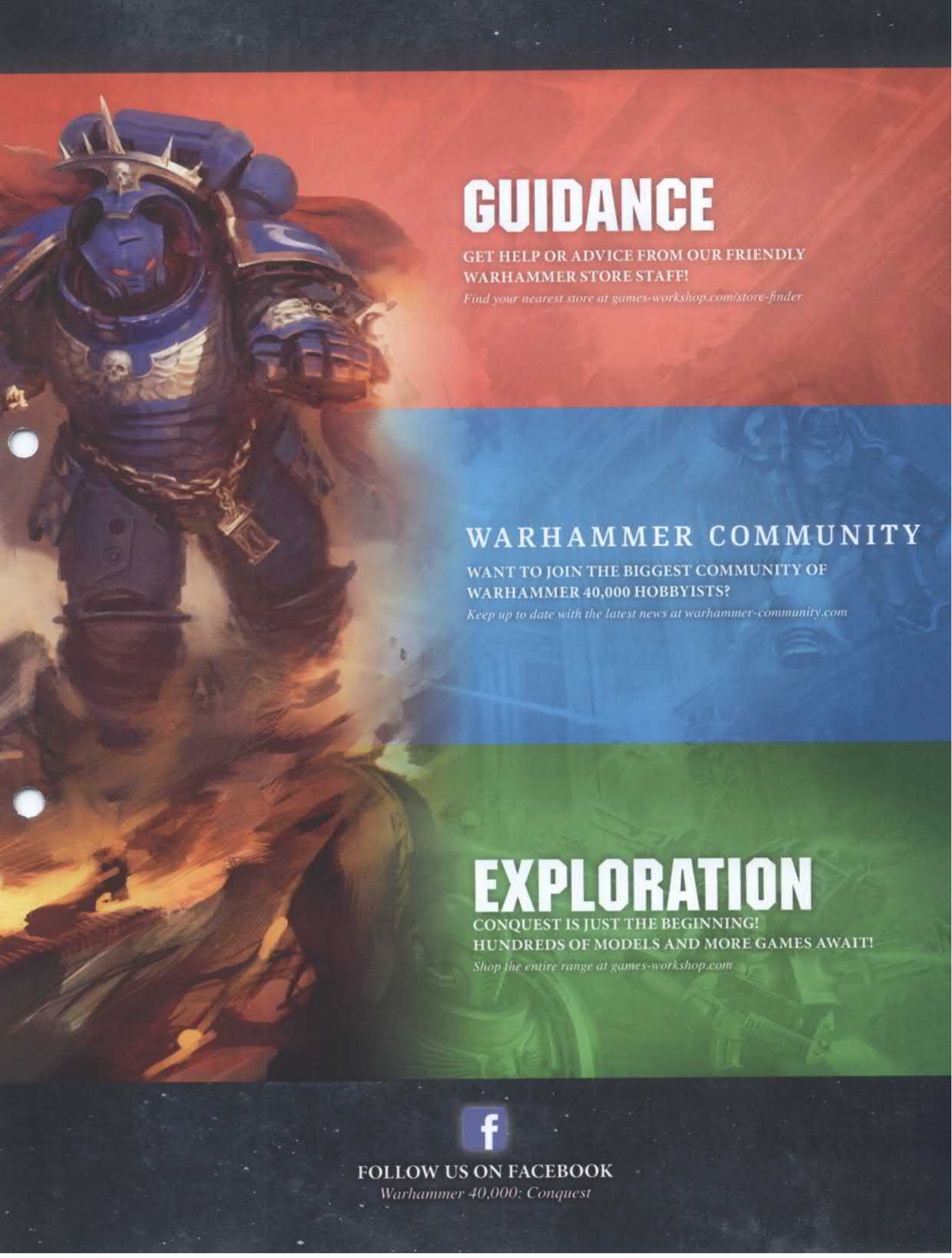
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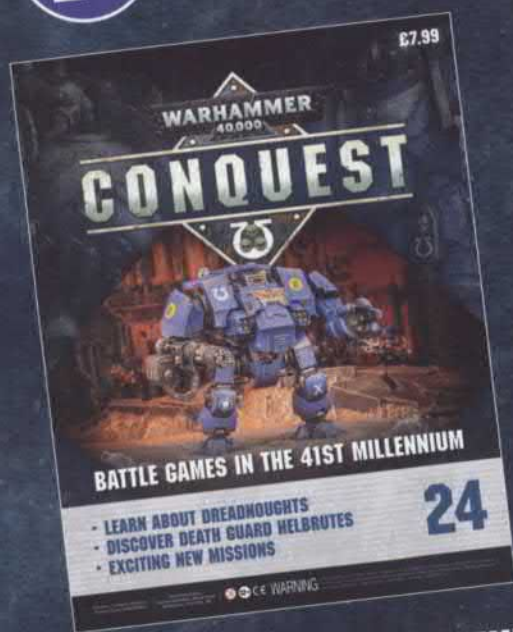
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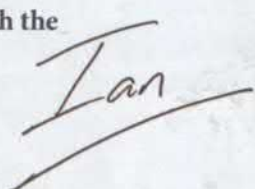
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IN THIS ISSUE

The first half of your Redeptor Dreadnought comes with this issue. Though you'll need Issue 25 to complete the kit, we have included an easy-to-follow build guide this week. This issue is filled with information about Space Marine Dreadnoughts and their corrupted Chaos versions, Helbrutes. Each Dreadnought is piloted by a crippled Space Marine that is placed inside. Bonded with such a powerful war machine, a Dreadnought pilot is almost unstoppable on the battlefield. You'll have your first game with the Redeptor next issue, but for now we have some unique, small-scale battles for you to fight.

Happy Hobbying!



DREADNOUGHTS **SM – WAR MACHINES 1**

Discover these mighty war machines of the Space Marines.

REDEPTOR DREADNOUGHTS **SM – WAR MACHINES 2**

Learn about the most advanced type of Dreadnought.

REDEPTOR WARGEAR **SM – WARGEAR 7**

Find out what makes Redeptor Dreadnoughts so deadly.

HELBRUTES **DEATH GUARD – WAR MACHINES 2**

Read about the Chaos-warped versions of Dreadnoughts.

BAAL UNDER SIEGE **40K – BATTLES 11**

The alien Tyranids invade the Blood Angels' home world.

REDEPTOR DREADNOUGHT **SPACE MARINES 8**

A guide to building your Redeptor Dreadnought.

KORVON II **RULES – PLAYING 1**

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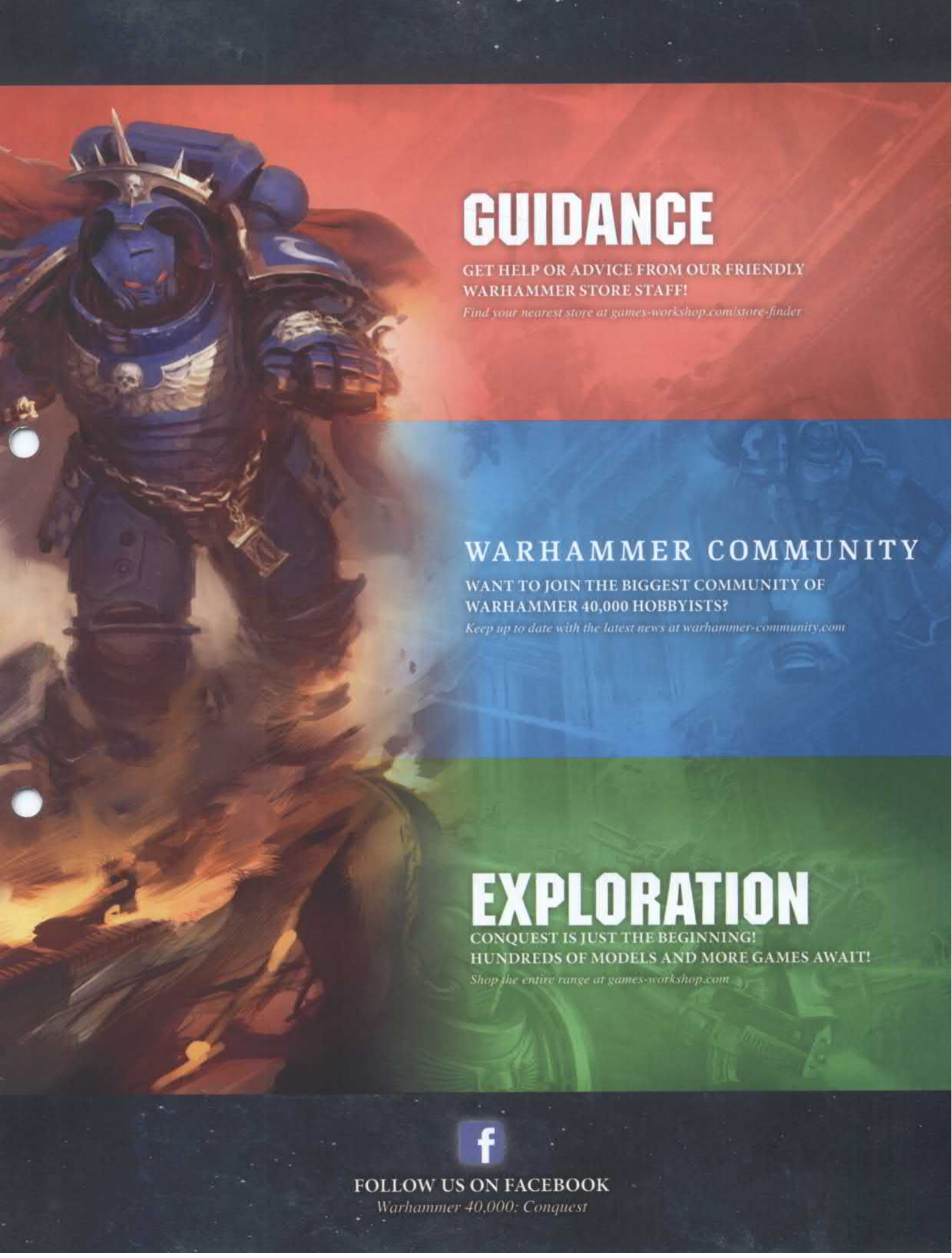
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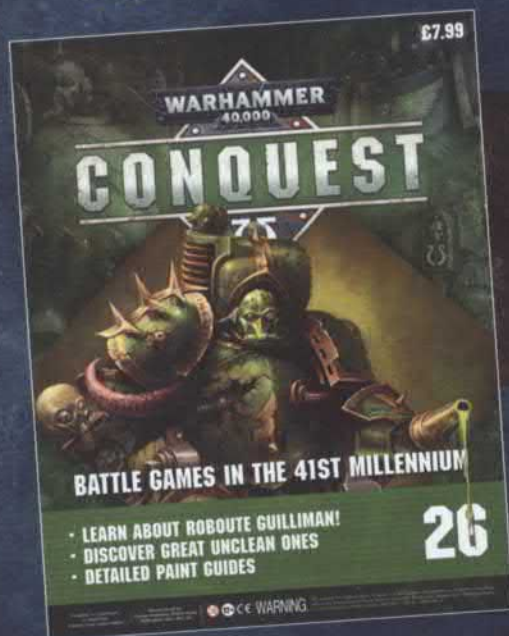
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- DREADNOUGHT WEAPONS



REDEPTOR DREADNOUGHT! PART TWO

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IN THIS ISSUE

It's time to complete your Redeptor! This issue you'll build, paint, and play with your mighty Dreadnought. We have provided guides to help you through this, including a tutorial mission that will teach you how to use powerful models, like the Redeptor, in your games. This issue also has more exciting articles about Dreadnoughts, including two new types of Dreadnought and a look at the weapons wielded by these giant machines of war.

Ian

Happy hobbying!

DREADNOUGHTS

SM – WAR MACHINES 1

Add to Space Marines - War Machines 1

DREADNOUGHT WEAPONS

SM – WARGEAR 8

Discover the deadly weapons of these mighty war machines.

DISCIPLES OF DECAY

DEATH GUARD – LEGION 7

Learn about the allies that accompany the Death Guard to war.

REDEPTOR DREADNOUGHT

SPACE MARINES 8

An easy-to-follow guide for painting your new model.

REDEPTOR STRIKE

TUTORIAL MISSION 20

Your Redeptor takes to battle in this exciting mission.

CHANGING DATASHEETS

TUTORIAL 23

We explain how the Redeptor's datasheet changes in play.

REDEPTOR DATASHEET

SM – DATASHEETS 4

The datasheet for your new Redeptor Dreadnought.

FURY UNLEASHED

RULES – MISSION 8

The Death Guard attempt to destroy a mighty Redeptor.



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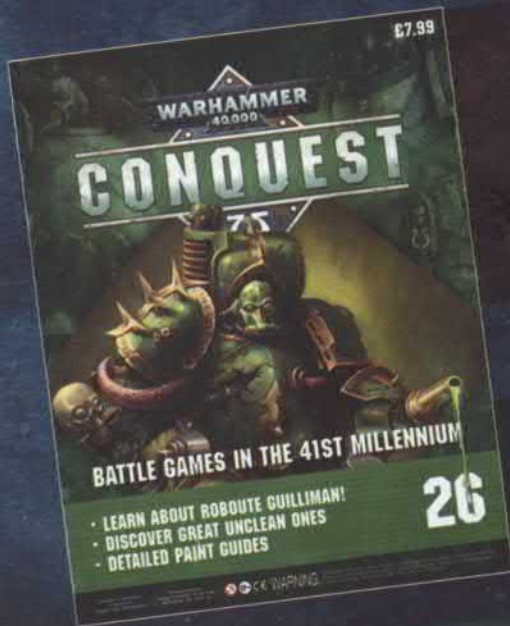
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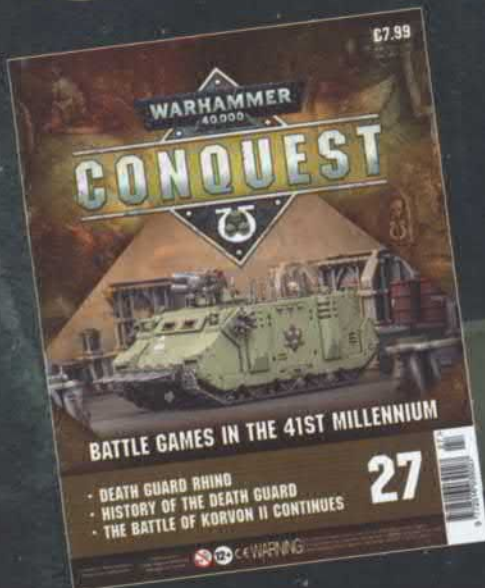
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The background of the cover is a dark, atmospheric illustration of Roboute Guilliman, the Primarch of the Ultramarines. He is depicted in his iconic green and gold armor, with a large, curved sword (the Magma Sword) held in his right hand. The lighting is dramatic, highlighting the details of his armor and the texture of his skin. The overall tone is gritty and war-torn, typical of the Warhammer 40,000 aesthetic.

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- LEARN ABOUT ROBOUITE GUILLIMAN!
- DISCOVER GREAT UNCLEAN ONES
- DETAILED PAINT GUIDES

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IN THIS ISSUE

This issue comes with a very important paint, Reikland Fleshshade. This Shade paint is used to shade any exposed skin on your models. Though it is only used on some of them, it adds a great deal of depth to the areas it is painted on. Since many characters and squad leaders have exposed heads, this paint greatly improves the look of some of your most important models. It will get a lot of use on the Death Guard especially as there are lots of exposed fleshy mutations to shade! We also have great background articles for you to read and two exciting new missions for you to play through.

Happy Hobbying!

Ian

AGE OF THE IMPERIUM 40K – HISTORY 9

Learn about the history of the Imperium.

CICATRIX MALEDICTUM 40K – HISTORY 10

Discover the group of warp storms that divides the Imperium.

GREAT UNCLEAN ONES 40K – FACTIONS 2.1.2

These are the most powerful of Nurgle's Daemons.

POSSESSED DEATH GUARD – WARRIORS 4

These mighty Plague Marines are possessed by Daemons.

ROBOUITE GUILLIMAN SPACE MARINES – HEROES 1

Read about the Primarch of the Ultramarines.

BLOOD ANGELS SPACE MARINES – CHAPTERS 4

The Blood Angels are among the oldest and most revered Space Marine Chapters.

HOW TO PAINT SHADE – REIKLAND FLESHSHADE

An easy-to-follow guide for shading the skin of your models.

FINDING FELTHIUS RULES – MISSION 9

The Ultramarines search for Lord Felthius behind enemy lines.

SEVER THE HEAD RULES – MISSION 10

Their target found, the Ultramarines launch an attack!

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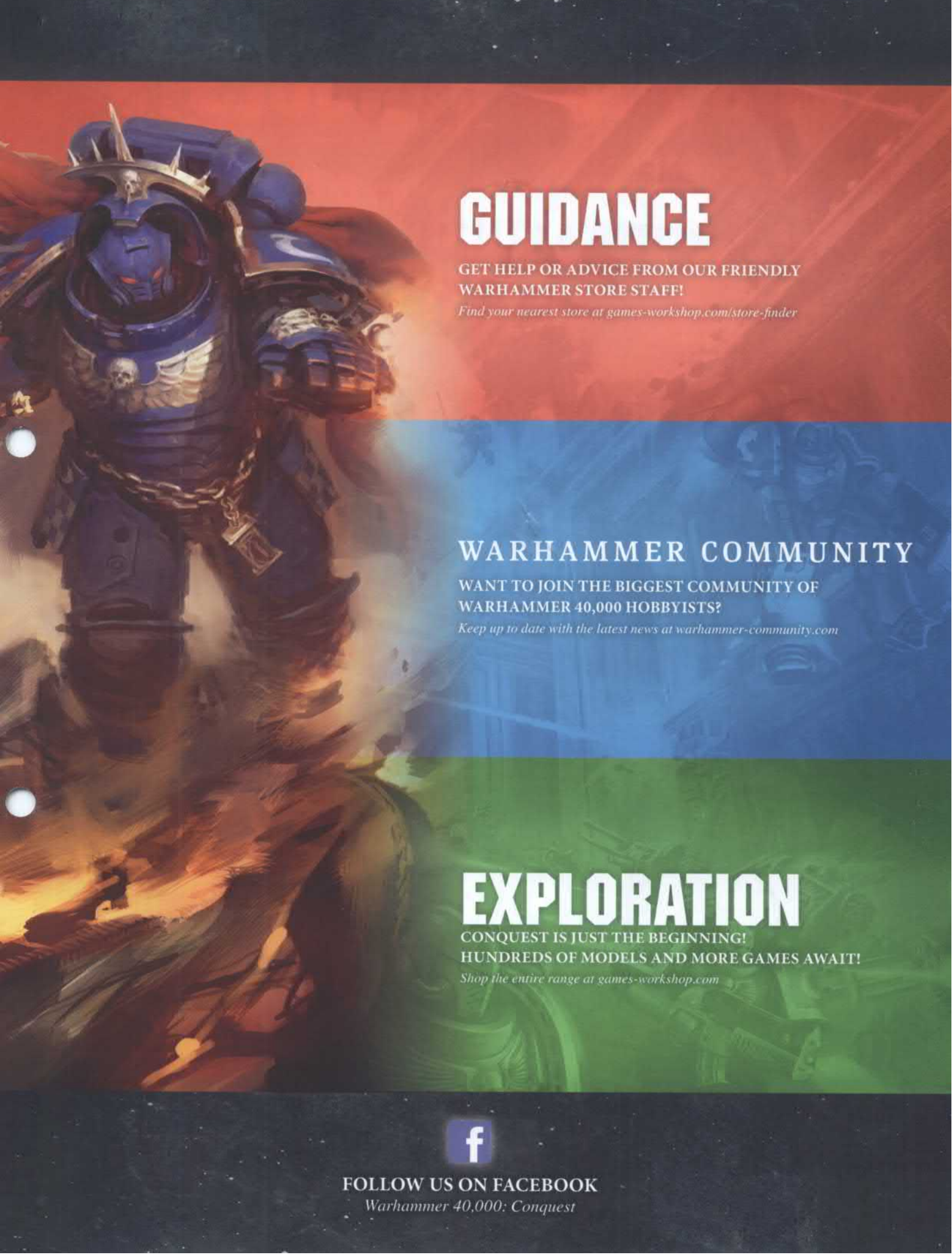
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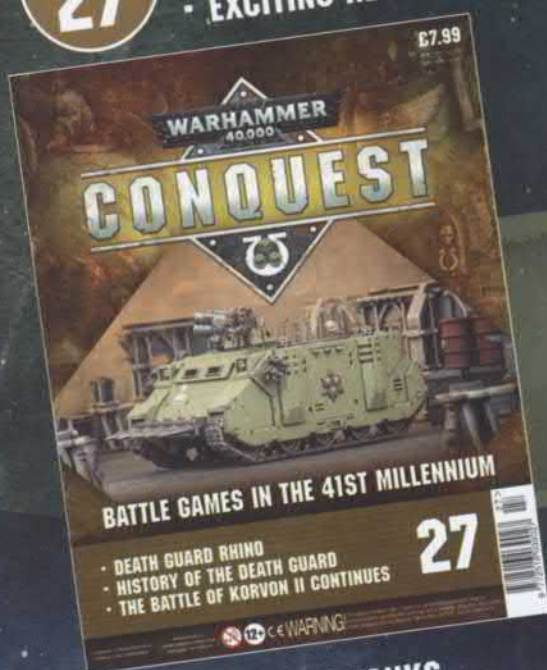
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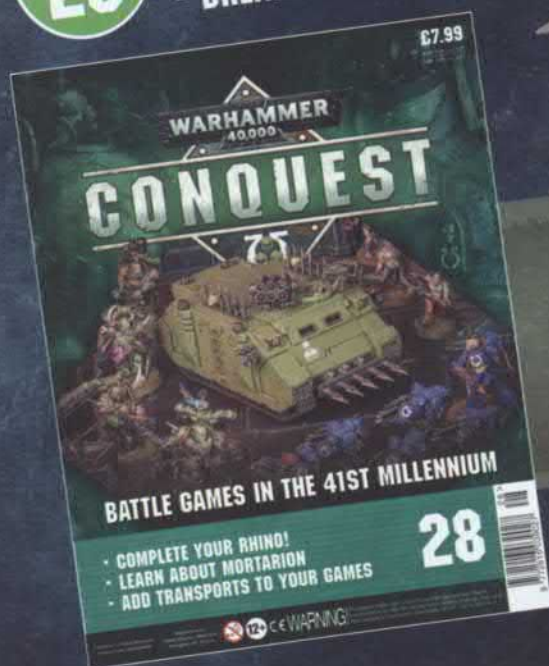
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- DETAILED BUILD GUIDE
- EXCITING NEW MISSION



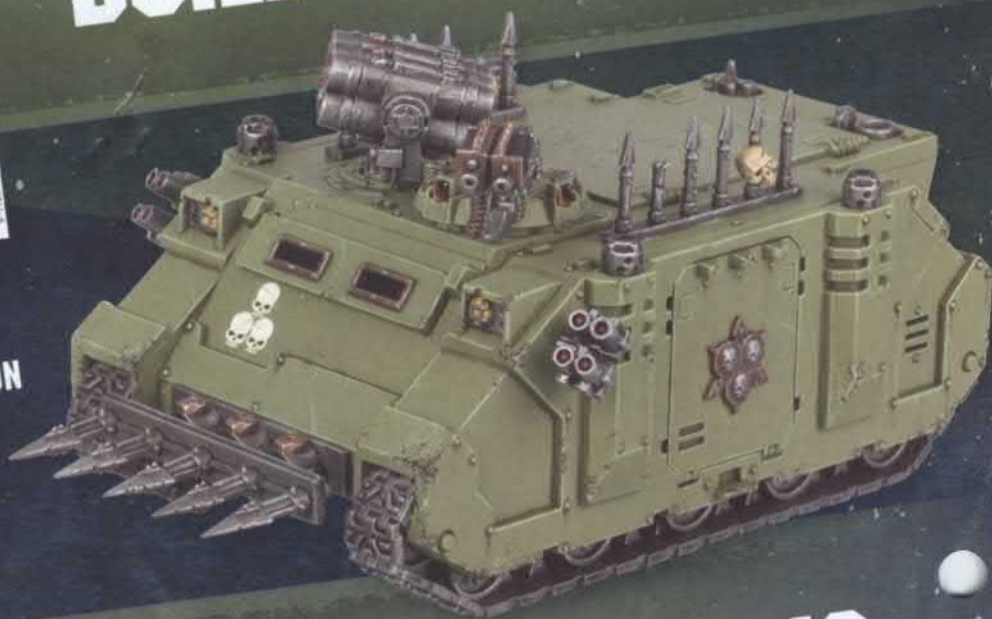
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- RHINO PAINT GUIDE
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IN THIS ISSUE

This issue comes with the first part of your Death Guard Rhino. Though you'll need Issue 28 to complete the model, this issue contains an easy-to-follow guide to build it. It also has lots of great articles, including some about Rhinos and the corrupted versions used by the Death Guard. Finally, we have a brand new mission for you to play that sees the Ultramarines attacked on all sides!

Happy Hobbying!

Ian

RHINO TRANSPORT **SM – WAR MACHINES 3**

Learn about this mighty Space Marine transport vehicle.

DEATH GUARD RHINOS **DG – WAR MACHINES 3**

Discover these corrupted battle tanks.

CHRONICLES OF VIRULENCE **DEATH GUARD – LEGION 5**

Add to Death Guard - Legion 5

ANGELIC VENGEANCE **40K – BATTLES 13**

The Dark Angels combat a rebellion on the world of Luminus.

DEATH GUARD RHINO **DEATH GUARD 9**

An easy-to-follow guide to building your new battle tank.

BLOCKADE **RULES – MISSION 11**

The Death Guard attack an Ultramarines blockade.



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IN THIS ISSUE

It's time to complete your Rhino this week, and this issue has a detailed paint guide to help you do it. Since it is your first tank, painting the Rhino will be a little different than what you have already painted. Painting your first tank can seem intimidating, but many painters find painting tanks easier than painting smaller models. Just follow our step-by-step guide, and you will have it done before you know it!

Happy Hobbying!

Ian

PREDATOR BATTLE TANK **SM – WAR MACHINES 4**

Learn about the main battle tank of the Space Marines.

DEATH GUARD PREDATORS **DG – WAR MACHINES 4**

Discover these decrepit but powerful war machines.

DEATH ON DAMNOS **40K – BATTLES 14**

Ultramarines armour battles Necrons on Damnos.

MORTARION **DEATH GUARD – CHAMPIONS 1**

Add to Death Guard - Champions 1

DEATH GUARD RHINO **DEATH GUARD 9**

A detailed paint guide for your Death Guard Rhino.

TRANSPORTS **TUTORIAL 24**

An introduction to using transports in your games.

RHINO DATASHEET **DG – DATASHEETS 5**

The datasheet for your Death Guard Rhino.

MECHANISED WARFARE **RULES – MISSION 12**

Death Guard armour tries to break through enemy lines.



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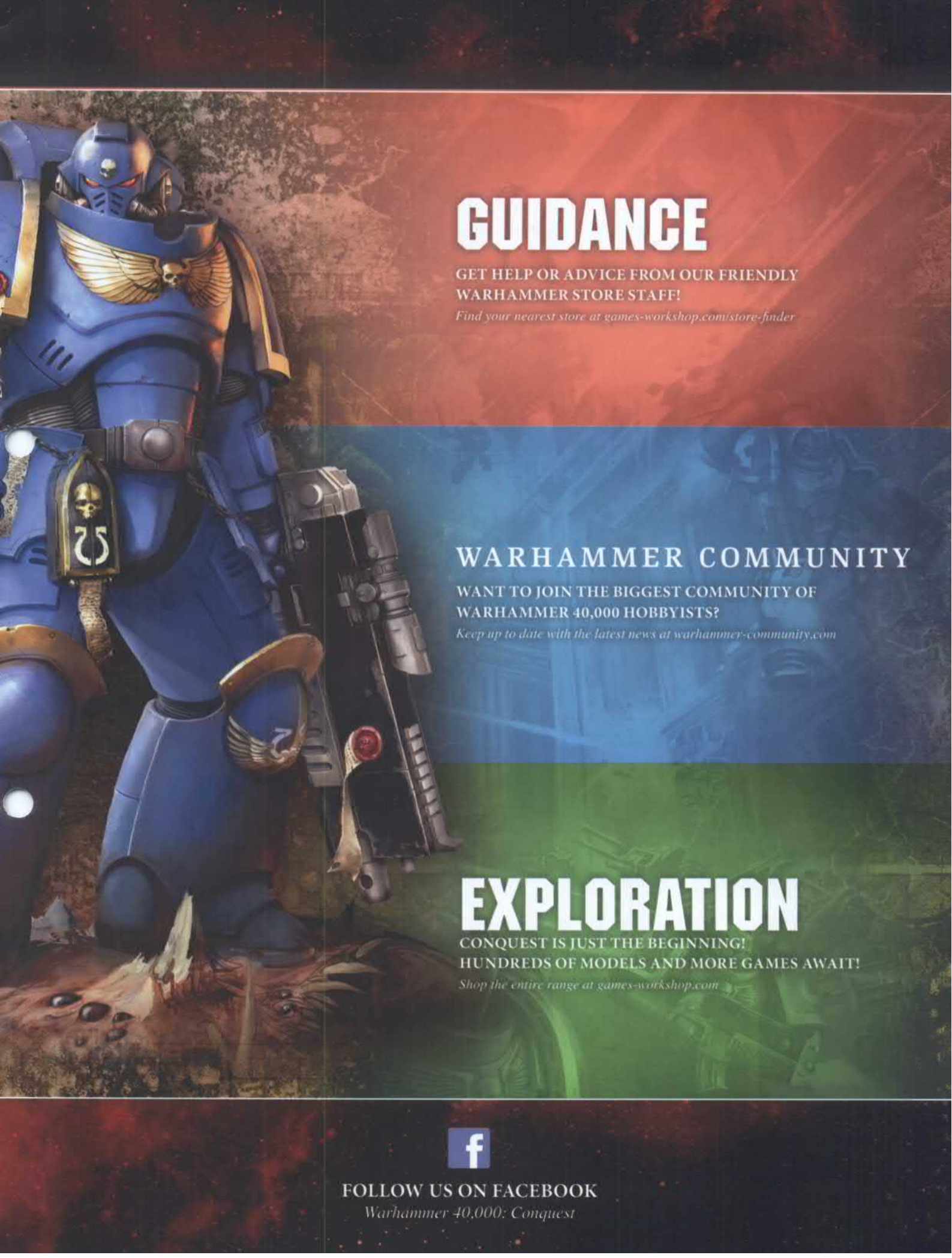
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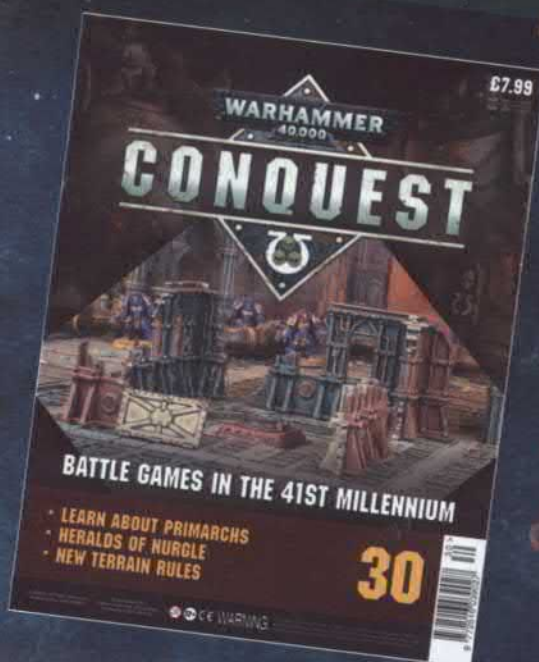
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- HISTORY OF THE SPACE MARINES
- NEW RULES FOR YOUR GAMES

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IN THIS ISSUE

This issue comes with four Space Marine models, a Captain in Gravis Armour and three Sergeants. These officers are very important in a Space Marine army, and they reflect this in your games. The Sergeants increase the leadership of your units, and the Captain allows nearby units to re-roll rolls of 1 to hit! This makes the Captain a powerful model to base your strategies around. As usual, we have detailed build and paint guides for you to follow. You'll have your officers on the tabletop in no time!

Happy Hobbying!

Ian

CAPTAINS **SPACE MARINES – HEROES 4**

Learn about these mighty Space Marine commanders.

A BROTHERHOOD AT WAR **SM – CHAPTERS 1.8**

Read about the long and proud history of the Space Marines.

THE SECOND COMPANY **SM – CHAPTERS 2.5**

See the Ultramarines 2nd Company during the Plague Wars.

CHAMPIONS COLLIDE **40K – BATTLES 15**

Captain Acheran fights the Death Guard in this exciting story.

PLAGUEBEARERS **40K – FACTIONS 2.1.4**

Learn about the daemonic footsoldiers of Nurgle.

SPACE MARINE OFFICERS **SPACE MARINES 9**

Step-by-step instructions for building your new Space Marines.

SPACE MARINE OFFICERS **SPACE MARINES 9**

An easy-to-follow guide for painting your new Space Marines.

ACHERAN ARRIVES **RULES – MISSION 13**

The Death Guard try to eliminate Captain Acheran.

SPACE MARINES DATASHEET **SM – DATASHEETS 5**

The datasheet for your new Captain in Gravis Armour.

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IN THIS ISSUE

This issue comes with a new terrain kit for your games, Ryza Ruins. Ruined buildings are an iconic part of Warhammer 40,000. Though games can take place in any environment you can imagine (it is a big galaxy after all), clashes in the cities of the Imperium are a fan favourite! Adding this terrain to your play mat enhances your play experience, allowing you to add the full rules for ruins in your games. You may notice that there are more ruins printed on your mat than are included with this issue. Don't worry! You'll receive a second Ryza Ruins kit in an upcoming issue.

Happy Hobbying!

Ian

THE PRIMARCHS

40K – HISTORY 11

Learn about the superhuman sires of the Space Marines.

CHAPTER PLANETS

SM – CHAPTERS 1.7

A map showing the home worlds and fleets of many Chapters.

HERALDS OF NURGLE

40K – FACTIONS 2.1.3

Read about the villains that lead Plaguebearers to war.

CITY OF THE DEAD

40K – BATTLES 16

Imperial Fists and World Eaters clash in a deadly city fight.

RYZA RUINS

40K – SCENERY 5

An easy-to-follow guide to building your Ryza Ruins.

RYZA RUINS

40K – SCENERY 6

A detailed guide for painting your Ryza Ruins.

RUINS

RULES – TERRAIN 1

File after Core Rules 1

BARACHIAS CAMPAIGN MAP

RULES – PLAYING 2

A new campaign map with your first campaign rules.

URBAN CARNAGE

RULES – MISSION 14

Death Guard and Ultramarines clash in the ruins of Barachias.

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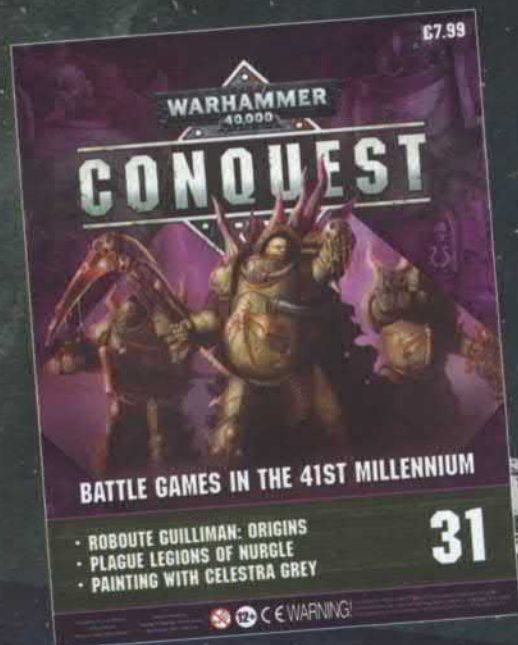
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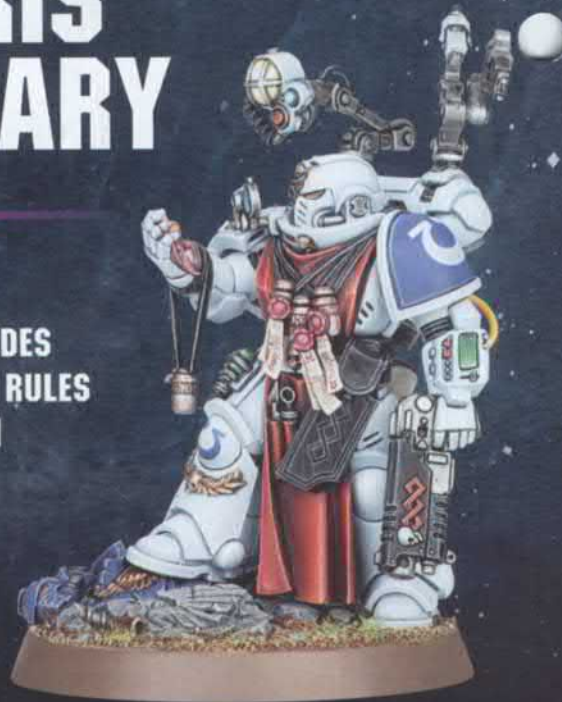
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IN THIS ISSUE

It's all about paint this issue, with a refill of Death Guard Green, a new paint and a new brush. Your new paint, Celestra Grey, is used to paint the smoke on your Death Guard models and the lights on your vehicles. The Medium Layer Brush that comes with this issue is just what you need to paint small details, like these lights. With that in mind, we have included an extra paint guide in this issue. It is time to go back to your Death Guard models and paint the horns, teeth, and skulls on them with Rakarth Flesh. As always, we have plenty of other great articles that bring the 41st Millennium to life! There is a new mission for you to play too.

Ian

Happy Hobbying!

GUILLIMAN: AVENGING SON

SM – HEROES 1

Add to Space Marines - Heroes 1

A BROTHERHOOD AT WAR

SM – CHAPTERS 1.8

Add to Space Marines - Chapters 1.8

DARK ANGELS

SPACE MARINES – CHAPTERS 5

Discover this sinister and secretive Space Marine Chapter.

THE PLAGUE LEGIONS

40K – FACTIONS 2.1

Add to 40k - Factions 2.1

CELESTRA GREY

BASE – CELESTRA GREY

File behind Paint - Base - Fine Details

DEATH GUARD DETAILS

DEATH GUARD 10

A guide to painting some of the details on your Death Guard.

ULTRAMARINES ADVANCE!

RULES – MISSION 15

The Ultramarines push to take the north of Barachias.



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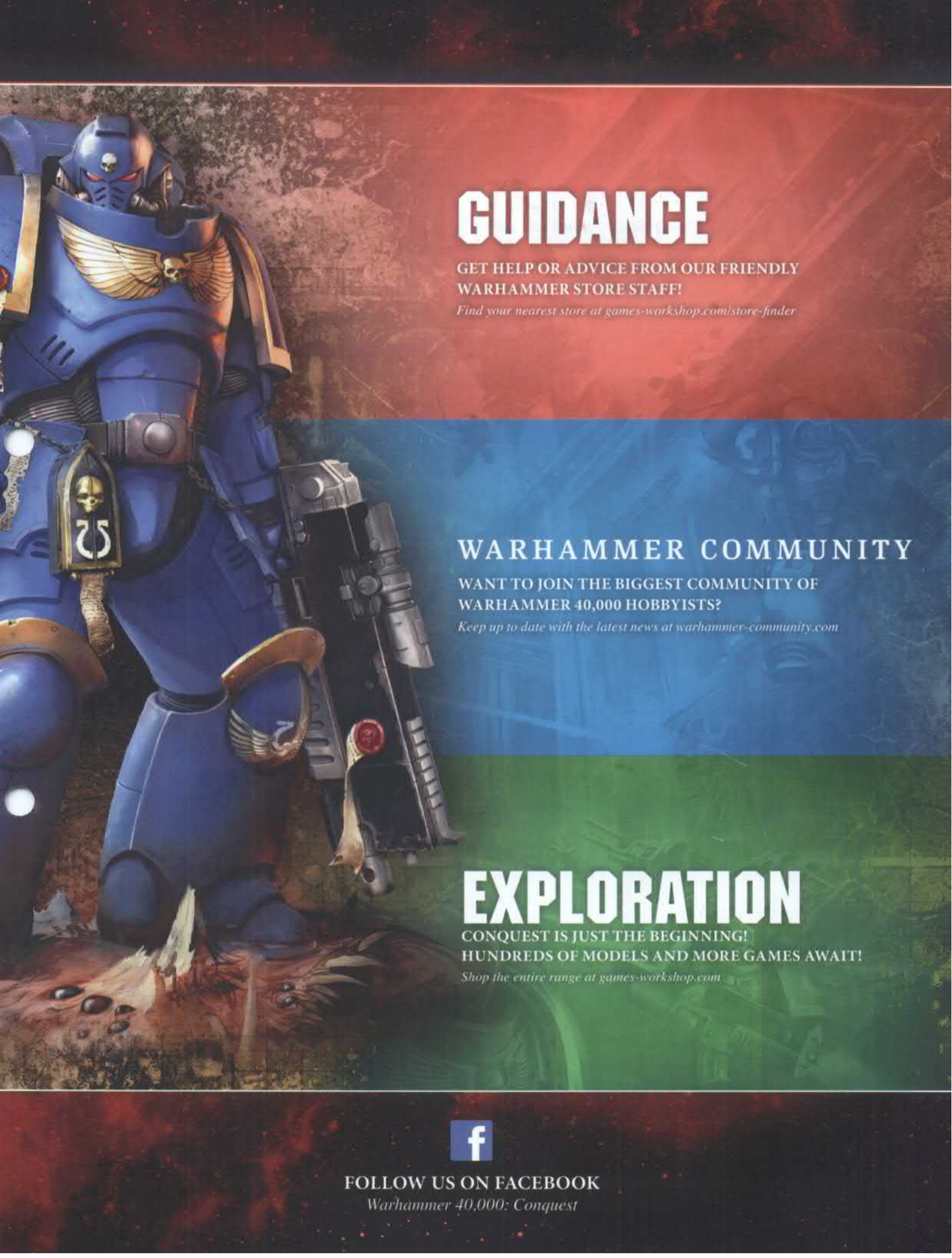
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IN THIS ISSUE

You've received one of the most important Space Marine heroes this issue, a Primaris Apothecary. Apothecaries are both battlefield medics and genetic scientists. They create new Space Marines and gather the gene-seed that is used in this process. Without Apothecaries, a Space Marine Chapter would slowly die, unable to replace its losses. This model has lots of amazing detail, so it may look a little intimidating to build and paint. Don't worry! We have detailed guides to walk you through!

Happy Hobbying!

Ian

APOTHECARIES SPACE MARINES – HEROES 7

Discover these incredibly important Space Marine heroes.

PRIMARIS APOTHECARY WARGEAR SM – WARGEAR 9

Learn about the tools and weapons of Primaris Apothecaries.

IN THE DEPTHS OF THE HIVE 40K – BATTLES 17

A Deathwatch Kill Team battles a vile Genestealer Cult.

PRIMARIS APOTHECARY SPACE MARINES 10

An easy-to-follow guide to build your new model.

PRIMARIS APOTHECARY SPACE MARINES 10

A detailed guide for painting your Primaris Apothecary.

HONOUR THY FALLEN RULES – MISSION 16

An Apothecary and Blightspawn race to capture gene-seed.

APOTHECARY DATASHEET SM – DATASHEETS 6

The datasheet for your new Primaris Apothecary.



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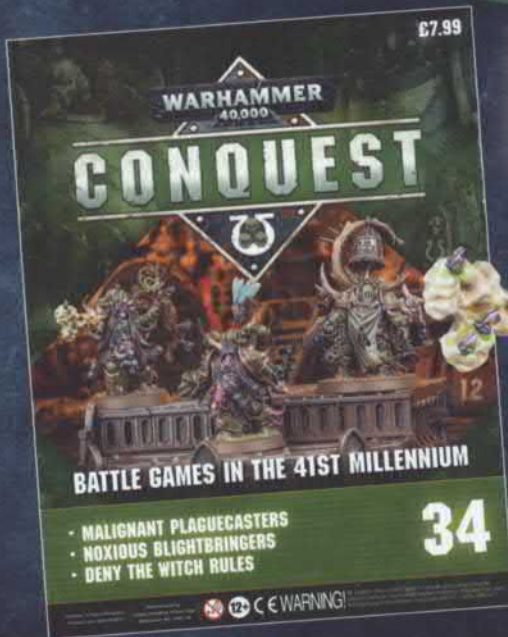
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IN THIS ISSUE

This issue comes with a new terrain kit, Thermic Plasma Conduits, which will expand your battlefield and add interest to your games. With our detailed build and paint guides, you'll have your new terrain kit ready to add to your battlefield in no time. Taking cover behind Thermic Plasma Conduits can be dangerous however, and so, in the play section, we've included rules to represent the off chance they may explode! In addition to providing more three-dimensional cover for your games, plasma is an important power source in the 41st millenium, giving your forces a new objective to fight over in an exciting new mission.

Ian

Happy Hobbying!

CHAPTER MASTERS

SPACE MARINES – HEROES 2

Discover the frightening power of the Space Marines' leaders, the mighty Chapter Masters.

HONOUR GUARD

SPACE MARINES – HEROES 8

Learn about the Honour Guard, specialist bodyguards who are amongst the most skilled warriors in the galaxy.

CITIES OF THE IMPERIUM

40K – FACTIONS 1.4

A look at the the grim cities of the vast Imperium of Mankind.

DEATH FROM ABOVE

40K – BATTLES 18

The Blood Angels confront the traitorous Black Legion!

THERMIC PLASMA CONDUITS

SCENERY 6

A comprehensive guide to assembling your new terrain kit.

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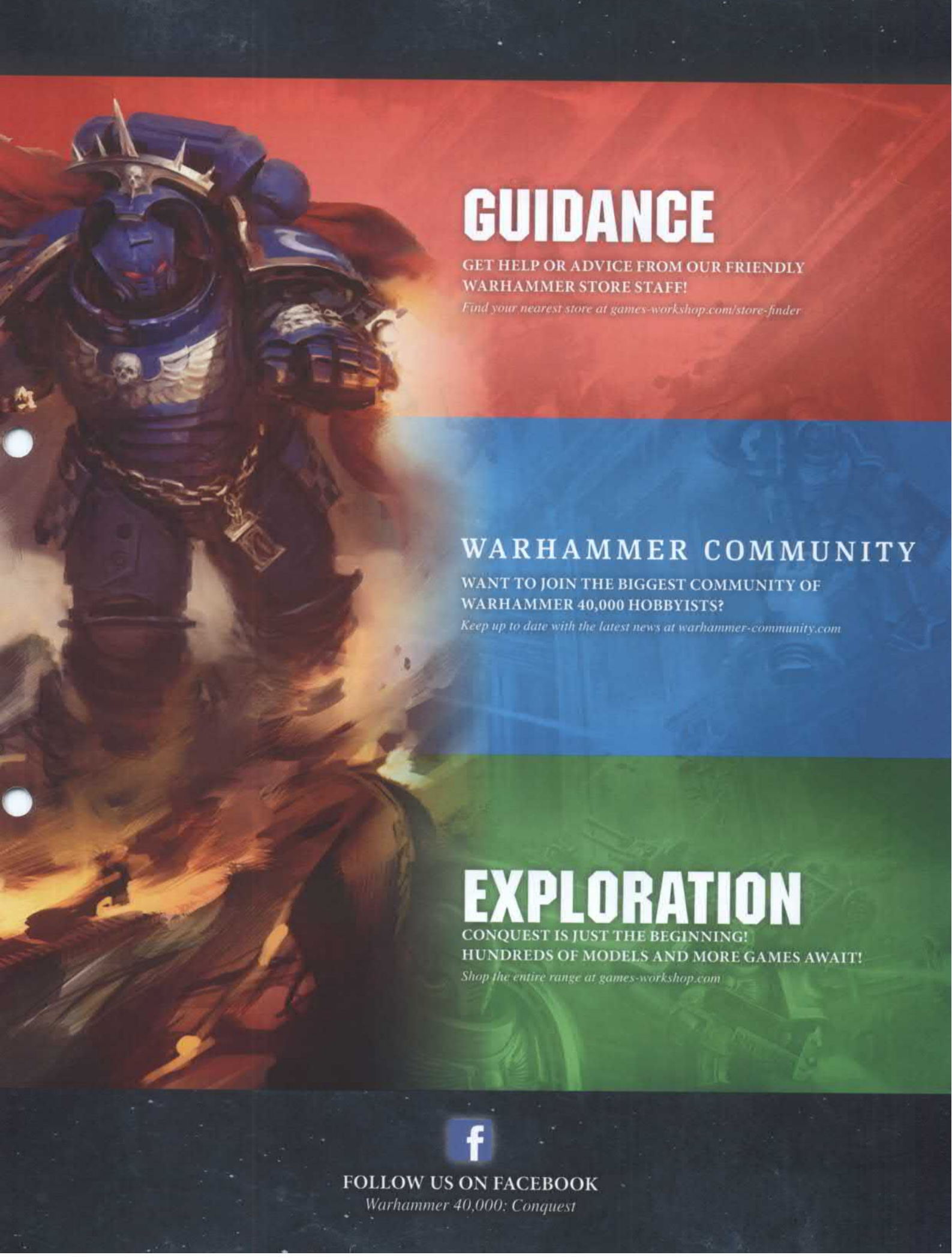
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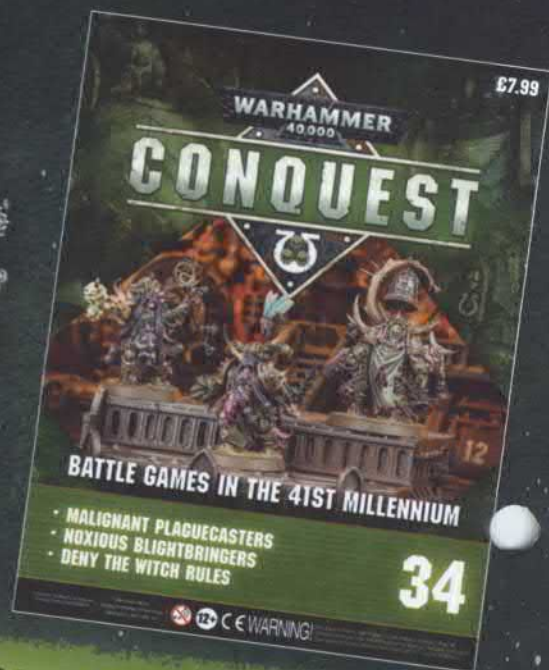
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- MALIGNANT PLAGUECASTERS
- NOXIOUS BLIGHTBRINGERS
- DENY THE WITCH RULES

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IN THIS ISSUE

There are many mighty villains in the ranks of the Death Guard, and this issue comes with three of them! The Malignant Plaguecaster is a powerful battle psyker. Plague Champions lead units of Plague Marines in battle. Finally, your Noxious Blightbringer carries a giant bell, called a tocsin of misery, that enhances the Death Guard and hinders any enemies that are nearby. These are highly detailed models, and so we have detailed guides to help you build and paint them. When he is on the battlefield, the Malignant Plaguecaster will be a great counter to the Primaris Librarian, and we've included a Deny the Witch tutorial to teach you how.

Happy Hobbying!

Ian

MALIGNANT PLAGUECASTERS **DG – CHAMPIONS 4.1**

Discover these horrendously powerful Death Guard psykers.

NOXIOUS BLIGHTBRINGERS **DG – CHAMPIONS 8**

The bells of these villains sound as the Death Guard go to war.

DEATH GUARD VILLAINS **DEATH GUARD 10**

A step-by-step guide to building your new models.

DEATH GUARD VILLAINS **DEATH GUARD 11**

A detailed guide to painting your new models.

DENY THE WITCH **TUTORIAL 25**

Learn how to engage in psychic duels in your games.

KILL THE PLAGUECASTER! **MISSION 18**

The Ultramarines try to assassinate a Malignant Plaguecaster.

DG CHARACTERS **DEATH GUARD – DATASHEETS 6**

Datasheets for your new Death Guard character models.



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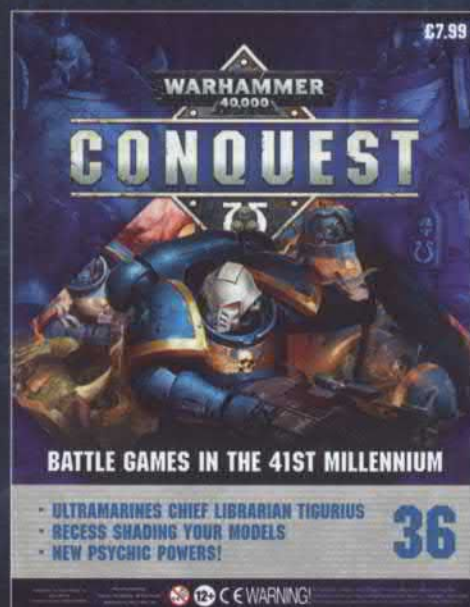


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- **HISTORY OF THE IMPERIUM**
- **THE RAVEN GUARD GO TO WAR!**

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IN THIS ISSUE

The skull-faced Primaris Chaplain comes with this issue, and he will lead your Ultramarines to victory! Chaplains are grim heroes who inspire their brothers to great acts of valour. In your games, the Ultramarines around him will fight harder and almost never flee from the fight. To get this inspirational leader ready for the battlefield, we have detailed build and paint guides for you. Many new painters find painting black armour tricky. Don't worry, our painting guide will teach you how to do so neatly.

Happy Hobbying!

Ian

CHAPLAINS SPACE MARINES – HEROES 6

Learn about Chaplains, fearsome spiritual warriors.

PRIMARIS CHAPLAIN WARGEAR SM – WARGEAR 10

A guide to the weapons and equipment wielded by the stern and deadly Primaris Chaplains.

AGE OF THE IMPERIUM 40K – HISTORY 9

An overview of the dark ages through which the mighty Imperium has survived.

LITANY OF HATRED 40K – BATTLES 19

The Raven Guard find themselves outnumbered and surrounded. Chaplain Lorcus must rally his brothers!

PRIMARIS CHAPLAIN SPACE MARINES 11

A detailed guide to building your Primaris Chaplain.

PRIMARIS CHAPLAIN SPACE MARINES 11

A detailed guide to painting your Primaris Chaplain.

A SACRED DEFENCE RULES – MISSION 19

A Primaris Chaplain leads the defence of a sacred shrine.

PRIMARIS CHAPLAIN SM – DATASHEETS 7

Rules for using your Primaris Chaplain in your games.



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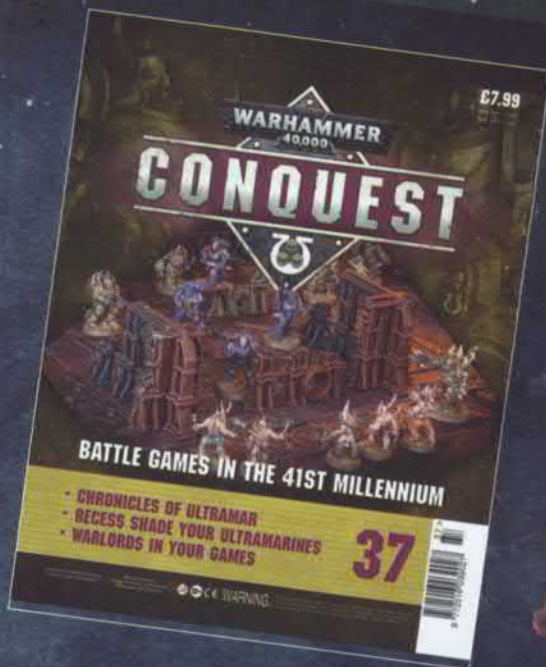
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- **NEW PSYCHIC POWERS!**

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IN THIS ISSUE

This issue comes with three paints for your growing paint collection. In the paint section there is an article to teach you how to paint your Death Guard models with Steel Legion Drab. These are small areas, and so we go into how to paint and shade them carefully. While shading these areas, it will be easy to shade a few other small areas of detail, and so there is a second guide to help with them. Finally, we teach you how to use your new Athonian Camoshade paint to recess shade your Death Guard models. Recess shading is a technique you can use to bring out details on your models without changing the overall colour of those areas. You will use this on the Death Guard's corroded power armour to great effect! We have also included new psychic powers in the play section for you to use in your games.

Happy Hobbying!

Ian

A DEADLY EVOLUTION

40K – FACTIONS 1.5

Learn about psykers in the Imperium of Man.

CHRONICLES OF VIRULENCE

DEATH GUARD – LEGION 5

Add to Death Guard - Legion 5

CHIEF LIBRARIAN TIGURIUS

SM – HEROES 3.1

Learn about the famed Chief Librarian of the Ultramarines.

STEEL LEGION DRAB

BASE – STEEL LEGION DRAB

File after Base - Celestra Grey

DEATH GUARD DETAILS

DEATH GUARD 12

A guide for painting some of the details on your models.

RECESS SHADING

DEATH GUARD 13

A guide to using the recess shading technique on your Death Guard models.

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REACH THE EVAC POINT

RULES – MISSION 20

The Ultramarines attempt to evacuate precious gene-seed.

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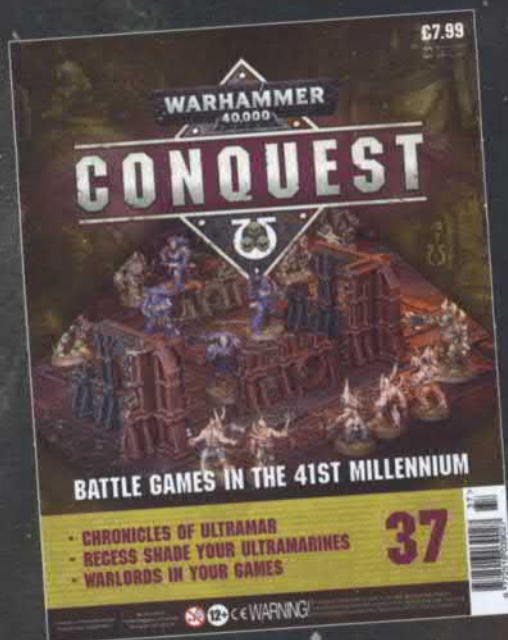
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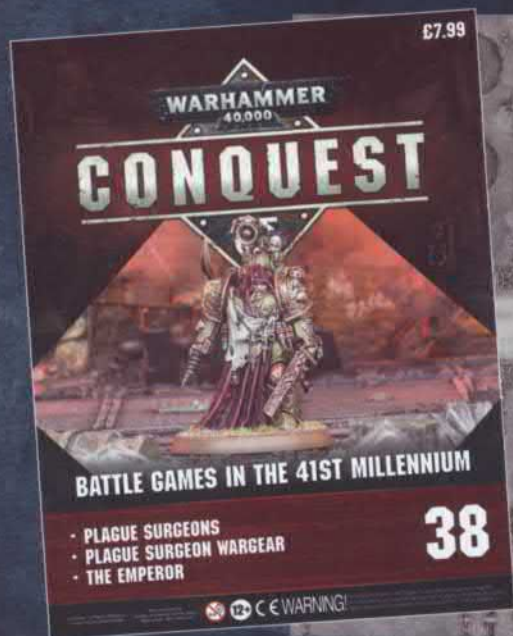
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- BUILD AND PAINT GUIDES



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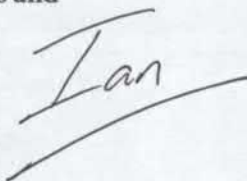
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IN THIS ISSUE

This issue comes with a second Ryza Ruins terrain kit for your games. This set of ruins completes the terrain on your play mat, and once you have followed our painting guide, your terrain set will be complete! There are two more paint guides this issue, both of which focus on your Ultramarines. To add some variety to this issue's mission, there is a printed Skyshield Landing Pad for your forces to capture. We've also included rules for adding Warlords to your games. These are the commanders of your forces and represent you and your opponent on the tabletop. It's time for you to take to the front lines!

Happy Hobbying!



SORCERERS **DEATH GUARD – CHAMPIONS 4**

Discover the foul psykers of the Death Guard.

CHRONICLES OF ULTRAMAR **SM – CHAPTERS 2.2**

Learn about the history of the mighty Ultramarines.

RYZA RUINS **SCENERY 7**

A guide for building your Ryza Ruins.

RYZA RUINS **SCENERY 8**

An updated guide for painting your Ryza Ruins.

SPACE MARINE DETAILS **SPACE MARINES 12**

A guide for painting many of the details on your Ultramarines.

RECESS SHADING **SPACE MARINES 13**

A detailed guide for recess shading the armour of your Ultramarines.

WARLORDS **RULES – CORE RULES 2**

Rules for using Warlords in your games.

SKYSHIELD LANDING PAD **RULES – TERRAIN 3**

A printed terrain piece for you to use in this issue's mission.

EVAC INCOMING **RULES – MISSION 21**

The Ultramarines attempt to reach a landing pad to evacuate.

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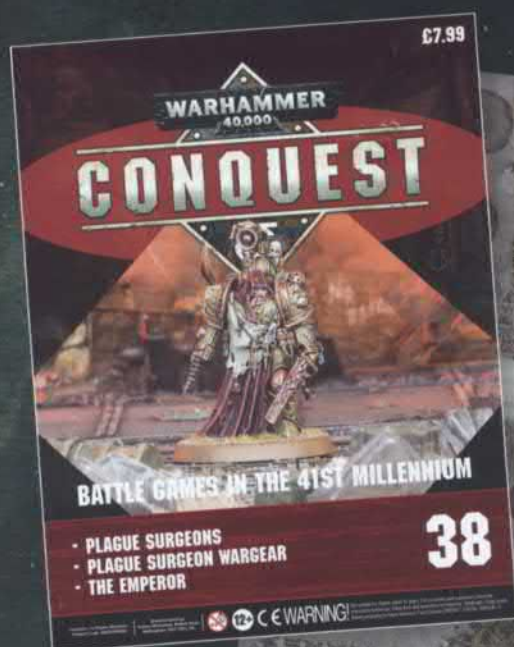
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SURGEON**

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**MECHANICUS ZONE
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- ROTIGUS RAINFATHER
- DETAILED GUIDES
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- **PLAGUE SURGEONS**
- **PLAGUE SURGEON WARGEAR**
- **THE EMPEROR**

38

IN THIS ISSUE

A new villain joins your growing Death Guard army this week, the foul Plague Surgeon! Dedicated to disease, Plague Surgeons are part mad scientist and part combat medic. They boost the power of the diseases in their fellow Plague Marines and steal the gene-seed of their Space Marine foes. They use this stolen gene-seed to create new Plague Marines and for other experiments better left unknown! This issue has detailed build and paint guides for your new model, along with rules to use him in your games.

Happy Hobbying!

Ian

PLAGUE SURGEONS

DG – CHAMPIONS 7

Learn about Plague Surgeons, warriors who were once dedicated to healing and now spread disease and contagion.

PLAGUE SURGEON WARGEAR

DG – WARGEAR 3

An inventory of the cruel Plague Surgeon's deadly equipment.

THE EMPEROR

40K – FACTIONS 1

Add to 40k - Factions 1

PLAGUE SURGEON

DEATH GUARD 11

A guide to assembling your Plague Surgeon.

PLAGUE SURGEON

DEATH GUARD 14

A detailed stage-by-stage guide to painting your Plague Surgeon.

SEARCH AND DESTROY

MISSION 22

The Ultramarines must search a crash site and rescue survivors while the Death Guard seek to stop them.

PLAGUE SURGEON DATASHEET

DG – DATASHEETS 7

A full set of rules for your new Plague Surgeon model.

CRASHED AQUILA LANDER

RULES – TERRAIN 4

A printed terrain piece for this issue's mission is on the insider back cover. File it with your other terrain rules.

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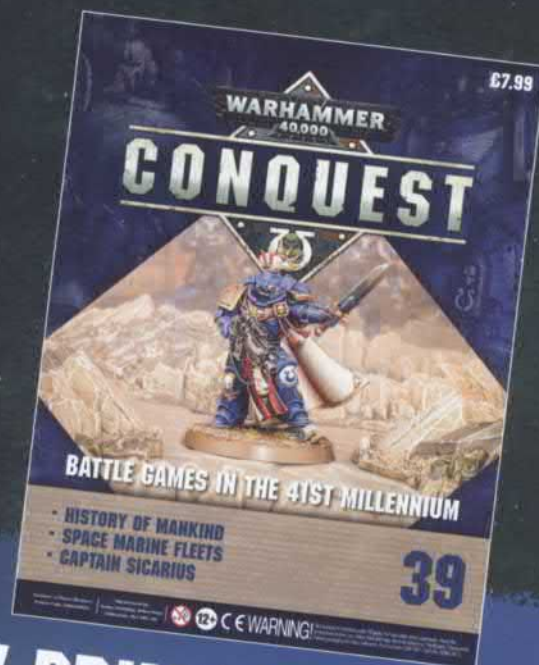
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- HISTORY OF ULTRAMAR
- PAINTING HIGHLIGHTS



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- **SPACE MARINE FLEETS**
- **CAPTAIN SICARIUS**

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IN THIS ISSUE

Your second Space Marine Captain comes with this issue, giving you another hero to add to your growing Ultramarines army. This multi-part plastic kit comes with a variety of options for you to use, so we have included detailed build and paint guides to cover them. You'll be able to build your model how you like, and take either one of his bolt rifles to battle! Captains are an excellent choice to lead your forces on the tabletop, since they allow nearby Space Marines to reroll hit rolls of 1. With the your new Captain and Captain in Gravis armour to take to the tabletop, you can ensure every unit in your force gets these benefits, or just select the one that you like best.

Ian

Happy Hobbying!

CAPTAIN SICARIUS **SPACE MARINES – HEROES 4.1**

Sicarius is a mighty hero of the Ultramarines.

ROTIGUS RAINFATHER **40K – FACTIONS 2.1.2**

Read about this foul and generous Great Unclean One.

AGES OF MANKIND **40K – HISTORY 8**

Discover the history of Mankind before the Imperium of Man.

SPACE MARINE FLEETS **SM – CHAPTERS 1.10**

Learn about the mighty space fleets of the Adeptus Astartes.

PRIMARIS CAPTAIN **SPACE MARINES 12**

A guide to building your new Primaris Captain.

PRIMARIS CAPTAIN **SPACE MARINES 14**

A detailed guide to painting your new Primaris Captain.

SEIZE THE BEACONS **RULES – MISSION 23**

The Death Guard and Ultramarines battle over Barachias' vital communications network.

PRIMARIS CAPTAIN **SPACE MARINE – DATASHEETS 8**

A datasheet for using your Primaris Captain in your games.



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FROM ISSUE 41 THE WAR FOR KORVON II ESCALATES!

THE BATTLE FOR KAYLON

NEW BATTLE MAT • MORE TERRAIN • MORE MISSIONS



NEW MINIATURES AND EVEN DEADLIER BATTLEFIELDS!

WELCOME TO KAYLON, SOLDIER...

With the battle for Barachias drawing to a close, the war for Korvon II moves to a new front!

The Mechanicus city of Kaylon is besieged by the cruel Death Guard. Can the Ultramarines drive the Death Guard from their captured city? Or will the Space Marines fall victim to the noxious

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This new mat depicts the metal walkways, smoke-belching factories and hazardous industrial equipment of Kaylon. Future issues will provide you with new battlefield terrain to enhance your gaming experience even further.



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TRANSMITTER TOKENS

The transmitter tokens on this page can be cut out and used as objective markers in Mission 23: Seize the Beacons.



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- HISTORY OF ULTRAMAR
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IN THIS ISSUE

This issue is full of highlights! Highlighting is painting your models to mimic natural brightness from lighting. There are several techniques to highlight your models. For example, the drybrushing you did on your Munitorum Armoured Containers is one way. No matter which technique you use, you will always apply a brighter colour to the raised details on your models. In addition to drybrushing, you will use techniques called edging and layering to create highlights. This issue comes with three Layer paints for you to learn how. In the Play section, we also have the highlight of the battle for Barachias! This new mission is your biggest yet, and includes a printed Palace Gate terrain piece for your forces to fight over.

Happy Hobbying!

Ian

MARNEUS CALGAR SPACE MARINES – HEROES 2.1

Discover the Chapter Master of the Ultramarines.

DAEMON PRINCES DEATH GUARD – CHAMPIONS 10

Learn about the mighty Death Guard champions who have ascended to Daemonhood.

SPACE MARINE HIGHLIGHTS SPACE MARINE 15

Learn how to paint highlights on your Space Marines.

WARLORD TRAITS SM – FACTION RULES 2

Six new powerful abilities for your Space Marine Warlord.

WARLORD TRAITS DG – FACTION RULES 2

Six new Warlord Traits for your Death Guard Warlord.

STORM THE WALLS RULES – MISSION 24

The final Battle for Barachias is here! The Space Marines try to take the Governor's Palace!

PALACE GATES RULES – TERRAIN 6

Your Palace Gate printed terrain feature and a guide to placing it on your play mat.

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WOUND TOKENS

The tokens on this page can be cut out and used as wound markers for the Palace Gate in Mission 24.



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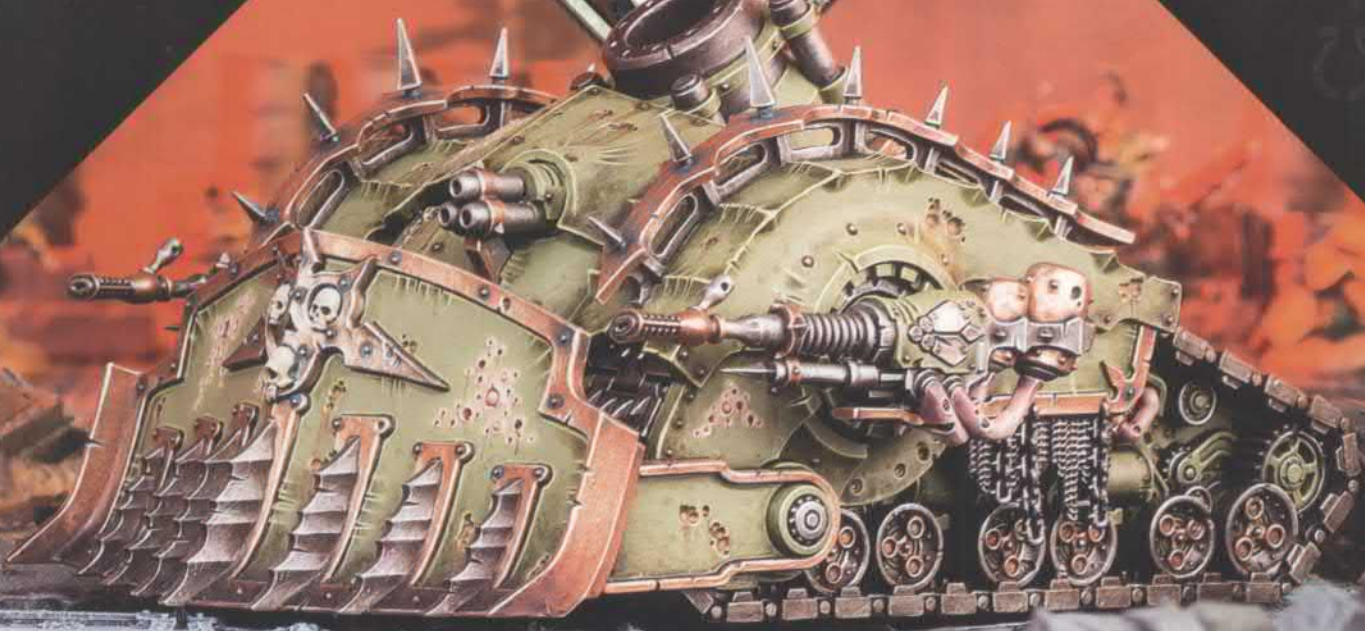
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- **USING YOUR NEW PLAY MAT**

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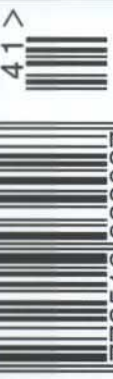


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IN THIS ISSUE

This issue contains the first part of your Plagueburst Crawler kit. You will need the second part of the kit in next week's issue to complete the model. With that in mind, there is a guide to build the model in this issue and a guide to paint it in the next issue. This issue also has plenty of information about Plagueburst Crawlers for you to read. This issue comes with your new play mat as well! Designed to show the war-torn streets of the Mechanicus city of Kaylon, this mat has loads of interesting industrial details. The mission in this issue is designed to be played on the new mat, but you can combine this mat with your current one for even bigger battles! Just lay them together so they are joined by the road sections, and you'll have space to fight your biggest battles yet!

Ian

Happy Hobbying!

PLAGUEBURST CRAWLERS DG – WAR MACHINES 6

Learn about the daemonic siege tanks of the Death Guard.

PLAGUEBURST CRAWLER WEAPONS DG – WARGEAR 4

Discover the foul weaponry of these disgusting siege tanks.

SPACE WOLVES SPACE MARINES – CHAPTERS 6

Read about the most feral and ferocious Space Marine Chapter.

WARZONE FENRIS 40K – WARZONES 2

Learn about the invasion of the Space Wolves home world by the Thousand Sons Traitor Legion.

PLAGUEBURST CRAWLER DEATH GUARD 12

An easy to follow guide for building your new model.

DEATH GUARD HIGHLIGHTS DEATH GUARD 15

Learn how to highlight your Death Guard models.

WARZONE: KAYLON TUTORIAL 22 – KORVON II

Instructions for your new play mat.

WAR WITHOUT END RULES – MISSION 25

The Death Guard besiege the Mechanicus City of Kaylon.

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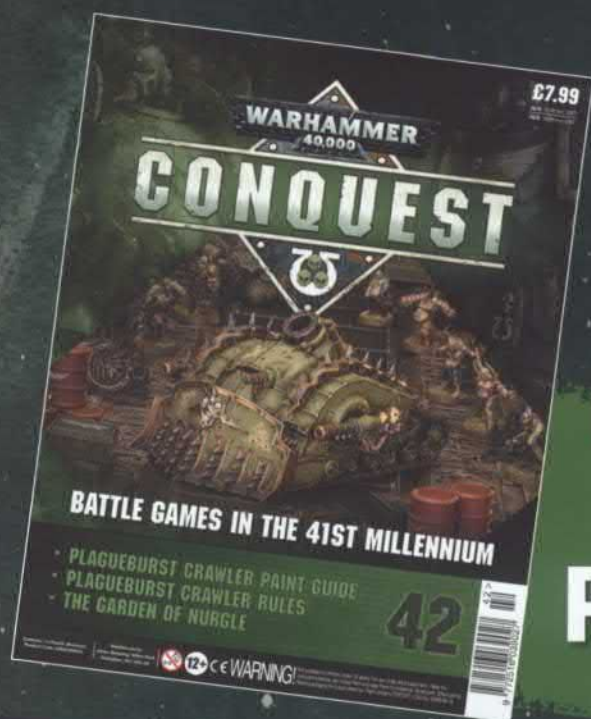
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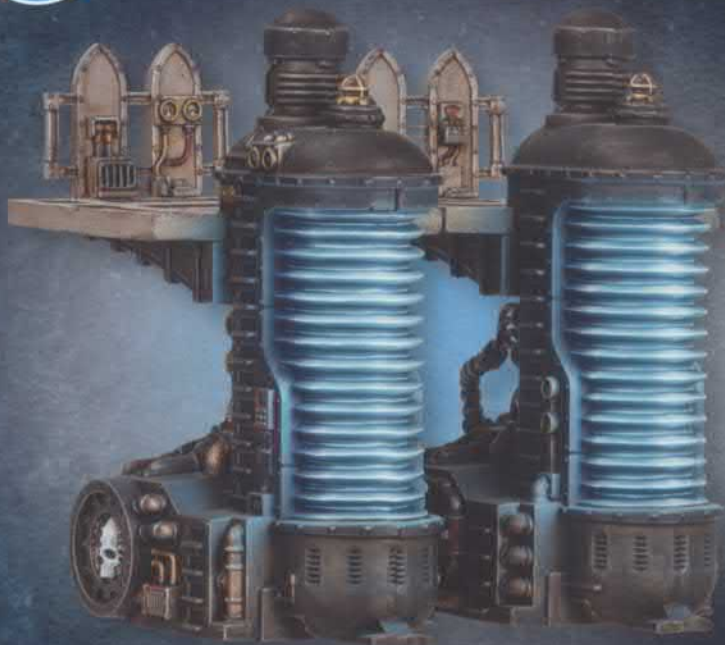


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- PLAGUEBURST CRAWLER RULES
- THE GARDEN OF NURGLE

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IN THIS ISSUE

It's time to build and paint your Plagueburst Crawler! With the build guide in last week's issue and the paint guide in this one, you'll have your putrid siege tank ready for battle in no time! The rules to take your model to battle are in this issue, along with a campaign map and background information for the city of Kaylon. This will allow you to pick the parts of Kaylon you fight over, starting with this issue's mission. In it, the Death Guard assault an Ultramarines position, with their Plagueburst Crawler providing fire support! This mission uses both of your larger play mats. You'll lay them down together for a bigger area to play in, giving you much more freedom of movement for a dynamic game.

Happy Hobbying!

Ian

AGES OF MANKIND

40K – HISTORY 8

Read more about the history of Mankind before the Imperium.

THE EYE OF TERROR

40K – DOMAINS 2

Discover this hellish area of space that bridges two dimensions.

THE GARDEN OF NURGLE

40K – FACTIONS 2.1

Learn about the heart of Nurgle's vile domain.

GROUND TO DUST

40K – BATTLES 20

The Death Guard besiege an Adeptus Mechanicus fortress.

PLAGUEBURST CRAWLER

DEATH GUARD 16

A detailed guide to painting your new Plagueburst Crawler.

THE BATTLE FOR KAYLON

RULES – PLAYING 3

Use this campaign map to track your victories in the Mechanicus city of Kaylon.

KAYLON MUST FALL

RULES – MISSION 26

The Death Guard attack the Ultramarines defending the city.

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ISSN 2516-0397

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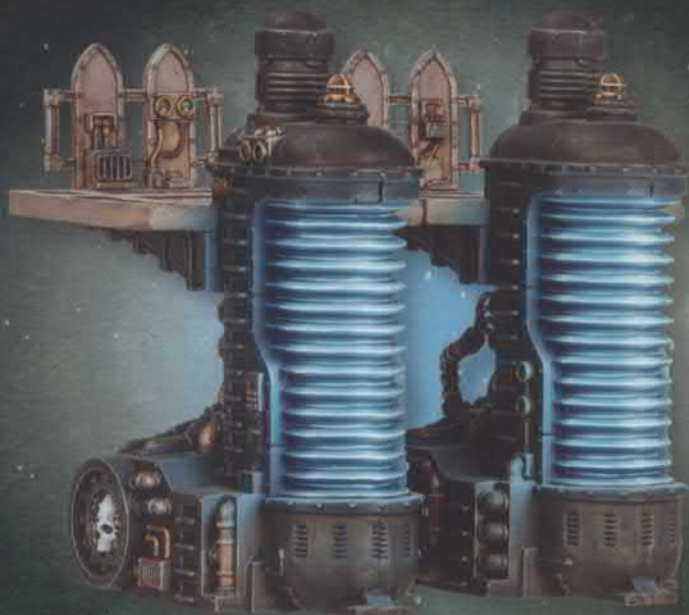
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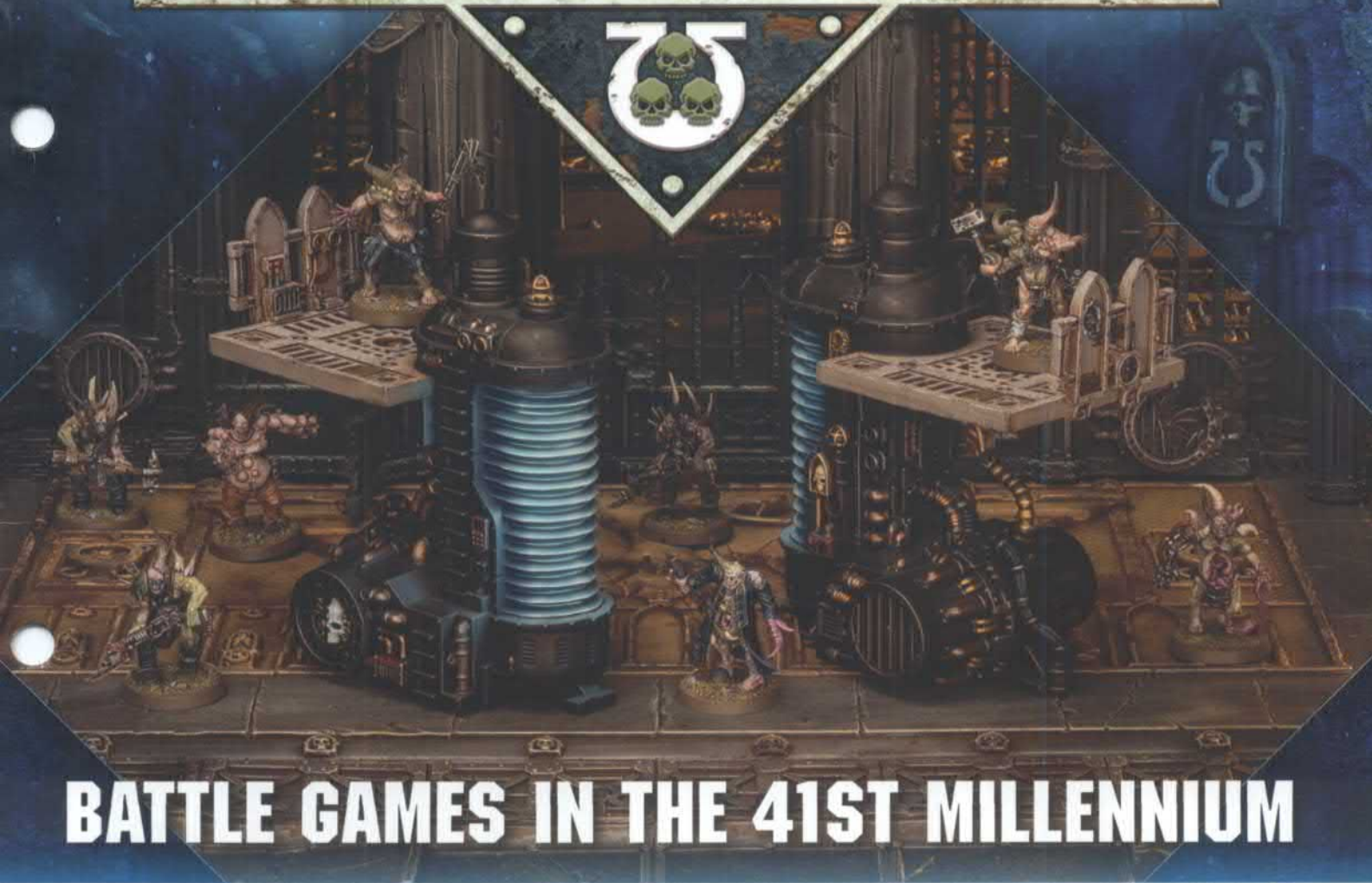


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IN THIS ISSUE

This issue comes with a new terrain set, Thermic Plasma Regulators. If the name sounds familiar to you, that's because you received a set of Thermic Plasma Conduits with Issue 33. While the conduits transport plasma to and from vital locations, the regulators control the flow of that plasma, ensuring it gets to where it is needed in the right amounts. Needless to say, sheltering on a Thermic Plasma Regulator is risky business, as they have a tendency to vent superheated plasma when struck by weapons fire! To reflect this in your games, there is a set of rules in this issue, and we have detailed build and paint guides to get your new models ready for use.

Ian

Happy Hobbying!

BLOOD ANGELS SUCCESSORS **SM – CHAPTERS 4.1**

Learn about the successors of the Blood Angels Chapter.

BEASTS OF NURGLE **40K – FACTIONS 2.1.6**

These daemonic beasts are as joyful as they are horrible.

ARMIES OF THE IMPERIUM **40K – FACTIONS 1.6**

The Imperium of Man's military is vast and varied.

HOPE REKINDLED **40K – HISTORY 9**

Read about the recent history of the Imperium.

WAR ZONE CADIA **40K – WAR ZONES 3**

Discover the devastating war for the Cadian Gate.

THERMIC PLASMA REGULATORS **SCENERY 8**

A detailed guide to building your new models.

THERMIC PLASMA REGULATORS **SCENERY 9**

An easy-to-follow guide for painting your new models.

THERMIC PLASMA REGULATORS **RULES – TERRAIN 7**

Rules for your new terrain models.

POWER SURGE **RULES – MISSION 27**

Capture the Thermic Plasma Regulators in this new mission.

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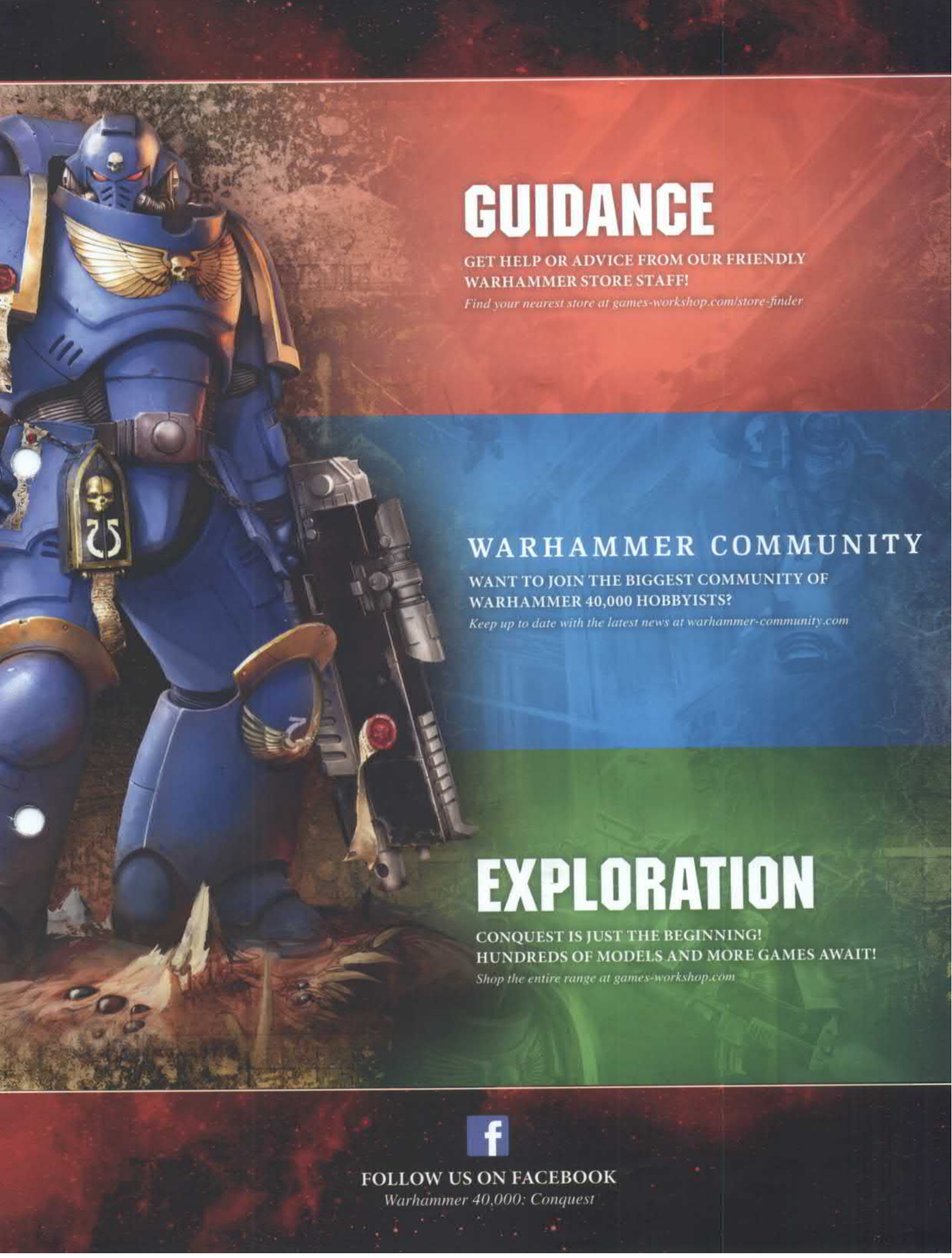
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IN THIS ISSUE

Necron Compound, your first Dry paint, comes with this issue. Dry paints are specially formulated for, as their name suggests, drybrushing. This technique works well with Base paints, as you learned when painting your Munitorum Armoured Containers, but Dry paints suit this technique even better. You'll use this paint to drybrush highlights onto your silver scenery pieces, namely the Thermic Plasma Conduits and Thermic Plasma Regulators. We have a detailed guide to show you how to do this on both sets of models. This is followed up with a guide to painting details on these models afterwards.

Ian

Happy Hobbying!

ADEPTUS MECHANICUS 40K – FACTIONS 1.6.4

Read about the masters of Mankind's technology.

AM SHOWCASE 40K – FACTIONS 1.6.4

A gallery of expertly painted Adeptus Mechanicus models.

CHRONICLES OF ULTRAMAR SM – CHAPTERS 2.2

Learn about the history of the Ultramarines.

PLAGUE DRONES 40K – FACTIONS 2.1.7

Discover the vile daemoniac cavalry of Nurgle.

THE DRONING DOOM 40K – BATTLES 21

Ultramarines take on Nurgle's Daemons in this story.

IMPERIAL FISTS SM – CHAPTERS 11

Read about the most stalwart of Space Marine Chapters.

NECRON COMPOUND DRY – NECRON COMPOUND

A guide for using your new paint on your scenery models.

SCENERY DETAILS SCENERY 10

A guide for adding details to some of your scenery models.

ARMOURED CONTAINERS RULES – TERRAIN 8

Updated rules for using these terrain models in your games.

TAKING THE TECH-DUMPS RULES – MISSION 28

Capture the containers in this exciting new mission.

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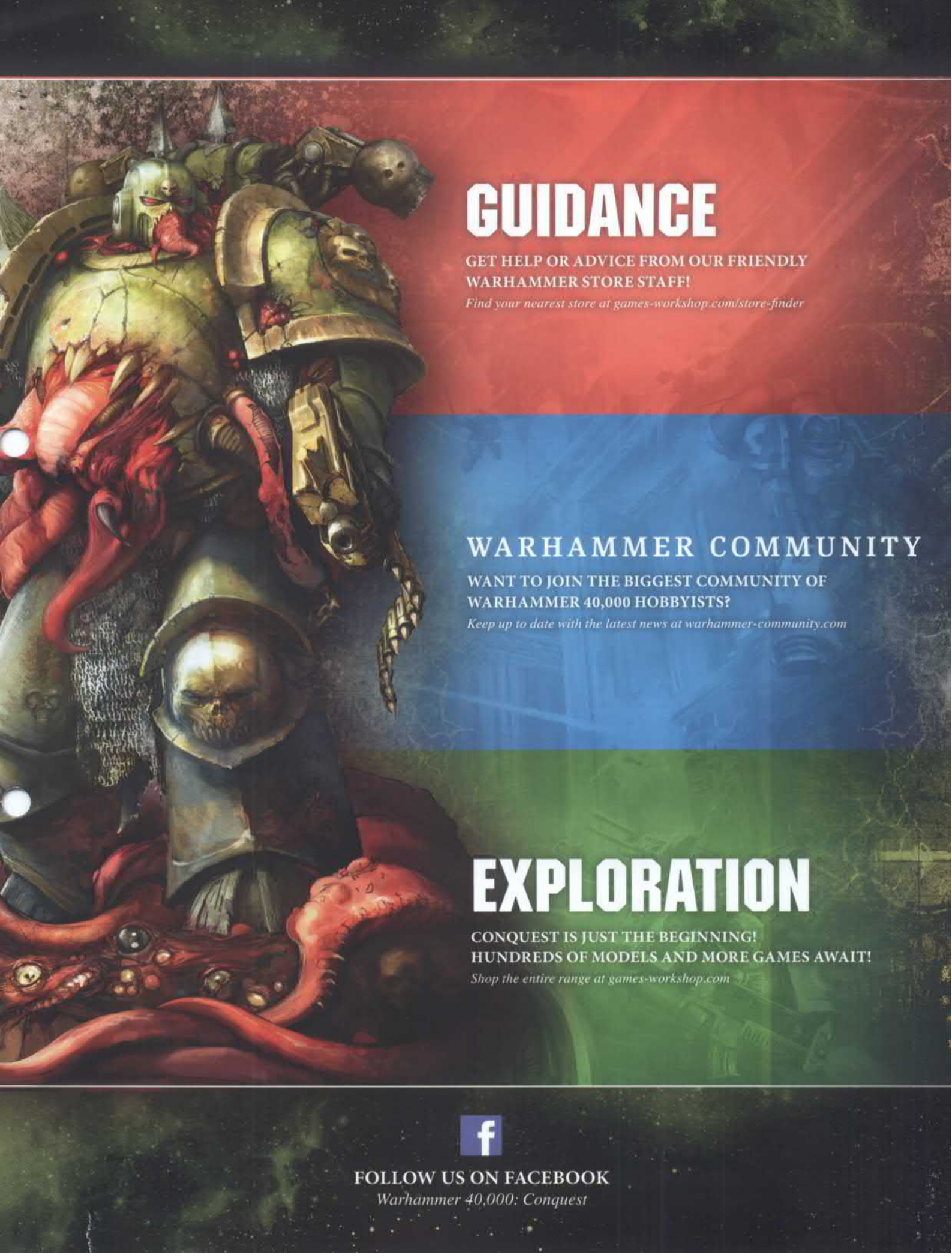
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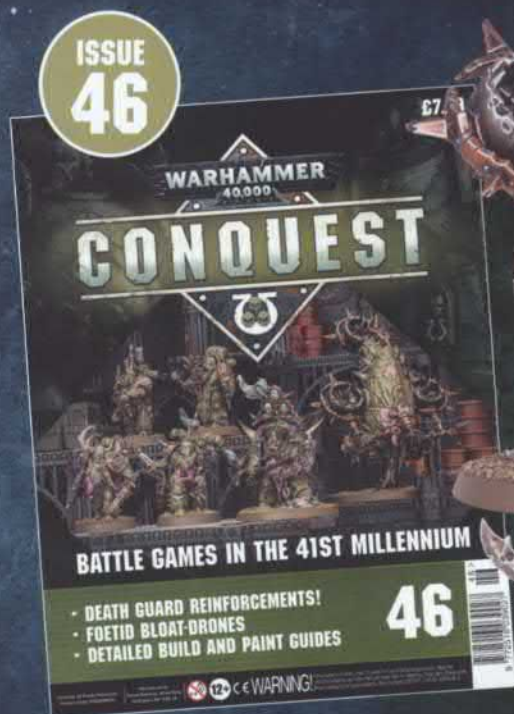
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IN THIS ISSUE

Your Space Marine force grows this issue with a squad of Space Marine Scouts! Scouts are the new recruits of a Space Marine Chapter that are ready to take to the battlefield. During their training, they take on missions of reconnaissance, sabotage and other special operations. These missions give the Scouts experience of war with a lower risk of combat casualties. They use a wide variety of weapons and wargear to achieve these goals, so your Scouts have lots of weapons to choose from. This kit has the most wargear options of any you have received so far. To help you choose which weapons to equip your Scouts with, we have included Tutorial 26 in the Play section. You should read this tutorial before you choose your weapons for the unit. We've also included build and paint instructions for each weapon option in this issue's build and paint tutorials. When you are done, there is a special mission just for your Scouts to play!

Happy Hobbying!

Ian

SPACE MARINE SCOUTS

SM – WARRIORS 6

Learn about the new recruits of a Space Marine Chapter.

SPACE MARINE SCOUT WARGEAR

SM – WARGEAR 11

Discover the wargear Scouts use on their missions.

SPACE MARINE SCOUTS

SPACE MARINES 13

A guide to building your new Space Marine Scouts.

SPACE MARINE SCOUTS

SPACE MARINES 16

A detailed guide to painting your new Space Marine Scouts.

WARGEAR OPTIONS

RULES – TUTORIAL 26

A tutorial for choosing the wargear options for your models.

SPACE MARINE SCOUTS

SM – DATASHEETS 9

The Datasheet for your new Space Marine Scouts.

PLAY TITLE 3

RULES – MISSION 29

Space Marine Scouts go behind enemy lines in this mission.

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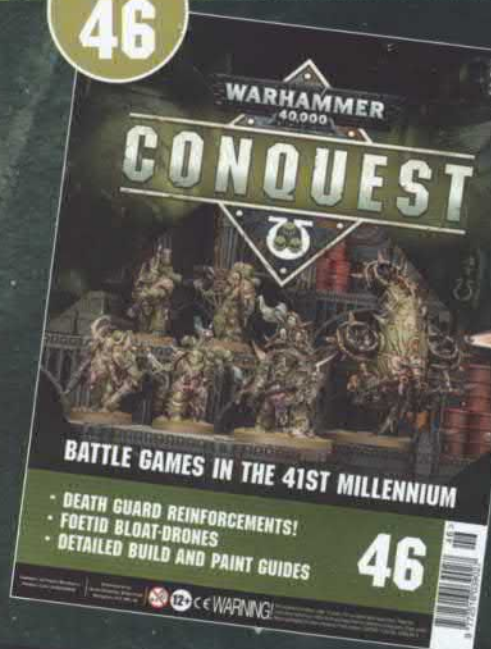
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IN THIS ISSUE

Serious Death Guard reinforcements arrive in this issue, with a new Lord of Contagion, a Foetid Bloat-drone and four Plague Marines to bolster your forces! In addition to detailed build and paint guides for all of these models, we have articles on Foetid Bloat-drones. These foul Daemon Engines typically provide mobile fire support for the Death Guard, floating over obstacles on the battlefield to attack the enemy. The two plaguespitters that your new model is armed with are particularly deadly to enemy infantry. The Ultramarines had better watch out! But this issue's mission is a little different, with two small Death Guard forces battling each other for supremacy! Which of the two Death Guard Lords will command the attack on Korvon II? Your game will decide!

Happy Hobbying!

Ian

FOETID BLOAT-DRONE **DG – WAR MACHINES 5**

Learn about another of the Death Guard's cruel Daemon Engines, the terrifying Foetid Bloat-drones.

BLOAT-DRONE WEAPONS **DG – WARGEAR 5**

A closer look at the horrific and deadly weapons of the Foetid Blight-drone.

DEATH GUARD REINFORCEMENTS **DEATH GUARD 13**

A detailed guide to assembling your new Death Guard models.

PAINTING YOUR MODELS **DEATH GUARD 17**

A guide to painting your new Bloat-drone, Plague Marines and Lord of Contagion.

POWER STRUGGLE **RULES – MISSION 30**

A new Death Guard leader arrives on Korvon II.

FOETID BLOAT-DRONE **DEATH GUARD – DATASHEETS 9**

The datasheet for your new Foetid Bloat-drone.



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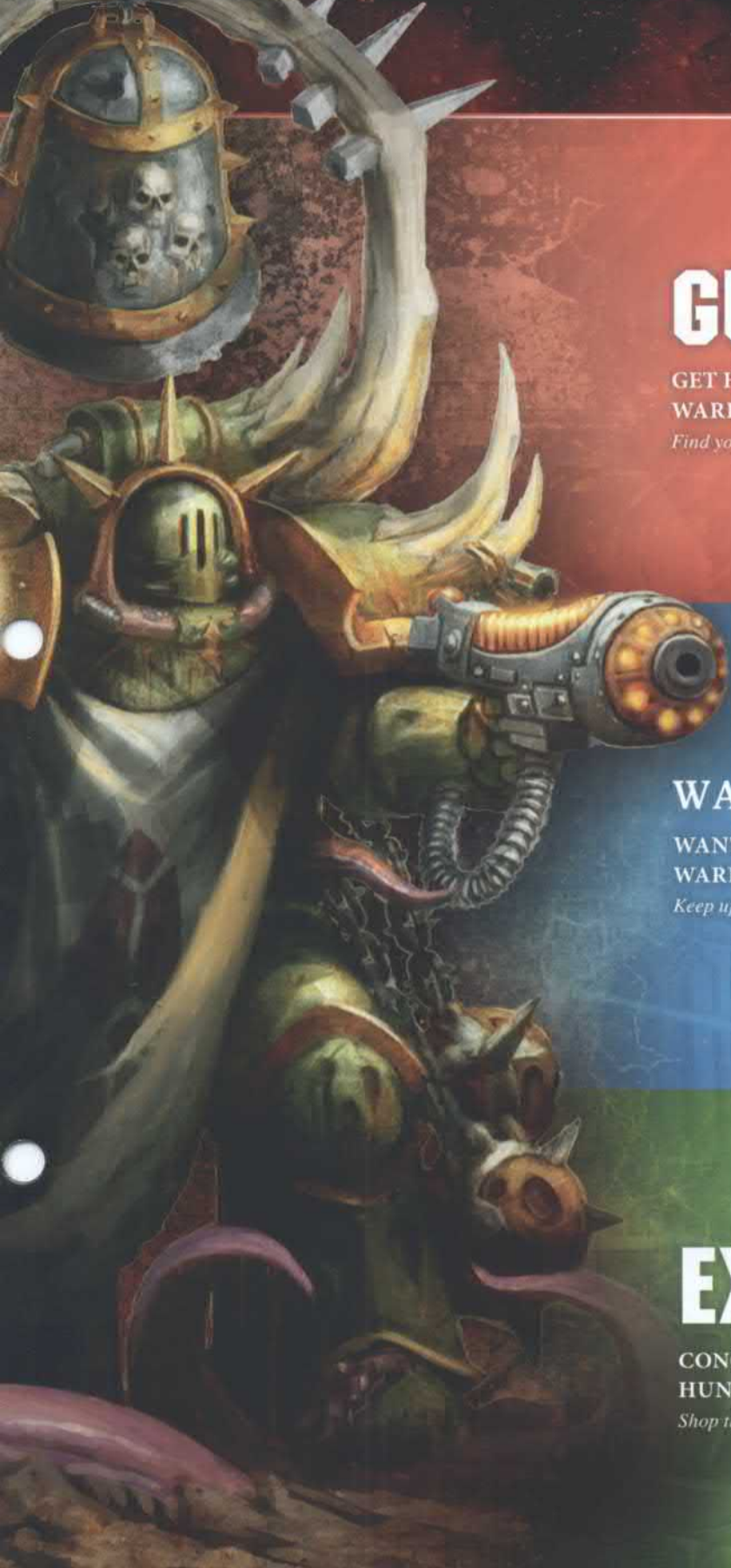
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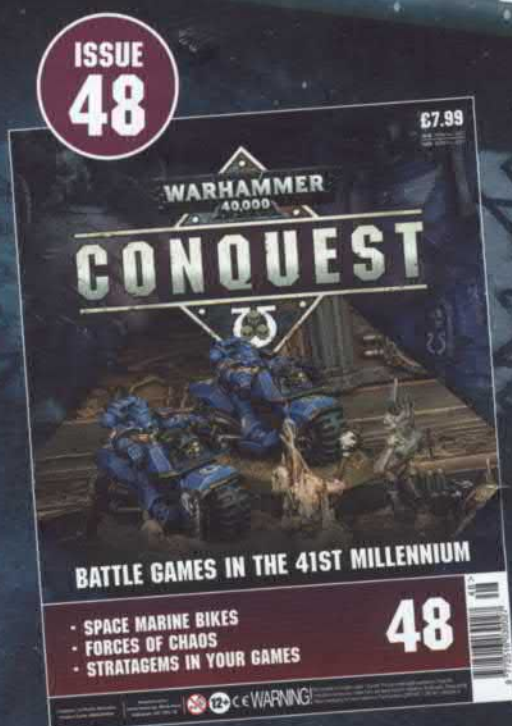
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IN THIS ISSUE

This issue is all about speed, with your new Land Speeder featured throughout. These vehicles can bring a wide range of weapons to the battlefield, and they can use their great speed to attack almost any target on the tabletop. One of the best things about the Warhammer 40,000 hobby is customising your units to suit what you like best, and your Land Speeder has lots of weapons options to choose from! You can pick the weapons you think look the best, are the most exciting to tell a story with, would be fun to paint, or that have the best rules. Whatever you choose, you'll soon have some very mobile support for your Ultramarines!

Ian

Happy Hobbying!

LAND SPEEDER SM – WAR MACHINES 5

Fast and versatile, Land Speeders can strike nearly anywhere.

LAND SPEEDER WARGEAR SM – WARGEAR 12

Read about the Land Speeder's range of powerful weapons.

THE SKIES AFLAME 40K – BATTLES 22

Land Speeders of the Raven Guard attack the T'au Empire.

HERALDS OF NURGLE 40K – FACTIONS 2.1.3

Discover the disgusting Spoilpox Scriveners and Sloppity Bilepipers, who are among the strangest of Nurgle's heralds.

LAND SPEEDER SPACE MARINES 14

An easy to follow guide to building your new Land Speeder.

LAND SPEEDER SPACE MARINES 17

A detailed guide to painting your Land Speeder, including all of the weapon options.

WAR IN THE SKIES RULES – MISSION 31

Your new Land Speeder hunts a Foetid Bloat-drone in this exciting new mission.

LAND SPEEDER SM – DATASHEETS 10

The rules for your new Land Speeder.

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ISSN 2516-0397

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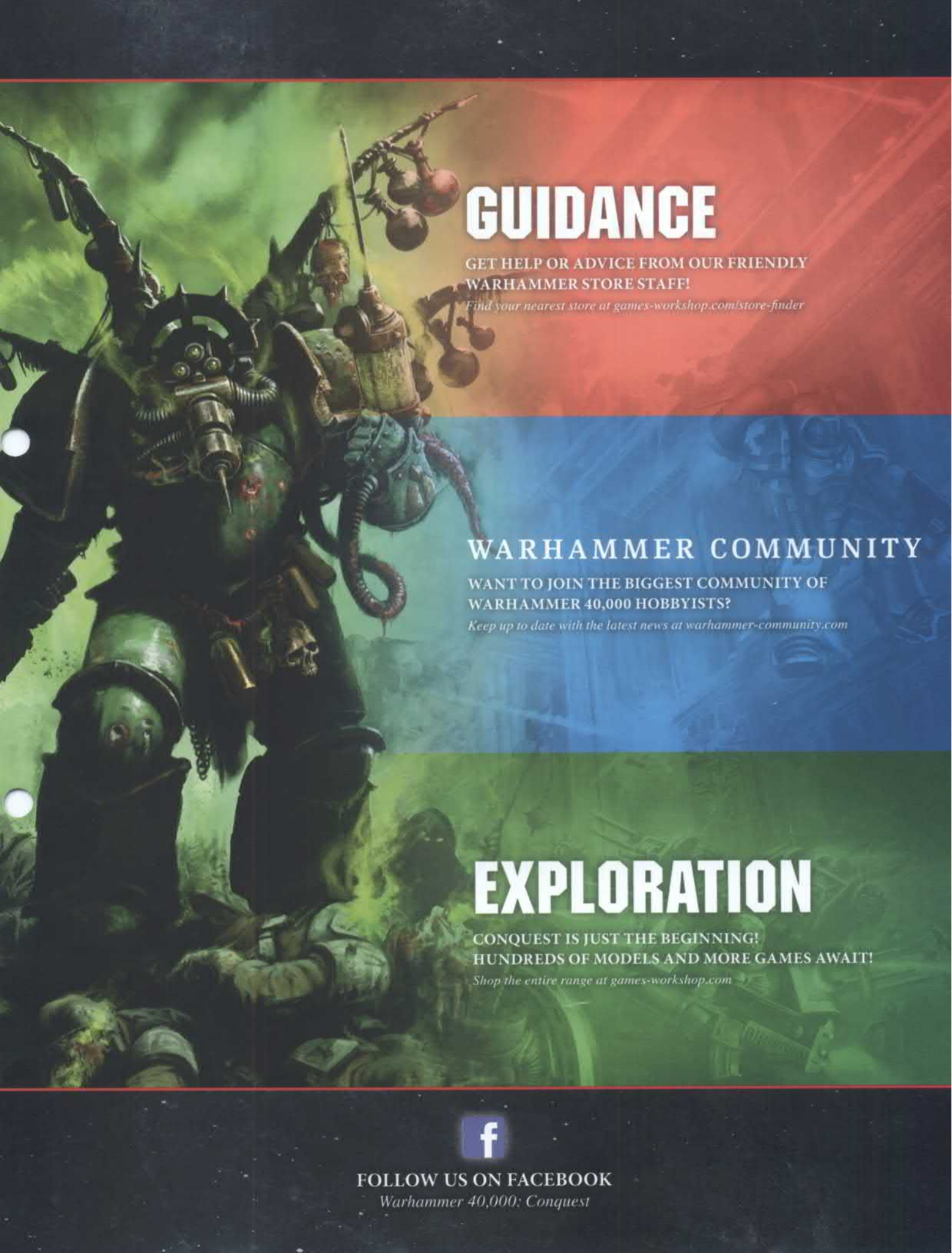
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IN THIS ISSUE

The breakneck pace continues this issue, with more rapid reinforcements for your Space Marines! Space Marine Bikes are fast and deadly, and this issue comes with guides so that you can get them quickly onto the battlefield. This issue's mission comes with a special terrain feature that is printed on the inside back cover. It is a bridge to place between your two battle mats, creating a deadly choke point that your Space Marines will have to cross! To make this job a little easier, we have a tutorial explaining how to add Stratagems to your games. Stratagems represent powerful tactics and unique abilities that your forces can use to turn the tide of a battle.

Happy Hobbying!

Ian

SPACE MARINE BIKES

SM – WAR MACHINES 6

Learn about these rapid strike squads.

THE FORCES OF CHAOS

40K – FACTIONS 2

Discover the many forces that worship the Chaos Gods.

DARK IMPERIUM

40K – HISTORY 9

Read the history of the Imperium's most recent calamities.

DEADLY PURSUIT

40K – BATTLES 23

White Scars Space Marine Bikers take on the traitorous World Eaters in this fast-paced story.

SPACE MARINE BIKES

SPACE MARINES 15

A step-by-step guide to building your new models.

SPACE MARINE BIKES

SPACE MARINES 18

An easy-to-follow guide for painting your new models.

STRATAGEMS

TUTORIAL 27 – STRATAGEMS

Learn how to add Stratagems to your games.

HELLISH HIGHWAY

RULES – MISSION 32

Ultramarines attempt to break through the Death Guard lines.

BIKE SQUAD DATASHEET

SM – DATASHEETS 11

Rules for your new unit of Space Marine Bikes.

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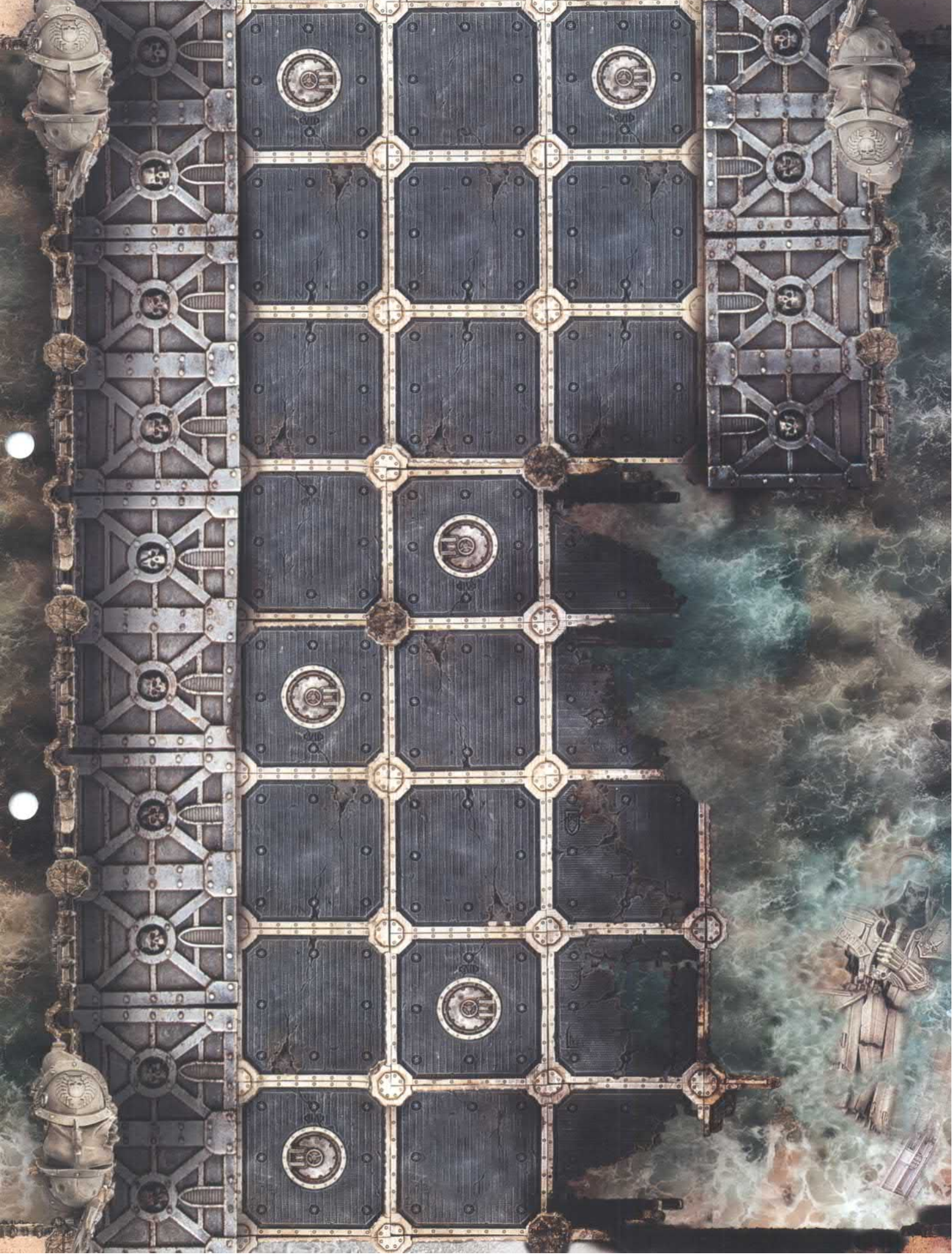
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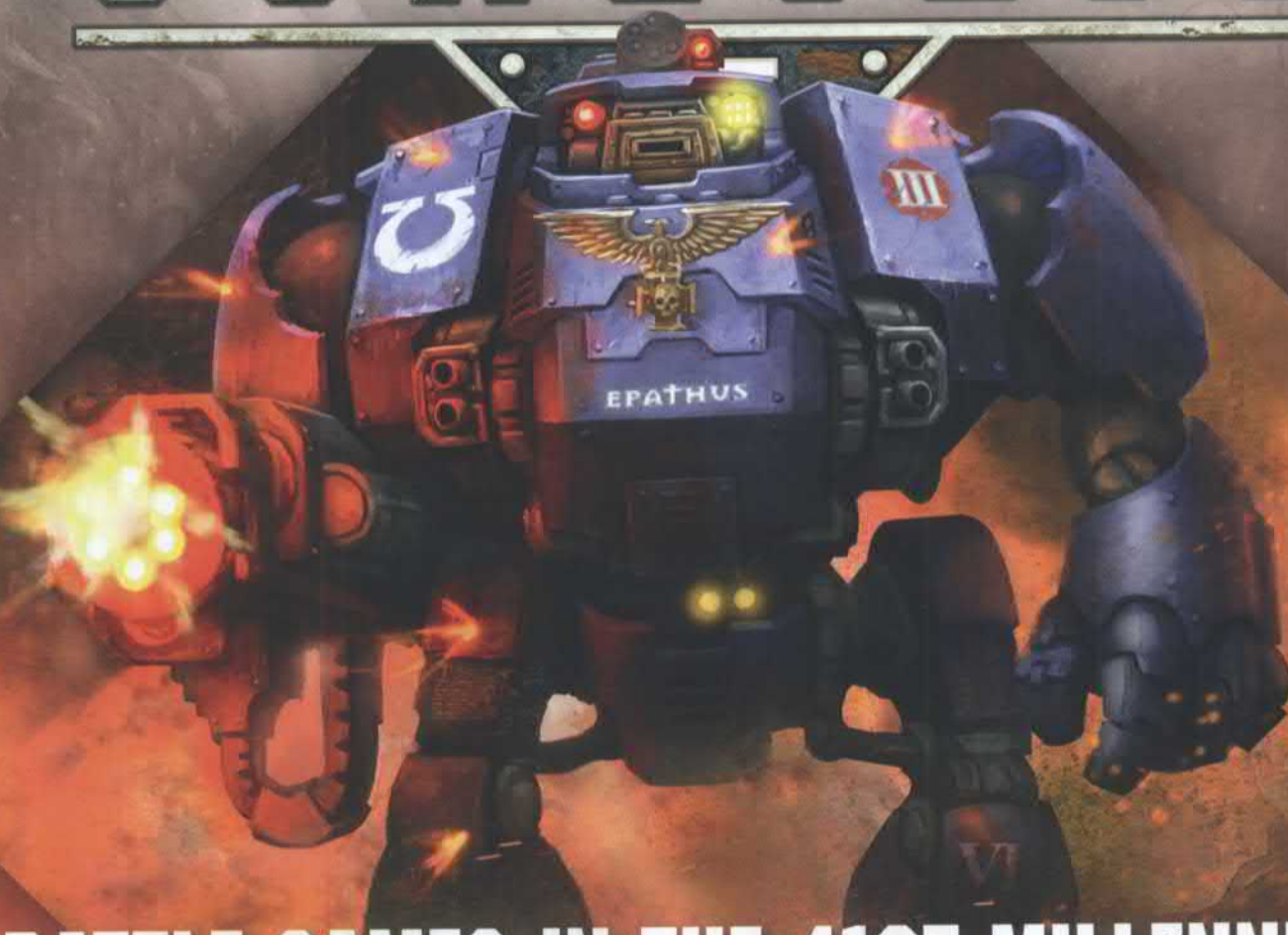
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IN THIS ISSUE

Edge highlighting your models is one of the best ways to make their details stand out. This requires paints that both contrast and compliment the base colours, usually increasing in brightness to create a stark contrast. You've used this technique on some areas of your models already, building your skills on colours that are easier to paint, like gold and silver, before moving on to red and black. Now your edge highlighting skills will be put to great use, as the paints included in this issue are for edge highlighting the armour of your models. You have a lot of models at this stage, but don't feel intimidated! Our guides will make it easy for you to find every edge that you'll need to paint. Just take it one model at a time, and don't expect to paint them all in one go! Once you've finished your first model, you'll see how great they will all look when you are done. Just take your time, and before you know it, you'll have two beautifully painted armies on the battlefield!

Happy Hobbying!

Ian

LAND RAIDERS

SM – WAR MACHINES 7

Learn about one of the mightiest and most revered battle tanks in the armouries of the Space Marines.

THE BLACK CRUSADES

40K – HISTORY 10

Learn about the Black Crusades of Abaddon the Despoiler, among the greatest Chaos invasions to attack the Imperium.

EDGE HIGHLIGHTS

LAYER – EDGE HIGHLIGHTS

File after Base - Steel Legion Drab

VECTOR OF INFECTION

RULES – MISSION 33

The Death Guard attempt to invade an Ultramarines medicae facility in the city of Kaylon.



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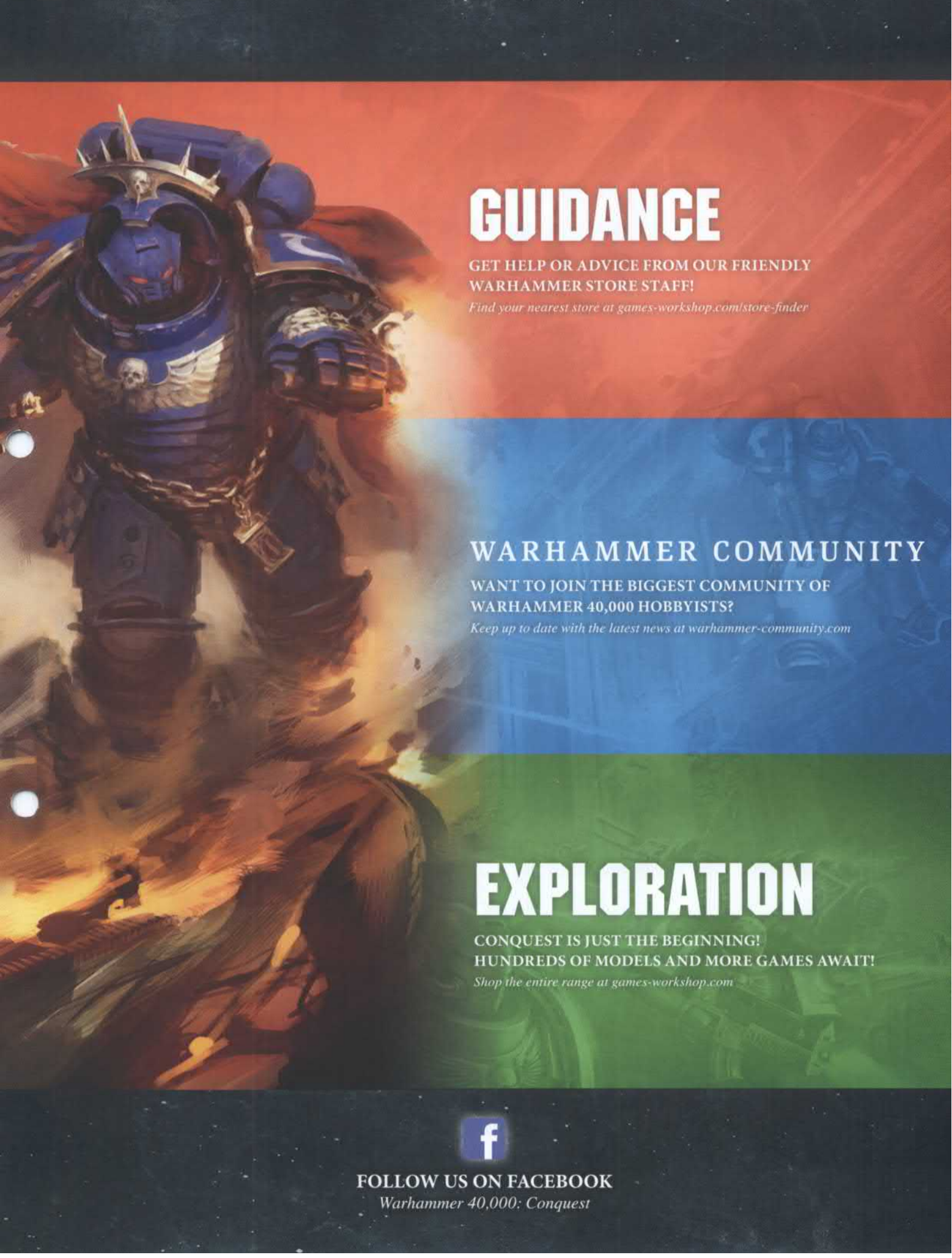
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IN THIS ISSUE

While Chaos Space Marines, like the Death Guard, are among the mightiest champions of the Chaos Gods, most who worship the Chaos Gods are normal humans. So far, the closest thing to a normal human in your games are Poxwalkers, but Chaos Cultists are different in that they are not mindless zombies. Each Cultist has made a choice to worship the Chaos Gods, in a similar way to their Death Guard masters. While playing games with mighty superhuman champions is great and exciting fun, playing with hordes of Chaos-worshipping humans is as well! This issue focuses on these deranged humans, and includes build and paint guides, rules, and a special mission for your new models. With everything contained in this issue, you are ready to launch your own Death Guard Cultist uprising!

Happy Hobbying!

Ian

CHAOS CULTISTS DEATH GUARD – WARRIORS 5

These secret sects of humans worship the Chaos Gods.

CHAOS RISING 40K – FACTIONS 2

Read about the history of the Gods of Chaos and their daemonic servants.

CHAOS CULTISTS DEATH GUARD 14

An easy-to-follow guide for building your new miniatures.

CHAOS CULTISTS DEATH GUARD 18

A detailed guide to painting your new Chaos Cultists.

BETRAYAL IN SANCTUS RULES – MISSION 34

The Ultramarines send a strike force to the city of Sanctus.

CHAOS CULTISTS DEATH GUARD – DATASHEETS 10

Rules for using your new Chaos Cultists in your games.



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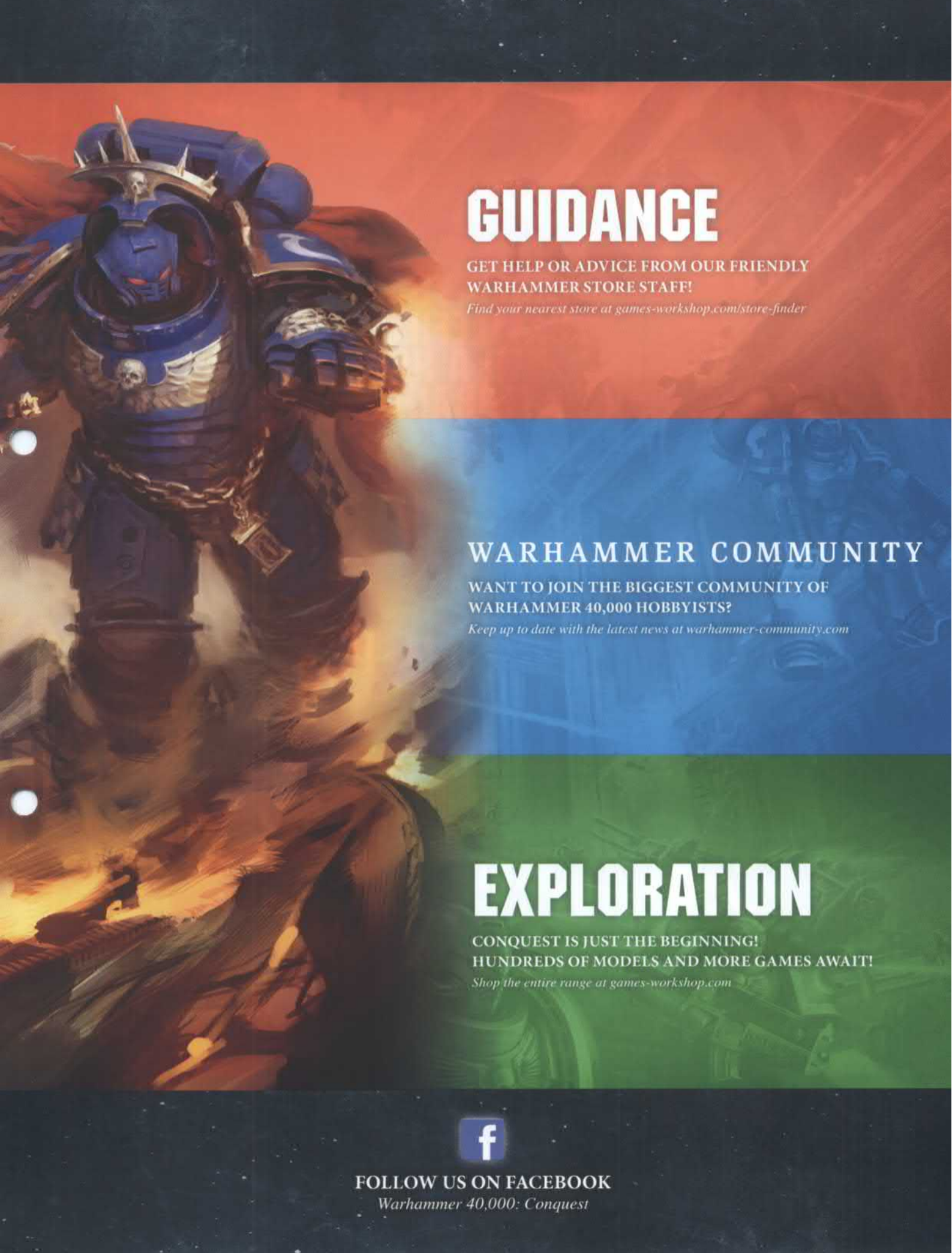
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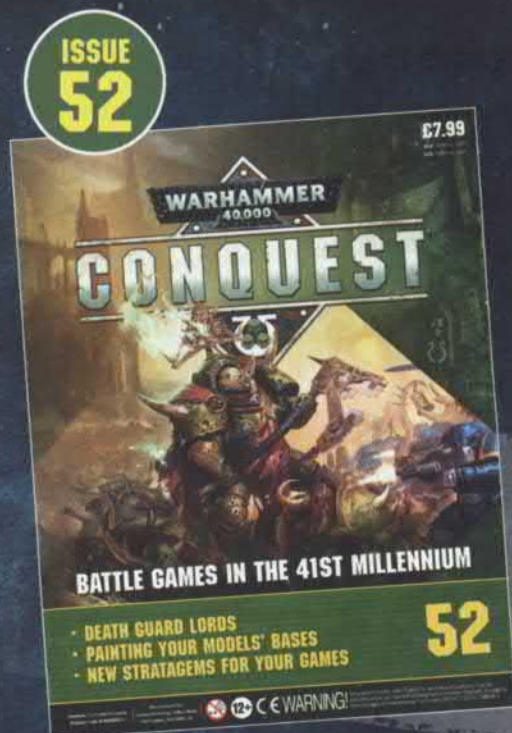


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This issue comes with your biggest terrain kit yet, the Haemotrope Reactor. This model is so big that even your Redemptor Dreadnought can hide behind it! Don't worry, painting big models is easier than small ones in many ways, and following our detailed guides will have yours built and painted quickly and easily. Haemotrope Reactors are designed to bring power to the war-torn areas of the Imperium. Its rules allow your warriors to shelter behind it in your games, but at a risk! Like many of your other terrain kits, stray shots can cause an explosion that will hurt sheltering soldiers. You'll use these rules to full effect in an exciting mission that sees the Death Guard attacking your new reactor.

Happy Hobbying!

Ian

SALAMANDERS **SPACE MARINES – CHAPTERS 9**

This Space Marine Chapter specialises in fire and flame.

DARK IMPERIUM **40K – HISTORY 9**

Discover the dark history of the Imperium's recent calamities.

HERETIC ASTARTES **40K – FACTIONS 2.2**

These Space Marines have betrayed the Imperium.

SHOWCASE **40K – FACTIONS 2.2**

A collection of expertly painted Heretic Astartes miniatures.

HAEMOTROPE REACTOR **SCENERY 9**

A detailed guide to building your new terrain kit.

HAEMOTROPE REACTOR **SCENERY 11**

An easy-to-follow guide for painting your new terrain kit.

HAEMOTROPE REACTOR **RULES – TERRAIN 9**

Rules for using your new terrain kit in your games.

POWER SURGE **RULES – MISSION 35**

The Death Guard attempt to sabotage a Haemotrope Reactor.

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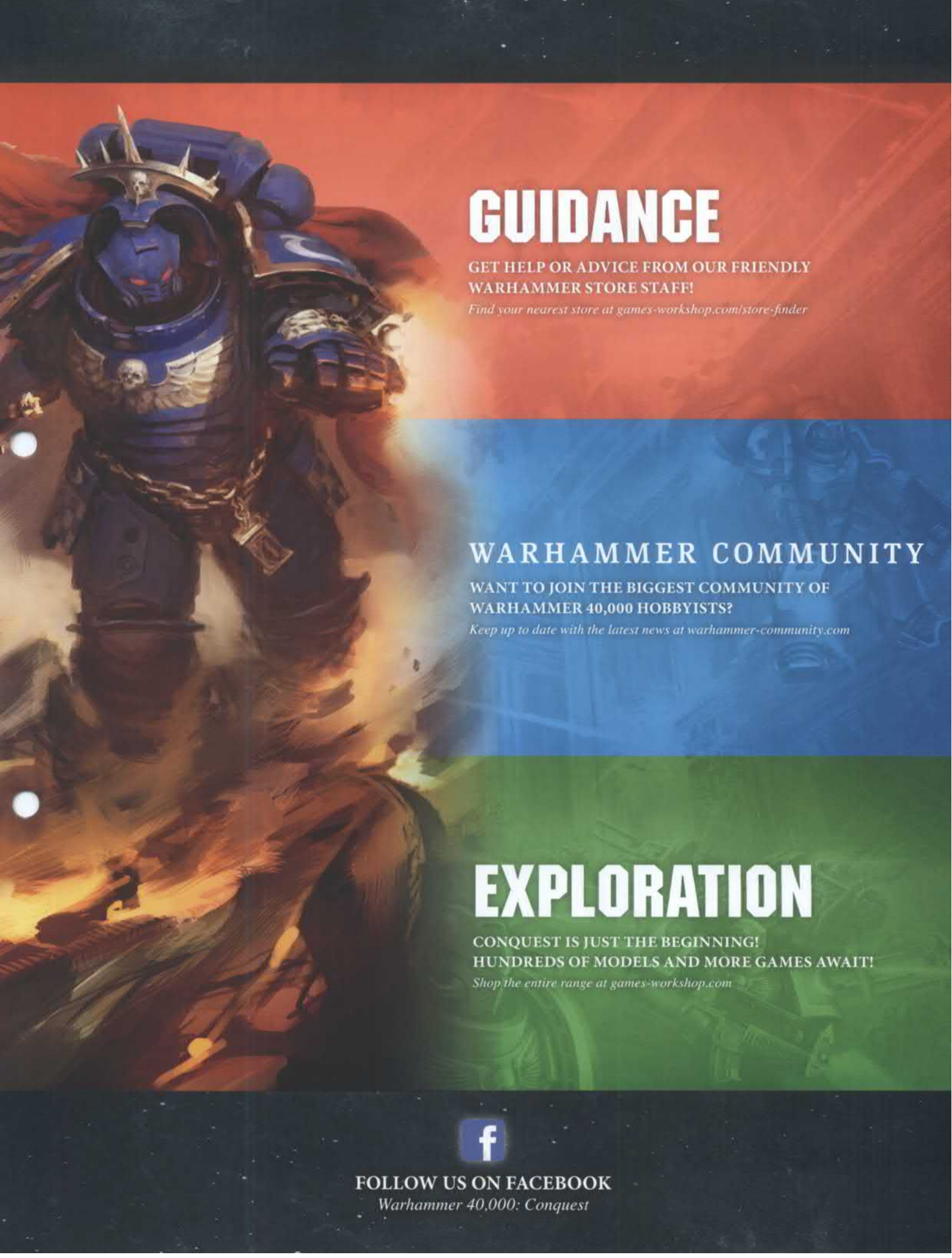
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IN THIS ISSUE

With a refill of Astrogranite for your models' bases this issue, we have a guide for adding shades and highlights to this important area of your models. The bases of your models represent where your armies are fighting. As such, there are many ways to paint them, far too many for us to include here! We have chosen three schemes themed for your forces of Ultramarines and Death Guard. You can apply one to each force, or apply the same to both so that they look great facing off on the battlefield. Whatever you choose, your armies' bases will look stunning when you are done!

Happy Hobbying!

Ian

MANTELS OF CORRUPTION **DG – CHAMPIONS 3**

Discover the Mantles of Contagion of the Death Guard Lords.

TACTICAL SQUADS **SM – WARRIORS 7**

These squads are the backbone of Space Marine armies.

IRON HANDS **SM – CHAPTERS 7**

Iron Hands Space Marines favour the strength of machines.

MASTER OF SANCTITY CASSIUS **SM – HEROES 6.1**

Read about the Master of Sanctity of the Ultramarines.

DEATH GUARD LAND RAIDERS **DG – WAR MACHINES 7**

Death Guard Land Raiders are corrupted beyond recognition.

CHRONICLES OF BLOOD **SM – CHAPTERS 4.2**

A time line of the most famous exploits of the Blood Angels.

SHADING AND HIGHLIGHTING BASES **ASTROGRANITE**

Take your bases to the next level with one of three colour schemes from this easy-to-follow guide.

ULTRAMARINES STRATAGEMS **SM – FACTION RULES 3**

Stratagems for the Ultramarines to use in your games.

DEATH GUARD STRATAGEMS **DG – FACTION RULES 3**

Stratagems for the Death Guard to use in your games.

DEATH AT THE DOCKYARD **RULES – MISSION 36**

The Death Guard invade the dockyard at Kaylon.

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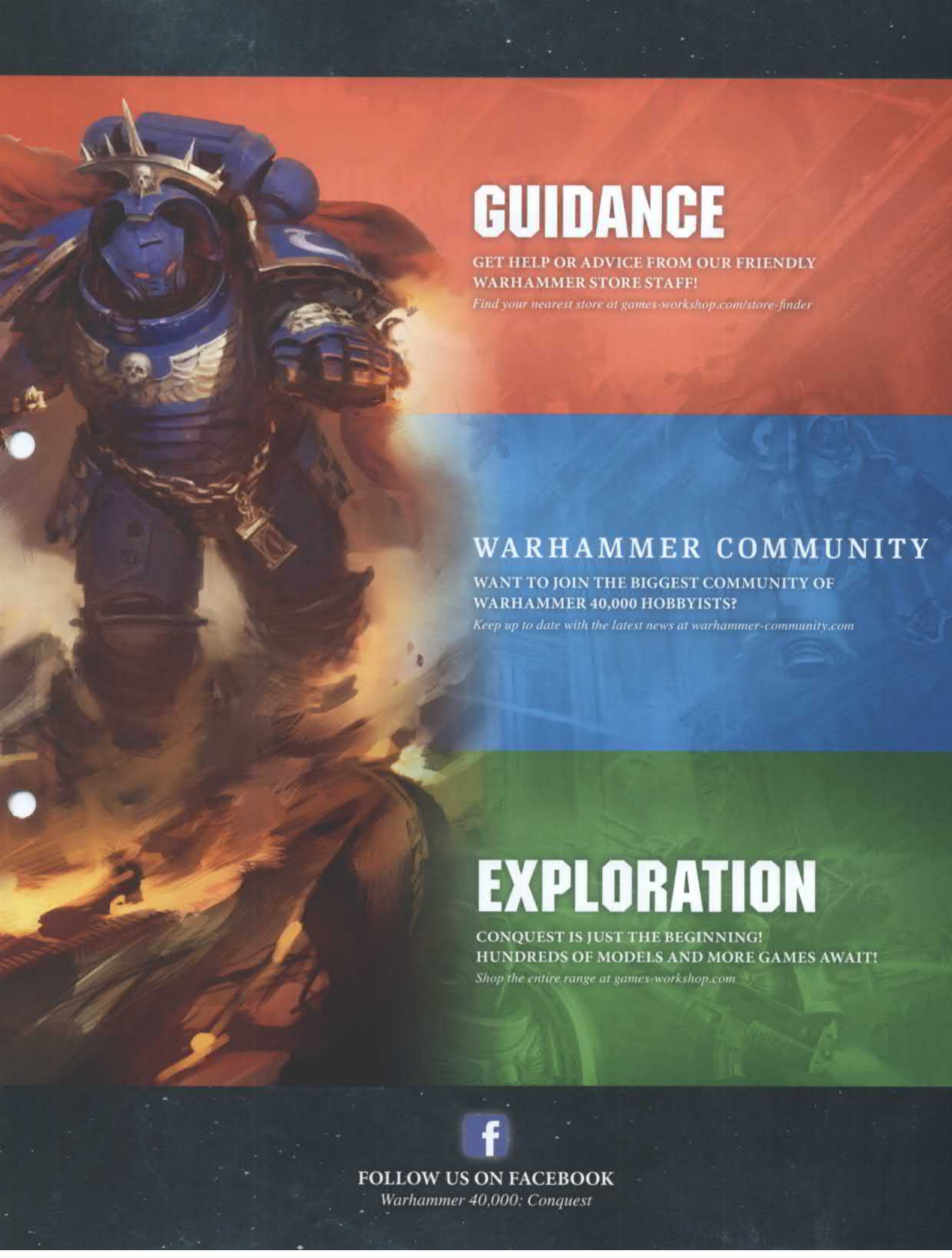
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IN THIS ISSUE

Fast striking reinforcement for your Space Marine Bike Squad is here this issue! With an additional battle-brother to add to your unit, we have included an updated painting guide to get your Space Marine Bikes looking even better than before using the recent additions to your paint collection. Once the new Bike is painted and the other two are updated, you'll be ready to use them in an exciting new mission that requires a Space Marine rapid strike force to achieve victory!

Happy Hobbying!

Ian

WHITE SCARS SPACE MARINES – CHAPTERS 8

The White Scars specialise in lightning assaults of all kinds.

LEGACY OF SECRECY SPACE MARINES – CHAPTERS 5.2

Discover the history of the Dark Angels Chapter.

SCOUT BIKERS SPACE MARINES – WAR MACHINES 8

Scout Bike Squads specialise in sabotage and reconnaissance.

THE XENOS THREAT 40K – HISTORY 4

The Imperium has fought many alien species; some have been destroyed, while others still threaten the Imperium today.

HORTICULOUS SLIMUX 40K – FACTIONS 2.1.3

Read about the great cultivator of the Garden of Nurgle.

SPACE MARINE BIKE SPACE MARINES 16

A detailed guide to building your new Space Marine Bike.

SPACE MARINE BIKES SPACE MARINES – 19

An updated guide for painting your Space Marine Bikes.

A SWIFT STRIKE RULES – MISSION 37

Space Marines seek to reclaim a banner lost in battle.



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- **HISTORY OF THE BLOOD ANGELS**

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IN THIS ISSUE

The Death Guard count many disgusting and powerful Lords amongst their ranks, but none inspire the same amount of fear as the Typhus, the Lord of the First Plague Company. In this issue we delve into the history of this mighty warrior and his mighty warship, the *Terminus Est*. As usual, we provide detailed paint guides for you to follow. Typhus may well be the most powerful unit in your Death Guard army. You'll have him leading your forces across the tabletop in no time!

Happy Hobbying!

Ian

TYPHUS

DG – CHAMPIONS 2

Read about Typhus, one of the greatest lords of the Death Guard and bearer of the terrifying Destroyer Hive!

TERMINUS EST

DEATH GUARD – LEGION 8

The gruesome history of Typhus' flagship, the *Terminus Est*.

CHRONICLES OF BLOOD PT. 2

SM – CHAPTERS 4.2

The epic history of the Blood Angels Chapter continues.

HOW TO BUILD TYPHUS

DEATH GUARD 15

A detailed guide to building your new model.

HOW TO PAINT TYPHUS

DEATH GUARD 19

An easy-to-follow guide for painting Typhus.

THE DESTROYER COMETH

RULES – MISSION 38

The Space Marines must try to stop Typhus before he unleashes the full fury of the Destroyer Plague!

TYPHUS

DG – DATASHEETS 11

Rules for using Typhus in your games.



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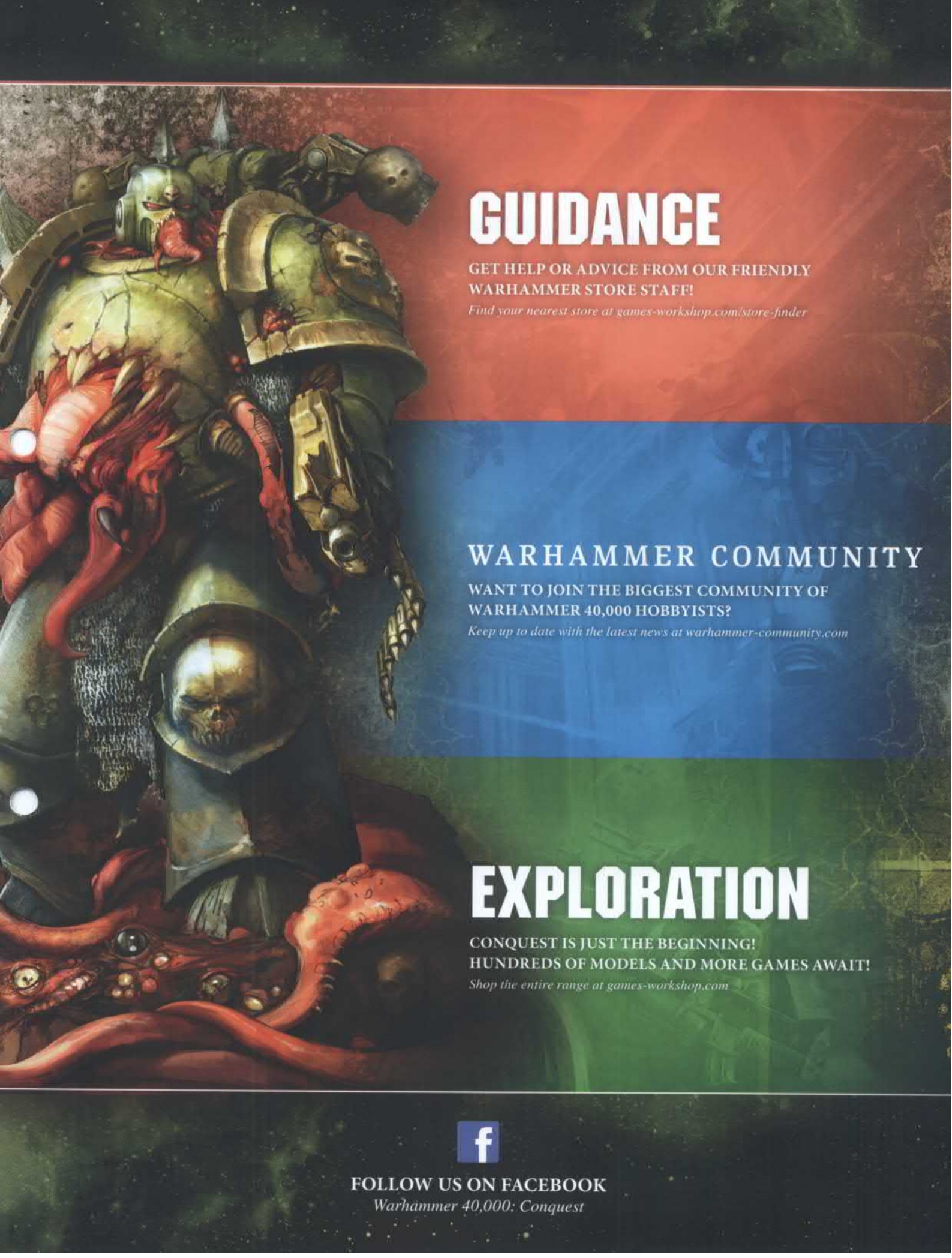
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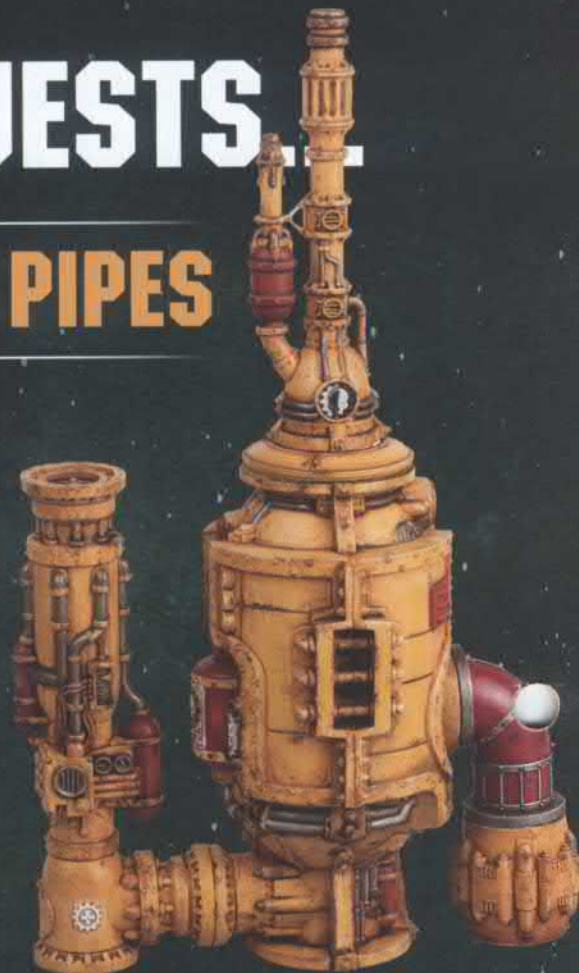
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IN THIS ISSUE

This issue comes with your last terrain kit for your most recent battle mat, completing your Kaylon terrain set! We have detailed guides to get your Alchomite Pipes built, painted and ready for the battlefield, with the rules to use them in your games included as well. When you are ready to use them, there is an exciting mission for you to play, in which the Death Guard try to defend the Alchomite Pipes from Ultramarines sabotage!

Happy Hobbying!

Ian

ORKS

40K – FACTIONS 5

Read about the Orks, deadly, green-skinned aliens who love nothing more than making war on Humanity!

ORKS SHOWCASE

40K – FACTIONS 5

A selection of some of the most exciting and colourful Citadel Miniatures in the Ork collection!

IMPERIAL FISTS SUCCESSORS

SM – CHAPTERS 11.2

Read about the Successor Chapters of the Imperial Fists, inheritors of the Primarch Rogal Dorn's legacy.

CHAOS RISING PART 2

40K – FACTIONS 2

Learn about how the history of the galaxy has been altered by the efforts of the Dark Gods.

ALCHOMITE PIPES

SCENERY 10

An easy-to-follow guide to assembling your Alchomite Pipes.

ALCHOMITE PIPES

SCENERY 12

A detailed guide to painting your Alchomite Pipes.

ALCHOMITE PIPES

RULES – TERRAIN 10

Rules for your latest piece of battlefield terrain.

SEPTIC SABOTAGE

RULES – MISSION 39

The Space Marines must sabotage the Death Guard's evil plans in this exciting new mission.

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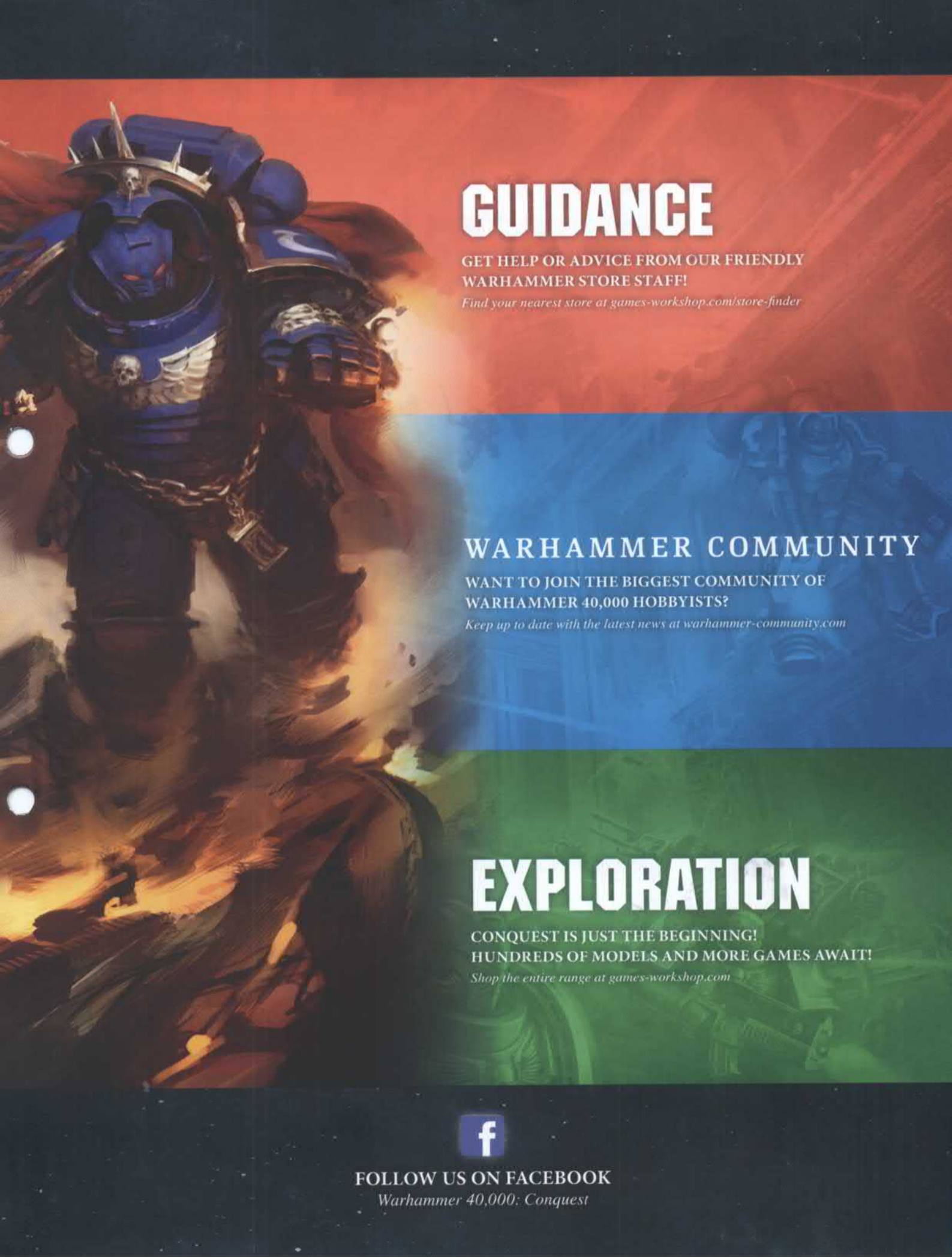
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IN THIS ISSUE

Your Space Marines force really grows this issue, with a large number of reinforcements for you to build and paint! These are sure to keep you entertained for hours, as there are two Primaris Lieutenants, five Intercessors and a Primaris Ancient for you to work on. Many people find painting banners intimidating, but we have a detailed paint guide to help you paint yours. Just take your time and follow it carefully, and soon your Ancient will be inspiring his brothers on the battlefield! He'll need to do just that in an exciting new mission where the Death Guard attempt to break the Ultramarines morale by killing the Ancient and stealing his banner!

Happy Hobbying!

Ian

SPACE MARINE ANCIENTS **SM – HEROES 9**

Learn about the banner-bearers of the Space Marine Chapters, the heroic veterans known as Ancients.

ULTRAMARINES CHAPTER ORG **SM – CHAPTERS 2**

An overview of the organisation of the Ultramarines Chapter.

RAISE THE BANNER HIGH **40K – BATTLES 24**

A Grey Knights Ancient must protect his Chapter's banner against a rampaging horde of Daemons.

SM REINFORCEMENTS **SPACE MARINES 17**

An easy-to-follow guide to building your new Space Marine reinforcements.

SM REINFORCEMENTS **SPACE MARINES 20**

A detailed guide to painting your new Space Marine reinforcements.

CAPTURE THE BANNER **RULES – MISSION 40**

An all-new mission in which to use your new models.

SPACE MARINES **RULES – DATASHEETS 12**

Full rules for your Primaris Lieutenants and Primaris Ancient.

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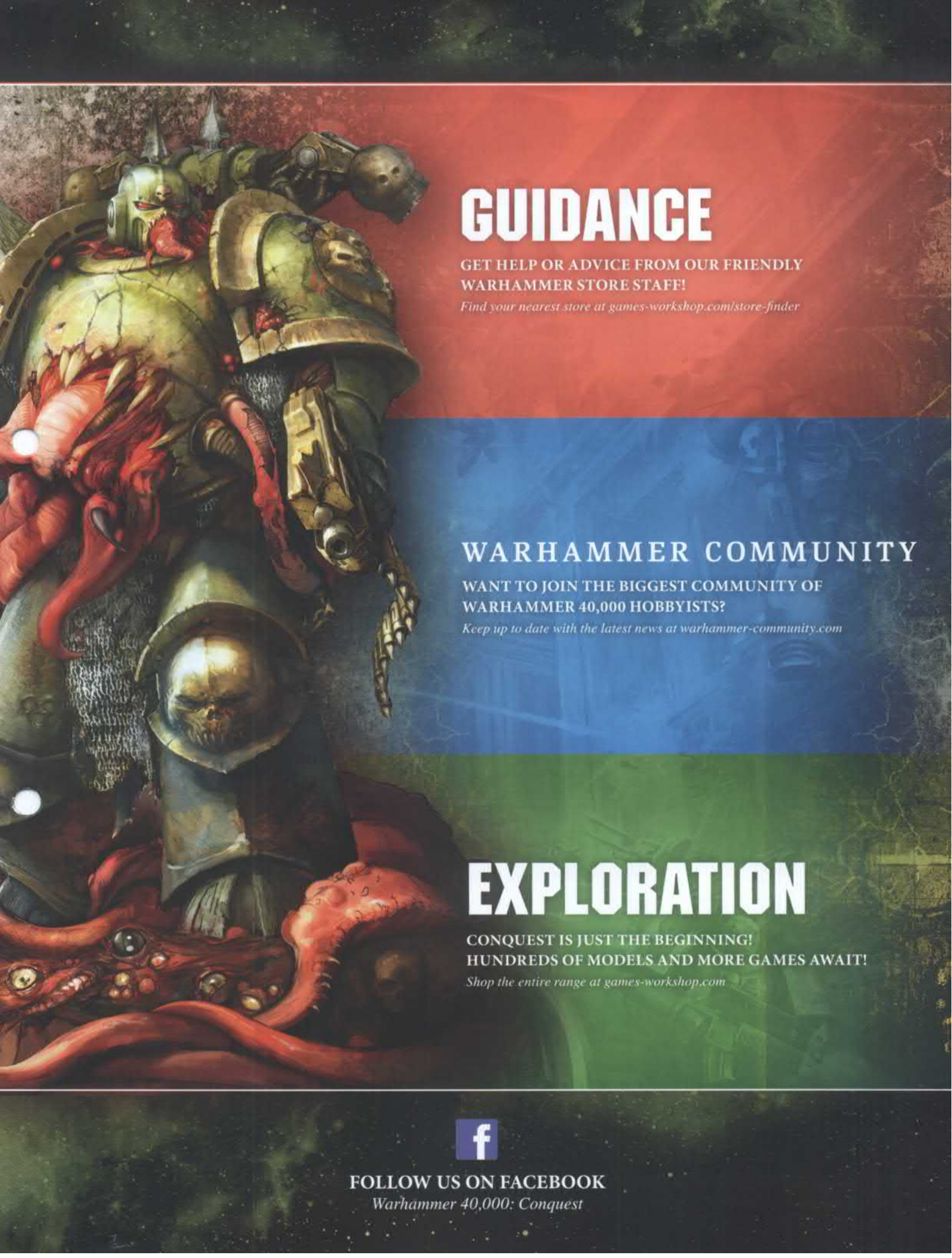
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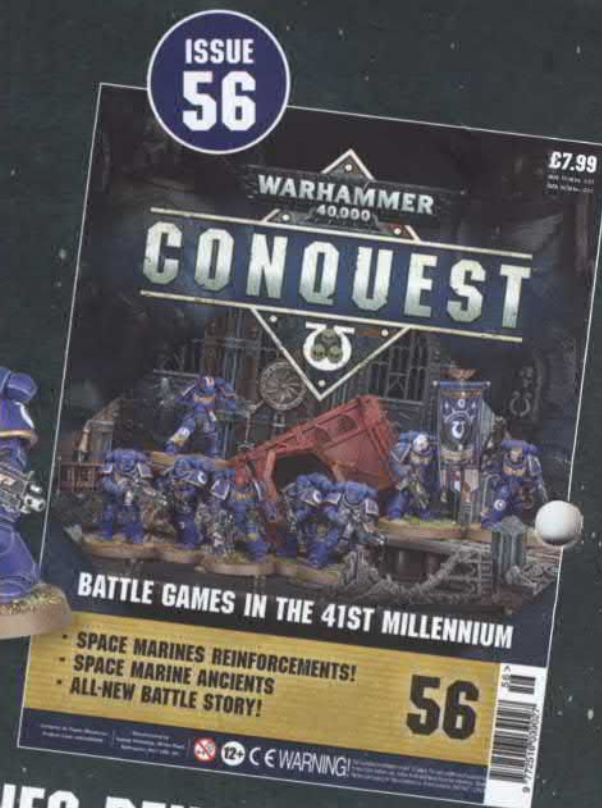
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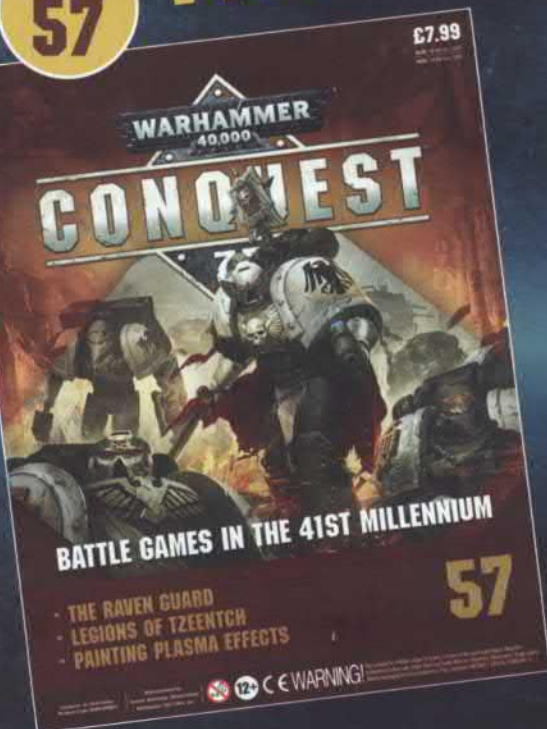
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IN THIS ISSUE

Things heat up in this issue, with two new paints that you can use to paint glowing plasma! There are plenty of plasma weapons and terrain features in Warhammer: 40,000, and your collection has several models that feature them. This issue contains a guide to teach you how to paint them. You'll notice that we do not paint any of the Death Guard plasma weapons though; we are saving these to paint with different colours in the future. Once your plasma glows have been painted, you'll use your terrain models as objectives in an exciting new mission!

Happy Hobbying!

Ian

RAVEN GUARD **SPACE MARINES – CHAPTERS 10**

The Raven Guard are masters of stealth and surprise assaults.

LEGACY OF SECRECY **SPACE MARINES – CHAPTERS 5.2**

Learn more of the secret history of the Dark Angels Chapter.

STERNGUARD VETERANS **SM – WARRIORS 13**

These Space Marine Veterans are relied on for fire support.

KU'GATH PLAGUEFATHER **40K – FACTIONS 2.1.2**

This Great Unclean One is a master brewer of deadly diseases.

TZEENTCH **40K – FACTIONS 2.2**

Tzeentch is the Chaos God of change, sorcery and hope.

TZEENTCH SHOWCASE **40K – FACTIONS 2.2**

A selection of expertly painted Tzeentch models.

THE SCOURGE STARS **DEATH GUARD – DOMAINS 2**

Discover the domain of the Death Guard within the Imperium.

PAINTING PLASMA EFFECTS **TECHNIQUES – PLASMA**

Learn how to paint glowing plasma on your models.

SCORCHED EARTH **RULES – MISSION 41**

Your forces clash over power sources in this exciting mission.

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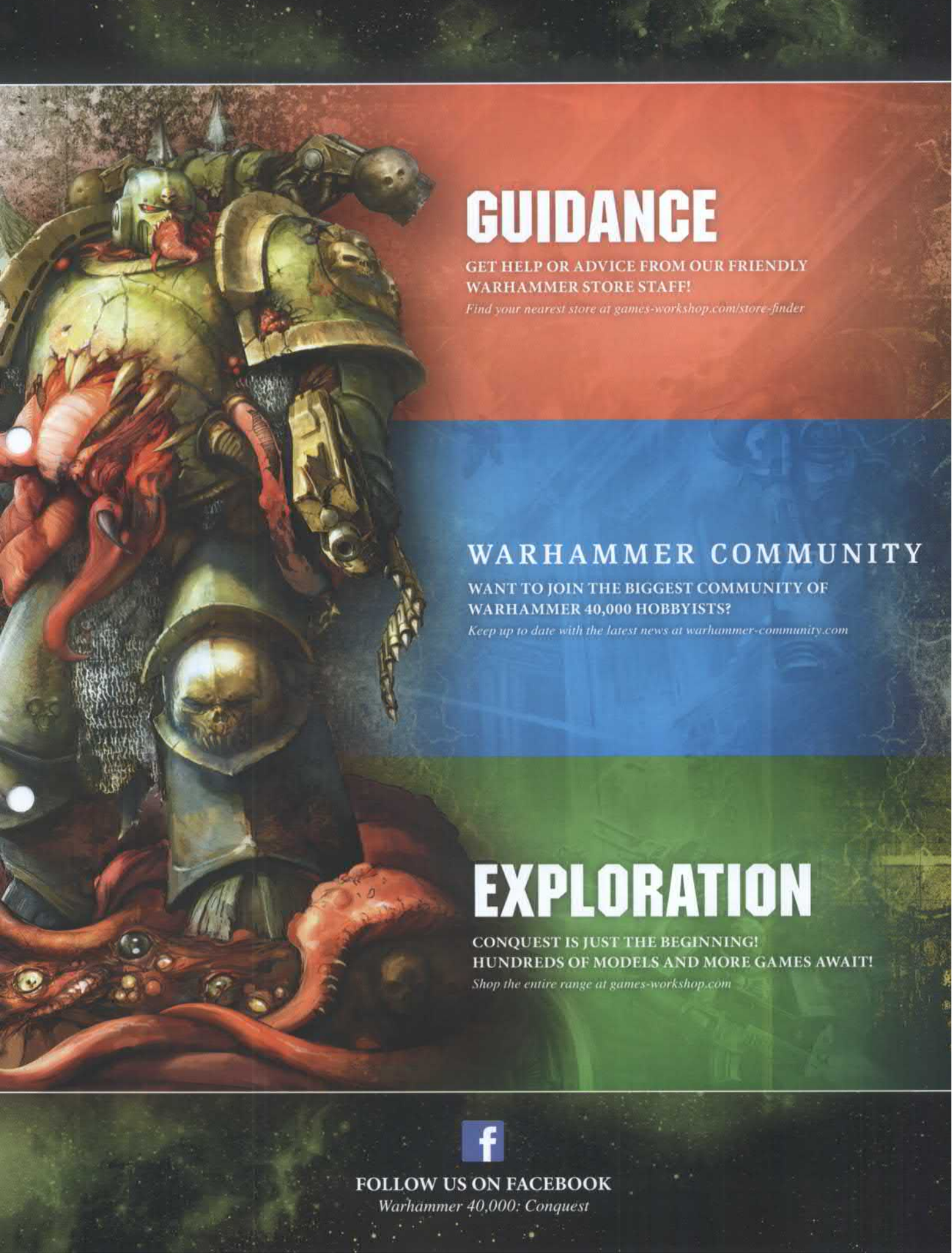
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IN THIS ISSUE

Your Space Marines army gets some mobile heavy fire support this issue, with a Space Marine Attack Bike. Attack Bikes are among the fastest units in your Space Marines army, and the heavy firepower they can wield makes them incredibly useful on the battlefield. You can ensure its weapons are right where you want them to be! You can equip yours with a heavy bolter for attacking enemy infantry, or a multi-melta to destroy vehicles. Whichever weapon you choose, our detailed guides will show you how to build and paint both before you take it to the battlefield in a new mission!

Happy Hobbying!



ATTACK BIKES SM – WAR MACHINES 9

Attack Bikes provide fast-moving heavy firepower.

A LEGACY OF SHADOWS SM – CHAPTERS 10.2

Uncover the shadowed history of the Raven Guard.

T'AU EMPIRE 40K – FACTIONS 6

The T'au are among the most technologically advanced alien races to clash with the Imperium.

T'AU EMPIRE SHOWCASE 40K – FACTIONS 6

A selection of beautifully painted T'au Empire models.

ATTACK BIKE SPACE MARINES 18

Easy-to-follow instructions for building your new model kit.

ATTACK BIKE SPACE MARINES 21

A detailed guide for painting your new Attack Bike.

VEHICULAR ASSAULT RULES – MISSION 41

A Space Marine rapid strike force attempts to break the Death Guard lines in this exciting mission.

ATTACK BIKE DATASHEET SM – DATASHEETS 13

The rules for using your new Space Marine Attack Bike on its own. It can also be included in your Bike Squadrons. See Space Marines - Datasheets 11 from Issue 48.

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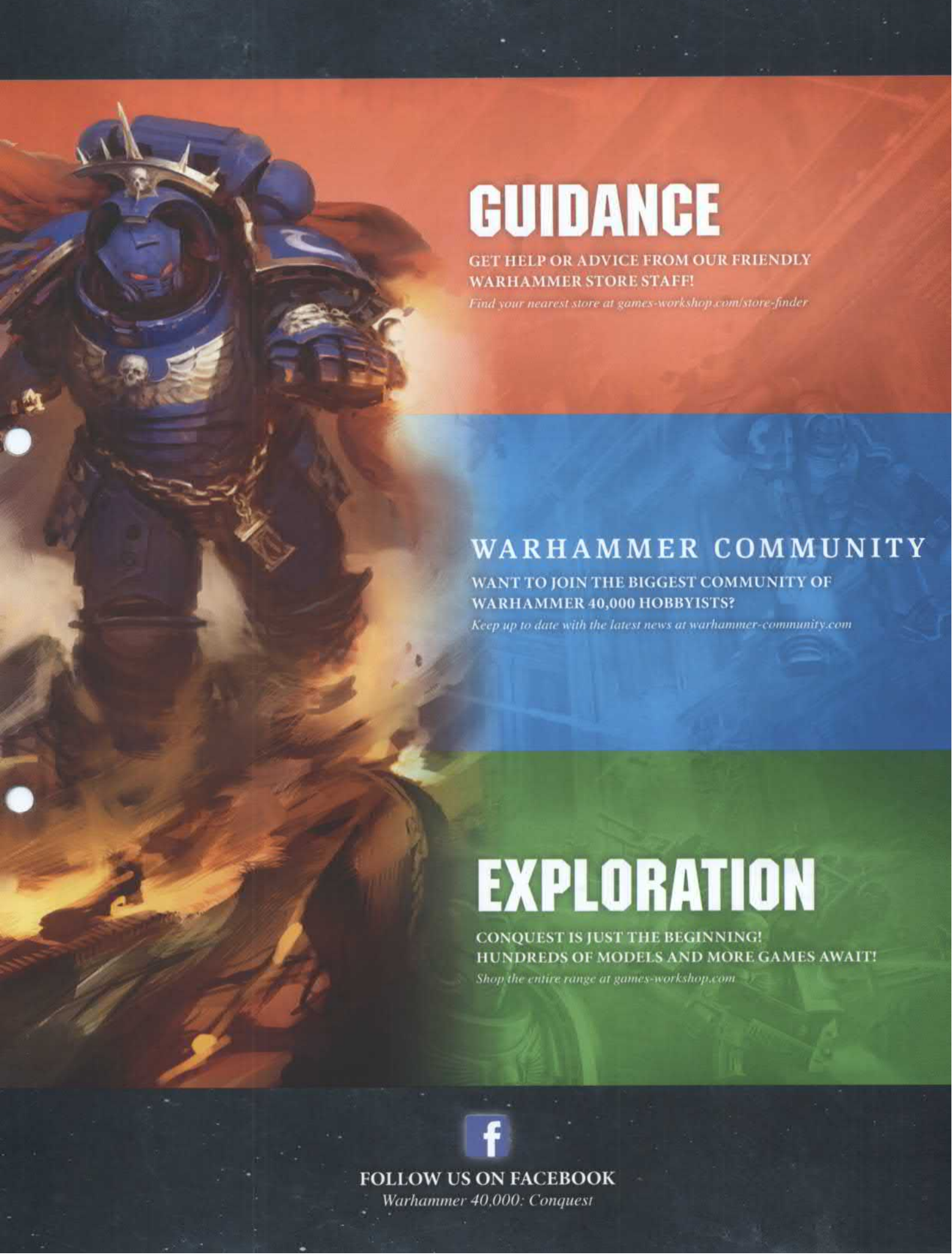
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IN THIS ISSUE

More Space Marine reinforcements arrive with this issue, with two Hellblasters, two Intercessors and an Inceptor to bring your units up to strength! Using our detailed guides in this issue, you'll be able to paint these models from start to finish! Once you are done, you'll field your full-strength units in a new mission that sees the Ultramarines hunting for intelligence on the former Planetary Governor of Korvon II, Ludmila Tarch. A reckoning is surely coming soon!

Happy Hobbying!

Ian

GREY KNIGHTS

FACTIONS – 1.6.6

Read about the Grey Knights, Space Marines trained to combat Daemons with bolter, blade and psychic power.

GREY KNIGHTS SHOWCASE

FACTIONS – 1.6.6

A glorious showcase of Grey Knights Citadel Miniatures painted by some of Game Workshop's best army painters.

THE MAELSTROM

40K – DOMAINS 3

The Eye of Terror is not the only warp rift to scar the galaxy. Take a terrifying journey into the depths of the Maelstrom.

VICTORIES OF THE KHANS

SM – CHAPTERS 8.2

Learn all about the greatest campaigns and victories of the White Scars Space Marine Chapter.

SPACE MARINE REINFORCEMENTS

SM 19

An easy-to-follow guide to building your new Space Marines.

SPACE MARINE REINFORCEMENTS

SM 22

A detailed stage-by-stage guide to painting your new Space Marines miniatures.

DATA EXTRACTION

RULES – MISSION 43

With the battle for Kaylon in the balance, the Space Marines launch a daring raid behind Death Guard lines!

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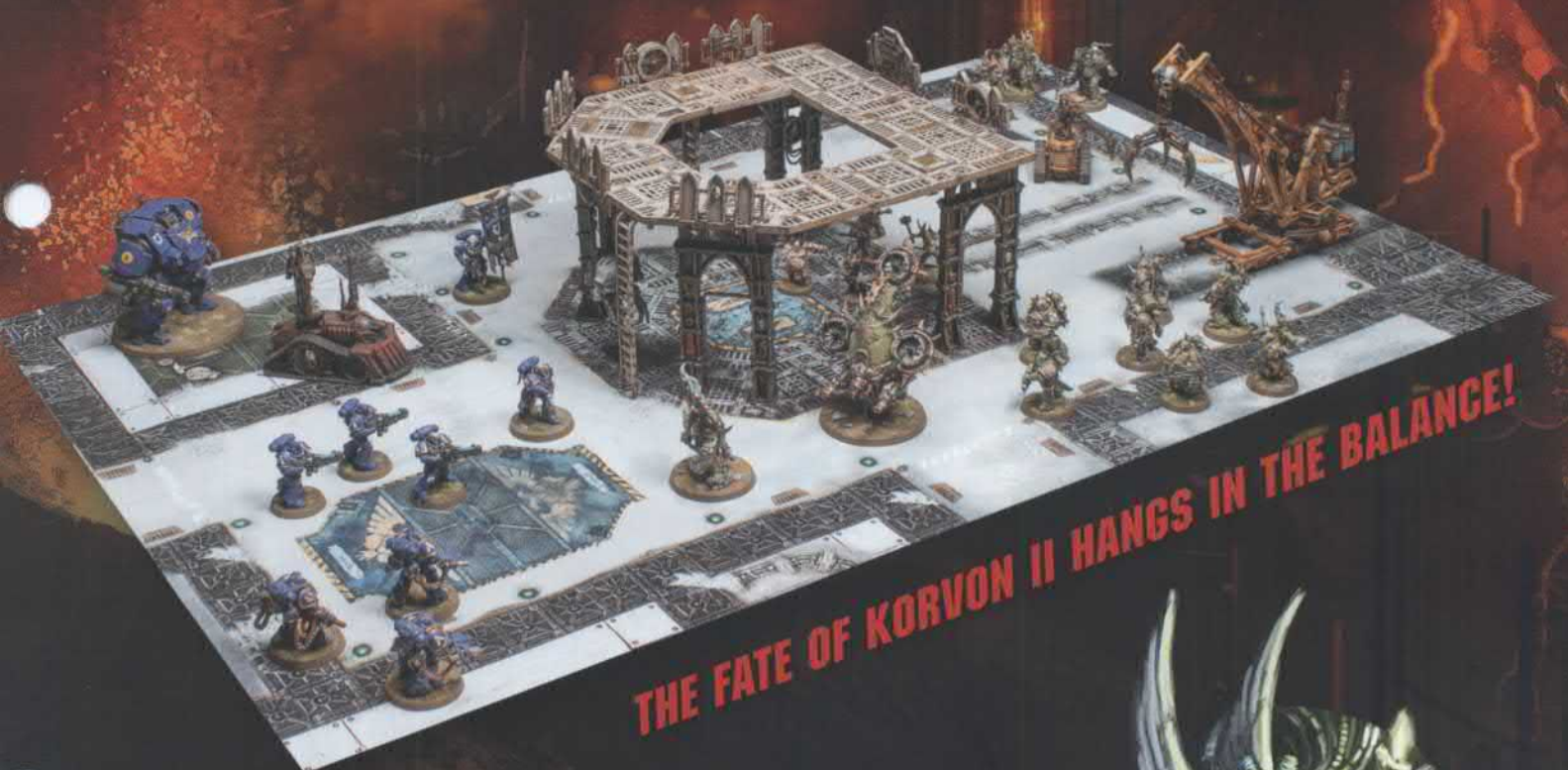


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FROM ISSUE 61 THE WAR FOR KORVON II WILL BE DECIDED!

ASSAULT ON JORGENGHAST

NEW BATTLE MAT - MORE TERRAIN - MORE MISSIONS



THE FATE OF KORVON II HANGS IN THE BALANCE!

MECHANISED SLAUGHTER...

The war for Korvon II has spread across the planet like a deadly infection. The Ultramarines and Death Guard have suffered terrible casualties, and the planet's many cities lie in ruins.

The battle for Korvon II has moved from the corrupted city of Kaylon to the industrial spaceports and mechanised

storage facilities of Jorgenghast.

Amidst metallic walkways, towering cranes, and rumbling industrial machinery, the sound of bolter fire fills the air. Jorgenghast will see the most brutal fighting yet, and one way or the other, the fate of Korvon II will soon be decided!



DATA-SLATE TOKENS

The data-slate tokens on this page can be cut out and used as objective markers in Mission 43: Data Extraction.



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- LEARN ABOUT CHAOS KNIGHTS
- THE FINAL BATTLE FOR KAYLON!

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609



IN THIS ISSUE

The Poxwalkers rise in this issue, with a horde of ten – and a Plague Marine minder – to reinforce your Death Guard! You'll have some spare parts left over from Issues 33 and 46, either of which can be used to complete the Plague Marine that comes with this issue. Don't worry, you'll build the other Plague Marine in a later issue. Whether you choose the Plague Marine with the boltgun or with the plasma gun, our build and paint guides will show you how to get your model ready for the battlefield. Once you do, you've got an exciting mission to play as the struggle for the city of Kaylon comes to close!

Happy Hobbying!

Ian

CHAOS KNIGHTS

40K – FACTIONS 2.5

Read about the Chaos Knights, titanic war machines corrupted by the warp-spawned powers of the Dark Gods.

CHAOS KNIGHTS SHOWCASE

40K – FACTIONS 2.5

A gallery of mighty Chaos Knights, painted by Games Workshop's own highly skilled painters.

A GLORIOUS HISTORY

SM – CHAPTERS 11.2

Read through the history of the Imperial Fists' greatest battles and most heroic victories.

THE RESTLESS DEAD

DEATH GUARD 16

A detailed guide to building your new models.

THE RESTLESS DEAD

DEATH GUARD 20

An easy-to-follow guide for painting your new models.

THE PARTING BLOW

RULES – MISSION 44

As the battle for Kaylon draws to its dramatic close, the Death Guard must stop one last assault from the Ultramarines.



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Managing Editor: Steve White

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ISSN 2516-0397

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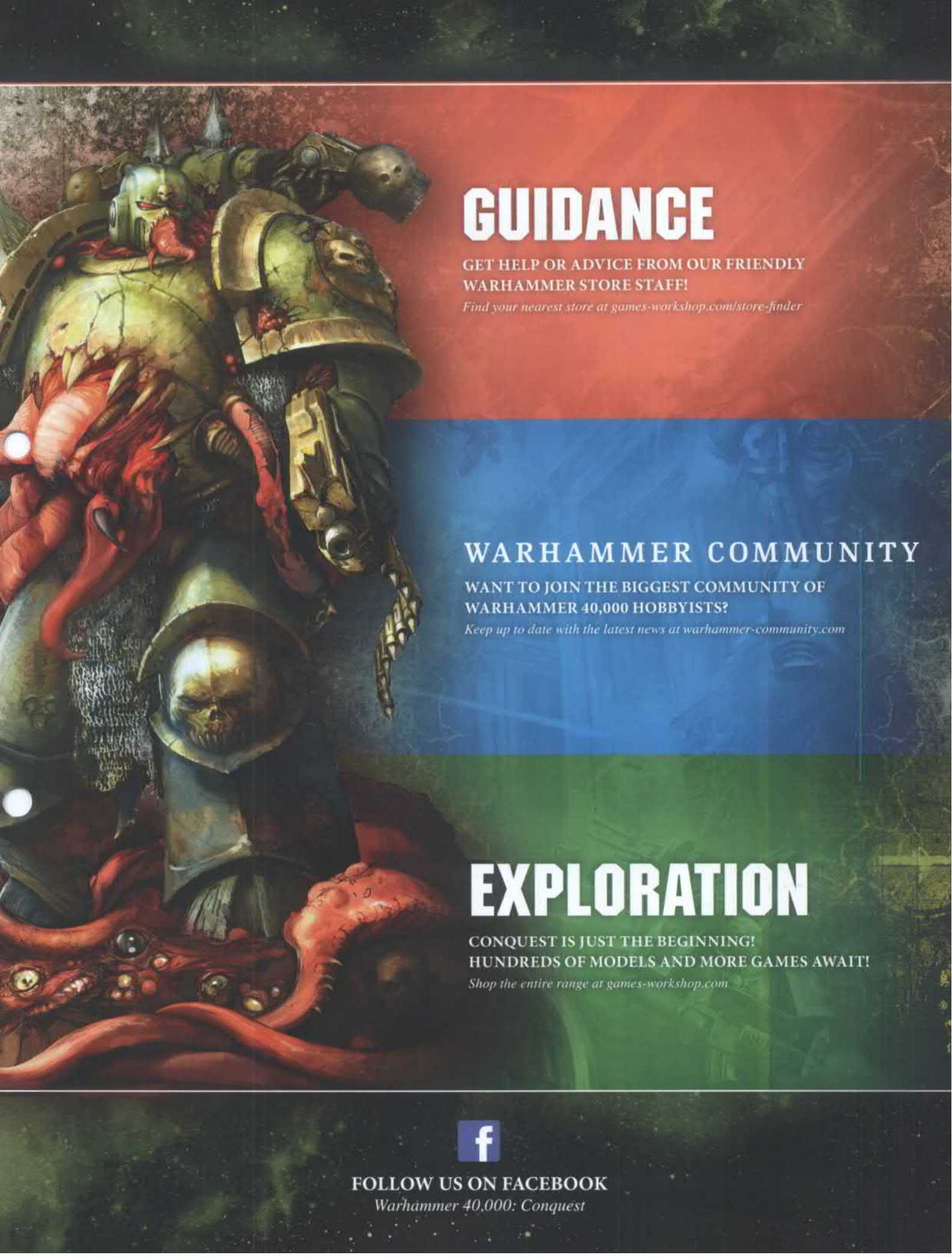
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**IMPERIAL
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IN THIS ISSUE

This issue, your objectives are just in reach, all 13 of them! All you have to do is follow our guides, and your new Imperial Objectives will be ready for you to fight over on the battlefield! While the paper tokens you have used for objective markers in the past work just fine, building, painting and playing with objective marker models adds much more depth to your games. When they are completed, you'll be able to pick and choose exactly what your forces will be fighting for, making for even more thematic missions no matter which objectives you choose. But this issue you won't have to, since the mission will see you fighting over them all!

Happy Hobbying!

Ian

THOUSAND SONS

40K – FACTIONS 2.2.1

Learn about the Thousand Sons and their Primarch, Magnus the Red, powerful sorcerers in the service of Tzeentch.

THOUSAND SONS SHOWCASE

40K – FACTIONS 2.2.1

A gallery of beautifully painted Thousand Sons miniatures from the Games Workshop studio.

IMPERIAL OBJECTIVES

SCENERY 11

A detailed guide for building your new Imperial Objectives kit.

IMPERIAL OBJECTIVES

SCENERY 13

An easy-to-follow guide to painting your Imperial Objectives.

MECHANICUS WAR ZONE

TUTORIAL 22

An introduction to using your new battle mat and your Imperial Objectives in your games.

RELENTLESS CONTAGION

RULES – MISSION 25

Both sides race to capture as many objectives as they can in this exciting new mission.



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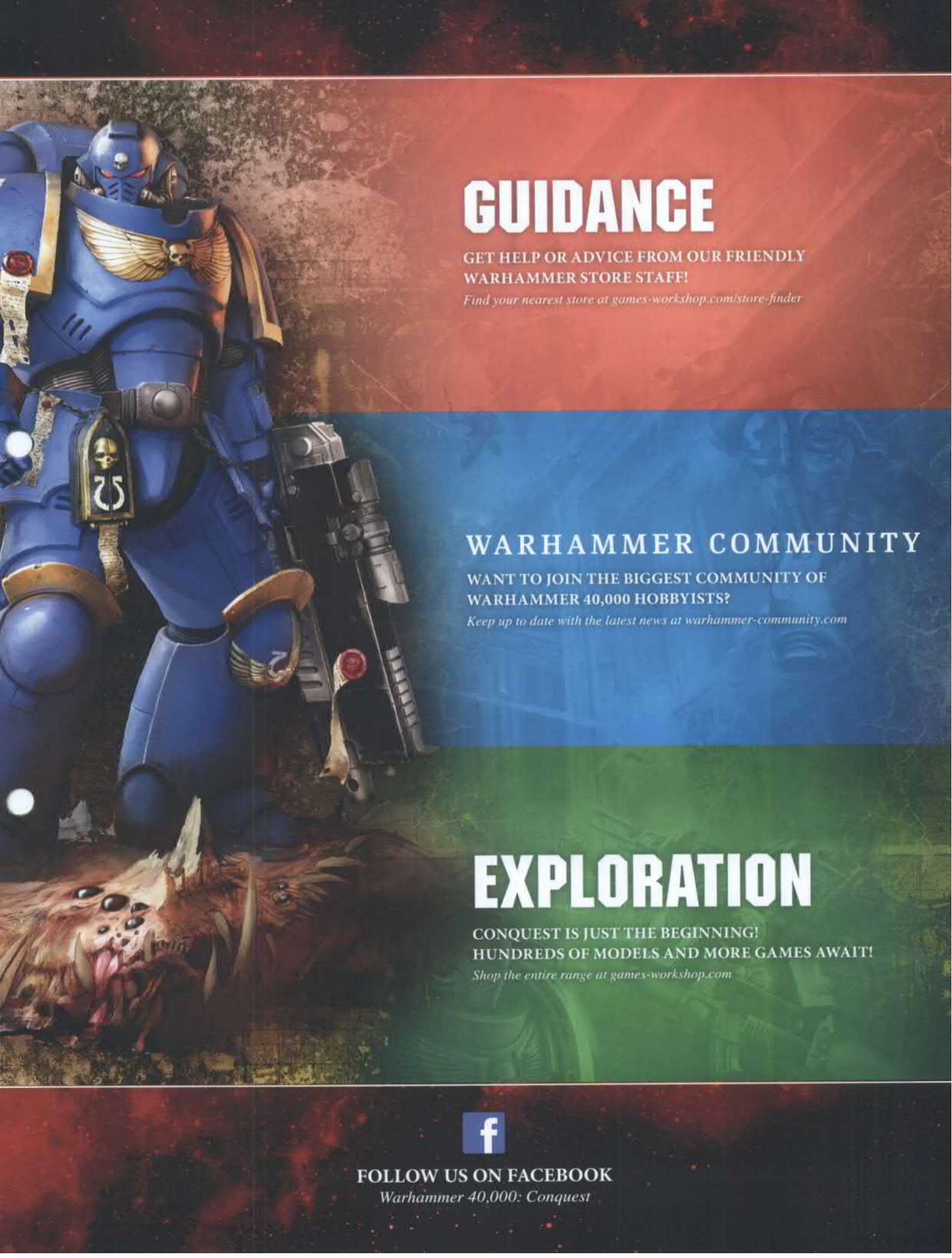
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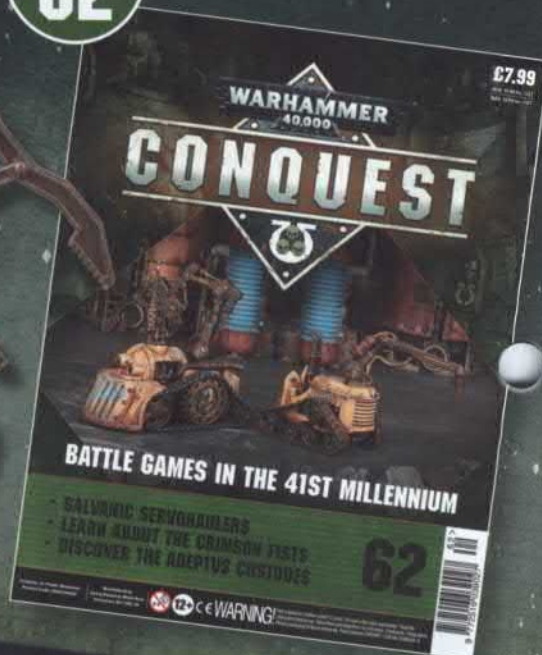
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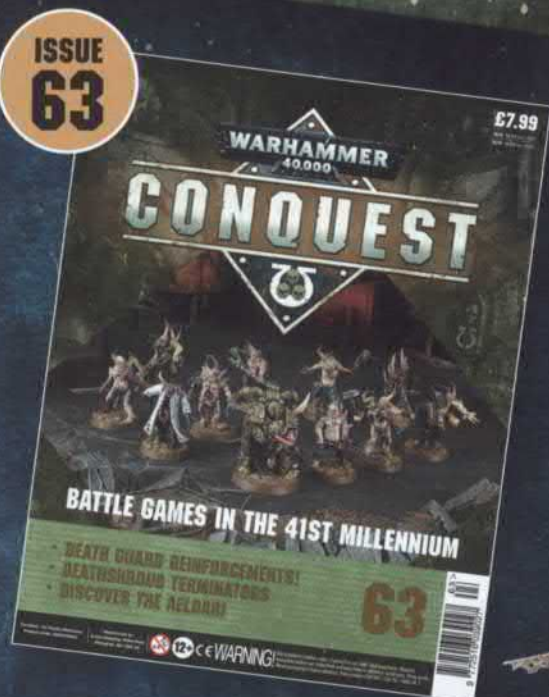


**GALVANIC
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THE WALKING POX
SPREADS!**



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- GALVANIC SERVOHAULERS
- LEARN ABOUT THE CRIMSON FISTS
- DISCOVER THE ADEPTUS CUSTODES

62



IN THIS ISSUE

Your Galvanic Servohaulers roll in with this issue, and they will make a characterful addition to your terrain collection. The worlds of Warhammer 40,000 are filled with events and details that don't happen on a battlefield, and your new models help represent them. Imperial planets can be busy places where lots of industrial work goes on. Your Servohaulers hint that your battlefield was a place where Imperial citizens worked. With that in mind, we have guides for you to follow that will have them looking looking worn and well used. You'll also use your them as objectives in a new mission. Happy Hobbying!

Ian

CRIMSON FISTS

SM – CHAPTERS 13

An introduction to the Crimson Fists, a Space Marine Chapter with a tragic history.

WHITE SCARS SUCCESSORS

SM – CHAPTERS 8.2

Read about the White Scars successor Chapters, expert hunters all, and proud heirs to the Great Khan.

VANGUARD VETERANS

SM – WARRIORS 13

Learn about the Vanguard Veterans, the close-combat specialists of the Chapter's 1st Company.

ADEPTUS CUSTODES

40K – FACTIONS 1.6.5

The Emperor's bodyguards, the Adeptus Custodes are even mightier than the Space Marines!

CUSTODES SHOWCASE

40K – FACTIONS 1.6.5

A gallery of beautifully painted models from Games Workshop's range of Adeptus Custodes miniatures.

GALVANIC SERVOHAULERS

SCENERY 12

An easy-to-follow guide to building your new models.

GALVANIC SERVOHAULERS

SCENERY 14

A step-by-step guide to painting your new models.

GALVANIC SERVOHAULERS

RULES – TERRAIN 11

Rules for using your new Galvanic Servohaulers in games.

HAULER HEIST

RULES – MISSION 46

Ultramarines and Death Guard battle over industrial machines.

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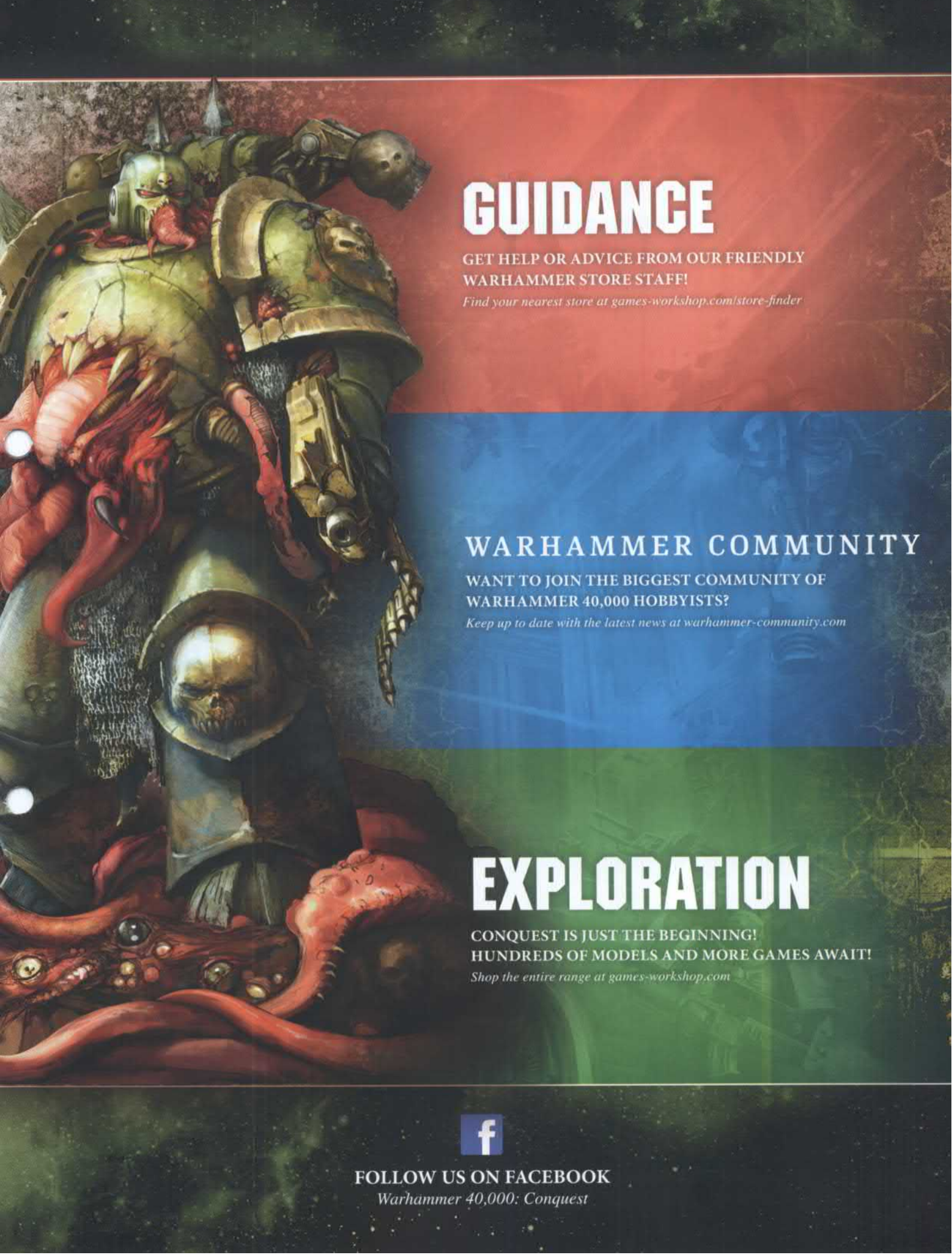
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- **DEATHSHROUD TERMINATORS**
- **DISCOVER THE AELDARI**

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Contents: 11x Plastic Miniatures
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IN THIS ISSUE

More Death Guard reinforcements arrive with this issue, with 10 Poxwalkers and a Plague Marine to add to your forces. This is the same set you received in Issue 60. That means you will need to use your second set of spare Plague Marine parts from Issue 33 or 46 to complete the kit. Because you have already painted a set of these miniatures, we have omitted a paint guide for them in this issue. Just use the guide labelled Death Guard 20 from Issue 60, and your models will be ready for battle in no time!

Happy Hobbying!



DEATHSHROUD TERMINATORS DG – WARRIORS 6

Learn about Mortarion's elite bodyguard and enforcers.

LEGACY OF SECRECY SM – CHAPTERS 5.2

The chronicle of the history of the Dark Angels continues.

THE AELDARI 40K – FACTIONS 3

Discover the mysterious Aeldari race, ancient aliens who once ruled the galaxy.

RAVEN GUARD SUCCESSORS SM – CHAPTERS 10.1

Like their parent chapter, the successors of the Raven Guard are masters of stealth.

THE BATTLE FOR NOVARIS SM – CHAPTERS 3.2

Read the epic tale of the Silver Templars liberating their home world, Novaris.

THE RESTLESS DEAD DEATH GUARD 17

A guide to building your Poxwalkers and Plague Marine.

HOLD BACK THE HORDE RULES – MISSION 47

Typhus attempts to spread the curse of the walking pox. Can the Ultramarines hold back the Poxwalker hordes?

WATER GRATE RULES – TERRAIN 12

This printed terrain piece is on the inside back cover of this issue. You will lay it on the battle mat in this issue's mission.

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- **HIGHLIGHTING YOUR MODELS**

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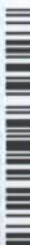


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IN THIS ISSUE

This issue comes with your third pot of Astrogranite paint, which will be used to base your growing collection. As we have covered how to complete your bases in the Painting – Astrogranite Tutorials from Issues 22 and 52, this issue has a new painting guide that will teach you to apply two layers of edge highlights to areas on your models. This is an advanced technique that requires a thicker highlight to be applied first, with a thinner one of a brighter colour applied on top of it once it has dried. You'll be using your Thousand Sons Blue and Temple Guard Blue paints to highlight areas of black on your models, creating stark, eye-catching highlights. Happy hobbying!

Ian

THE SOL SYSTEM 40K – DOMAINS 1

Discover the cradle of Humanity and the home of the Emperor.

CHAOS RISING 40K – FACTIONS 2

The third part of the chronicle of the Chaos Gods.

TYRANIDS 40K – FACTIONS 7

Read about this terrifying alien race from beyond the stars.

TYRANIDS SHOWCASE 40K – FACTIONS 7

A showcase of expertly painted Tyranid miniatures.

DROP PODS SPACE MARINES – WAR MACHINES 13

Space Marines use these craft for planetary drop assaults.

CHRONICLES OF BLOOD SM – CHAPTERS 4.2

Part three of the history of the Blood Angels Chapter.

HOW TO PAINT TECHNIQUES – LAYERED HIGHLIGHTS

This guide will teach you to paint multiple layers of highlights onto a single area of a miniature.

CUSTOM MAT SETUPS TUTORIAL 27

Learn how to best place your battle mats for your games.

SILENCE THE GUNS RULES – MISSION 48

The Ultramarines attempt to silence the anti-aircraft batteries around the city of Ironfall.

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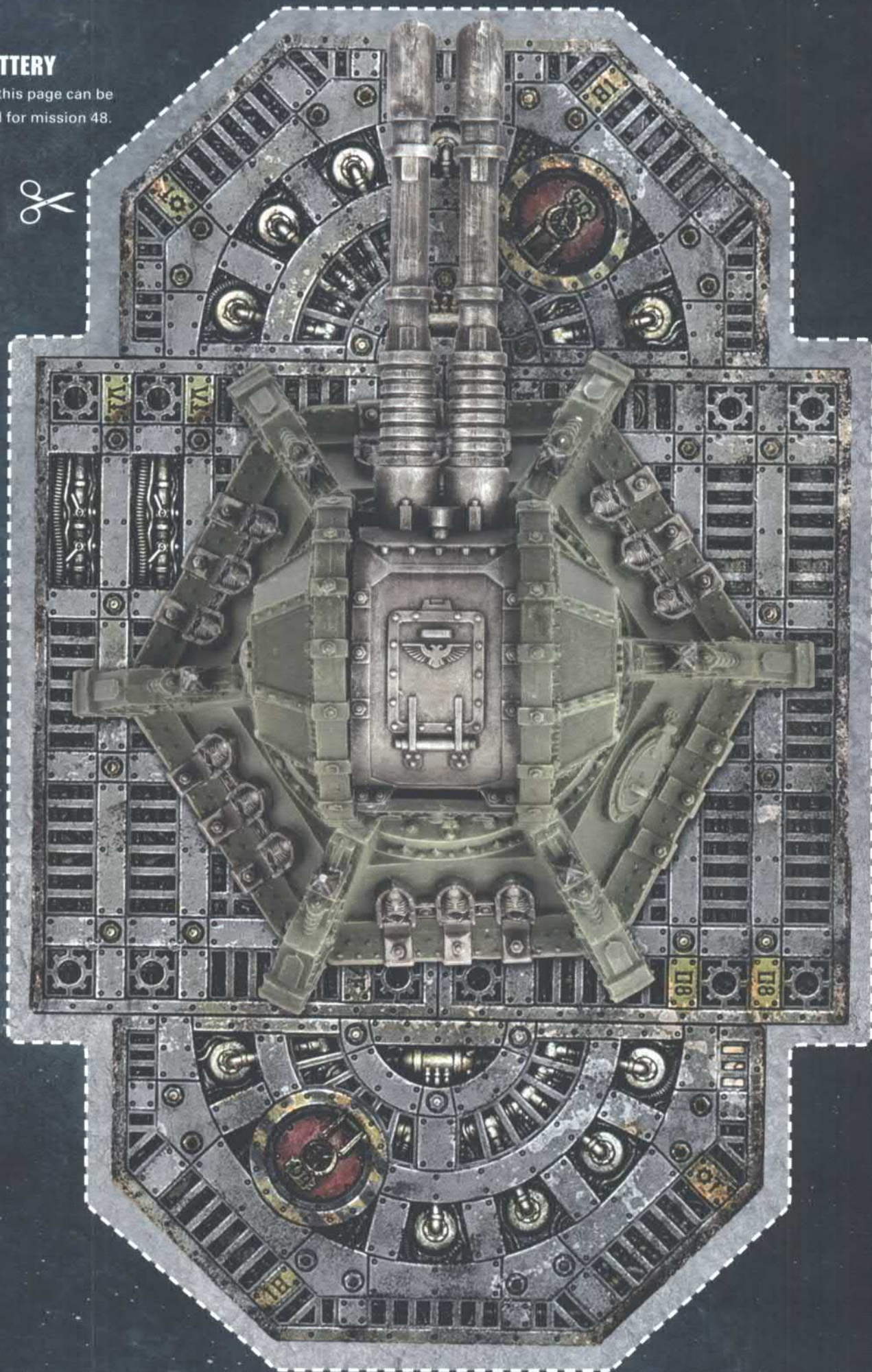
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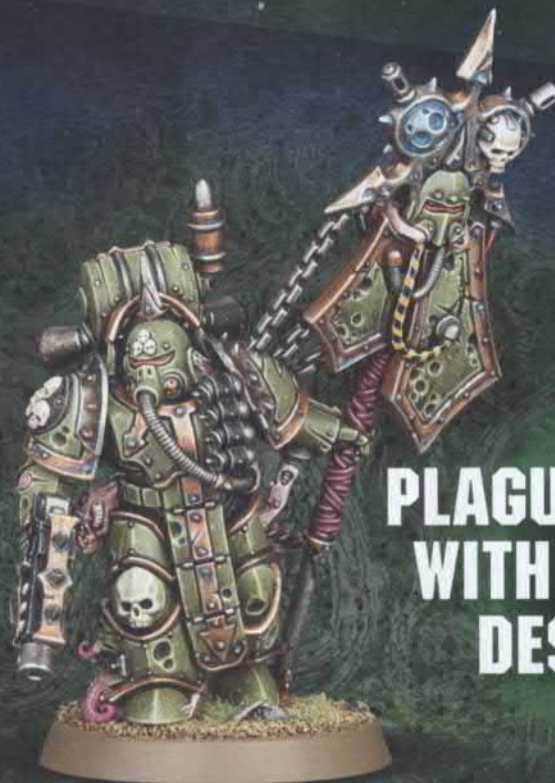
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IN THIS ISSUE

Ultramarines command gets reinforced this issue, with two new Captains to add to your collection. These heroes can represent a variety of Space Marine leaders in your games, from past Second Company Captains, to high-ranking members of Guilliman's Victrix Guard. However they fit into the story of your army and games, they will be useful assets on the tabletop, and we have included build and paint guides to get them ready for use. We've also included a new mission for you to play four times, each one featuring a different Ultramarines Captain.

Happy Hobbying!

Ian

TERMINATORS **SPACE MARINES – WARRIORS 14**

These Space Marine veterans use the strongest infantry armour that the Imperium has to offer.

KHORNE **40K – FACTIONS 2.3**

Khorne is the Chaos God of war, anger, murder and bloodshed.

KHORNE SHOWCASE **40K – FACTIONS 2.3**

A showcase of beautifully painted Khorne miniatures.

THE TYRANNIC WARS **40K – HISTORY 12**

Learn about the three biggest Tyranid invasions of the galaxy.

SPACE MARINE HEROES **SPACE MARINES 21**

Easy-to-follow instructions to build your new models.

SPACE MARINE HEROES **SPACE MARINES 23**

A detailed paint guide for your new Ultramarines heroes.

ARMY LISTS **TUTORIAL 27 – ARMY LISTS**

Learn how to choose and track forces for your games.

LEAD BY EXAMPLE **RULES – MISSION 49**

The Ultramarines launch four coordinated strikes against the Death Guard.

SPACE MARINE CAPTAINS **SM – DATASHEETS 14**

Datasheets for your new Space Marine Captains.

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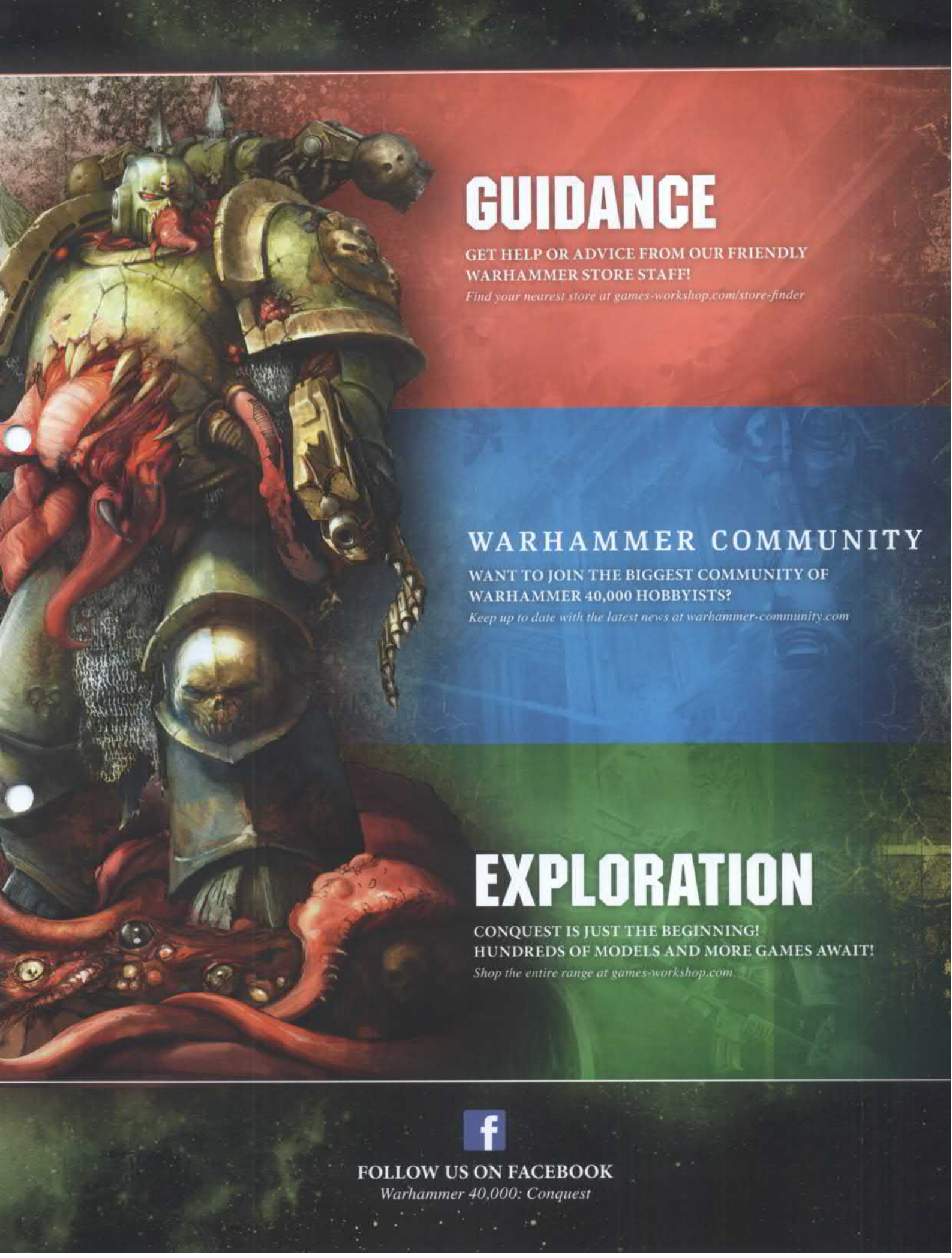
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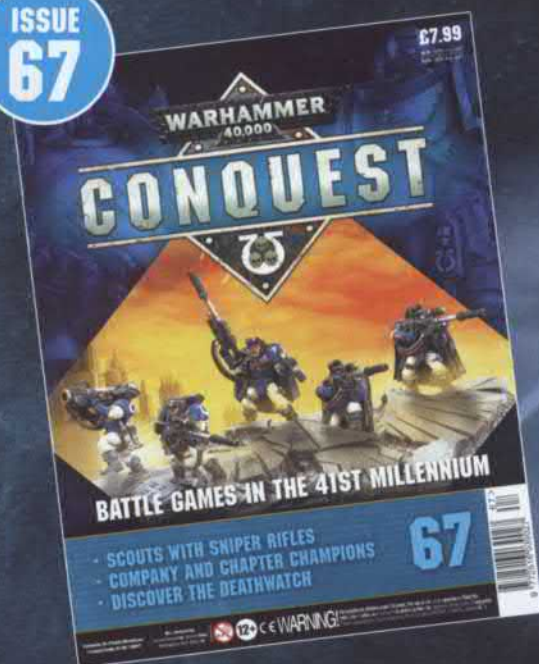
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**PLAGUE
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ICON OF
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IN THIS ISSUE

Your Plague Marine Icon Bearer arrives with this issue, ready to bolster your Plague Marines with his Icon of Despair. This vile standard oozes an evil essence that poisons the hearts and minds of those nearby. Foes flee from these effects, for not all of Nurgle's contagions affect the body - his followers spread diseases of the mind as well! In games, this is reflected with a negative penalty to enemy Leadership characteristics, meaning that more foes will flee when a Morale test is failed. To get this powerful benefit, we have included build and paint guides to prepare your Plague Marine Icon Bearer for the battlefield.

Ian

Happy Hobbying!

BLACK TEMPLARS SPACE MARINES – CHAPTERS 12

This Space Marine Chapter is on a never-ending crusade.

RENEGADES OF NURGLE 40K – FACTIONS 2.1

The Death Guard are not the only Chaos Space Marines who worship Nurgle...

ANNALS OF THE SPACE WOLVES SM – CHAPTERS 6.1

The Space Wolves have a long history of great sagas.

CRAFTWORLDS 40K – FACTIONS 3.1

Discover the mysterious Craftworld Aeldari.

CRAFTWORLDS SHOWCASE 40K – FACTIONS 3.1

A showcase of expertly painted Craftworlds miniatures.

PLAGUE MARINE ICON BEARER DEATH GUARD 18

A step-by-step guide to build your new model.

PLAGUE MARINE ICON BEARER DEATH GUARD 21

An easy-to-follow guide for painting your new model.

OPENING THE WARP PORTAL RULES – MISSION 50

The Death Guard attempt to corrupt the city of Mirefurt with a daemonic ritual.

PLAGUE MARINES DEATH GUARD 12

An updated Datasheet for your Plague Marines with rules to add an Icon of Despair.

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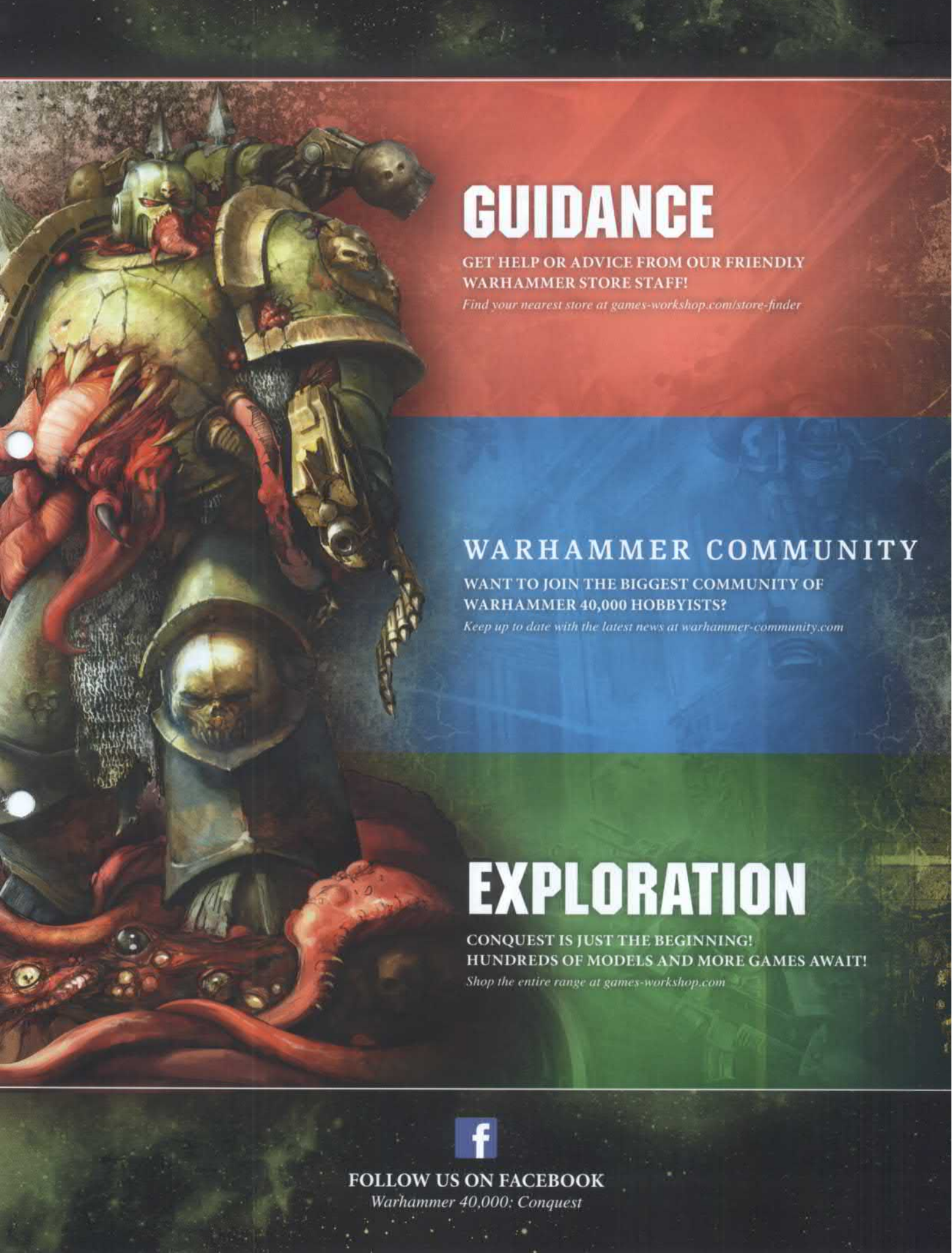
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IN THIS ISSUE

This issue comes with Space Marine Scouts with sniper rifles, and they have the Death Guard commanders in their sights! Space Marine Scouts are expert infiltrators, and they often use these skills to sabotage the enemy. This can mean destroying enemy resources or taking out enemy leaders. Your new unit specialises in the later, using their long-range weapons to deadly effect. To represent this in your games, we have included a new Scouts datasheet with sniper rifle rules, allowing you to target enemy commanders from afar, even if other units are closer!

Happy Hobbying!

Ian

SPACE MARINE CHAMPIONS

SM – HEROES 10

Chapter and Company Champions are among the greatest of Space Marine warriors.

SERGEANT TELION

SM – HEROES 13

One of the most experienced of the Ultramarines' warriors, Sergeant Telion is famous for training Space Marine Scouts.

DEATHWATCH

40K – FACTIONS 1.6.7

An introduction to the alien-hunting forces of the Deathwatch.

DEATHWATCH SHOWCASE

40K – FACTIONS 1.6.7

A gallery of Deathwatch miniatures painted by Games Workshop's highly skilled studio painters.

SNIPER SCOUTS

SPACE MARINES 20

An easy-to-follow guide to assembling your new Sniper Scouts.

SNIPER SCOUTS

SPACE MARINES 24

A detailed stage-by-stage guide to painting your Sniper Scouts.

KILL THE LEADERS

RULES – MISSION 51

In this new mission, the Space Marines must hunt down and eliminate the Death Guard's leaders.

SCOUT SQUAD

SPACE MARINES – DATASHEETS 15

A new datasheet with all the rules required in order to use your new Space Marine Scout models on the tabletop.

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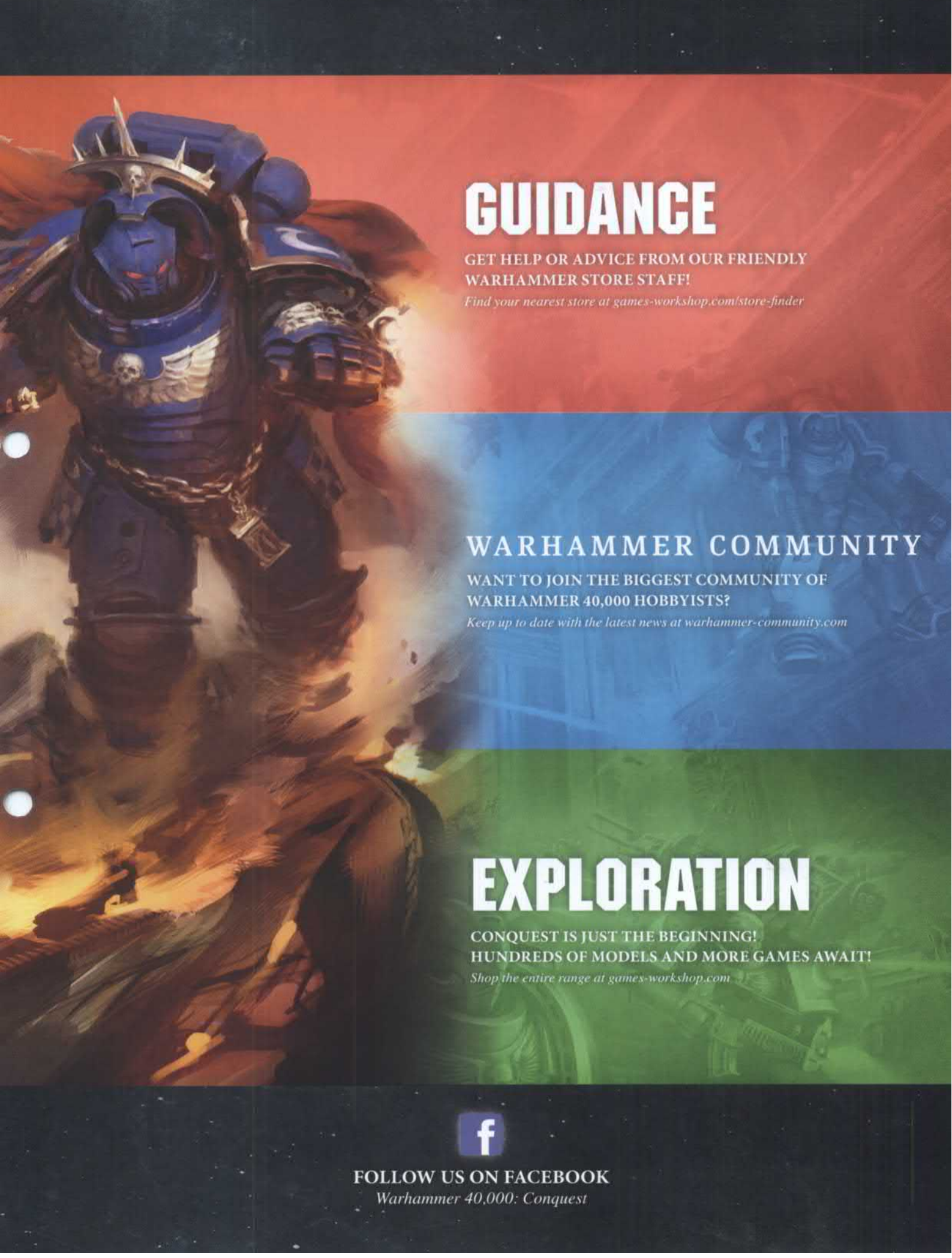
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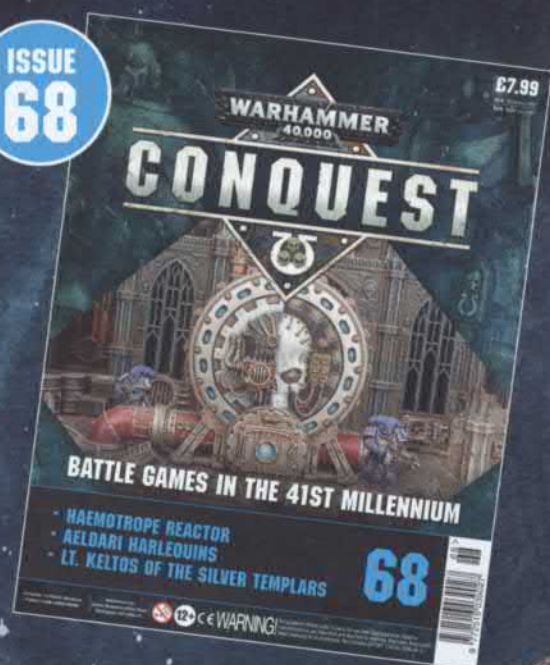


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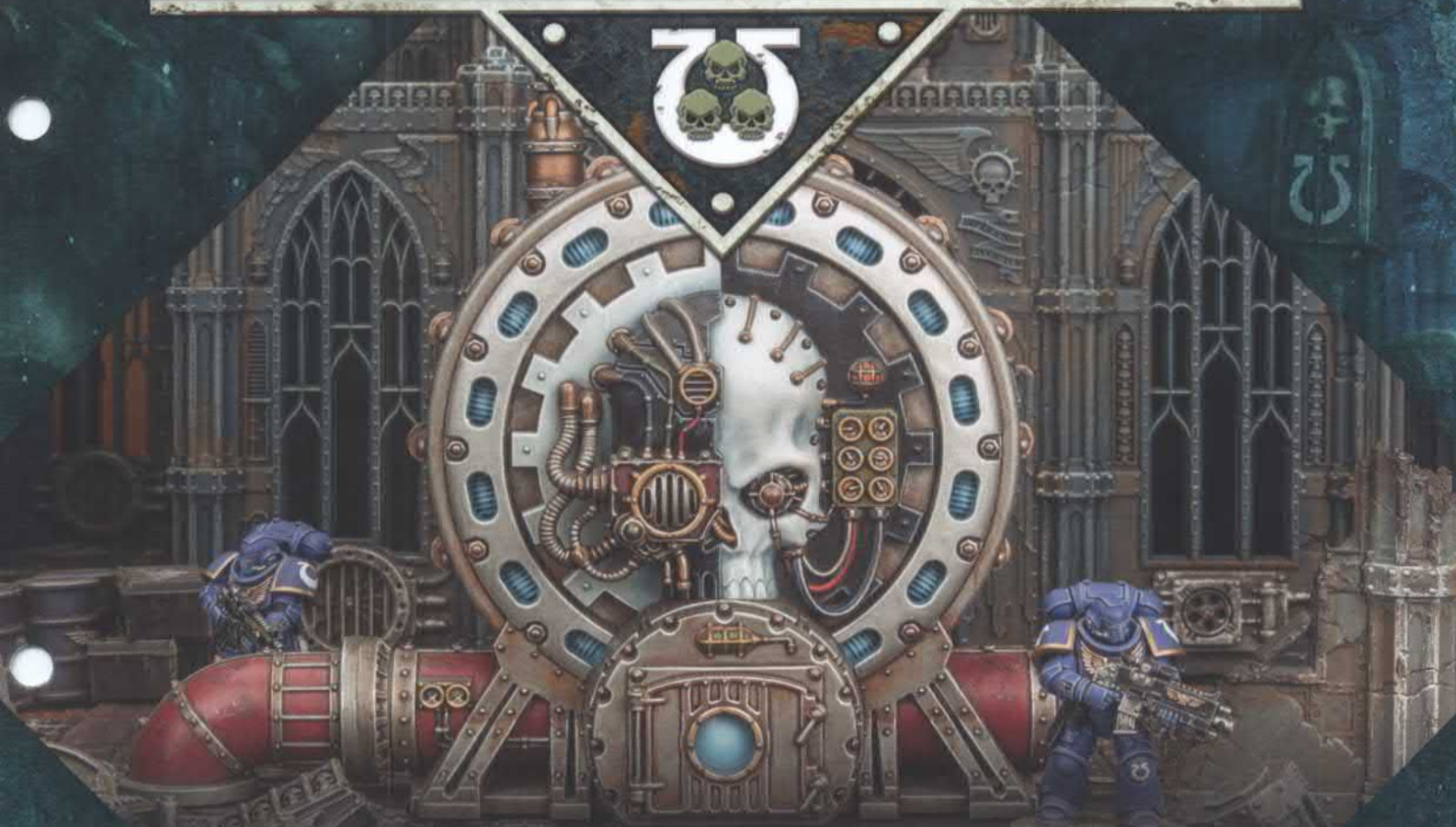
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It's all about power this issue, with your second Haemotrope Reactor kit to add to your growing scenery collection. Because they are so big, Haemotrope Reactors are great for your models to hide behind, as they easily block line of sight, even to something as big as a Redemptor Dreadnought! To get your new reactor ready for your games, we have an updated paint guide for you to follow. When you are done, your Death Guard and Ultramarines will fight over your reactors in an exciting new mission!

Happy Hobbying!

Ian

ANNALS OF THE SPACE WOLVES SM – CHAPTERS 6.1

The saga of the ferocious and heroic Space Wolves continues.

IRON HANDS SUCCESSORS SM – CHAPTERS 7.1

A look at the logic-driven, technology obsessed successor chapters of the Iron Hands.

HARLEQUINS 40K – FACTIONS 3.3

Keepers of the Aeldari past, the Harlequins are performers without compare and warriors without mercy.

HARLEQUIN SHOWCASE 40K – FACTIONS 3.3

A gallery of vibrant, beautifully painted Harlequin miniatures.

LIEUTENANT KELTOS SM – CHAPTERS 3.3

Learn about the history of one of the Silver Templars' most powerful warriors, Lieutenant Aetian Keltos.

HAEMOTROPE REACTOR SCENERY 13

An easy-to-follow guide to building your Haemotrope Reactor.

HAEMOTROPE REACTOR SCENERY 15

A detailed guide to painting your new Haemotrope Reactor.

PLASMA OVERLOAD MISSION 52

In this new mission, the Death Guard aim to sabotage the Haemotrope Reactors and bring ruin to the city of Steelheim!

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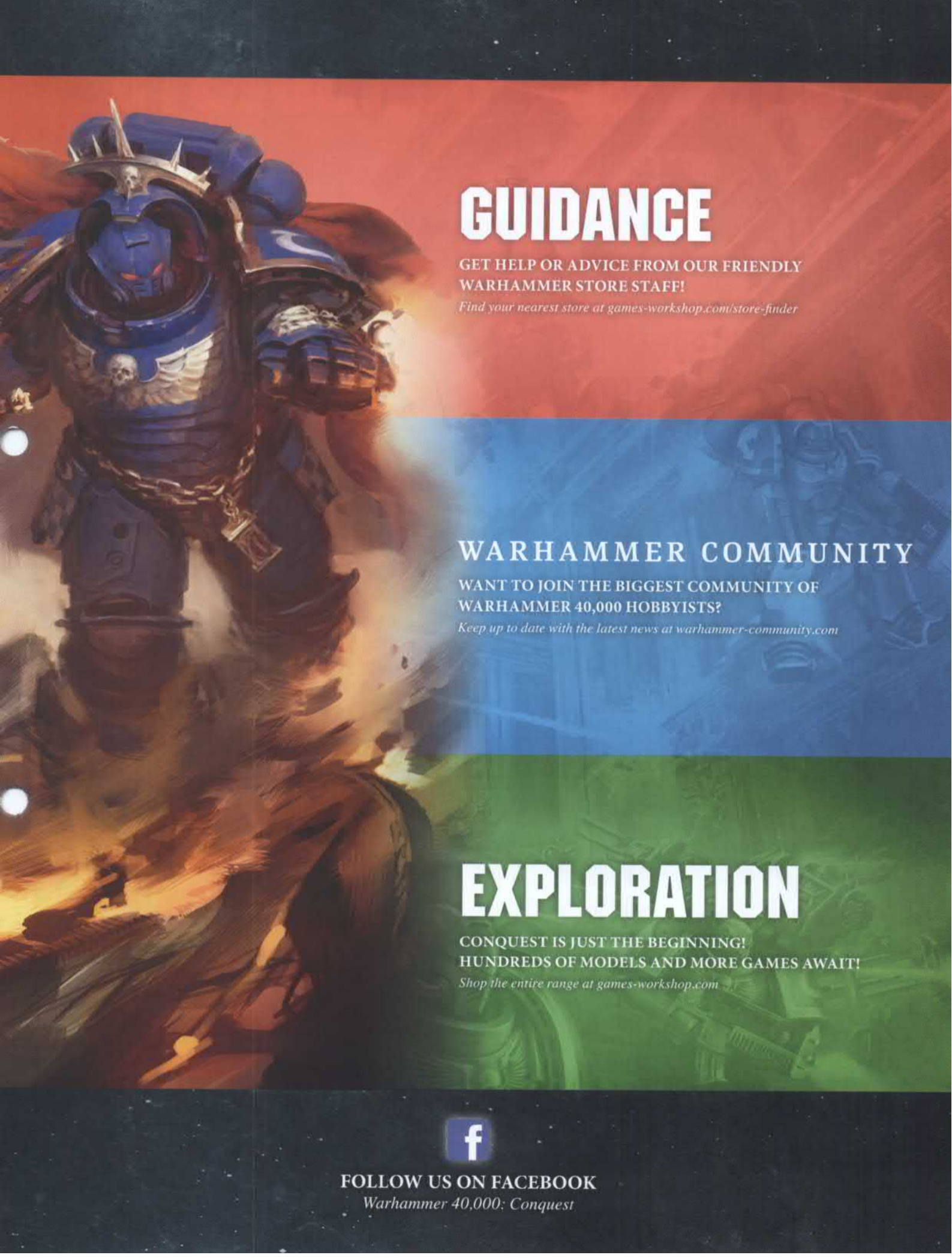
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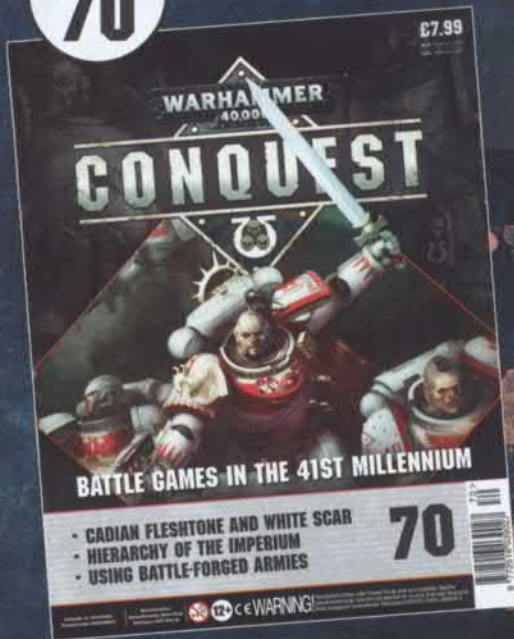


ISSUE
69



PLAGUE MARINE CHAMPION

ISSUE
70



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- **DISCOVER THE ASTRA MILITARUM**
- **THE INDOMITUS CRUSADE**

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IN THIS ISSUE

This issue your Plague Marines get reinforced with a new Plague Marine Champion to lead them into battle. Because the Death Guard respect strength and toughness, Plague Marine Champions are typically the mightiest of their brothers. They seek to gain the favour of Nurgle and their commanders through their strength and brute force in battle. Though you have a few Champion models in your collection already, having more of them allows you to use multiple small units of Plague Marines to full effect, since you'll want to include one of these powerful warriors in each unit!

Happy Hobbying!



DARK ANGELS SUCCESSORS SM – CHAPTERS 5.1

An introduction to the successor Chapters of the Dark Angels.

ASTRA MILITARUM 40K – FACTIONS 1.6.10

Read about the Imperium's mighty army, the Astra Militarum.

ASTRA MILITARUM SHOWCASE 40K – FACTIONS 1.6.10

A gallery of Astra Militarum models painted by Games Workshop's highly skilled miniature painters.

THE INDOMITUS CRUSADE 40K – HISTORY 13

Learn about the Indomitus Crusade, Roboute Guilliman's push against the forces that have attacked the Imperium.

EPIDEMIUS 40K – FACTIONS 2.1.3

Learn about Nurgle's chosen Tallyman, the daemon Epidemius.

LEGACY OF SECRECY SM – CHAPTERS 5.2

The timeline of the Dark Angels continues after the Great Rift.

PLAGUE MARINE CHAMPION DEATH GUARD 19

An easy-to-follow guide to assembling your new model.

PLAGUE MARINE CHAMPION DEATH GUARD 22

A guide to painting your new Plague Marine Champion.

OUTFLANKED! PLAY – MISSION 53

An exciting new mission in which the Death Guard must fight their way through the Space Marines' lines!

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www.hachettepartworks.com

Managing Editor: Steve White

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ISSN 2516-0397

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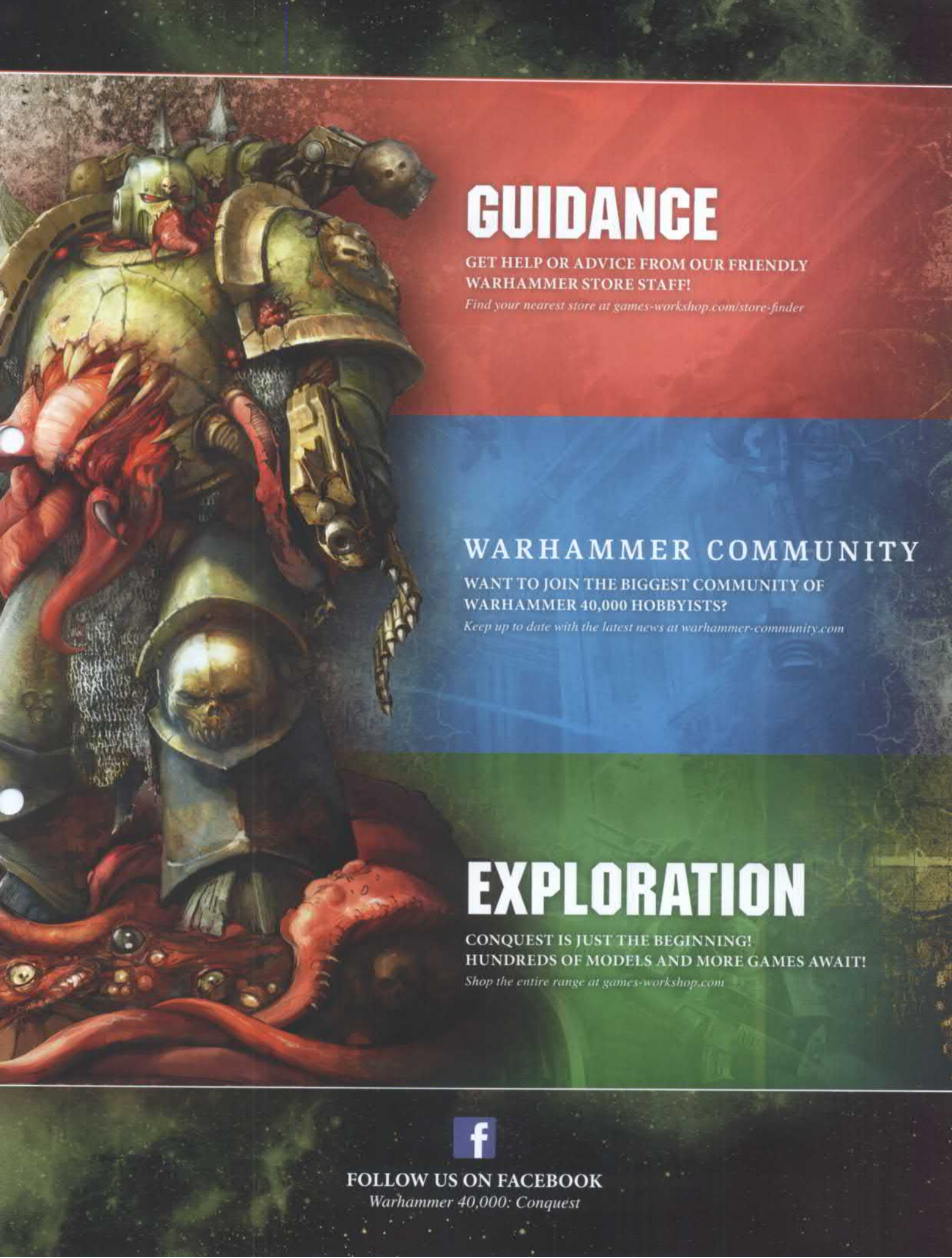
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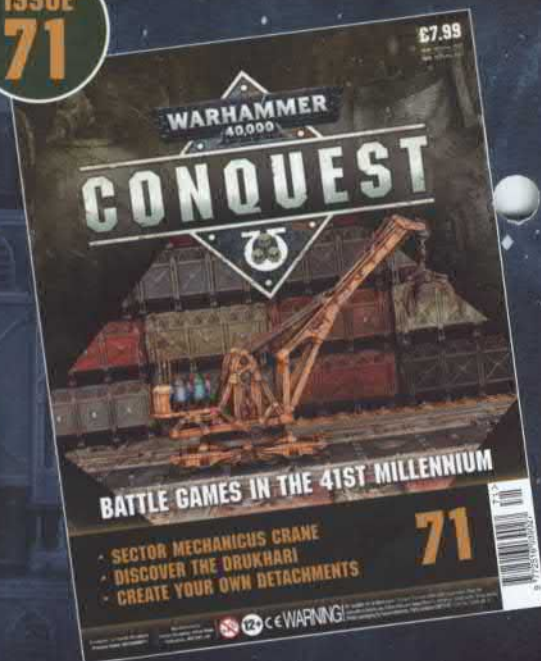
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SECTOR MECHANICUS CRANE!

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- USING BATTLE-FORGED ARMIES

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IN THIS ISSUE

This issue comes with two new paints, White Scar and Cadian Fleshtone. Our guides will show you how to use these to highlight your models. These are the last paints you'll use on your Ultramarines models so they will be finished when you are done with this issue, at least until you receive reinforcements! You'll get to use some of these models in a new tutorial mission that teaches you how to use Battle-forged armies. Battle-forged armies gain bonuses in your games, some of which we have introduced to you already, like Command Points and Stratagems. With the knowledge to Battle-forge your forces, you'll be able to unlock more bonuses like these in the future.

Happy Hobbying!

Ian

HOLY TERRA **40K – DOMAINS 1**

Learn about the home world of Humanity, Holy Terra.

HIERARCHY OF THE IMPERIUM **40K – FACTIONS 1.1**

The organisations of the Imperium are vast and varied.

ASSAULT SQUADS **SPACE MARINES – WARRIORS 8**

Read about these fast-moving melee shock troops.

CENTURION ASSAULT SQUADS **SM – WARRIORS 9**

Discover these powerful Space Marine siege-breakers.

ANNALS OF THE SPACE WOLVES **SM – CHAPTERS 6.1**

The sagas of the Space Wolves are still being written.

WHITE SCAR **PAINT – LAYER**

A guide to highlighting white areas with this new paint.

CADIAN FLESHTONE **PAINT – LAYER**

A guide to highlighting models with this new paint, focussing on areas of skin.

BATTLE-FORGED ARMIES **RULES – ADVANCED RULES 2**

Learn about fielding Battle-forged armies, which give exciting bonuses to your forces in your games.

THE BATTLE OF OMNUS **TUTORIAL – MISSION 21**

This mission sets two Battle-forged forces against each other.

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- CREATE YOUR OWN DETACHMENTS

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IN THIS ISSUE

Get ready to do some heavy lifting this issue, with your new Sector Mechanicus Crane terrain piece! This kit is a companion model to the Galvanic Servohaulers you got in Issue 62, and you will need your leftover parts from that kit to complete it. When it is done, you'll be able to combine the crane with your haulers to make all kinds of interesting layouts for your Sector Mechanicus battlefield. This issue also has the second part of the Detachments article from last issue, which will teach you to create your own Detachments to use in your games.

Happy Hobbying!

Ian

STORMTALON GUNSHIPS SM – WAR MACHINES 11

Read about Stormtalon Gunships, heavily armed aircraft used by the forces of the Space Marine Chapters.

DRUKHARI 40K – FACTIONS 3.2

Murderous raiders who feed on the pain and misery of others, the Drukhari are amongst the most dangerous of alien races.

DRUKHARI SHOWCASE 40K – FACTIONS 3.2

A gallery of the most stunning miniatures in the Drukhari range, all painted by Games Workshop's in-house painters.

SECTOR MECHANICUS CRANE BUILD – SCENERY 14

A easy-to-follow guide to assembling your new piece of terrain, the Sector Mechanicus Crane.

SECTOR MECHANICUS CRANE PAINT – SCENERY 16

A step-by-step guide to painting your new Sector Mechanicus Crane terrain piece.

CREATING DETACHMENTS ADVANCED RULES 2

In the second part of our Detachments rules article, we show you how to create your own Battle-forged army rosters.

SECTOR MECHANICUS CRANE RULES – TERRAIN 13

Here we introduce the rules for your new piece of scenery.

DEFENDING OMNUS RULES – MISSION 54

The Death Guard offensive continues in the latest exciting mission. The Ultramarines must defend the city of Omnus.

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- STORMHAWK INTERCEPTORS

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IN THIS ISSUE

This issue comes with two new miniatures for your Death Guard army, horrifying Chaos Spawn! Spawn are followers of the Chaos Gods who have been turned into mutated monsters, either by displeasing their chosen deity or simply growing too many mutations. As a result, these kits have more options than any other you have received. Though our paint guides will show you how to paint two different builds, don't let that stop you from trying something unique with your models! You can assemble these kits in an incredible number of ways, and this far along in Conquest, your painting skills are developed enough that you should be able to paint any parts in the kit. However you build and paint them, we have an exciting new mission for you to use them in.

Ian

Happy Hobbying!

CHAOS SPAWN DEATH GUARD – WARRIORS 7

Find out about the gruesome Chaos Spawn, mortals who have been twisted and mutated into terrifying, mindless monsters.

GENESTEALER CULTS 40K – FACTIONS 7.1

Learn about the Genestealer Cults, alien-infected humans who strike at the Imperium from within.

GENESTEALER CULT SHOWCASE 40K – FACTIONS 7.1

A gallery of Genestealer Cults miniatures painted by some of Games Workshop's talented painters.

STORMHAWK INTERCEPTOR SM – WAR MACHINES 12

These Space Marine aircraft dogfight with enemy air-power.

CHAOS SPAWN DEATH GUARD 20

A visual guide to assembling your new Chaos Spawn models.

CHAOS SPAWN DEATH GUARD 23

A detailed painting guide for your new Chaos Spawn models.

GRANDFATHERS GIFT RULES – MISSION 55

A terrible ritual ends in the creation of two deadly Chaos Spawn. The Space Marines must end these foul beasts.

CHAOS SPAWN DATASHEET DG – DATASHEETS 13

Full rules for your new Chaos Spawn models.

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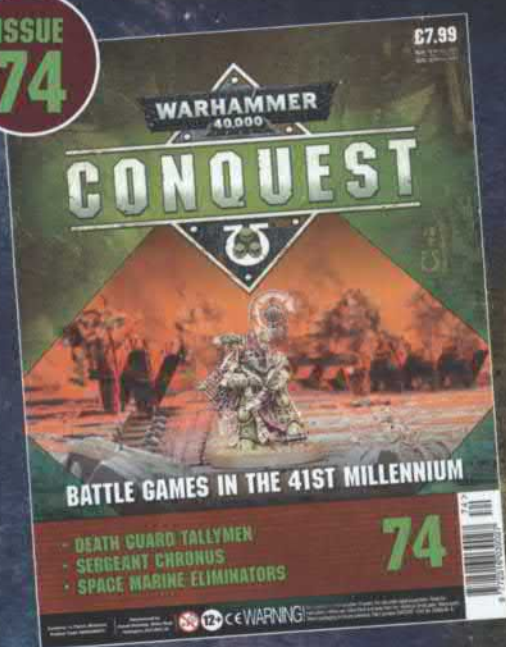


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IN THIS ISSUE

You've received your first Technical Paints with this issue, Nurgle's Rot and Nihilakh Oxide! Technical Paints are used for special details on your models. Nihilakh Oxide is for weathering copper and bronze areas, while Nurgle's Rot is for painting slime, and well...rot! Both of these new paints will be put to good use on your Death Guard in this issues paint guide. With these paints applied, your Death Guard models will be complete - at least all of the ones you have received so far! Painting these kinds of details is an immense amount of fun, and you'll soon be expert at slathering slime and weathering metal!

Ian

Happy Hobbying!

IMPERIAL KNIGHTS 40K – FACTIONS 1.6.8

Discover these giant engines of war in service to the Imperium.

IMPERIAL KNIGHTS SHOWCASE 40K – FACTIONS 1.6.8

A collection of expertly painted Imperial Knights miniatures.

CODIX HERALDRY SPACE MARINES – CHAPTERS 1.5

Learn about the uniforms and markings of the Space Marines.

INFILTRATORS SPACE MARINES – WARRIORS 15

Stealthy warriors who operate deep behind enemy lines.

INCURSORs SPACE MARINES – WARRIORS 16

Shock troops and saboteurs who disrupt enemy forces.

DEATH GUARD DETAILS DEATH GUARD 12

This guide describes how to use your new paints on your Death Guard models, and how to paint a few of their other details.

SPACE MARINES STRATAGEMS SM – FACTION RULES 3

New stratagems for your Space Marines to use in your games.

DEATH GUARD STRATAGEMS DG – FACTION RULES 3

New stratagems for your Death Guard to use in your games.

WASTELAND AMBUSH RULES – MISSION 57

The Death Guard ambush an Ultramarines convoy.

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4th Floor, Jordan House, 47 Brunswick Place, London, N1 6EB.

www.hachettepartworks.com

Managing Editor: Steve White

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ISSN 2516-0397

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- SPACE MARINE ELIMINATORS

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IN THIS ISSUE

The count starts with this issue, because your Death Guard Tallyman is about to take to battle! As both a priest and a record keeper, your Tallyman will frantically count all sorts of things in battle. By doing this, he can earn your force Nurgle's favour in your games. His *The Seven-fold Chant* ability can refund your command points if you are lucky, making him incredibly powerful in your games. We've got great build and paint guides to get yours prepared for battle quicker than you can count to seven!

Happy Hobbying!

Ian

TALLYMEN DEATH GUARD – CHAMPIONS 9

Learn about the Tallymen - devoted preachers of Nurgle.

SERGEANT CHRONUS SPACE MARINES – HEROES 12

Read about Sergeant Chronus, the Ultramarines foremost tank commander and a warrior of great renown.

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Flying warriors with heavy weapons, Suppressors rain death on their enemies from above the battlefield.

ELIMINATORS SPACE MARINES – WARRIORS 18

Stealthy and deadly, Eliminators are snipers who wield some of the most advanced guns in the armouries of the Space Marines.

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Easy-to-follow instructions for assembling your new miniature.

THE TALLYMAN PAINT – DEATH GUARD 24

A detailed step-by-step guide to painting your Tallyman model.

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The Death Guard Tallymen attempt to gain Nurgle's blessings.

TALLYMAN DG – DATASHEETS 14

A full set of rules for your new model, the Tallyman of Nurgle.

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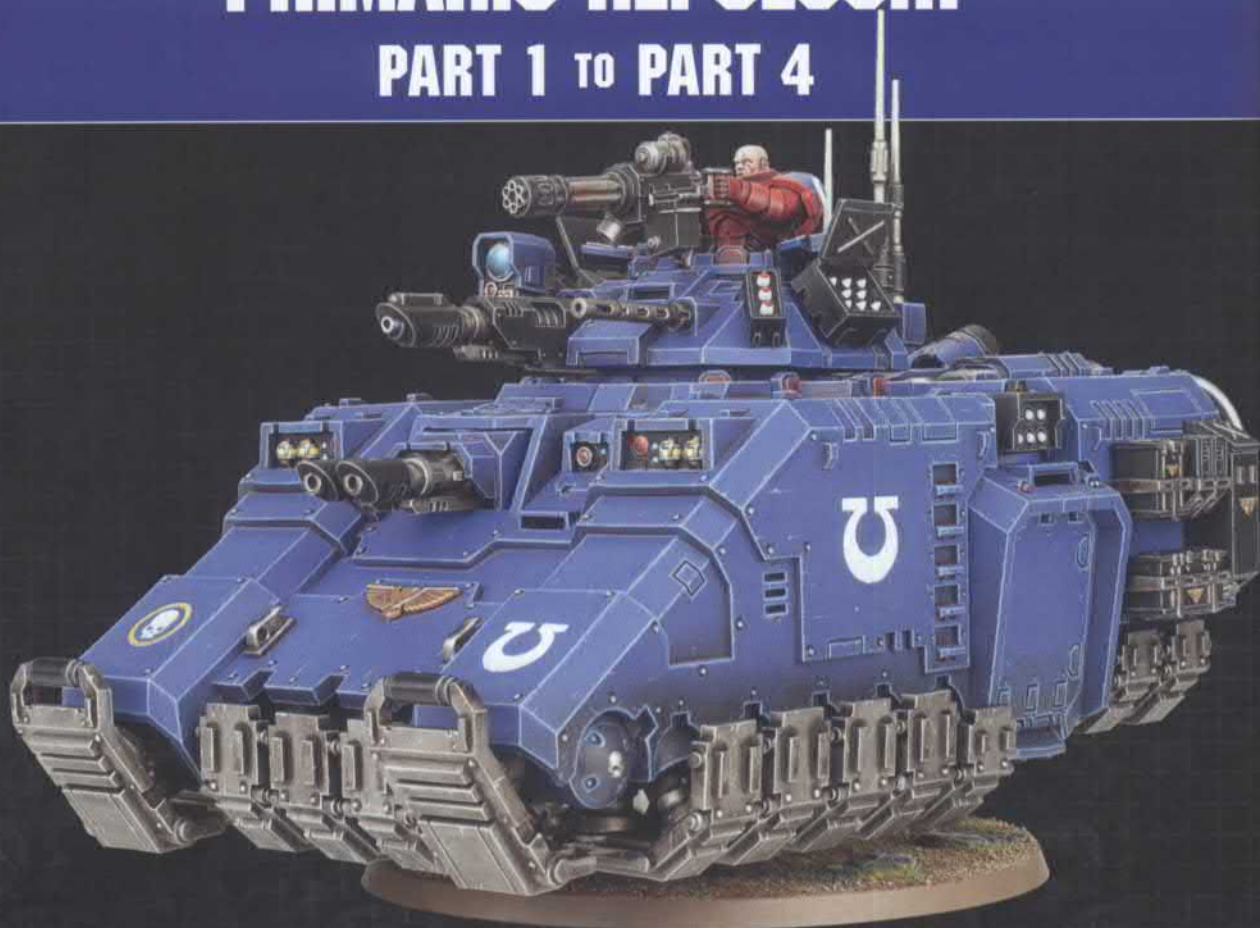
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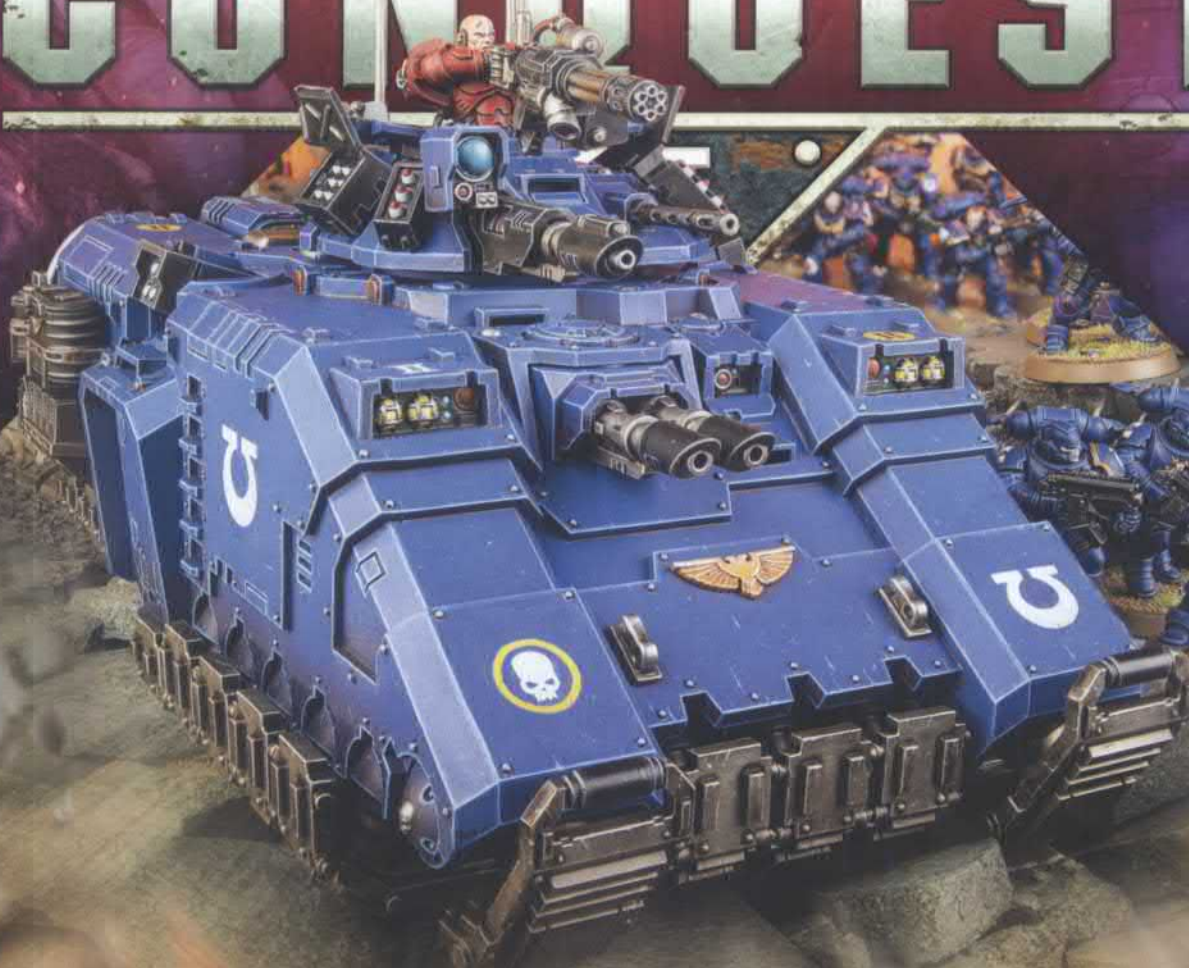
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- REPULSOR TANK — PART ONE
- DISCOVER THE YNNARI
- RELICS IN YOUR GAMES

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IN THIS ISSUE

This issue comes with the first part of your Space Marine Primaris Repulsor tank! Over this and the next three issues, you'll receive all four parts of your new tank, and a whole host of articles to go with it. The build guide, paint guide, and rules for your Repulsor will come in later issues, but for now you'll enjoy all the great articles in this issue, including plenty of information on Repulsors for you to read. Once you are done, there are rules for adding Relics to your games, mighty pieces of wargear that you can give to your heroes before the game.

Happy Hobbying!



REPULSORS

SM – WAR MACHINES 15

These anti-gravity transports are used by Primaris Marines.

REPULSOR WARGEAR

SM – WARGEAR 13

A detailed look at the Repulsor's many deadly weapons.

WARS OF IRON

SM – CHAPTERS 7.2

Read the history of the cold and calculating Iron Hands Space Marine Chapter during the 41st Millennium.

INVICTOR TACTICAL WARSUIT

SM – WAR MACHINES 16

Learn about this powerful Space Marine stealth walker.

MAKING A SILVER TEMPLAR

SM – CHAPTERS 3.4

Find out what it takes to become a Silver Templar!

YNNARI

40K – FACTIONS 3.4

Discover the secrets of this mysterious force of Aeldari.

YNNARI SHOWCASE

40K – FACTIONS 3.4

A gallery of Citadel miniatures painted in Ynnari colours.

ULTRAMARINES RELICS

SM – FACTIONS RULES 3

Equip your Ultramarines with the Chapter's powerful relics

DEATH GUARD RELICS

DG – FACTION RULES 3

Open the Death Guard's vault of gruesome relics.

MEDICAE RAID

RULES – MISSION 58

Forces clash in the ruins of an abandoned medical facility.

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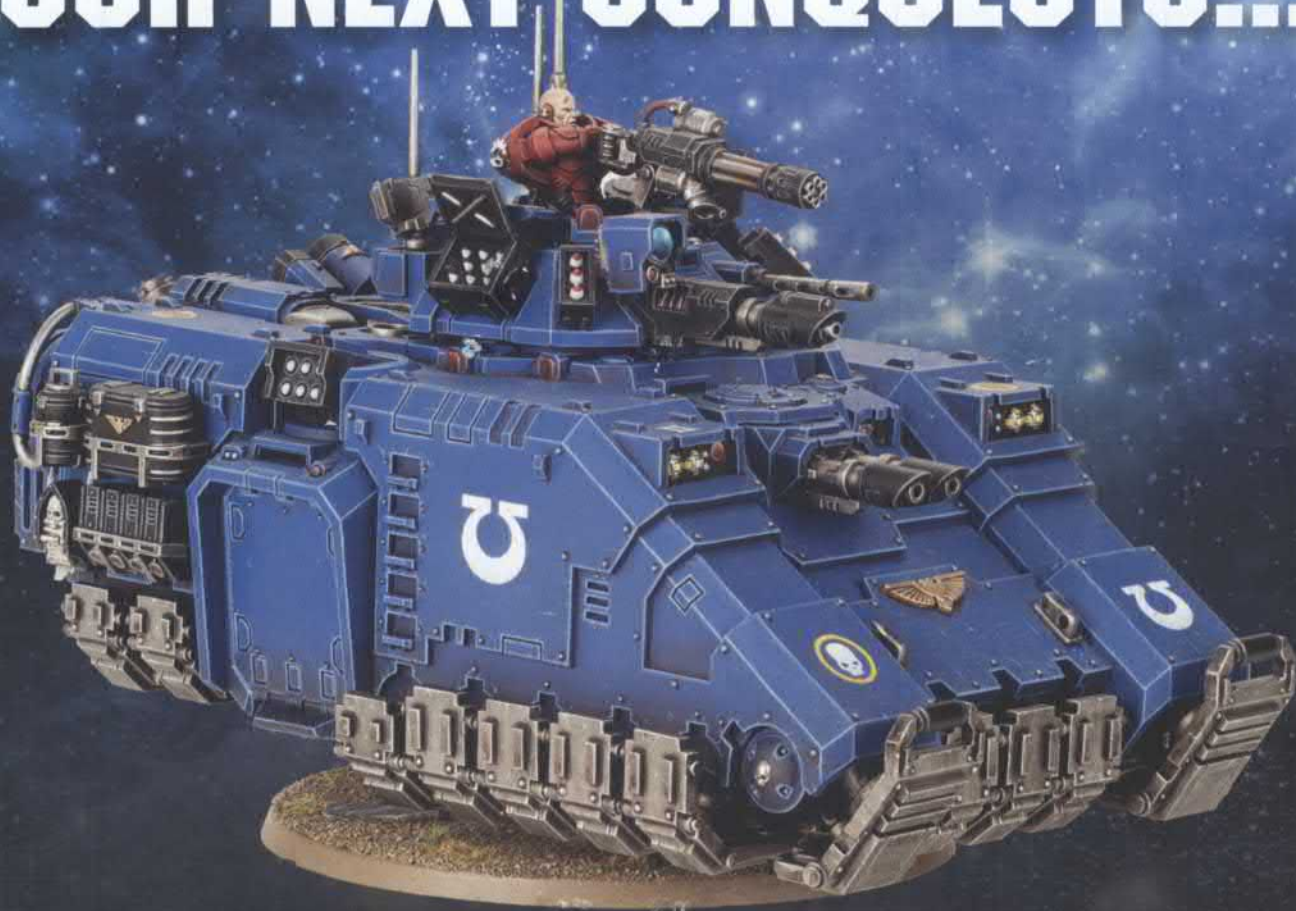


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- SPACE MARINE TECHMARINES
- THE EVACUATION OF KORVON II

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IN THIS ISSUE

This issue comes with your biggest build guide yet, because it is for your biggest model, the Primaris Repulsor! Though this is a large and complex kit with many options, we have broken the assembly down into easy-to-follow steps. Once you have the rest of the kit to assemble from your upcoming issues, you'll put the tank together into pieces we call sub-assemblies. Using this process, you will build the model in smaller pieces to make it easier to paint the model. This is similar to how we suggested you build and paint your Land Speeder and Bikes previously. But while in the past you simply left off the Space Marine pilots, the Repulsor has quite a few more parts to paint individually. Don't worry! We'll have a detailed paint guide for you to follow next issue, so you'll be building and painting your Repulsor in no time!

Till then, there is an article on Space Marine Techmarines for you to read and an exciting new mission for you to play.

Ian

Happy Hobbying!

TECHMARINES

SPACE MARINES – HEROES 11

Learn about Techmarines, the engineers of the Space Marine Chapters, who are true masters of technology.

PRIMARIS REPULSOR

SPACE MARINES 22

A detailed step-by-step guide to assembling the largest model in the Conquest collection, the mighty Primaris Repulsor.

NOWHERE TO RUN

RULES – MISSION 59

The city of Skorne comes under attack from a Death Guard battleforce. The Space Marines must strike back!



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IN THIS ISSUE

The third part of your Repulsor arrives with this issue, along with a detailed paint guide to get it ready for battle. While you still have one more issue to complete your tank, you now have enough components to begin building the model using the guide from last issue. Once your Repulsors hull has been built, you can use it as an objective in an exciting new mission, in which the Ultramarines and Death Guard battle over the damaged tank! Even when they are not operational, a Repulsor is an amazing prize, and the Death Guard would love to get their vile hands on it!

Happy Hobbying!

Ian

DEVASTATOR SQUADS

SM – WARRIORS 10

An overview of these Space Marines heavy weapon specialists.

CENTURION DEVASTATORS

SM – WARRIORS 11

A guide to Centurion Devastators, Space Marines in hulking warsuits bristling with deadly heavy weapons.

COMPANY ORGANISATION

SM – CHAPTERS 1.4

Learn the organisation of Space Marine Chapter companies.

NECRONS

40K – FACTIONS 4

An introduction to the Necrons, ancient cyborg warriors who seek to restore their once-great empire.

NECRONS SHOWCASE

40K – FACTIONS 4

A gallery of Necron miniatures painted by some of Games Workshop's talented in-house army painters.

PRIMARIS REPULSOR

SPACE MARINES 25

A guide to painting your Primaris Repulsor miniature.

RECOVER THE REPULSOR

RULES – MISSION 60

The Space Marines must find a downed transport and recover their Repulsor tank in this exciting new mission.



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ISSN 2516-0397

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IN THIS ISSUE

This issue comes with the final parts for your Repulsor! It is a big project, but don't be intimidated! With the build and paint guides from previous issues, you'll soon have your tank on the battlefield, and this issue contains an exciting mission that focuses on the vehicles in your collection. Soon your Repulsor will be fighting its way to victory! Happy Hobbying!

Ian

THE INQUISITION 40K – FACTIONS 1.6.1

A look at the most feared department of the Imperium of Mankind, the Inquisition.

OFFICIO ASSASSINORUM 40K – FACTIONS 1.6.2

Learn about the Assassins, terrifying killers who serve the High Lords of Terra.

SISTERS OF SILENCE 40K – FACTIONS 1.6.3

Read about the Sisters of Silence, psyker-hunting warriors who are amongst the Emperor's most trusted servants.

IMPERIAL AGENTS SHOWCASE 40K – FACTIONS 1.6.1

A gallery of expertly painted miniatures from the Inquisition, the Officio Assassinorum and the Sisters of Silence ranges.

FECULENT GNARLMAW 40K – FACTIONS 2.1.9

Many disgusting things grow in the Garden of Nurgle, but none are more horrid than the Feculent Gnarlmau.

IMPULSORS SM – WAR MACHINES 17

The Impulsor is one of the newest Space Marine vehicles, created for the Primaris Space Marines.

STORMRAVEN SM – WAR MACHINES 10

Learn about the Stormraven, one of the most powerful aircraft in the arsenal of the Space Marines.

MACRAGGE SM – CHAPTERS 2.3.1

Discover Macragge, home planet of the Ultramarines Chapter.

ROLLING THUNDER RULES – MISSION 61

The Death Guard and Ultramarines' heavy guns do battle.

REPULSOR SM – DATASHEETS 16

Rules for your newest model, the Repulsor transport.

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4th Floor, Jordan House, 47 Brunswick Place, London, N1 6EB.
www.hachettepartworks.com

Managing Editor: Steve White

Distributed in the UK and Republic of Ireland by Marketforce.

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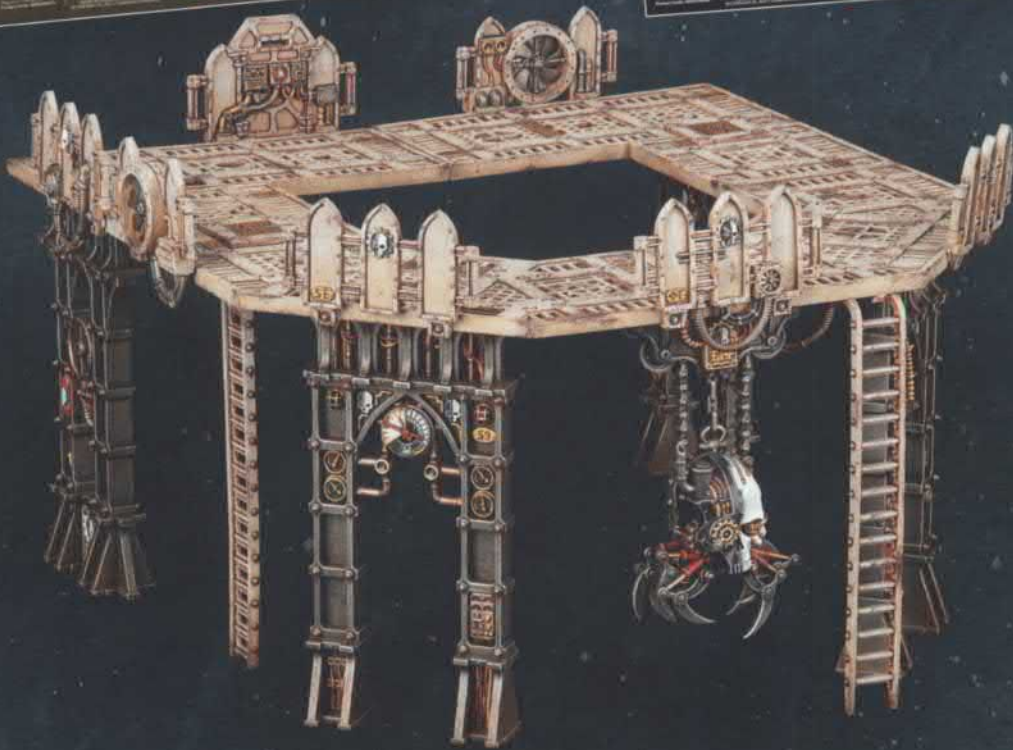
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- MAGNAVENT WALKWAY — PART ONE
- DISCOVER DEATH GUARD DEFILERS
- LEARN THE THREE WAYS TO PLAY

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Contents: 1x Plastic Sprue
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IN THIS ISSUE

The first parts of Galvanic Walkway arrive with this issue. The Galvanic Walkway is the biggest scenery kit in your Conquest collection! Don't worry though, since there is an easy-to-follow build guide in this issue! You'll need the rest of the kit from Issue 80 to build it, though. Till then, this issue contains an exciting new mission for you to play, where Typhus leads an unending horde of Poxwalkers against the Ultramarines. In addition, there are some great articles for you to read, including an introduction to the three main ways to play Warhammer 40,000.

Armed with this knowledge, you'll be ready for your next steps into the game when your subscription ends.



Happy Hobbying!

DEFILERS DEATH GUARD – WAR MACHINES 8

Learn about Defilers, colossal Daemon Engines used by the Death Guard and other Chaos forces.

SOUL GRINDERS 40K – FACTIONS 2.1.8

Daemons bound into twisted metallic forms, Soul Grinders kill with a murderous fury.

SLAANESH 40K – FACTIONS 2.4

Journey into the twisted lair of Slaanesh, Chaos God of Excess.

SLAANESH SHOWCASE 40K – FACTIONS 2.4

A colourful gallery of Slaaneshi Daemon miniatures, painted by some of Games Workshop's talented in-house painters.

LAND SPEEDER STORM SM – WAR MACHINES 14

A look at the Land Speeder Storm, one of the swiftest and most stealthy vehicles in the Space Marines' motor pool.

GALVANIC WALKWAY SCENERY 15

An easy-to-follow guide to building your Galvanic Walkway.

WAYS TO PLAY CORE RULES 4

An introduction to the three ways to play Warhammer 40,000 - open, narrative and matched play.

THEY CAME FROM THE DEEP MISSION 62

Typhus and his army launch a surprise attack on the Ultramarines' flanks!

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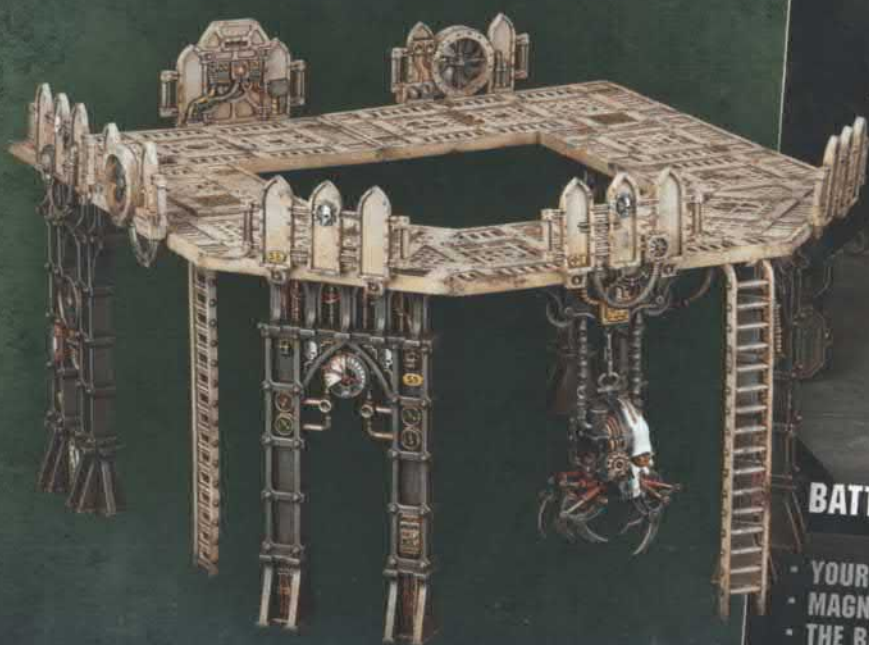
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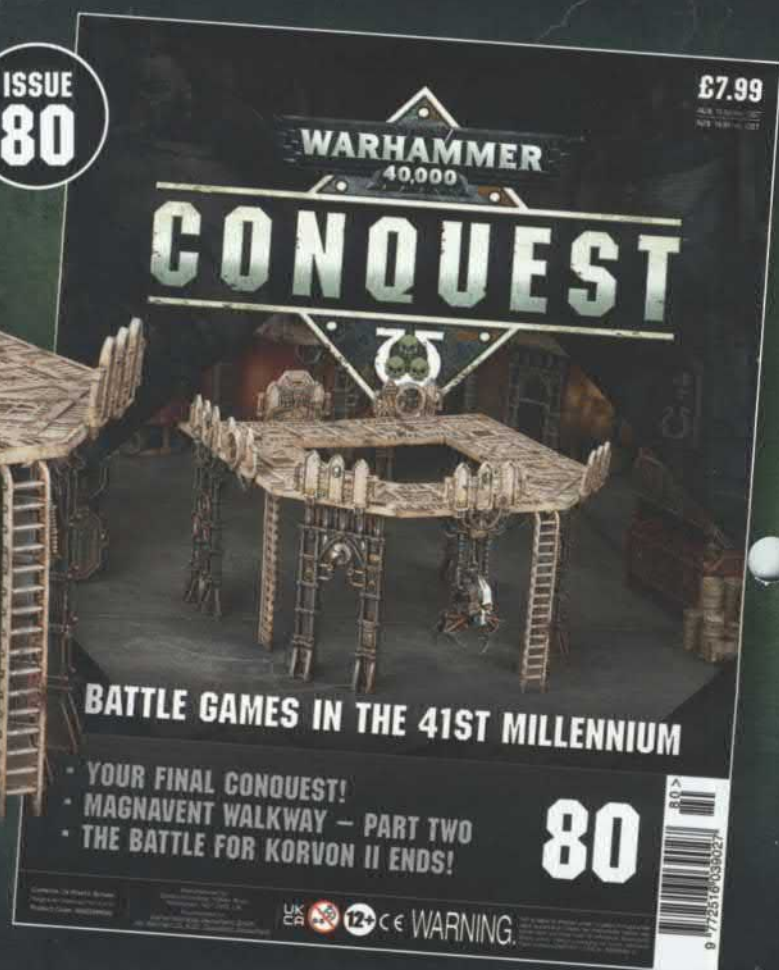
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IN THIS ISSUE

This is your final Conquest! You've come a long way over the last 80 issues, learning how to build, paint, and play, as well as all about the grim darkness of the 41st Millennium. You've amassed two powerful armies and a whole battlefield of terrain, and you've painted it all to an excellent standard. You've mastered the rules and tactics of Warhammer 40,000, and you are ready to take your next steps into the hobby! Don't worry! You are armed with all your skills and knowledge needed to be successful in any hobby project you tackle next! You're already an excellent general and skilled hobbyist! But first, you have one final model to complete, and one final mission to play. The paint guide in this issue will get your Magnavent Walkway looking great in no time, and your final battle will decide the fate of Korvon II!

Happy Hobbying - now, and in the grim darkness of your far future!

Ian

SISTERS OF BATTLE

40K - FACTIONS 1.6.9

Learn about the warrior-women of the Adepta Sororitas, who fight to defend the Imperial Faith.

SISTERS OF BATTLE SHOWCASE 40K - FACTIONS 1.6.9

A gallery of Sisters of Battle miniatures painted by Games Workshop's talented painters.

MAGNAVENT WALKWAY

SCENERY 17

A detailed step-by-step guide to painting your new piece of terrain, the Magnavent Walkway.

MAGNAVENT WALKWAY

RULES - TERRAIN 14

All the rules you will need to use your new piece of terrain in your games of Warhammer 40,000.

THE END IS HIGH

RULES - MISSION 63

An extended play section with more background on Korvon II and an additional printed terrain piece for your final mission!



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