

WHITE DWARF

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WEEKLY MAGAZINE
WARHAMMER 40,000
WARHAMMER
CITADEL MINIATURES
ISSUE 2
08 FEBRUARY 2014

WARHAMMER: DWARFS
NEW ARMY BOOK

SPRUES & GLUE
THE FINE ART OF
SUB-ASSEMBLIES



DEATH FROM THE SKIES

THE GYROBOMBER SWOOPS ONTO WARHAMMER BATTLEFIELDS

WHITE DWARF

ISSUE 2 - 8th FEB 2014



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OPENING SALVO

The Dwarfen onslaught continues this week as more new Dwarf miniatures are released, along with a new army book. Warhammer battlefields the world over will never be the same again. The new Gyrobomber in particular has become an office favourite. Check it out in New Releases, and don't miss the rules later in the mag.

Our own Adam Troke, despite his towering height, is something of a Dwarf at heart and so he was only too happy to pin down army book author Jeremy Vetock for a talk about the fascinating background of the Warhammer world's doughtiest warriors. Artist Kevin Chin also chimes in about his work illustrating the Dawi (as the Dwarfs call themselves in their own language).

Join us again next week for more exciting new releases, and please continue to let us know what you think of the issue by writing to us as team@whitedwarf.co.uk. I hope you enjoy the issue!



Jes Bickham

A handwritten signature in black ink, appearing to read "Jes Bickham".

GYROBOMBER

The Gyrobomber is the latest development in Dwarfen aerial technology, an adaptation of the well-established Gyrocopter. Equipped with a fearsome payload of Dwarf-forged bombs, it hovers over the battlefield, bringing death and destruction to those in its wake.



Borne aloft by two rotor arrays and a dirigible envelope, the heavily-armoured Gyrobomber is the epitome of Dwarf engineering, a seamless blend of old and new technology. This multi-part plastic kit, which can also be built as the infamous Gyrocopter, features an eclectic mix of gadgetry, from the high-tech clattergun and the steam-powered engine mounted in the hull, to the cloth tail fin and the wooden-bodied grudgebuster bombs that hang beneath it. The hull of the Gyrobomber itself is reminiscent of a ship's prow, the smooth lines and riveted panels, combined with the twin screws, giving the Gyrobomber a nautical feel.

This remarkable invention is piloted by an engineer who stands snugly in the cockpit, his short beard marking him out as a hot-headed youngster. His flying goggles, aerodynamic helm and fur-lined jacket mark him out as a serious aviator who clearly hasn't embraced the traditional Dwarfen philosophy of keeping both feet firmly on the ground at all times.

DH



GYROCOPTER

The Gyrocopter is the pinnacle of Dwarf engineering, an ambitious war machine of unusual design. Piloted by a gifted – some might say crazy – engineer, it skims across the battlefield, dropping bombs on enemy units or boiling them alive with its steam gun.



The Gyrocopter is made from the same plastic kit as the Gyrobomber and features many of the same design elements. The kit comes with several options, including a choice of four ancestor seals for the Gyrocopter's hull and four heads for the engineer pilot, giving you the opportunity to personalise the Gyrocopters and Gyrobombers in your collection. It also has a couple of weapon options: the short-barrelled, wide-bore steam gun (the traditional armament of the Gyrocopter), and the brimstone gun, a wondrous weapon that fires bursts of alchemical fire and is characterised by a barrel in the shape of a fire-breathing dragon.

With these weapons at its disposal, the Gyrocopter makes its attack run, descending upon unsuspecting enemies to wreak havoc with steam and chemical fury. To add to the devastation, the Gyrocopter also carries a pair of bombs in its stabiliser wings, which can be dropped on an enemy regiment mid-flight, much to the entertainment of the pilot. DH



RUNELORD

Runelords are masters of ancient lore, binding magic into weapons and armour with their arcane hammercraft. In battle they protect the Dwarf throng from the spells and incantations of the foe, harmlessly dissipating the seething magical energy into the earth.

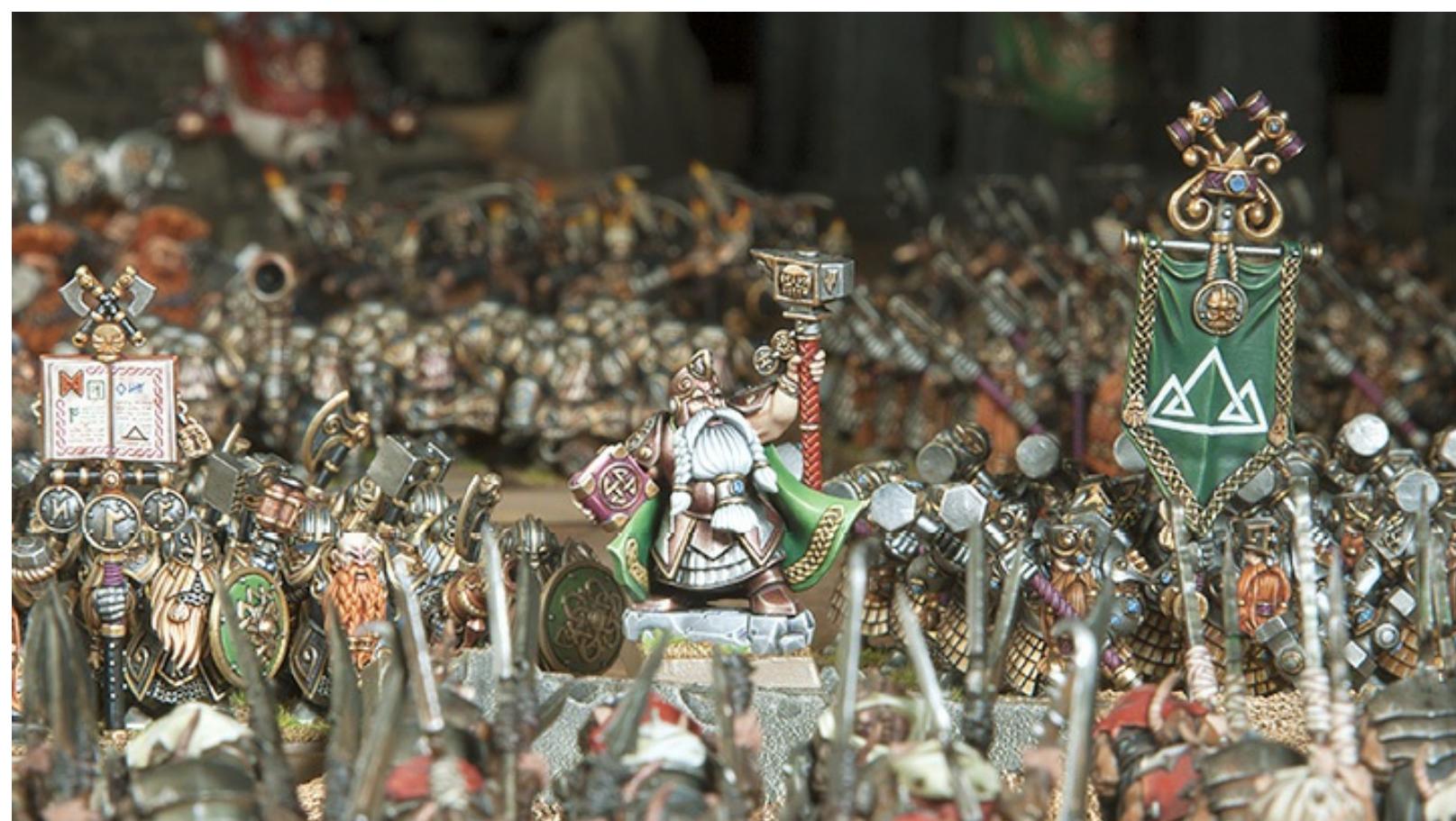


Dour and uncompromising, Runesmiths are masters of metalwork. The Runelords are the greatest of their number, able to fashion the finest weapons and armour. While forging

steel and fashioning blades is part of their talent, their true skill lies in striking the runes of power, binding magical energy into the items they create. The secrets of this art are ancient, and few have the wisdom to perform such a feat. When war calls, the Runelords march alongside their kinsmen, for on the battlefield they can protect their brethren from the magic of the foe, striking runes to dispel malign enchantments.

This multi-part plastic kit enables you to build a Runelord armed with one of two ornate war hammers, and a metal-bound tome or a blazing rune clasped tightly in a pair of heavy tongs. The kit also contains a choice of bearded faces, which means that with two of these models you can build two distinctly different Runelords.

The ancient Guild of Runesmiths is an organisation of skilled artisans with a long and glorious history. As one might expect of a member of such a fraternity, the wargear on this model is of the finest quality, and contains plenty of visual cues connecting the model to the background. From the subtle anvil shape of the Runelord's war helm to the runes adorning the model's heavy shoulder plates, there are lots of examples of mastercrafting. One interesting feature is that, in spite of the heavy gromril armour the model wears, his arms remain bared, enabling him to wield his hammers like a traditional Dwarfen smith. AT



GRIM BURLOKSSON

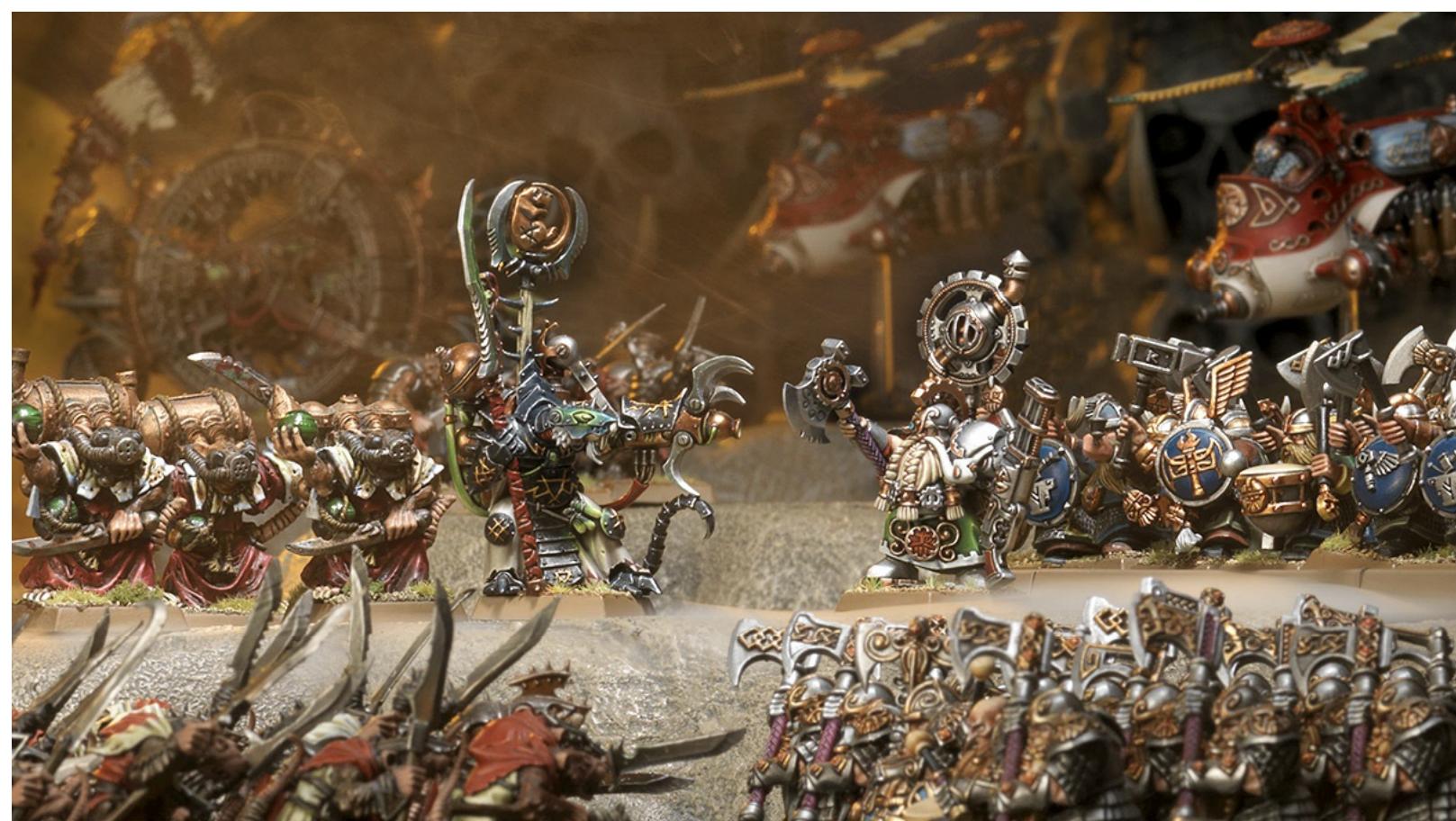
The son of a legendary engineer, Grimm Burloksson is a maverick within the strict and orderly ranks of the Engineers Guild. He is famed for his deadly inventions and fondness for experimentation. The Longbeards grumble this will end badly for all involved.



Grimm Burloksson is the youngest Dwarf ever to pass the trials required to join the Engineers Guild. This in itself may be unsurprising considering his father is the legendary

Burlok Damminson, perhaps the greatest living Dwarf Engineer. Grimm, like his father, is resourceful and imaginative, and doesn't shy away from breaking with tradition to create new and destructive weapons and tools. If his innovations were not so effective, Grimm would have been drummed out of the guild long ago.

A plastic Citadel miniature, Grimm Burloksson draws on the imagery of the Dwarf Master Engineers and amplifies it to create the appearance of an eccentric battlefield experimenter. Burloksson is equipped with the works of his own hands. He wears a monocle designed to compute ranges and complex firing solutions for nearby artillery in the blink of an eye. He also wears a back-mounted furnace to power his steam-driven gauntlet. Veteran Dwarf collectors will recognise the armoured glove as inspired by Grimm's father, Burlok Damminson, and his original prosthetic arm. The kit contains two gauntlets for you to choose from when you assemble your model – one holds Grimm's Grudge-raker rifle, a powerful Goblin-slaying firearm, while the other rests at ease. Grimm Burloksson is also armed with an apparently simple weapon. Like everything about this cunning engineer, the Cog Axe is actually an ingenious weapon designed to disarm the foe. There is also an alternative arm in the kit, so you can have Grimm pointing out a target instead of hefting his axe. AT



DWARFS

The Dwarfs are as dour and unbending as their mountain home; solid, stoic warriors who fight with hammer and axe against those that threaten their subterranean strongholds. Valuing honour, loyalty and skill above all else, Dwarfs make great allies and terrible foes.



Warhammer: Dwarfs gathers the history, background and story of this proud race into one impressive hardback volume. It is a 96 page book, filled with amazing full colour

artwork throughout, and contains everything you need to unleash the Dwarfs upon the battlefield. The opening section of the book divides its pages between introducing Karaz Ankor, the Everlasting Realm of the Dwarfs, and narrating their ancient history. Here we learn about their traditions, heritage and the terrible wars they have fought over the millennia. Each page is decorated in a fitting manner, with borders that resemble the architecture in an ancient Dwarfen hall, while illustrations portray the characters and events concerned. The latter portion of the book introduces the warriors of the Dwarf army, explaining how they fight, and providing the rules to use them in your games. Also within the book is an extensive gallery section showcasing the Design Studio's amazing collection of Citadel miniatures, all painted to a breathtaking standard by the 'Eavy Metal team.

As one of the Warhammer world's elder races, the Dwarfs have a long and glorious, but often tragic, history. Warhammer: Dwarfs gathers the stories and histories of the Dwarfs told over the past three decades and unites them in one place, recounting them in a fresh, inspiring way with historical anecdotes and fascinating asides. That's the strongest aspect of this excellent book: classic tales of age-old grudges sit alongside new events and characters. There's so much crammed onto the pages, even the grumbliest Longbeards will be happy. AT

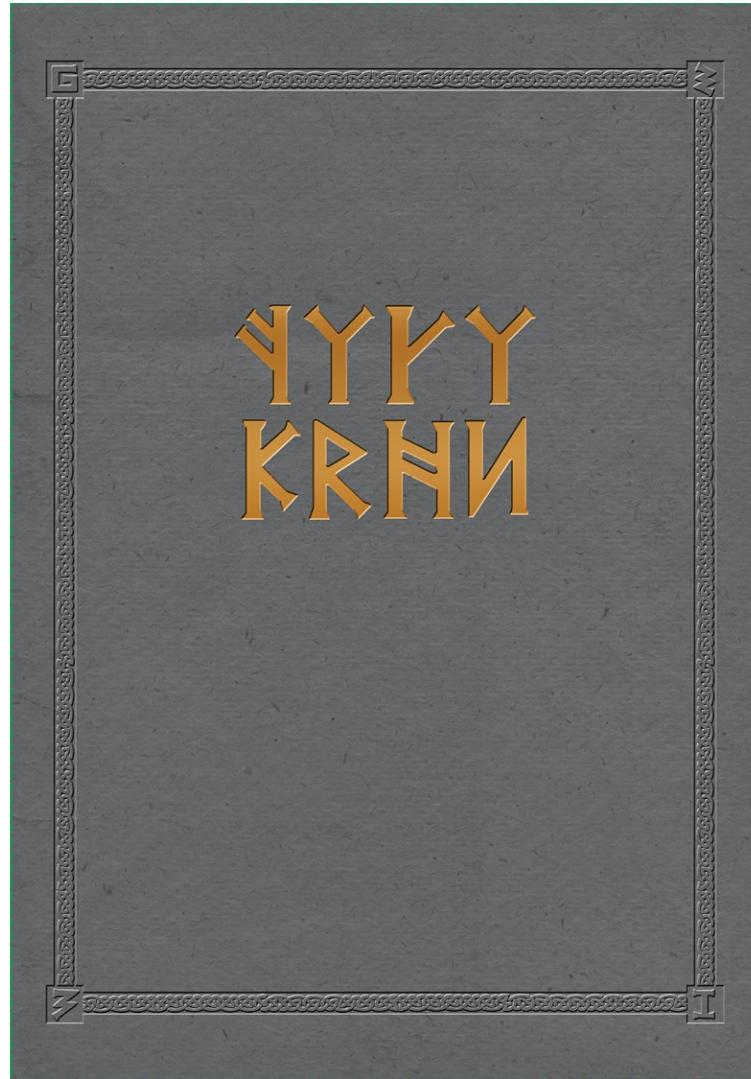
WARHAMMER: DWARFS DIGITAL EDITION



To coincide with the release of Warhammer: Dwarfs, the Studio are also releasing Warhammer: Dwarfs in two digital editions: one for iPad and another in eBook and Mobi formats. Both editions contain all the same great content that you find in the book, with the added advantage that you can carry it wherever you go on your preferred digital device – ideal for the hobbyist on the move.

The iPad enhanced edition is also loaded with interactive features such as a glossary of terms that pop up to remind you of important rules in the midst of a game, and handy quick links for unit special rules and weapon details. In terms of functionality, the iPad edition really is hard to beat. AT

WARHAMMER: DWARFS LIMITED EDITION



Die-hard Dwarf fans will be pleased to learn that there is a Limited Edition of Warhammer: Dwarfs available to order this week. Restricted to just 1000 copies, this very special volume has been presented as an ancient Dwarfen tome. Be warned, however, that it is sure to sell out fast.

The Limited Edition contains all the same material as the standard edition, but is presented in a sturdy double-folding cover that closes with concealed magnets. The outer cover is finished in weathered grey, evoking the stone of the mountains, and has embossed knotwork running around its edge. Emblazoned on the front is the runic script for Dawi Kron, literally the book of the Dwarfs, in their own language. The outer cover is

also struck with runes proclaiming things that are precious to the Dwarfs, namely gromril, stone, fire and iron.

Upon opening the cover, you are greeted by tipped-in artwork depicting Kevin Chin's fantastic cover illustration, and your unique printed limited edition number. AT

HOW TO PAINT CITADEL MINIATURES: DWARFS



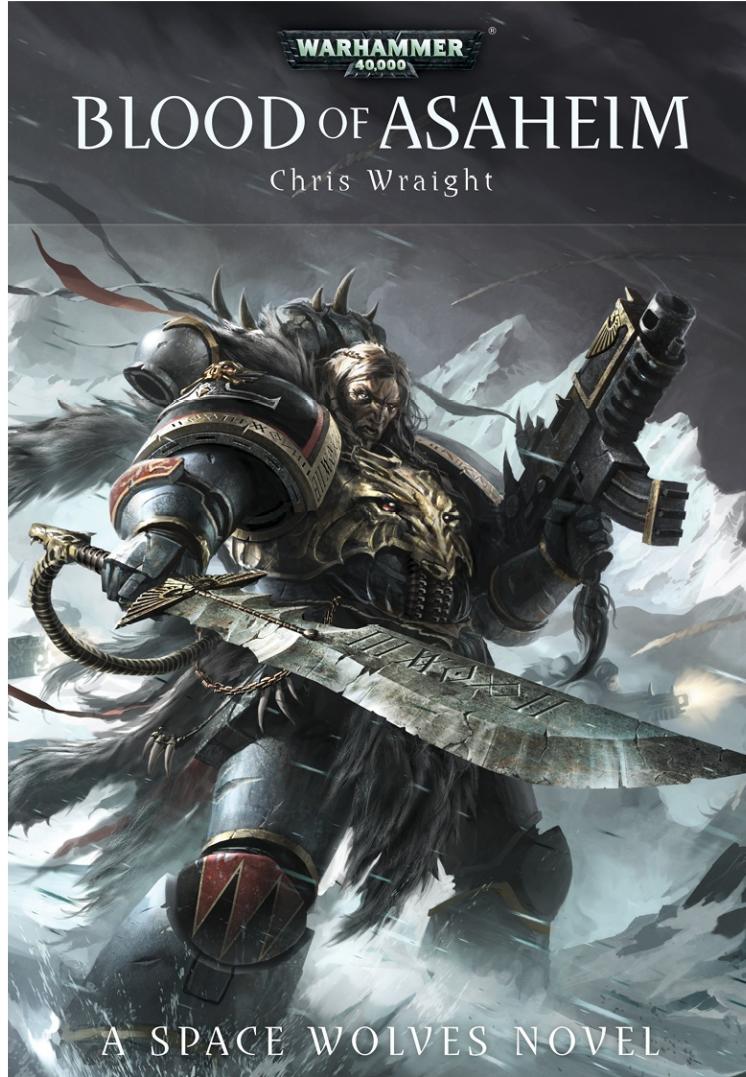
PAINTING

GAMES
WORKSHOP

A massive digital volume dedicated to painting all the new Dwarf models, How to Paint Citadel Miniatures: Dwarfs is filled with valuable hobby advice. Available for iPad, it contains guides for painting lacquered armour, Dwarf weapons, several different metals and also has tips for painting those all-important beards. If you want help and advice for painting your army, from the lurid orange beard of the Dragon Slayer to the burnished gold of the Hammerers, look no further. AT

BLOOD OF ASAHEIM

By Chris Wraight
Hardback | 416 pages

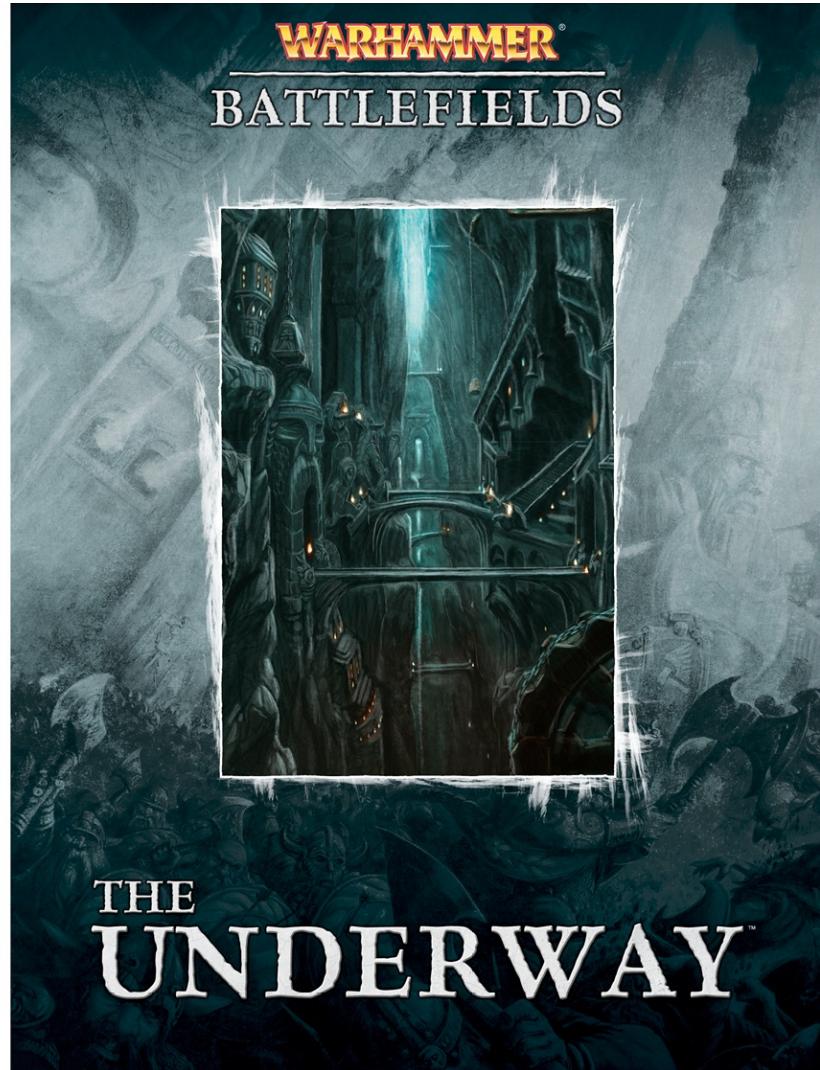


A Squad of Grey Hunters must fight in defence of a world assailed by the forces of Nurgle, but first they must overcome internal strife within the wolf pack.

Written by Chris Wraight, Blood of Asaheim is a tale of brotherhood and battle as the Space Wolves come to terms with a newly returned member of their pack and a youngling raised into their ranks. Wraight does a fine job of portraying a believable cast of characters and a gripping tale. AT

THE UNDERWAY

Warhammer: Battlefields
Available on iPad



Take your Warhammer battles deep beneath the earth, with Battlefields: The Underway. This expansion for Warhammer, available on iPad, enables you to fight a campaign of games set in the Karaz Ankor. The Underway contains three scenarios, a raft of special underground rules and a host of modifiers that offer almost unlimited replayability. Integral to the Battlefields series is a fantastic widget which stores all your army info between games – a genuinely brilliant innovation. AT

KELLY'S COLUMN



Last time Phil wrote for White Dwarf, he touched on the idea of harnessing inspiration and using it to get more done. This time round, he talks about the vision that keeps giving you that inspiration in the long run.

I recently dusted off a couple of armies that had been either languishing in the garage or enjoying the quiet glory of the display cabinet for way too long. After a surge of Eldar-based activity, I spent some time on my Chaos Space Marines army. The 10 half-converted casualties I found during a session of box-delving are now hale, hearty and red all over, putting me one squad closer to my goal of an army of 100 power-armoured nutcases. Whilst I was in a chaotic mood, I treated myself to a Huron Blackheart model. I've always been a little bit in awe of the detail on that chap, and I figured that on the battlefield the Tyrant of Badab would make an excellent foil to Khârn the Betrayer and his axe-based leadership techniques. Plus, Huron comes with the Hamadrya, a nifty little familiar that I sometimes refer to as his psychic battle frog.

Sadly, after the initial swell of enthusiasm, Mr H. Blackheart and his spiky friends languish half-finished on my painting table. The wave crashed, and the project lost momentum.

In short, it was eaten by Tyranids.

Round these parts our resident hobbyists occasionally unite in a feverish festival of

collecting, assembling and painting known as the Battleforce Challenge. The idea is simple – we all choose a battleforce or strike force and get it painted up by the challenge deadline. However, if you don't have all the models in the battleforce ready in time, you pay a forfeit. This year, it's to buy a drink for every participant who has proudly arrayed his or her fully-painted force before the post-challenge celebration. With the number of participants reaching 81, trust me when I say that the threat of footing that phantom drinks bill is an inspiration in itself.

So, having started a brand new Chaos Space Marine army last time around, I fancied revisiting an old favourite of mine. There was much chatter about who was painting what battleforce, and I got asked by a number of my friends and colleagues what I planned to do. I said Tyranids, every time.

I already have two shelves full of the little terrors painted up and displayed, including an intimidating number of gaunts, so I got a fair few raised eyebrows with this response. “Are you doing a different colour scheme this time?” I was asked, more than once. “Haven’t you got enough Tyranids already?”

No.

Sometimes, people have a kind of vision of how their ‘finished’ army will look. Mine is a swarm of Tyranids that turns my deployment zone black and my opponent’s face white. I don’t really care what happens in the subsequent game, to be honest, because I’m really after that initial reaction. One bob of the Adam’s apple, one quivering lower lip, and I’m content my swarm of ravening little beasties has done its job.

That involuntary gulp of terror is the whole reason I chose to paint my Tyranids yellow and black in the first place. Mother Nature has hard-wired those colours as the signifiers of danger and, just like the guys with the hazard stripes, I want to use that to my advantage. Sometimes it works, too. It’s great fun watching all semblance of discipline collapse as a teeming mass of space monsters closes in. The good news, for both parties, really, is that gaunts die easily enough. Even a cross-eyed grot with a nailgun has a decent chance of taking one down. My opponent invariably has a whale of a time killing dozens, scores, even hundreds of the critters before the survivors hit home and the battle devolves into a swirling melee.

Well, since the introduction of the mighty Tervigon, my vision of an all-consuming horde has extended even further. Ideally, I want another tray packed full of spare Termagants, kept as close to my deployment zone as possible. The little fellas sit there ready to be spawned during play, and generally adding to the intimidation factor in the meantime. The idea of having more than 200 gaunts in play on the first turn of a game is kind of an ambition for me.

Yet the real reason I love using swarm tactics so much is that, to me, that’s what the Tyranids are all about. Some of my fellow players prefer armies based around big, stompy

monsters, such as the Carnifex and the Hive Tyrant, or versatile armies full of middleweights such as Tyranid Warriors and serpent-fast Raveners. I can certainly relate to that but, for me, it's the little guys that hold the most appeal. The endless swarm is at the core of what makes the Tyranids so frightening – even next to the impossibly vast Imperium of Mankind, the numbers of the Great Devourer are functionally infinite.

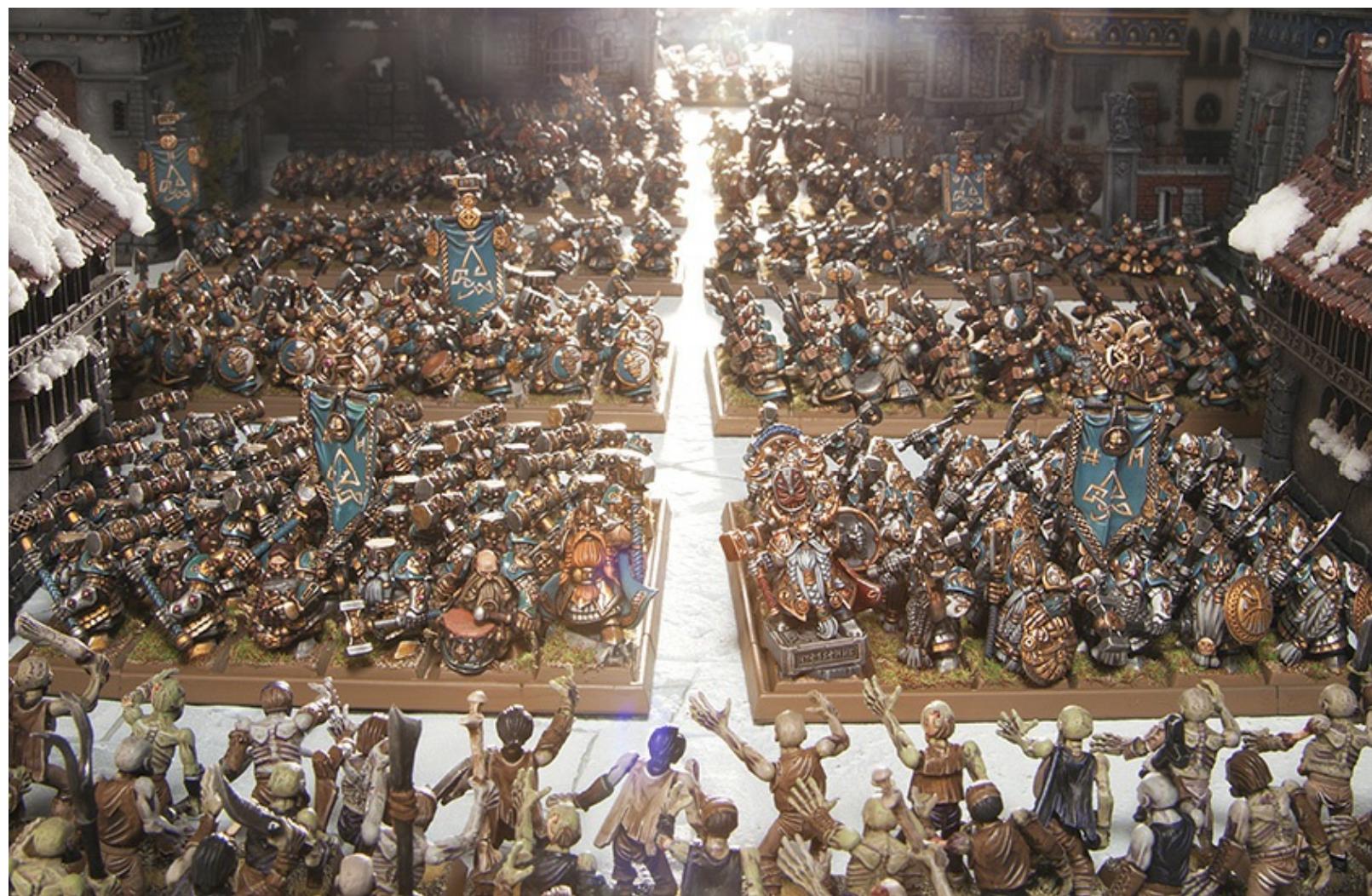
In the stories of the 41st Millennium, the Hive Fleets deploy gaunts much like Space Marines deploy bolter shells – no, not even that – more like human bodies shedding skin cells without even realising they're doing it. There's always more beasties to come, more bodies than there are bullets to kill them. Worse still, they are totally, completely alien; there's no reasoning or bargaining with them, no more than a bacon sandwich could reason with a hungry hobbyist. The Tyranids are the doom of every living thing large or small, and they're so voracious, they even devour themselves. That's a concept that is just so inspiring to me I doubt my collection will ever be finished. I want to put my models base-to-base and still cover half the board, just because they look more, well, swamy I suppose. So, yes, I'm painting more Termagants, more Hormagaunts, and more Genestealers to back the little guys up.

I've finished not one but two Tyranid battleforces since the challenge started, and I still have a month to go before the deadline. Right now, I have that hobby momentum I talked about in spades. It feels like I'm going downhill, if that makes any sense. The sight of a production line of gaunts and other miscellaneous gribblies taking shape on my desk has become an inspiration in itself.

Next up are some Rippers, 40 Gargoyles to help fill the table, and the Tyranid-infested terrain I've been meaning to paint black and yellow for the last six years. Once I've finished that little lot, I'll most likely reward myself by adding some of the brand new Tyranid horrors that are raining from the skies as I type. At this rate, I might actually achieve my ambition of filling that deployment zone front to back and end to end. The good doctor, Robin Cruddace, has already challenged me to a post-battleforce face-off with his Howling Griffons. I hope you brought a lot of bolter shells, Doc...

CARVED FROM STONE

The Dwarfs are an ancient culture of noble and proud warriors. Quick to anger and slow to forgive, they are as unchanging as their mountain home. Adam Troke speaks to Jeremy Vetock, author of Warhammer: Dwarfs, about their history, heritage and heroes.



“The Dwarfs were the first army I started collecting, way back in 1986 or so,” Jeremy says, leaning back in his chair and remembering his earliest days in the hobby. “As soon as I saw the models, with their wonderful, characterful faces, I was completely enchanted and knew that I needed to collect an army of these grumpy, curmudgeonly warriors for myself. In the long years since, my enthusiasm for them has only grown.

“When we first started work on the Dwarf project, I gathered a throng of experts on Dwarf-kind,” Jeremy adds with a grin. “I like to think of them as my council of Longbeards. (Although, at the start of the work, we were all clean-shaven. The actual beards came later.) Together with Studio artist Kevin Chin and book designer Carl Dafforn, who are both Dwarf collectors in their own right, we examined exactly what we wanted to portray about the Dwarfs.

“The Dwarfs are a race that has seen a terrible decline over the millennia,” Jeremy says. “In ages past, their underground empire, the Karaz Ankor, stretched across the Old World and beyond. It was a great civilisation of mighty Dwarf holds built into the rock of the mountains. Their realm stretched deep into the roots of the world and was linked by vast underground roadways. But the long years have been hard and the endless wars – the war against the Daemons, the War of Vengeance against the Elves, the relentless, spiteful conflicts against the Goblins and the Skaven – have worn them down.

“Among Dwarfkind there are two mindsets on their predicament. On one side, there are those for whom bitterness and sorrow play the greater part. These Dwarfs are content to sit safely in their holds and mutter about the plight of their people beneath their breath. These are the kings who have hoarded enough gold to last eternity, and the fire in their souls has grown cold and dark, like coals left too long in the grate,” Jeremy says sadly. “They are content to wile away the years counting the treasures that remain, without seeking to avenge their losses. They look inward, and only a grave threat will stir them into action.

“On the other side of things,” Jeremy adds, “are the kings who know that the survival of their race depends on action. Foremost is High King Thorgrim Grudgebearer. Rather than avoiding conflict, he is stoking his kinsmen to take up arms and reclaim their birthright. If the Dwarfs fight hard enough, Thorgrim believes they might yet reclaim their lost glories and reforge their empire of old, and if they can’t, it is better to die in the effort.

“Sometimes the Dwarfs’ love of tradition holds them back, however,” Jeremy says. “Within the Dwarfs, there is a bitterness that we, as humans, struggle to comprehend. Their loyalties and their grudges may seem inexplicable, but it is the Dwarfen way to see a thing through to the end. This stubborn tenacity is what the Age of Thorgrim is all about. When a Dwarf sets his mind to something, nothing will deter him from his course – he is steady, true and unshakeable like the mountains. Thorgrim Grudgebearer has resolved to reclaim the glory of his people, and woe betide any who stand in his way.”

The Bonds of Hearth and Home

Every Dwarf is not just a part of a hold, with loyalty to his king, but is also part of a clan, an extended family who can all trace their ancestry to a common point.

“This family bond is a defining characteristic of the Dwarfs,” Jeremy says. “Understanding these clans gives further identity to your Dwarf models on the tabletop. You know the

causes they fight for, and have a sense of the loyalty and fraternity that your warriors feel for one another. Talking about the clans opens a door to the identity of the Dwarfs, and often to the character of the people who collect them. In my experience, Dwarf fans tend to connect emotionally to the oaths of brotherhood that the Dwarfs swear to each other, and they appreciate the reverence that the Dwarfs feel towards their ancestors. It informs the way that they play with their models on the tabletop – for no Dwarf will stand idly by while others from his clan fight alone.

“These bonds of hearth and home stretch from the background and into the miniatures too. Every time we see an ancestor rune on a shield, or knotted into a beard, it’s a nod to the devotion the Dwarfs have to their honoured dead, and the lineage that flows back into ancient times,” Jeremy says. “In writing this book Kevin Chin and I delved deep into the background of the Dwarf clans, all with the intention of helping readers get to know their army better than ever.”



Heroes of the Karaz Ankor

“One of the ways that we have traditionally been able to tell the stories of the Dwarfs is through their heroes,” says Jeremy. “High King Thorgrim Grudgebearer is reminiscent of the ancient Dwarf kings – he is eager for battle and indefatigable in fighting for his people. Through Thorgrim we see the dawning of a new age, of reconquest. That’s exciting for Dwarf fans, since it puts them on the offensive. In the Age of Thorgrim, the Dwarfs are marching to war, and I think we’ll see that borne out in armies everywhere.”

“Ungrim Ironfist teaches the value of duty and honour to a Dwarf. He has inherited a

terrible burden that can only be satisfied by taking the Slayer Oath,” Jeremy explains. “As a king, Ungrim’s first duty must be to his people, so he sets aside his need for an honourable death to instead serve his people with his life. For a Dwarf to live with an oath unfulfilled must be a dreadful weight on his soul, one Ungrim bears stoically.

“Introducing Belegar Ironhammer was something of a personal quest for me,” adds Jeremy. “I have always thought the battle to reclaim Karak Eight Peaks was one of the defining events in Dwarf history. It’s where Skarsnik and Queek Headtaker both earned their reputation, and where some of the most terrible grudges in the history of the Dwarfs have been forged. Belegar is the embodiment of Dwarfen vengeance – the Skaven and Goblins have robbed his people of their glorious ancestral home, and countless kindred dead lie unavenged beneath the Eight Peaks. For Dwarfs, grudges don’t run hot and cold; they are never forgotten. They burn continually in their souls, simmering like molten metal until extinguished in the blood of those who have wronged them. Belegar provides a foil for Skarsnik, the greatest Night Goblin Warlord of all time, and Queek, the greatest Skaven general of the age, and presents the concept of a war that can never end while the blood feud remains unsettled.”

The Face of Vengeance

“I have been asking, pleading to work on the Dwarfs since I joined the Studio years ago,” says Kevin. “My first ever miniature was a Dwarf, the Daemon Slayer, and I’ve loved them ever since. Something I wanted to do was bring forth the Dwarfs’ temperament with my artwork. I believe Dwarfs are like lumps of coal in the midst of a fire. Outwardly, they appear cool, but inwardly they burn with an intense inner fire – those who wrong them get to feel it.

“Illustrating the Dwarf book was like realising an ambition,” Kevin adds. “Since I first bought a Dwarf model, I have engrossed myself in all the stories I can get my hands on. I’ve read every Black Library novel to mention them, and I’ve had pictures bursting to get out of my head. When it came to drawing them for the book, I wanted to portray their seriousness, their strength and their mastery of runecraft, and to make sure that each illustration of a Dwarf made them look like an inspiring and formidable foe.”



Masters of Technology

“Among the new releases that accompany the Dwarf book, the Engineers Guild have risen to the fore with the new Grimm Burloksson model, as well as the Gyrocopter and Gyrobombers,” says Jeremy. “The Engineers Guild is one of the cornerstones of the Dwarf empire, responsible for all the innovations in terms of weapons and war machines that the Dwarfs have made over the years. Unlike the madcap creations of the Skaven, or even the more reasoned inventions of the Empire, the Dwarfs are very conservative. It’s not that they don’t possess the know how to create technological marvels, but rather that Dwarfs as a whole find comfort and value in consistency and tradition. Any weapon of the Dwarfs is tried and tested before it is ever used in battle, and doubly so for the wonders produced by the Engineers Guild.

“Through Grimm and the Gyrobomber we glimpse the two ways in which Dwarfs adapt and change. The Gyrobomber is a natural evolution of the Gyrocopter, refined to give the Dwarfs an edge in battle,” Jeremy adds. “It hints at slow and steady progress, such as even the most dour and traditionalist Dwarf can approve of, even if he’ll never agree to pilot it. The miniatures designers did an amazing job of making a model that fits so well with the imagery and story of the existing Dwarf war machines – it doesn’t look like a new invention, but rather a refinement of something tried and true.

“Grimm Burloksson tells a different story altogether. I loved the old stories of Burlok

Damminsson, and how his crazy inventions not only flew in the face of tradition, but ended up costing him his arm. Well, Grimm is his son and he is every bit as dangerous and experimental as his father was. With Grimm we have to wonder whether he will straighten out his adventurous inventing ways, like his father eventually did, or whether there is a dire tale being forged in his future.” AT



SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This week, veteran hobbyists Chad Mierzwa, Chris Peach and Steve Bowerman offer their advice on building and painting models in sub-assemblies.

When constructing a kit, it can be advantageous to build it in sub-assemblies. “Rather than assemble a whole miniature in one go,” says Chad Mierzwa, “you can create several assembly stages, painting each to completion before joining them together. Citadel miniatures are incredibly detailed and sometimes there will be parts that you want to paint, but just can’t reach with your brush. The bomb rack on the Dwarf Gyrobomber is a good example, or the interior of a Land Raider. I’ve seen hobbyists try to paint the engine block through the assault ramp – it’s not a viable way to paint a miniature.”

How Do I Choose My Sub-Assemblies?

“There are no hard and fast rules as to what components should be in a sub-assembly,” adds Chris Peach. “But there is a certain degree of common sense required. Normally I use sub-assemblies on vehicles with visible crew, such as the Dark Eldar Raider, which I split into five sub-assemblies – the main hull, the sail, the two crew and the prow gun.”

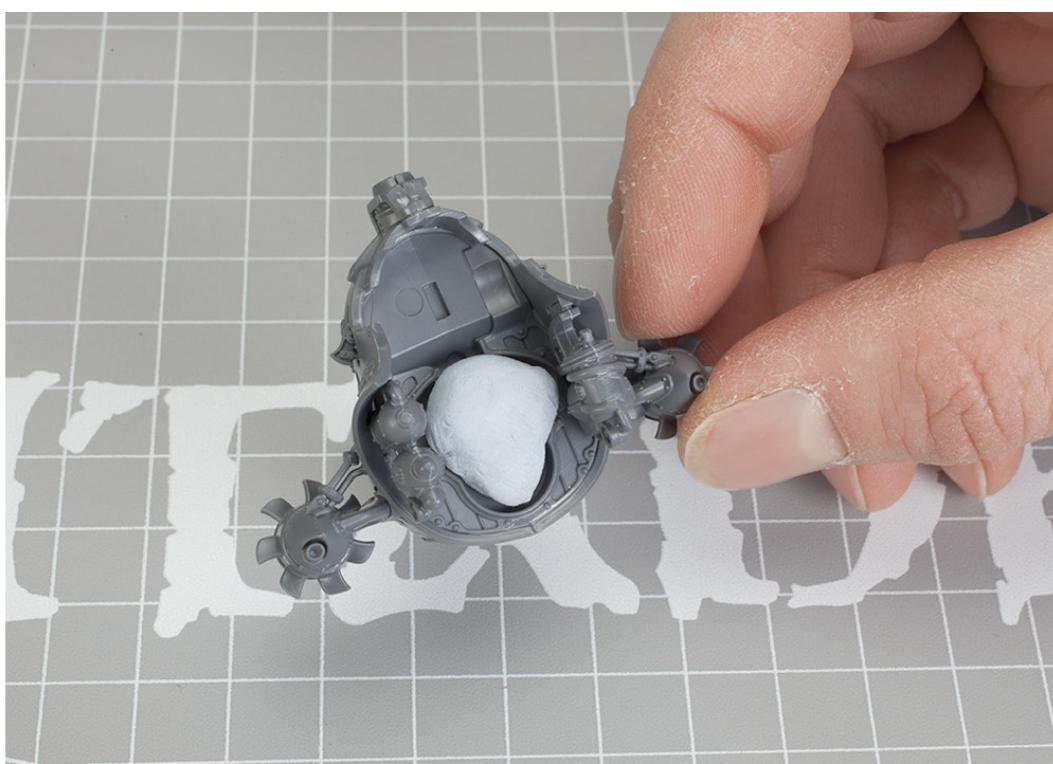
“I group my sub-assemblies by texture or colour,” says Chad. “With the Gyrobomber I split it into eight sub-assemblies.



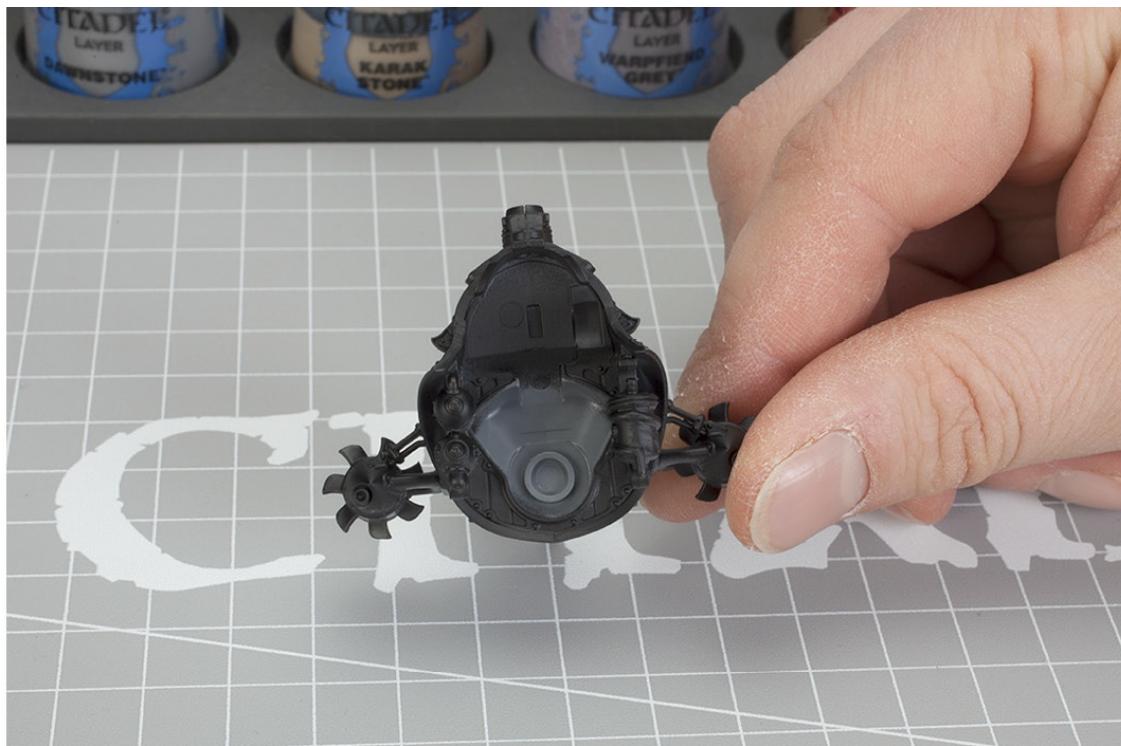
The hull would be predominantly blue, while the machinery behind it would be silver and bronze, so they formed natural sub-assemblies. The silk gas bags were kept separate for two reasons – they have a different texture to the rest of the model (soft not hard), and attaching them would make it hard to reach the bombs in the middle rack. I kept the propellers separate so they didn't get in the way.”

Cover Your Bits

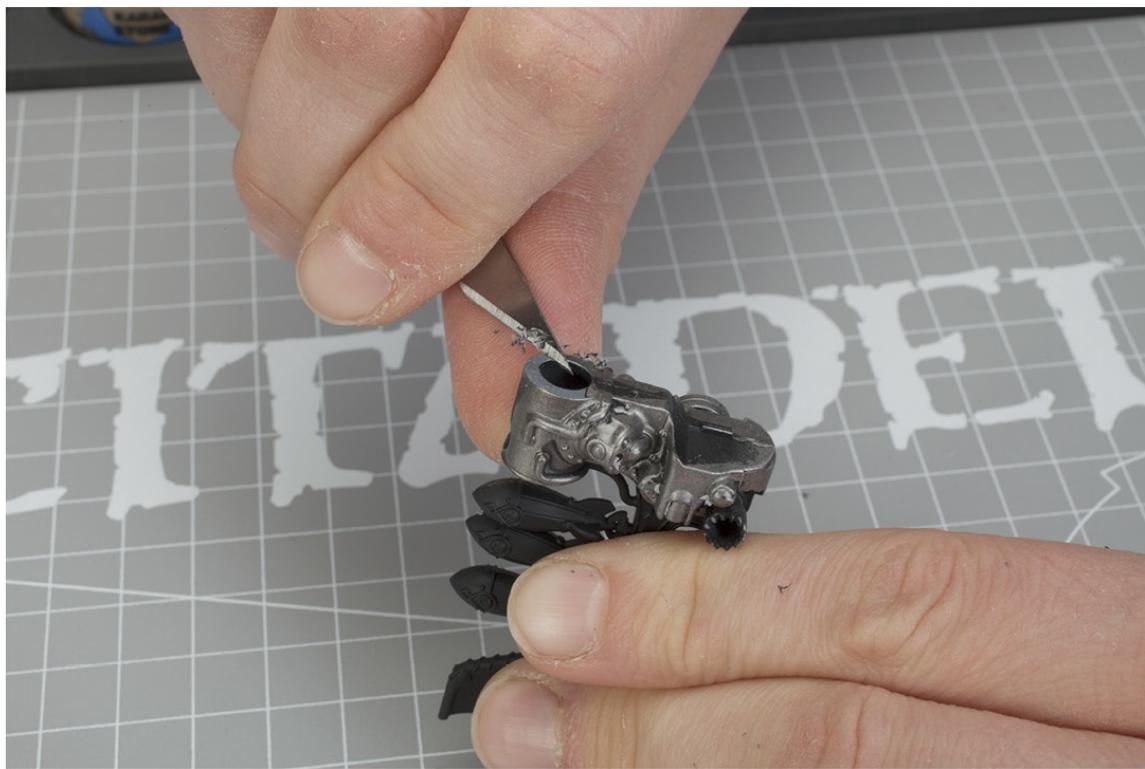
When building a model in sub-assemblies, you need to consider how the components will stick together. If you get paint on the areas where they join, Plastic Glue will not stick them together properly. “Plastic Glue is for plastic,” laughs Chris, “not paint. It doesn’t matter how much you put on, it won’t stick two painted areas together.” Chad’s advice is to cover the areas that will be stuck together with adhesive putty.



That way, when you undercoat the model, they won't be covered in spray paint. You can then remove the putty, revealing clean plastic that can be stuck together when you've finished painting your sub-assemblies.



“I'd still clean the joins, just in case,” adds Chad. “A light scrape with a Mouldline Scraping Tool or a Hobby Knife will ensure a strong bond.”



A Sticky Situation

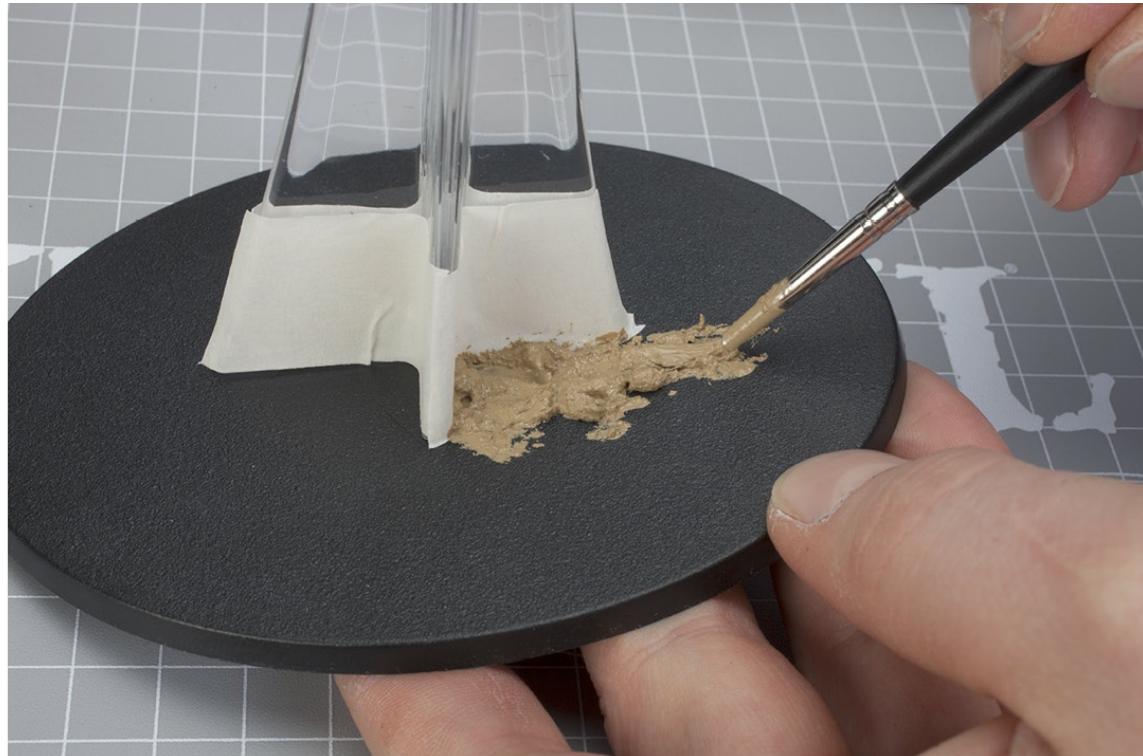
“Fiddly sub-assemblies, such as the propellers on the Gyrobomber, can be awkward to hold and therefore harder to paint,” adds Chad. “I pin them to something that I can hold more easily, such as a cork, a stick or a paint pot.”



Clear As Glass

“Clear plastic canopies and flying stands should be kept separate if possible,” adds Steve.

“When the stand is an integral part of the base (such as a Stormraven’s flying stand), glue it down with Plastic Glue: Thick for a strong bond. Before painting the base, cover the stand in masking tape so you don’t get paint on it. Canopies will always be a sub-assembly as you can’t paint the pilot or gunner with it in place. Place a wedge of adhesive putty inside the canopy and stick it to something easy to hold. You can then hand-undercoat the struts on the canopy, paint it, and attach it with PVA glue when it’s finished.” DH



What About His Legs?

“You’ll often want to paint pilots separately,” says Steve Bowerman, “but remember the majority of them won’t be visible when they’re in the cockpit. The Gyrobomber Engineer is a perfect example – there’s a temptation to paint him separately and build the hull around him, but when you can’t see his lower torso there really is no point in painting it.”

Mini Subs

“I paint cavalry in two sub-assemblies,” says Chris. “The mount I paint on the base, while the rider is pinned to a cork.” The Studio’s Iyanden Eldar were painted using the same technique, but with the heads separate. They were all pinned to a stick, sprayed blue and fully painted before being attached.

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we look at the new Dwarf Gyrobomber.



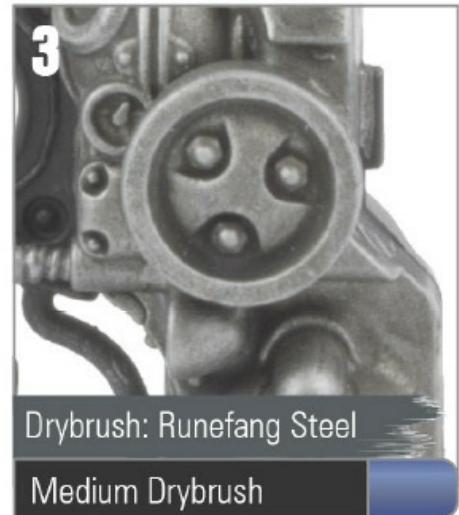
The Studio Hobby Team have recently completed a large Dwarf army painted in the blue and white colour scheme of Zhufbar. Among the throng is a fleet of Gyrobombers and Gyrocopters painted by veteran hobbyist Chad Mierzwa, who had a few useful painting tips for us:

“Dwarfs are the masters of metal,” says Chad, “so the Gyrobomber is the perfect place to try out lots of different types: brass, copper, bronze, gold, steel, you name it. My tip when picking your metallic colours is to ensure they don’t clash with the clan colours. Blue-tinted silver, for example, would clash with the blue on the hull of the model, which is why I chose blackened steel and bright gold for these models. Make sure you keep your metals clean too – Dwarfs take great care of their machines, so avoid rust and

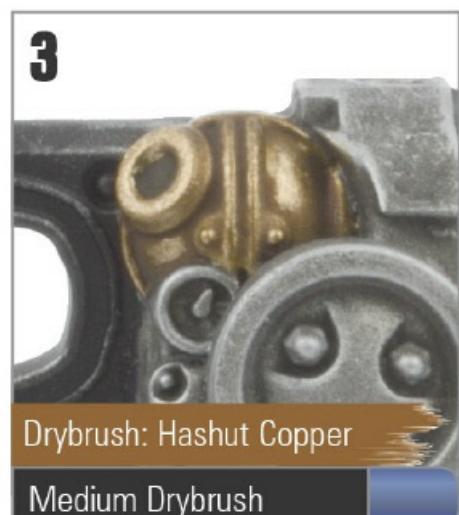
weathering.”

“The Gyrobomber and Gyrocopter are the centrepiece miniatures of the Dwarf army,” adds Chad, “so it’s worth spending extra time on them. I added squadron markings on the propellor tips, choosing a vibrant red, which really stands out from the cool blues, whites and silvers used on the rest of the model. I then added a tiny bit of freehand – a Dwarfen knot that emulates the ones on the rotor housing. To further individualise your Gyrocopters and Gyrobombers, use a different head on each pilot and paint their beards different colours to make them stand out.” DH

Metalwork



Brass Mechanisms



Blue Hull



Basecoat: Thunderhawk Blue

Basecoat Brush



Wash: Nuln Oil

Wash Brush



Layer: Fenrisian Grey

Detail Brush



Glaze: Waywatcher Green

Large Brush

Gold Details



Basecoat: Gehenna's Gold

Basecoat Brush



Layer: Auric Armour Gold

Standard Brush



Wash: Reikland Fleshshade

Wash Brush



Layer: Runefang Steel

Detail Brush

Gas Envelope

1



Basecoat: Zandri Dust

Basecoat Brush

2



Wash: Seraphim Sepia

Wash Brush

3



Layer: Zandri Dust

Detail Brush

4



Layer: Ushabti Bone

Fine Detail Brush

5



Layer: Screaming Skull

Fine Detail Brush

Propeller Blades



Basecoat: Rakarth Flesh

Basecoat Brush



Layer: Steel Legion Drab

Fine Detail Brush



Wash: Seraphim Sepia

Standard Brush



Layer: Rakarth Flesh

Standard Brush



Layer: Pallid Wych Flesh

Fine Detail Brush

Squadron Markings



Basecoat: Mephiston Red

Standard Brush



Layer: Squig Orange

Fine Detail Brush



Layer: White Scar (knotwork)

Fine Detail Brush

SUB-ASSEMBLIES

When assembling the Gyrobomber, Chad built it in several sub-assemblies – sections that would be painted individually and glued together once they were all finished. (And you can find out more about sub-assemblies later in the issue.)

THE RULES

GRIMM BURLOKSSON GYROBOMBER

Grimm Burloksson is a Master Engineer of exceptional skill, his weapons and wargear a valuable asset to any Dwarf war host. The Gyrobomber, meanwhile, is an aerial menace, a terror of the skies that can decimate entire regiments with its grudgebuster bombs.

GRIMM BURLOKSSON

	M	WS	BS	S	T	W	I	A	Ld
Grimm Burloksson	3	4	5	6	4	2	2	2	9

Hero Choice, 165 points

TROOP TYPE: Infantry (Special Character).

SPECIAL RULES: Entrenchment, Ancestral Grudge, Master of Accuracy, Relentless, Resolute, “Stand Back Sir”

Master of Accuracy: As long as he is not fleeing, at the start of each friendly Shooting phase, roll a D6. On a 2+, Grimm can bestow one of the following rules on a single friendly unit within 3” for the duration of that Shooting phase. He can never benefit from the effects of these rules but may still fire his own weapon;

- Artillery Adjustment. *A war machine can use Grimm’s Ballistic Skill and re-roll one artillery dice. This can be the dice that determines the distance a cannonball bounces or a Flame Cannon’s burst of flame moves.*

- Increased Range. *The unit’s Dwarf crossbows and handguns increase their maximum range by 2D6”.*

- Superior Volley. *Models in the unit can re-roll any missed To Hit rolls.*

EQUIPMENT: Gromril Armour, Brace of Dwarf Pistols, Grudge-raker, Cog Axe

Grudge-raker: With two barrels, this weapon can riddle a single target or blast a swathe into oncoming troops;

- Range - 18"
- Strength - 4
- Special Rules - Armour Piercing, Dwarf-crafted, Multiple Shots (2D3)

Cog Axe: Whether by steam-powered clamp or teeth located along its blade, the cog axe can catch and break a foe's weapon;

- Range - Combat
- Strength - As user
- Special Rules - Armour Piercing, Weaponsnapper

Weaponsnapper: If Grimm scores one or more hits in close combat against a model using a magic weapon, roll a D6; on a 5+, that weapon is immediately destroyed and cannot be used further in this game.

Dan: Grimm Burloksson works best deployed amidst a Dwarf gun-line, enabling him to boost the accuracy of nearby Thunderers, Cannons and Organ Guns. He's also pretty handy in a fight, making him the perfect foil for skirmishers and light cavalry that try to sneak up on your artillery. Using Grudge-raker to Stand and Shoot will cause significant damage to the enemy unit (and cause a panic test if you're lucky), with the survivors having to deal with Grimm in combat. A well-timed challenge should see the enemy off, allowing Grimm to return to the more important job of overseeing your guns. DH



GYROBOMBER

	M	WS	BS	S	T	W	I	A	Ld
Gyrobomber	1	4	3	4	5	3	2	2	9

Rare Choice, 125 points

TROOP TYPE: Unique.

Special Rules: 4+ armour save, Fly

Bombing Run: During the Remaining Moves sub-phase, models with this special rule may drop a bomb unless they are fleeing or have declared a charge that turn. To make a Bombing Run, select one unengaged enemy unit that the Gyrobomber moved over in that turn and place the large 5" template anywhere over the target unit and roll for scatter and damage as for a stone thrower from the Warhammer rulebook. If a misfire is rolled, use the Bomb Misfire chart below. Grudgebuster bombs have the following profile:

- Range --
- Strength - 3 (6)
- Special Rules - Armour Piercing, Multiple Wounds (D3)

After resolving the damage caused by a grudgebuster bomb, roll a D6. On a 4+, the bomb scatters D6" from where it first landed (a Hit! result remains in place). Place the small round (3") template on the new location and resolve damage using the profile above. It cannot bounce a third time.

BOMB MISFIRE CHART

D6 1 - Result: Premature Detonation. The Gyrobomber suffers a Strength 6 hit with the Multiple Wounds (D3) special rule.

D6 2-3 - Result: Jammed Release. Centre the 3" template over the Gyrobomber before scattering it and resolving damage as normal. This bomb does not bounce.

D6 4-6 - Result: Dud. Only the model under the template's central hole is hit, suffering a single Strength 4 hit.

EQUIPMENT:

Clattergun: The clattergun is fired in the Shooting phase with the profile below:

- Range - 24"

- Strength - 4

- Special Rules - Armour Piercing, Dwarf-crafted, Multiple Shots (4), Quick To Fire

Adam: With grudgebuster bombs capable of blasting the heart out of enemy units, the Gyrobomber is the perfect unit to rush ahead of your army and whittle down the enemy before your Dwarf Warriors get to grips with them. The larger your target, the more models you can kill, so single out the biggest enemy regiments first. Don't waste your time on those really tough, heavily armoured foes – leave them for your cannons.

Start with the Gyrobomber on one of your flanks, and advance using cover to block enemy shots and charges. Because it is Relentless, the Gyrobomber can always march, which means there's no reason you can't be flying a whopping 20" every turn, even in the midst of the enemy throng. Use this move to hop over units, ensuring that you always land outside of the charge arc of the enemy. That sounds tricky, and it takes some practice to get right, but if you can manage it, your Gyrobombers can flit around the table with relative impunity. AT



DESIGNERS NOTES

We collared the Citadel miniatures designers responsible for the Gyrobomber, Runelord and Grimm Burloksson and brought them into the White Dwarf bunker to talk about their inspirations. Here's what they had to say about flying machines, Dwarf artisans and striking runes.

Gyrocopter & Gyrobomber

Seb Perbet: The Dwarf Gyrocopter is the fourth iteration of a classic model. Working on this new design, we drew on influences that connect to Dwarf culture. For instance, Dwarfs like being safe and snug below the ground, so the cockpit is very tight fitting. Flying through the skies is a hair-raising experience, even for the most adventurous Dwarfs, so to cope with it they are securely tucked away inside their cockpit. Similarly, it's heavily armoured, with squat proportions and a large 'belly', just like a Dwarf in full armour.

Oliver Norman: That cultural aspect reaches the pilots too. These are young, reckless Dwarfs, so they have short beards. No serious Longbeard would ever take his feet off the ground in such a way.

Seb: We also looked at Dwarf technology, and the way that the Engineers Guild glorifies the intricacy of their contraptions. They buff the cogs and rivets, because they are proud of what they have wrought.

Oliver: The Engineers are as proud of these war machines as they would be a finely-made pocket watch, and in many ways there are similarities. The decorations and details on these models are connected to that pride. They are built to last, potentially for hundreds of years. The ancestor badges on the front are like a mark of quality and heritage, never wasted on shoddy workmanship.



Grimm Burloksson

Martin Footitt: Grimm emerged after discussions with the author of Warhammer: Dwarfs, Jeremy Vetock. I was designing the model, and Jeremy put the idea in my head that he could be related to a special character from an older Dwarf army book. That actually helps us show Dwarfs have strong bonds of family and Clan. He's a Master Engineer who has followed in the footsteps of his father, even fashioning a steam-powered gauntlet to mirror his sire.

Seb: He's also another example of Dwarfs glorying in the fruits of their labours. He wears a massive cog banner-cum-furnace because he is proud of his creations. It's both a symbol that he is a Master Engineer, and a decoration and power source at the same time.

Martin: It's in Grimm's nature to go to war with every advantage he can. That's why he wears the range-finder array on his helmet – but he's a Dwarf, and his self-lighting pipe is a concession to comfort.

Dwarf Runelord

Martin: The Runelords are the most exalted members of the Guild of Runesmiths, a very secretive band of Dwarfs who guard their mysteries. The book of runes he is holding tells part of that story. It might have been passed down from Runelord to bearding over many generations, or it might have been painstakingly inscribed by the bearer, written in klinkarun, the language of the Dwarfs, or even some secret code.

Oliver: The Runelord's attire helps continue that message too. The lightning bolt is a rune of wrath, and whether it's held aloft, ready to be struck or decorating his shoulder plate, it's a warning to the enemy and friend alike.

Martin: Absolutely. Another indicator would be the Runelord's arms. The best Runesmiths keep their arms bare to feel the heat of the furnace upon their skin as they work the runes, allowing the searing heat to guide their hammer blows. AT



THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on the all latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker this week. This week we examine Dwarf art, test the mettle of heroes and talk about axes.

COLOURS OF THE KARAZ ANKOR

An extra look at the Art in Warhammer: Dwarfs

Back in our feature on Dwarfs, we spoke to Kevin about the tremendous artwork he contributed to the new book.

“One of my favourite parts of the whole Dwarf project was working on the clan symbols with Jeremy,” Kevin says. “As Jeremy wrote the histories of these ancient families, and we discussed the stories behind them, I started filling up with ideas. Each member of a clan has shared in the highs and lows of their kinsmen. They have fought together, and earned the same honours and shame, and their icon reflects their history together. I wanted to create pictures that connected deeply with what we know about each of them.”

“My favourite is probably the Drakebeard clan,” says Kevin with a grin. “As the picture suggests, they have Dragons in their history – there’s even rumours it was a run-in with a Dragon that caused their king to take the Slayer oath many generations ago. I chose a bright, orangey-gold colour to reflect current king Ungrim Ironfist’s beard (and the Slayers who flock to the shrine of Grimnir in their hold, Karak Kadrin). The axe behind the Dragon’s head is the same shape as the Axe of Dargo. Each clan symbol has the same amount of thought put into it; for instance, the Ullekssons have the symbol of Ullek Redaxe, their founding father, set before the rune of Karaz-a-Karak.” AT



BELEGAR: TRIAL OF CHAMPIONS

Last issue, Dan claimed Belegar was best suited to slaying heroes. Keen to prove him wrong, Adam invited Dan to a trial of champions: Belegar against Karl Franz, Grimgor Ironhide and Queek Headtaker.

Against Karl Franz, Belegar was a whirlwind of destruction. His eight Attacks allowed him to slay the Emperor before he could even lift Ghal Maraz.

Queek Headtaker was a different fight entirely. Belegar's barrage of Attacks left Queek on a single Wound, but the Skaven Warlord killed him outright with Dwarf Gouger, his horrifically powerful maul.

The fight against Grimgor Ironhide lasted eight rounds, neither able to best the other. In the end, victory went to Grimgor, Belegar unable to penetrate the Orc's Blood-Forged Armour.

BRING OUT THE ORGAN GUN

In all the Dwarf-oriented excitement going on this month, it took a cooler head to prevail and remind us not to forget the traditions of the past. "Any Dwarf general worth his salt

will still be taking Organ Gun into battle,” says Matt Hutson. “Bringing an Organ Gun has become something of a tradition for me, and with the ability to upgrade them with Engineering Runes now, they are even better. Make sure your Runesmiths stamp the barrels of your gun with the Rune of Accuracy and then, to really increase your chances of hitting with every salvo, add a Master Engineer to the crew too.”



WRITTEN IN THE RULES

This week, Dan has been obsessing over Dwarf runes. “Something that Dwarf players have always enjoyed is the ability to customise their magic items with a huge selection of individual runes,” he says. “There’s a new degree of flexibility – many runes can be stacked on each other to become even more potent. For example, a single Rune of Fire grants the bearer Flaming Attacks, a second adds a Strength 4 Breath Weapon and a third gives that same Breath Weapon the Multiple Wounds (D3) ability – imagine turning that loose against a regiment of Trolls or Ogres!”

“As well as a selection of Ancestral Heirlooms, there are four pages of Dwarfen Runes for you to customise your magic weapons, banners, talismans and war machines,” Dan adds. “You’ll be able to see the full rules yourself when the book is released on Saturday, but my favourite is definitely two Runes of Might and a Grudge Rune.”

WEAPON OF THE WEEK: SHOKK ATTACK GUN

Having been working on his Orks, Dan has nominated the Shokk Attack Gun for weapon of the week. “It’s such a bizarre weapon,” says Dan, poking the whirly gubbinz, “and the only one I can think of that has a vacuum cleaner attachment. My favourite anecdote about the Shokk Attack Gun involved it firing a surprised Big Mek at a hovering Vendetta Gunship, which he subsequently punched out of the sky. It became known as the 36-inch punch.”



MAKING A GRUDGE

“Grudgebuster bombs are made from wood by Dwarf coopers,” says Oliver Norman, designer of the Gyrobomber. “In addition to fashioning the many thousands of barrels required to keep any good Dwarf hold in ale, the coopers are expected to provide a certain number of Grudgebuster bombs to the Engineers Guild. This isn’t an onerous task though, far from it. You can imagine them pouring every bitterness and vengeance into those wooden cases.”



CODEX: APOCRYPHA

Notes from the worlds of Warhammer. This week: we talk axes.

THE AXES OF GRIMNIR

In all the Karaz Ankor there are no two axes as renowned as the twin blades of Grinnir, ancestor god of the Dwarfs. Eventually Grinnir passed into legend, but not before he passed one of his axes to his son, Morgrim. That axe lies in the hands of High King Thorgrim Grudgebearer today, and is reckoned among the mightiest weapons of all time. There is much debate as to the location of his second axe, a topic that keeps Dwarf scholars very busy indeed.

THE AXE OF DARGO

This fearsome blade was forged from the shards of a shattered axe belonging to Baragor, first of the Slayer Kings. It was reforged with terrible oaths of vengeance and tempered in the blood of Dragons. The Dwarfs of Clan Drakebeard reckon it their most-prized heirloom, save only the Slayer Crown worn by their king.

OL' TRUSTWORTHY

There are many rumours concerning the origins and name of Josef Bugman's magical axe. He has carried it every day since his brewery was razed to the ground by Goblin raiders, and with it he has hewn countless greenskin necks. Bugman will not speak the name of his blade, and if asked grows grim, referring to the precious rune-bound axe by

the simple moniker Ol' Trustworthy.

THE AXE OF GOTREK

The deadly weapon wielded by the Slayer Gotrek Gurnisson is known only by Gotrek's name. He wears it chained to his wrist, so that he can never lose it in battle, and he has bathed its blade in the blood of greenskins, Skaven, Daemons, Dragons and more.

READER'S MODEL OF THE WEEK

Regular readers of White Dwarf Daily will have heard of Ryogo Yamane, whose bright yellow Imperial Fists have made several appearances over the years. This Relic Contemptor Dreadnought is just one of the many miniatures in his collection, which Ryogo has posed about to crush the life out of a Chaos Space Marine. The model features a couple of subtle conversions too: an iron halo taken from the Saint Celestine kit and a plethora of purity seals. To complement the yellow armour, Ryogo painted the conversion beamer's energy coils to appear as though they are glowing with barely-suppressed power.

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

team@whitedwarf.co.uk

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



ASK GROMBRINDAL

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

WHO STARTED THE WAR OF THE BEARD?

*Dear Grombrindal, I've been reading *The Great Betrayal* and have to ask, who really started the War of the Beard?*

- Elgi Elfsson

GROMBRINDAL SAYS

We call it the War of Vengeance, whelp, and the answer to that is as simple as the tongue that asks it. For years the Dawi had seen fit to succour the ungracious Elgi of Ulthuan, and by our kindness protect them whenever need arose. And how were we thanked? By treachery – that's how! It wasn't enough that the preening skruffs refused to admit their part in the terrible murder of our kinsmen (humble traders, ambushed and killed), but

when the good king Gotrek Starbreaker sent his friend and envoy to demand an explanation, the Phoenix King, that kruti, failed to show the slightest gnollengrom. Worse, he shaved his beard. War was the only justifiable response. Now, bring me an ale, I've got a bad taste in my mouth.

- Grombrindal

BIT OF THE WEEK: MKIV HELMET

The MkIV helmet on the Sternguard frame is a wonderfully characterful component. It combines a Heresy-era mark of armour with a high-tech targeting array and an Aquila stamped on the forehead. Best of all, it fits on any plastic Space Marine miniature.



HOBBY IN THE WHITE DWARF BUNKER

The White Dwarf hobby room has resounded to the clamour of hammer on anvil (or brush on model, to be more accurate). This week the star of the show has most definitely been Matt, who has added a second Heldrake to his Chaos Space Marines army. Duncan Rhodes, who is a regular contributor to White Dwarf, and even provided the Army of the Month for the magazine a few months back, also dropped by the bunker to show off the latest additions to his Sons of Horus army – a new Command Squad. “I’m thinking of taking a week or two off from my Horus Heresy era models,” Duncan says. “I have a suspicion my Bretonnians are feeling a little unloved.”



“When I saw all the Sons of Horus upgrades that Forge World had made, I couldn’t resist doing a new command squad,” says Duncan. “Essentially, I disbanded my existing squad, using the models as sergeants in other squads in the army. I then replaced them with this

new, spikier unit. I've kept the Legion Praetor though, just in case I want to play the part of loyalists. That way, he can come out of retirement to lead the army for the Emperor."



"Having played with my Chaos Space Marines in last month's battle report, I've been itching to paint more for the army," says Matt. "Everyone in the office is terrified of the Heldrake I already have and it tends to do really well in my games, so adding a second seemed like a good idea to me."

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