

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 8

22 MARCH 2014

WARHAMMER 40,000

VOID SHIELD
GENERATOR

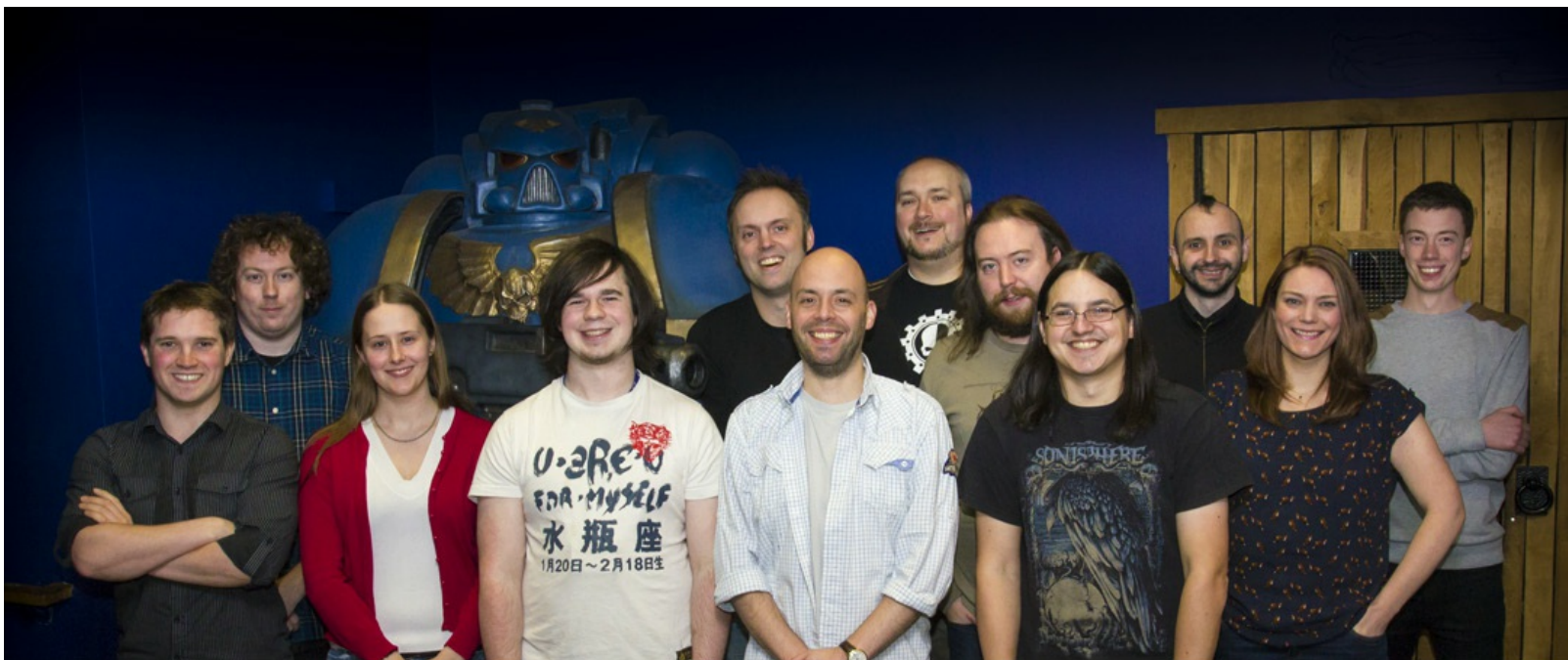
THE
HOBBIT
THE DESOLATION OF SMAUG
STRATEGY BATTLE GAME

NEW MINIATURES
& BATTLE REPORT



WHITE DWARF

ISSUE 8 - 22nd MARCH 2014



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OPENING SALVO

Due to the temporal vagaries of magazine production, I'm writing this editorial in January, and the White Dwarf team is still buzzing from seeing *The Hobbit: The Desolation of Smaug* at the cinema over Christmas. And so, with the release of some terrific new *Hobbit* miniatures this week, we've been very excited to get some *Middle-earth*-based gaming underway in the hobby room. Read on to see how Adam and Dan got on in playing through the Barrels Out Of Bond scenario – if the laughter coming from the hobby room was any indication, it's a cracker of a game.

With the release of new scenery for Warhammer 40,000, too, Dan's got busy with his drybrush and has produced a Paint Splatter drybrushing special. It's an essential guide to this most fundamental of techniques, and he's now a sworn convert to our range of Dry paints. Why not do some drybrushing of your own and send us pics of the fruits of your labours? Enjoy the issue!



Jes Bickham

A stylized, handwritten signature in black ink, consisting of several fluid, overlapping strokes.

VOID SHIELD GENERATOR

Void Shield Generators utilise arcane technology to create a force field of immense power. They are often found defending important locations, though it's not uncommon to drop them from orbit to offer protection to an advancing army.

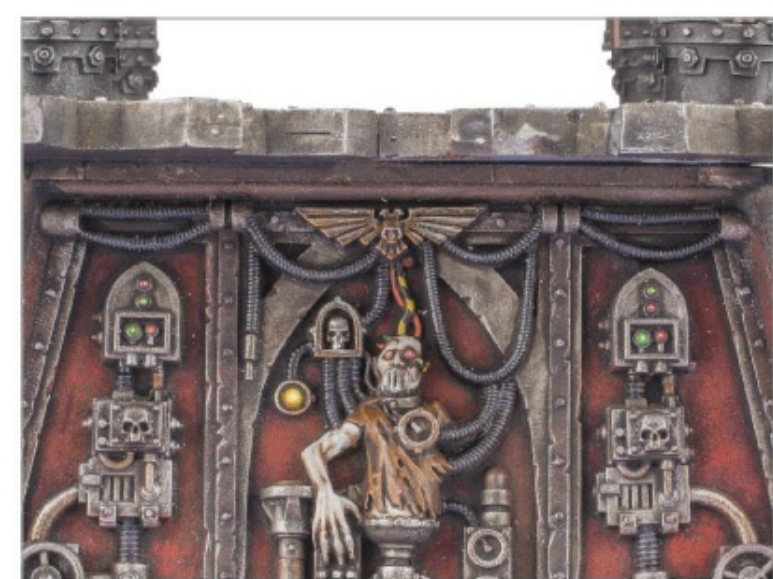


A brooding tower of pipes, cables and forgotten technology, the Void Shield Generator is the epitome of Mechanicus architecture. The generator plinth houses an eclectic mix of

old and new technology, from steam-driven cogs to plasma cores and beaten brass reactors, while at the corners of the structure stand four towers topped with energy globes that project the void shield around the building. Between them, the towers also support the generator itself, an ancient-looking piece of equipment that combines ancient technology with Cult Mechanicus ecclesiastical trappings.

The Void Shield Generator is made of hard, durable resin, in keeping with the sense of gravitas it exudes. The 10 resin components come pre-cleaned and ready to assemble – simply glue them together with Citadel Super Glue: Thick, get it undercoated, and start painting.

This impressive structure comes supplied in a lavish box, individually numbered and decorated with illustrated schematics and florid gothic text. It's strictly limited to 1000 copies, so if you're planning to add one to your battlefield, you'll need to do so quickly.
DH



Left: Two Servitors are fused with the machinery. They have the dubious but vital task of keeping the void shields operational.

Right: Four huge cogs are used to keep the generator running. Should they stop turning, the void shields will collapse.



Left: The void shield is projected by the globes on top of the four towers.

Right: The machina opus is stamped proudly into the observation platform above the generator, a sure sign that this building belongs to the Adeptus Mechanicus.

WARHAMMER 40,000

QUAKE CANNON CRATERS

The worlds of the Imperium are constantly at war, the ground pockmarked with craters from countless confrontations. While the explosions may cause horrific damage, the craters they leave behind provide a degree of shelter to those still living in the heat of battle.

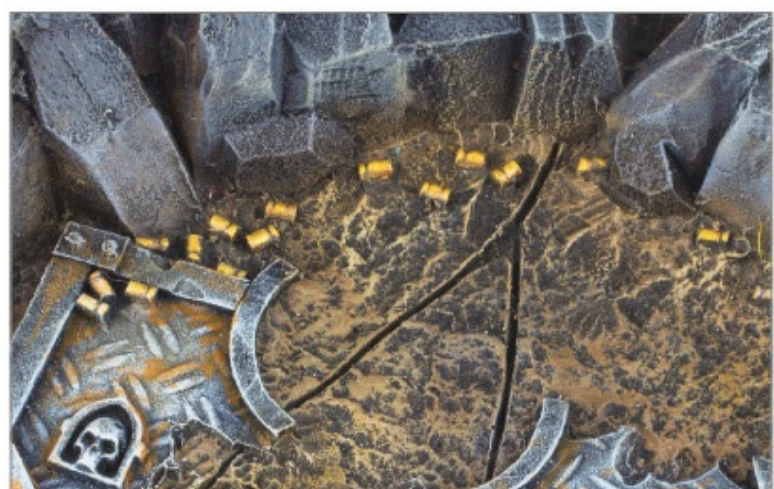


Quake Cannon Craters are the perfect addition to any terrain collection, bringing a new level of devastation to the battlefields of the 41st Millennium.

Each of the four plastic craters comes in two halves, which can be arranged with any other half to make 10 different crater combinations. They can also be arrayed in a ragged line, representing hastily-constructed barriers and emplacements bulldozed into place in

preparation for an enemy assault.

Each crater section is festooned with details, the detritus of war combined with the bodies of the fallen and hurriedly erected barricades. Shattered architecture and ruined sections of road lie next to the wreckage of Imperial tanks, while the bodies of fallen Imperial Guardsmen litter the flanks of the craters. Skulls, helmets and discarded equipment are a morbid reminder that war is ever-present in the far future and finding the time to bury the dead is a luxury the Imperium just does not have. DH



Left: Fuel drums and pieces of wrecked tank lie embedded in the crater walls, surrounded by long-decayed body parts.

Right: Embattled warriors have used the craters as defensible positions, dozens of bolter casings strewn around them.



Left: A manhole cover lies half-buried in the mud of the crater wall.

Right: The bodies of the dead pile up against the walls of the craters.

THE HOBBIT: THE DESOLATION OF SMAUG™

BEORN™ AND BEAR

Beorn is a giant of a man, a skin-changer who can transform into a colossal black bear when he becomes enraged.



His kin hunted and killed by *Orcs*, *Beorn* is the last of his kind. While naturally peaceful and reclusive, *Beorn* has a deep-seated hatred for the *Orcs*, transforming into a huge bear to defend his land when threatened. These Citadel Finecast miniatures capture *Beorn* perfectly, from his wild mane of hair and the old scars on his back, to the worn iron manacle around his wrist, a constant reminder of his imprisonment by the *Orcs*. As a man, *Beorn* towers over other warriors, a huge woodsman's axe held easily in his hand. As a bear, however, his ferocity becomes apparent, his quiet persona replaced by an uncontrollable rage. DH



Left: Beorn's back is covered in welts and scars from his imprisonment in *Dol Guldur*.

Right: Beorn's wild hair and furrowed brow suggest a more bestial temperament lies beneath his calm exterior.



Left: In his bear form, *Beorn* struggles to control his hatred, his fang-lined maw bellowing a challenge to his foes.

Right: One swipe from Beorn's claws could tear an *Orc* clean in half.

THE HOBBIT: THE DESOLATION OF SMAUG™

GIRION LORD OF THE DALE

Girion was the last Lord of Dale, City of Men, a much-loved and noble warrior and the ancestor of *Bard the Bowman*™



Girion was the first to take up arms when *Smaug*™ the Terrible descended upon his land, rousing his people to stand and fight the beast rather than cower in fear.

Searching the skies for signs of the great worm, Girion is dressed for war, his chainmail vest covered by a long leather overcoat and armour plates inlaid with the sigils of his city. He carries his sword in an ornamental scabbard, the only indicator that this modestly-dressed man was, in fact, the ruler of one of the richest cities in *Middle-earth*. He bears a striking resemblance to *Bard the Bowman*, his descendant who now lives in Lake-town and who possesses Girion's last remaining Black Arrow. DH



THE HOBBIT: THE DESOLATION OF SMAUG™

THRANDUIL THE ELVENKING

Thranduil is the ruler of *Mirkwood*, an eccentric king who is justifiably suspicious of all who enter his realm.



Normally quiet, reserved and calculating, *Thranduil* nonetheless exemplifies all the speed and dexterity of his kin and can leap into action in the blink of an eye, surprising unwary foes with his sudden attacks. Like all Elves, he is a superlative swordsman, his Elven blade held out before him as if offering a salute to his soon-to-be-dead opponents. Stripped of his regal cloak, this Citadel Finecast rendition of *Thranduil* wears a simple robe, while upon his head sits the Circlet of Kings, a thorny crown of interwoven branches. This ancient heirloom enables *Thranduil* the Elvenking to unleash a wave of Elven magic as an aura of dismay or a tide of elemental destruction, knocking his enemies to the ground. DH



THE HOBBIT: THE DESOLATION OF SMAUG™

GUNDABAD ORC™ CAPTAIN

Gundabad *Orc* Captains are aggressive, single-minded brutes, leading their kind into battle with as much might as discipline.



To become a Captain within the ranks of the Gundabad *Orcs* requires a degree of cunning, a willingness for treachery and raw physical strength. In battle they lead by example, eager to get to the fight and prove their mettle against a worthy foe.

These *Orcs* stand taller than a man and much broader, their muscular bodies covered in thick overlapping plates of crude iron armour dredged from the mines beneath Mount Gundabad. This Citadel Finecast miniature is armed like the warriors he leads into battle,

carrying a heavy shield with sharpened edges and a long scimitar. In the hands of such a powerful Orc, even this rudimentary weapon can cleave a man in half. DH



THE HOBBIT: THE DESOLATION OF SMAUG™

GUNDABAD ORC™ SWORDSMEN

Having fought the Dwarves for centuries, Gundabad Orcs are mustering in *Dol Guldur*, ready and eager to march upon their ancient foes once again.



Marching forth from their subterranean lairs in the *Misty Mountains*, vast hordes of Gundabad Orcs have joined forces with the Necromancer of *Dol Guldur*, intent on bringing death and ruin to the Free Peoples of *Middle-earth*.

They are clad for war in bulky suits of armour, the plates overlapping to give them excellent protection while they lay into their foes with heavy iron swords. On their arm they carry a massive shield, which they can employ equally well as a weapon, using the spikes and blades welded along the edges to slash and stab at their enemies. Even their helmets have been designed with violence in mind, with myriad blades and spikes arrayed around them for when the fighting gets up close and personal. DH



Left: Only a Gundabad *Orc* would have the strength to lift a solid iron shield.

Right: This Orc's face is hidden behind a savage war mask...



Left: ...while this *Orc* bellows at his foes.

Right: This helmet has a tall peak like a mockery of a crown.

THE HOBBIT: THE DESOLATION OF SMAUG™

GUNDABAD ORC™ SPEARMEN

Unusually for *Orcs*, those that hail from Mount Gundabad are well-trained, often fighting in disciplined ranks of swords and spears.



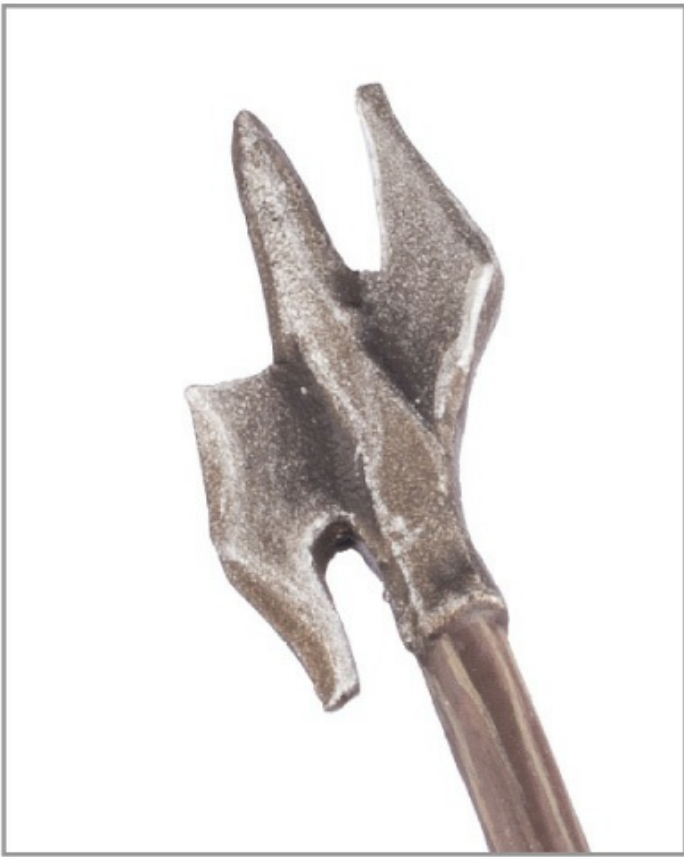
Where some Gundabad *Orcs* are armed with swords and shields, others go to war equipped with long spears, the blades cruelly curved and serrated. While not as ferocious as the front-line troops, Gundabad *Orc* Spearmen still serve an important role in the *Orc* horde, backing up their fellow warriors by stabbing over their heads at approaching foes. Through sheer weight of numbers and uncompromising brutality, they wear down their foe until they flee in dismay.

Each Gundabad *Orc* wears a crude and terrifying helm designed to inspire dread in those that face them. They are forged, albeit in a rough Orcish style, to emulate the Iron Crown of Morgoth, some covering their faces entirely while others leave their twisted features visible for all to see. DH



Left: Even helmets can be weapons, as this *Orc* clearly shows.

Rifgt: Layers of armour protect the *Orc* from attack.



Left: This spear features a backward-facing blade for dragging opponents to the ground.

Right: Its face snarling with anger, this *Orc* prepares to lunge at his foe.

CLAN RAUKAAN

A Codex: Space Marines Supplement

Masters of the brutal armoured offensive, the Iron Hands of Clan Raukaan are wrath incarnate.



Forged in the fires of the Great Crusade and tempered by the harrowing experience of the Horus Heresy, Clan Company Raukaan of the Iron Hands has a legacy of glorious battles. This book reveals the dire struggle that took place within the Iron Hands 3rd Company, and the Chapter as a whole in the wake of their Primarch's death, and reveals just how close they came to destruction.

Previously only available as a digital edition, Clan Raukaan is now being released as a glorious limited edition book, limited to only 500 copies worldwide and bound in debossed metallic paper. Each is also individually numbered. There's also a regular, non-limited version available – see the cover on the left. AT



The standard edition of Codex Supplement: Clan Raukaan comes with a hardbound cover featuring the excellent illustration by Andrée Wallin shown above. The limited edition version features the debossed metallic paper cover to the right. Of course, if you're more technologically minded, there is also an interactive digital edition available from the iBookstore, as well as an ePub version.

TYRANID ONSLAUGHT

Warhammer 40,000 Dataslate Available for iPad

The final stages of a Tyranid invasion sees the Hive Mind unleash its most brutal onslaught.



Codex Dataslate: Tyranid Onslaught continues the narrative begun in Tyranid Vanguard, and follows the bloody battle between Hive Fleet Leviathan and the Imperial forces defending Satys. As the Great Devourer draws ever closer to consuming the world, the Imperium risks everything to halt their depredations, but will the cost of victory be too

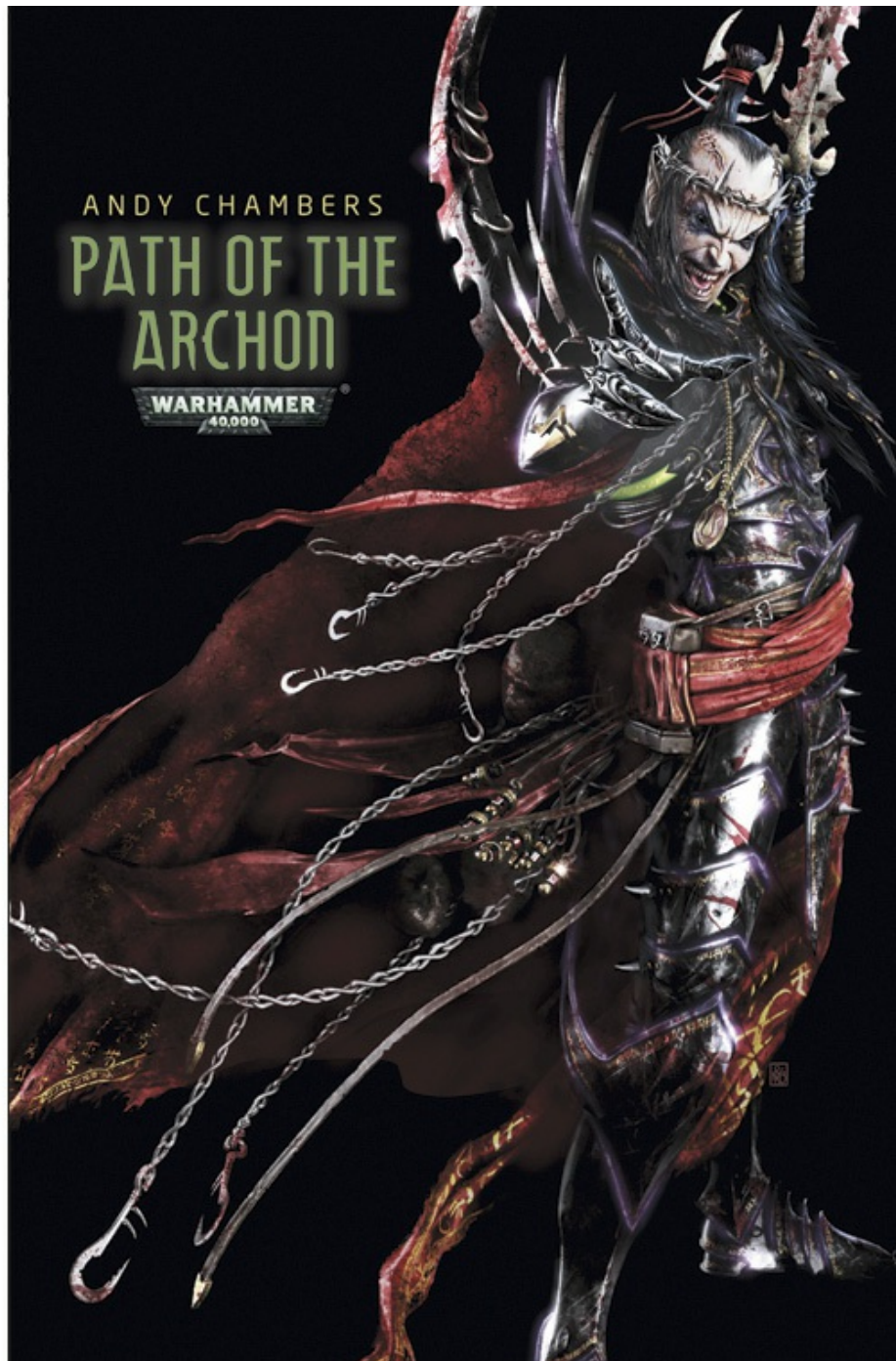
high?

Part three of the Leviathan Rising sequence not only tells the fate of Satys, but also contains a wealth of gaming material. Using this Codex Dataslate you are able to unleash a Tyranid Onslaught force, which focusses on the Tyranid monsters designed to harvest biomass. Expect hordes of Haruspexes and Pyrovores to consume all in their path. AT

PATH OF THE ARCHON

By Andy Chambers
Paperback | 416 pages

In the wake of the Dysjunction, various factions vie for power in the dark city of Commorragh.



This third and concluding part of Andy Chambers's Dark Eldar trilogy is a fittingly climactic affair. Chronicling a cataclysmic attempt to wrest power from reigning overlord Asdrubael Vect, the series has been notable for its glorious depiction of Dark Eldar society and for the deliciously rich characterisation of its cast of players, including a dispossessed Incubus, various Archons, a scheming Haemonculi and his Wrack assistant, and perhaps finest of all, Motley, a heroic Harlequin.

Vect himself comes winningly into focus in *Path of the Archon*, and is splendidly drawn as the ultimate power player, as he seeks to discover those responsible for almost bringing his domain to its knees. Dark, disturbing and dramatic stuff. JB

Further Reading

If *Path of the Archon* sounds intriguing, go forth and seek the two volumes that precede it, *Path of the Renegade* and *Path of the Incubus*. Both are cracking reads and full of essential backstory.

GOTREK & FELIX: THE SERPENT QUEEN

By Josh Reynolds

Paperback | 416 pages

Gotrek and Felix find themselves embroiled in a war deep in the jungles of the Southlands.



Gotrek and Felix's latest adventure finds them caught in the middle of a war between the Tomb Kings of Lybaras and a Vampire from Lahmia, who plans to overthrow Khalida, the Serpent Queen.

Unusually, the story focuses more on these protagonists and their machinations than the eponymous heroes, though that's certainly not a bad thing. Khalida and her war leader, Zabbai, are well-written and intriguing characters, while Antar, a prince of Mahrak, is as full of himself as Gotrek. There's an interesting underlying story too: while Gotrek yearns for an honourable death, everyone in this novel (aside from Felix) is already dead. You get the feeling that Gotrek is envious and perturbed in equal measure. DH

Further Reading

It goes without saying that if you're reading a Gotrek and Felix novel then you'll probably want to read the rest in the series too. There are four hefty omnibuses, plus several novellas, short stories eBooks and Audio Dramas all available from blacklibrary.com chronicling their adventures.

While you're there, check out *Neferata* (also by Josh Reynolds) and the Nagash trilogy. They provide an insight into the history of Nehekhara and explain the ongoing enmity between Khalida and Neferata.

BARRELS OUT OF BOND

Adam and Dan recreate their favourite scene from *The Hobbit: The Desolation of Smaug* as they play the Barrels out of Bond scenario. Can *Thorin Oakenshield™* and his companions escape the clutches of the Orcs before their barrels are smashed to splinters?



THE BARREL RIDERS

The Good side in this scenario consists of: *Legolas Greenleaf*, *Tauriel*, 20 *Mirkwood Rangers*, *Bilbo Baggins* in a barrel and the 13 Dwarves of *Thorin's Company* in barrels.

Throughout the scenario the Dwarves in barrels have a number of special rules applied to them. Essentially, they cannot leave their barrels, but instead must float down the river, avoiding crashing into banks, rocks and each other. Furthermore, other models can clamber onto the barrels to attack the occupants, in which case the Dwarves must fight back, counting as unarmed. Finally, and perhaps most important, if any barrel suffers 3 Wounds, it sinks and the Dwarf inside is washed away down the river.

AZOG'S HUNTERS

The Evil side in this scenario consists of Azog on the *White Warg*, Narzug, *Fimbul the Hunter*, 24 Hunter Orcs and 12 Hunter Orcs on Fell Wargs.

To sink a barrel, the Evil player must wound it three times (each barrel has a Defence of 6). They can be targeted by shooting attacks or hit in close combat. To do the latter, an Evil model must first defeat the Dwarf riding in the barrel in a Duel Roll, at which point he may make strikes against the barrel, which is automatically trapped. Of course, if the Evil model loses, he is pushed back into the raging river and will risk drowning!

Adam: There can be few action scenes so instantly iconic as the helter-skelter chase down the Forest River as *Bilbo Baggins*[™] and the Dwarves of Thorin's Company escape the Elves of *Mirkwood*, who in turn battle against the Hunter Orcs.

The Barrels out of Bond scenario in *The Hobbit: Desolation of Smaug* contains everything you need to recreate this thrilling chase, so Dan and I set to with gusto, using the fantastic Studio miniatures collection and the excellent themed board made by Steve Bowerman for the book. Dan and I agreed that I could play the part of the Dwarves and Elves, while he would take up the mantle of the Hunter Orcs.

In this scenario, the Dwarves are hurtling down the river, drawn on by the perilous current, while the *Mirkwood* Elves must battle the Orc intruders. The Good side wins if nine or more Dwarves in barrels (plus *Bilbo Baggins*) can escape down the river. The Evil player is victorious if he can prevent it.

Our game started with the rapidly flowing river dragging Thorin's company along at a brisk pace, each barrel moving D6+3". *Legolas Greenleaf*[™] and *Tauriel*[™] entered play on the north and south banks of the river respectively, each joined by 10 keen-eyed *Mirkwood* Rangers. Dan's plan wasn't to give my Elves any room to manoeuvre, however, and sent a pack of *Fell Warg* riding Hunter Orcs against them, while the Hunter Orcs on foot readied themselves at the banks of the river, preparing to attack the onrushing Dwarves. Spying the foe rushing towards them, the *Mirkwood* Rangers loosed arrows into the Orcish throng, killing a pair, though Azog's minions responded in kind, and shot at *Oin the Dwarf*, who soon found water leaking ominously into his barrel in his frantic downstream flight.

Before the Elves could raise their bows again, however, the Hunter Orcs crashed into their ranks. *Tauriel* was locked in a fight for her life, hacking through *Fell Warg* riders as Azog pushed his way through the press towards her. On the opposite river bank, *Legolas Greenleaf* and his retinue were sorely pressed as *Fimbul the Hunter* led his warband of Hunter Orcs on *Fell Wargs* in a crushing charge. It was a bloody clash that left several *Mirkwood* Rangers dead. Worse still, Dan's lucky dice rolls meant that two of the *Fell Wargs* passed their Courage tests and fought on, despite their riders being hacked down.

In the river, the Dwarves and *Bilbo Baggins* battled the current, and though most of Thorin's Company paddled safely around the rocks and river banks, both *Bilbo Baggins*

and *Ori the Dwarf* struggled, and found themselves washed ashore on an island in the centre of the wide river. With a Hunter *Orc* bearing in on him, *Bilbo Baggins* put on *The One Ring*, only for its whispering power to cause him to step off his barrel onto the island. *Ori the Dwarf* tried to dislodge himself from the banks. The young Dwarf only had moments to do so before two more Hunter *Orcs* caught up with him.

On the southern bank, *Tauriel*'s situation worsened as *Azog the Defiler* closed in on her. Though *Tauriel* had made short work of several *Orc* hunters, she was little match for the pale *Orc*, who smashed her to the ground and left her for dead. Looking about, *Azog* saw the barrels bobbing further down the river, so wheeled his *White Warg* about and, with his pack snapping at his heels, chased after the fleeing *Dwarves*. The three surviving *Mirkwood* Rangers on the southern bank emerged from a stand of trees to try and save *Ori the Dwarf*, who was still grounded at the waters edge, wallowing in his barrel.



As the river drew the rest of the *Dwarves* away, *Bilbo Baggins* donned *The One Ring* and, using its concealing power to his advantage, fought against the *Orcs* closing in on *Ori the Dwarf*. Help was at hand as *Elven* arrows cut two of the vile Hunter *Orcs* down.

As the Hunter Orcs on Fell *Wargs* held back, the Elves on both sides of the river, *Azog* unleashed his most cunning plan. Having waited for the Dwarves to reach a narrower section of the river, the *Orcs* lined the banks and prepared to leap onto the passing Dwarves. Although *Thorin's Company* fought valiantly, several hurling their attackers into the river to drown, others were not so lucky. *Dori* the Dwarf's barrel was smashed to splinters and he was swept away, while *Oin* the Dwarf's barrel suffered more damage from a Hunter Orc's swords.

While *Azog* and his remaining followers on the south bank raced to intercept the plucky Dwarves, who were bobbing down the river, *Legolas Greenleaf* finally fought his way clear of *Fimbul the Hunter*. Pausing only to stab the *Orc* in the back before rushing after the Dwarves, *Legolas Greenleaf* left his surviving *Mirkwood* Elves to battle it out with the remaining Hunter *Orcs* and Fell *Wargs* without him. *Legolas Greenleaf's* presence on the river bank was essential for the Dwarves' escape, and he loosed a hail of arrows, shooting an *Orc* from *Thorin Oakenshield's* barrel even as prepared to bludgeon him, and killed two more preparing to attack *Fili the Dwarf*. As more Hunter *Orcs* swarmed the Dwarves, *Legolas Greenleaf's* steady volley of arrows helped prevent a bad situation becoming worse.

Even with the Elven prince's expert archery, more tragedy befell the Dwarves. *Oin* the Dwarf's barrel finally broke apart as *Narzug* loosed a fateful arrow into it, severing its bindings, leaving the aged Dwarf to drift helpless downstream. *Azog* rode his White *Warg* to the edge of the river and leapt onto a stand of rocks, looming large over *Fili the Dwarf*. Even *Legolas Greenleaf* wasn't fast enough to halt the mighty *Orc*, who clambered down from his *Warg* to smash *Fili* the Dwarf's barrel to kindling. With three Dwarves already sunk, *Dan* realised he was close to victory, and so *Azog* raced after the barrel carrying *Thorin Oakenshield*, which had run aground on a rocky outcrop.

As *Thorin's* fate loomed above him, *Ori* the Dwarf's barrel finally bobbed free into the water, and sped down river, but even as the current drew him towards freedom, *Narzug* and a trio of Hunter *Orcs* with bows ended his bid to escape, and a fourth Dwarf joined the ranks of the fallen.

The *Orcs* only needed one more kill to win the battle, but before *Azog* could reach *Thorin Oakenshield*, *Legolas Greenleaf* skewered the mighty *Orc* with a terrifying fusillade of arrows. As *Azog* desperately sought cover, the current whisked *Thorin Oakenshield* and the others down river to safety. The Good side had won a narrow victory. AT



SPLASHING ABOUT

With much of the battle taking place upon the surging waters of the Forest River, the Swimming rules saw plenty of action. Dan threw his Hunter *Orcs* into the river with casual abandon, determined to kill as many of Thorin's Company as possible.

As the fighting wore on, the river claimed nearly as many *Orcs* as the Elves of *Mirkwood* as one after another they were dragged under the surface by riptides and swirls. Even *Azog* dived with death for a moment, as he splashed through the water to reach *Thorin Oakenshield*. Thankfully, his final *Might* point saved him from a rather embarrassing end.



FATE OF THE HOBBIT

In the closing moments of the battle, as the Dwarves travelled further down the river, *Bilbo Baggins* found himself alone on the island at the centre of the river, with only *Narzug* and several *Hunter Orcs* for company.

Luckily for him, *Legolas Greenleaf* and the few remaining *Mirkwood* Elves managed to shoot the *Orcs* before they could run down the poor *Hobbit*. As the game ended, *Legolas Greenleaf* and *Bilbo Baggins* became acquainted. When situations like this crop up in scenarios it presents lots of wonderful ‘what if’ possibilities. What if *Legolas Greenleaf* had taken *Bilbo Baggins* back to *Mirkwood*, or had given chase after *Azog* in revenge for *Tauriel*’s death. The result of one game can inspire the subject of the next.

BY THE HAIRS OF MY CHIN

Adam: Well, four unfortunate Dwarves are being washed down the Forest River to a grim fate in Lake-town, and *Thranduil* the Elvenking’s court has a few less Elves to sing of the stars. Even though *Bilbo Baggins* lives, along with *Thorin Oakenshield* and the majority of his company, it’s a bitter victory for the forces of Good. The battle along the river bank was intense, and Dan’s *Hunter Orcs* and my *Mirkwood* Rangers paid a heavy price. I actually found the pressure Dan’s *Orcs* put on my Elves to be quite overwhelming at first,

and the casualties were absolutely horrific. Worse still, he sent enough Hunter *Orcs* after the Dwarves in barrels that I thought he might completely scupper me in short order. Thankfully, the Dwarves of Thorin's Company held their own until *Legolas Greenleaf* and his few surviving Rangers could come to their aid, and I let their arrows fly!

TIME FOR SWIMMING LESSONS

Dan: That was one of the most hilarious games I have fought in a while – what an awesome scenario. I find that when you're playing with epic heroes, you start thinking like the characters you're using, and that was definitely the case with Azog's Hunters. Initially I was happy to jump *Orcs* into the river and tread water until the barrels arrived, but after a couple of fatal drownings, I found myself, much like *Azog*, frustrated with my minions. So *Azog*, like any good leader, did the job himself. And he almost drowned too! Clearly *Orcs* are not bred for swimming...

There were many other moments that provoked a laugh throughout the game, not least Adam's glum face every time *Ori the Dwarf* failed to unbeach himself. And when he finally did, the poor Dwarf quickly found himself the target of many, many arrows. I just couldn't stop laughing.



Despite a rough start, Adam nominates Legolas Greenleaf as his Man of the Match. "He saved several Dwarves from a watery demise," Adam says.

TO BATTLE A BEHEMOTH

This month, the battlefields of the 41st Millennium have become a much more dangerous place, stalked as they are by the colossal war machines known as the Imperial Knights. Having recently been on the receiving end of two, Jes Bickham shares his experience.



If your local gaming group is anything like the White Dwarf team, then you're probably at the stage where your shiny new Imperial Knights have been painted and put on the tabletop, and you're currently playing loads of games and figuring out a) how best to crump other armies with your Imperial Knight, or b) wondering how in the Emperor's name you're going to defend yourself against thermal cannons and reaper chainswords.

Although I've painted up my own Imperial Knight, a recent game against Matt Hutson's

Knight-assisted Imperial Fists has got me thinking long and hard about how to deal with building-sized robot suits when you're sat across the table from them. The game in question was a hoot. Matt had taken not one, not three, but two Knights as an allied contingent with which to stomp my Tyranids, and they spelled my eventual doom.

It was a 1500 point game and the rest of Matt's army consisted of a Techmarine and Thunderfire Cannon, two small squads of Tactical Marines, some Scouts and a Librarian. My Tyranid force was Monstrous Creature-heavy: a Tervigon marshalled an Exocrine and Tyrannofex on the ground, while above them a winged Hive Tyrant, Harpy and Hive Crone rained down death. A brood of four Tyranid Warriors and 25 Hormagaunts were (theoretically, at least) used to grab objectives.

The game was literally one of two halves. On one side of the table, one of Matt's Knights – in a stunning display of mega-destruction – murdered the Warriors, Hormagaunts, Exocrine, Tervigon and Tyrannofex in three turns. (Reaper chainswords make very short work of Monstrous Creatures!) It was a different story on the other half of the table, though, as my Hive Crone took down the second Knight with a mixture of Tentaclids and Vector Strike action (helped a little by a fusillade of brainleech worms from my Hive Tyrant, who then swooped over to help the ground troops and also got chainsawed into bits for his trouble).

To be honest, the game was a bloodbath; I was laughing in disbelief as I removed 21 Wounds' worth of giant monsters in a very short period. It was my first game against Imperial Knights, and a dramatic education. And what did I learn? Well, on the plus side, that Imperial Knights are not unstoppable and my Hive Crone continues to be a real terror, its mighty Vector Strike allowing it to deal efficient, reliable damage without risking contact with a reaper chainsword. I may have lost the game but I took a Knight down with me, and that was a very real victory in itself. (I may add some dead Imperial Fists to the Hive Crone's base to celebrate its battlefield bravura – and provide a little good-natured hobby taunting with Matt.)

On the other hand, I also experienced the sheer terror of fighting Imperial Knights in close combat (see 'Shoot The Big Ones!' below); as apex predator of the White Dwarf hobby room, my Hive Fleet had a splendidly rude awakening. This is one of the most enjoyable things about our games – the thrill of first contact with something new, figuring out how to deal with it, tweaking your army list and playing more games. Time for a rematch...

SHOOT THE BIG ONES!

Unless you're packing bruisers like a Lord of Skulls or Hierophant bio-titan, then do your very best to avoid close combat with an Imperial Knight! Being a Destroyer weapon, the reaper chainsword causes Wounds like you wouldn't believe. When I charged my Hive

Tyrant into one of Matt's Knights, it was a heroic suicide run. I had a slim chance of causing penetrating hits with Smash attacks, but the dice were against me and my boss-beast was slaughtered.

So it's imperative to be disciplined and fall back and shoot Imperial Knights (remember they move 12"!). When Matt and I replay our game, I plan to focus fire on one of the Knights with my Exocrine and Tyrannofex as they move backwards, while the Tervigon spawns Termagants to provide a fleshy barrier of Fearless alien fun to slow the Imperial Knight down. Will it work? Who knows, but we'll have a lot of fun finding out.



SET MACES TO SMITE MODE

Adam might have a Freeblade of his own, but in his eyes, the Dark Angels have the monopoly on knights of every ilk...

From the sidelines of Jes and Matt's game, I couldn't help but wince a little. Imperial

Knights seem to be the perfect foil for Tyranid Monstrous Creatures, and they're pretty good at most other battlefield tasks, too (a thermal cannon or rapid-fire battle cannon is a no-nonsense approach to warfare). But, in my experience so far, while they are deadly, they certainly can be stopped.

More than anything, I recommend spreading your army out a little more than usual, specifically your anti-tank weapons. This has the dual effects of keeping your eggs in different baskets (where the Imperial Knight can't smash them all at once) and ensuring you will get a choice of angles to fire from, and that's essential to getting around the Imperial Knight's formidable ion shield. Ideally, kill it before it ever reaches you. Without the ion shield deflecting anything, the Knight's armour is only 13 at the front and 12 at the sides. With enough volume of fire you can whittle it down quickly enough. Ideally use weapons that have a low AP value, since these are more likely to cause Explodes results on the Vehicle Damage table, which takes off D3 Hull Points. Melta guns and the like are very good for this.

My preferred method is more direct, and involves deploying my Deathwing Knights for some inter-Knight duelling. Yes, the Imperial Knight will chop some of them up with his reaper chainsword, but once the Deathwing Knights activate smite mode on their maces of absolution, killing the Imperial Knight is all but guaranteed. The Deathwing Knights have a higher Weapon Skill, and Strength 10, AP 2 weapons ensure you should get some favourable results on the Vehicle Damage table.

I should add, this isn't the only way to skin that particular cat, just the one that comes most naturally to my collection. Just mull over your options, come up with a solution and then have fun trying it out.

NOVA-CHARGE EVERYTHING

Dan knows a thing or two about giant walking war machines, having painted Riptides and a Wraithknight for his collection.

Having fought against four Imperial Knights in a Battle Report a few weeks ago, I consider myself well and truly baptised in knightly fire. I learnt some valuable information about them, though, that will certainly stand me in good stead when I come up against them in the future.

My first observation is that while Imperial Knights are very quick, they can be outmanoeuvred by fast-moving units such as Falcon Grav-tanks, Ravagers, Wraithknights and, of course, Flyers. As Adam mentions above, the ion shield is a very useful form of defence for the Knight, but it only works against one facing each turn. By outmanoeuvring the Knight, you can get around that pesky ion shield and strike at its weaker rear armour. Essentially, whatever way it faces, make sure you have a unit behind it at all times.

The other thing I learnt from the battle report was that holding the Knight up in combat was almost as good as killing it. Sure, I lost a few models to the reaper chainsword and a few more to the Knight's Stomp attack, but I consider that a small price to pay when they kept it occupied and effectively out of the game for two turns. Be warned, though, charging units such as Eldar Guardians or Imperial Guardsmen into an Imperial Knight will only end in your troops getting pureed. You need Space Marines or other Fearless warriors to weather the storm.

As for my preferred method of killing Imperial Knights, I will look no further than my Tau Empire army. I don't get to be smug about gaming very often, but I reckon my Tau could easily deal with an Imperial Knight. Between my Broadside Battlesuits and my Riptides, I don't think it would have a chance, especially as all of their weapons are AP1 or AP2. Even Commander Shadowsun carries two fusion blasters, the perfect weapons for busting up a Knight. And if the Knight gets too close, I can just jet pack out of harm's way.

WATCH THE SKIES

Matt Hutson thinks all this talk of anti-Knight tactics is hogwash, and plans to conquer the entire galaxy with his mighty war machines.

I've had a little experience with Imperial Knights now, and I've found they are quite vulnerable to air attacks, especially models with Vector Strike, such as the Heldrake and Hive Crone (although even a Stormraven or Stormtalon would cause them trouble if they are left unchecked). In the interests of Imperial Knight preservation, I recommend providing them with some dedicated air cover. Since I use them as allies for my Imperial Fists and Black Templars, I'm tooling up on Hunters and Stormtalons. Hunters make a mess of armoured flyers, while the Stormtalon can shoot flying Monstrous Creatures out of the skies with all of its guns. Do whatever it takes to keep the flyers away from your Imperial Knights and you should be fine, and if all else fails, get your Imperial Knight into combat, where he can't be the victim of ranged attacks or Vector Strikes. Unfortunately, I've found, this can be easier said than done – by the time my Knight Paladin has finished mashing Tyranid monsters with his reaper chainsword, or stomping on hordes of Ork Boyz, there aren't many enemies brave enough to stay and fight on – and in my games I've found myself hoping my victims have the courage to go another round, rather than break and run straight away.

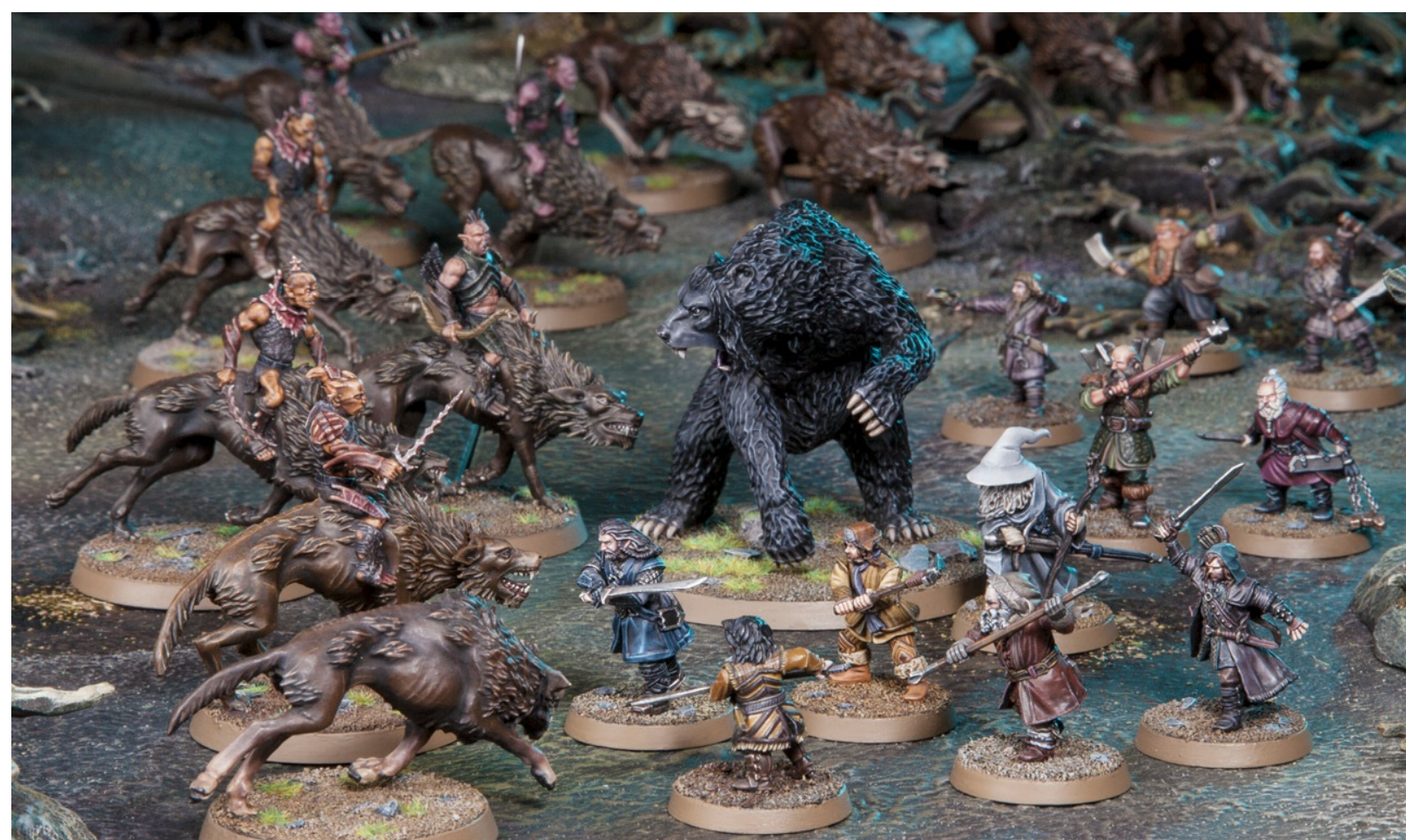
The other piece of advice I would suggest is to double up. Whenever people talk about killing an Imperial Knight, they have a plan to deal with one; since you can take up to three as an allied detachment, there's nothing to stop you doubling (or tripling) up. I'd like to see any deep-striking Knight-killers survive the combined firepower of a thermal Cannon and a rapid-fire battle cannon.

I'm actually working on painting enough Imperial Knights to use them as a Primary Detachment, which of course turns everything on its head. At that point, rather than using the Imperial Knights to support my army, I'll be taking an army to support them!



LORE OF THE WILD

This week *Beorn* and Bear is released, arguably the most powerful monster available to the forces of Good. Adam Troke, a *Hobbit* in all but stature, shares his thoughts on how to crush all before you with this towering new miniature.



MASTERING YOUR FEARS

Beorn is unusual in that he causes Terror (which means low-Courage evil models will struggle to charge him) and is Fearless (so he can charge dire foes without hesitation). Use *Beorn* to tackle the scariest models in your enemy's force without fear of getting mobbed.

It probably doesn't come as much of a surprise that over the years I have played a great many games of *The Lord of the Rings* and later *The Hobbit: An Unexpected Journey*

Strategy Battle Game. After the hundreds (thousands?) of battles that I've enjoyed, I have come to a few realisations, one of which is that there's nothing quite so enjoyable as smashing huge holes in the enemy army with a massive Monster. In the last event at Warhammer World I attended, I used all three of *The Stone Trolls* to good effect. This week, *Beorn* the Bear is released, and I rate him as one of the best Monsters in the whole game.

First and foremost *Beorn* is two models in one, so to speak. He can switch between man and bear, and it's the bear side of things I am primarily interested in, because that's when *Beorn* is at his most dangerous. As soon as you are able, transform him into bear form and aim him at the largest concentration of enemy models you can. There's no point being coy about it, *Beorn* can realistically kill anything your opponent is likely to have. With Defence 8, enemy missile fire will likely do little to his tough, furry hide. His Move value of 8" means he's fast, and my advice would be to make the most of it by using trees and bushes to conceal your advance as you storm forwards (there's no point exposing yourself to unnecessary risk), and since *Beorn* is a Woodland Creature, it won't slow him down at all.

As a bear, *Beorn*'s Berserk rule states he must charge an enemy if he is able. This isn't a big hindrance, since his rules don't say which enemy, only that he must charge one of them; so as long as you can reach more than one of foe, choose the fights that favour you. *Beorn* should be fighting one quality enemy Hero or two other models each turn, so line up your charges with that in mind. If your opponent tries to tie you up with sacrificial models, and there is an enemy within 8" you would rather fight, use the Barge Brutal Power Attack to shove them out the way, and move on to fight your preferred target.

Once you have your paws on the enemy, it's important to choose the right means of killing them. Before you get carried away and instinctively roll the dice, consider your victim. If you are fighting multiple Warriors, use normal attacks. Strength 8 strikes should easily kill all but the best armoured victims (even Gundabad Orcs will be slain on 3+). If you are fighting a Hero with a high Defence and low Strength, use the Rend Brutal Power Attack. Akin to ripping an enemy's arms off, this lets you roll to wound against their Strength value. Heroes like *Narzug*, Gundabad Orc Captains and even The Goblin King will find themselves in serious trouble. Finally, if your opponent has a high Strength and Defence, use *Beorn*'s Crushing Strength, which inflicts a single Strength 10 Strike that, if successful, causes another straight away until you either fail to wound or your victim is dead. This requires a little luck (you need to roll 3+ several times in a row) but can be the best way to kill powerful foes. I've disposed of *The Stone Trolls*, *Azog* and several *Nazgûl* using this ability. *Beorn* is a true powerhouse, and as long as you keep him fighting where the enemy are thickest, you'll do just fine.

CHOOSE YOUR ALLIES

There are a few Heroes that make especially good counter-parts for *Beorn* on the

battlefield, foremost among whom is *Radagast*™ the Brown. His ability to heal enemy models keeps a tough, durable Monster like Beorn fighting fit, and if you equip *Radagast* the Brown with his sleigh, he can easily keep up with the mighty bear. Furthermore, he can Immobilise tough opponents to make Beorn's task that much easier.

THE SKIN-CHANGER

The tactics for using *Beorn* as a man are completely different to his bear form, since he is weaker and slower. My advice? Transfigure him as quickly as possible! Only keep him in man form if the scenario you are playing requires you to get to a particular place. It's very easy to lead *Beorn* away with sacrificial models. In Domination, Hold Ground and The High Ground, for example, all it takes is a lone Goblin to draw *Beorn* off the objective. In situations like this (or rare instances when you need to be able to fit through a man-sized gap, rather than a bear-sized one), transfigure your model into a man...

A common trick I've seen is for my opponent to try and 'trap' *Beorn* in man form early in the game (*Beorn* can't transform if he's in base contact with an enemy). If this happens to you, spend a Might Point to call a Heroic move at the start of the Move phase, and transfigure while he's still unengaged.



PAIN**T** SPLATTER

With the new Quake Cannon Craters available to pre-order, Dan went down to Forge World to chat with Phil Stutcinkas and Mark Bedford, two of the most prolific scenery painters around. Here are their tips on how to get the most out of painting your scenery.

Phil Stutcinkas and Mark Bedford have painted a fair amount of scenery over the years. You can see their exceptional work in the Imperial Armour Model Masterclass books available from forgeworld.co.uk.

As with all painting projects, it's important to apply a solid basecoat to your scenery before building up the layers of colour (1). "Choose a colour palette with a wide range," says Phil Stutcinkas. "You'll want to build up the colour on the scenery with lots of layers, and the more colours you have at your disposal, the less you'll have to mix. Fortunately there are plenty of greys, browns and beiges in the Citadel Paint Range, which are perfect for scenery."



"Drybrushing is the ideal technique for painting scenery," says Mark Bedford. "When

done right it creates fantastic textures that just aren't possible with normal painting. It may sound obvious, but your brush needs to be very dry to make this technique work. Get a tiny amount of paint on a Large Drybrush and wipe it on a piece of kitchen paper to get the majority of the paint off (2). It has to be an absorbent surface though, as a palette won't soak up the water in the paint."

"Drybrushing is all about the pigment in the paint," adds Phil. "That's what you want, not the vehicle (the water) that normally carries it. Like Mark says, the brush has to be dry to the point of being chalky – that's when you can start painting. Drybrushing itself is a quick and simple technique, but the preparation can take a bit of practice to get right. Take the time to get the brush really dry and you'll be fine."



"There are two different techniques when it comes to actually drybrushing the model," adds Mark. "I personally apply the paint in a circular motion (3) while others prefer a swift back-and-forth technique (4). Both have their merits, of course. A circular motion is great for getting even coverage over a wide area like the base of a crater. A back and forth motion works nicely on rocks and debris, where the brush will pick up the defined edges better. Always be light with your brush, though. You're not trying to scour the paint off the model!"



“When painting metallic details, mask off the area before you start painting (5),” says Phil. “Metallic paints such as Necron Compound contain tiny metal particles that turn into metallic dust when you start drybrushing. By masking off the area, you can ensure the rest of your scenery isn’t covered in tiny metal flecks. No one wants glittery scenery.”



“Shades are the perfect companion to Dry paints,” says Mark. “You can use them in between the drybrushed layers to define the recesses. You’ll want to apply them specifically to the recesses though, rather than all over, as the Shades will pick out the texture from your drybrushing, which can look messy. Typhus Corrosion is perfect for shading scenery as it contains loads of gritty texture. It also works really nicely alongside the Dry paint Ryza Rust when painting weathered metal (6). Once the wash is dry, stipple on Ryza Rust using a Small Drybrush, slowly building up the layers until your metal is rusty enough.”



“Another tip is to apply a dark drybrush to the edges of debris,” continues Phil. “The straight edges on tanks and buildings are where paint would naturally rub off, revealing the undercoat underneath (in this case, Incubi Darkness over Castellan Green). You can then lightly drybrush the edges again with Necron Compound to show where the paint has been worn right down to the bare metal (7).



“I always do weathering last when painting scenery,” says Mark. Dirt and dust will naturally cover everything, not just the rocks and rubble. You don’t want to have filthy terrain with a bright blue Ultramarine helmet sitting in the middle of it.” A layer of Stirland Mud drybrushed on looks great as mud (8), while Longbeard Grey can be applied as a final dusty drybrush (9).” DH



DRYING OUT

“While the Dry paints are designed for drybrushing, any paint can feasibly be used for it,” says Mark. “You’ll need to follow the same technique for drying out the brush, it just might take a little longer. Base paints with their high pigment work perfectly for drybrushing, as do the Texture paints.”

WEATHERING POWDERS

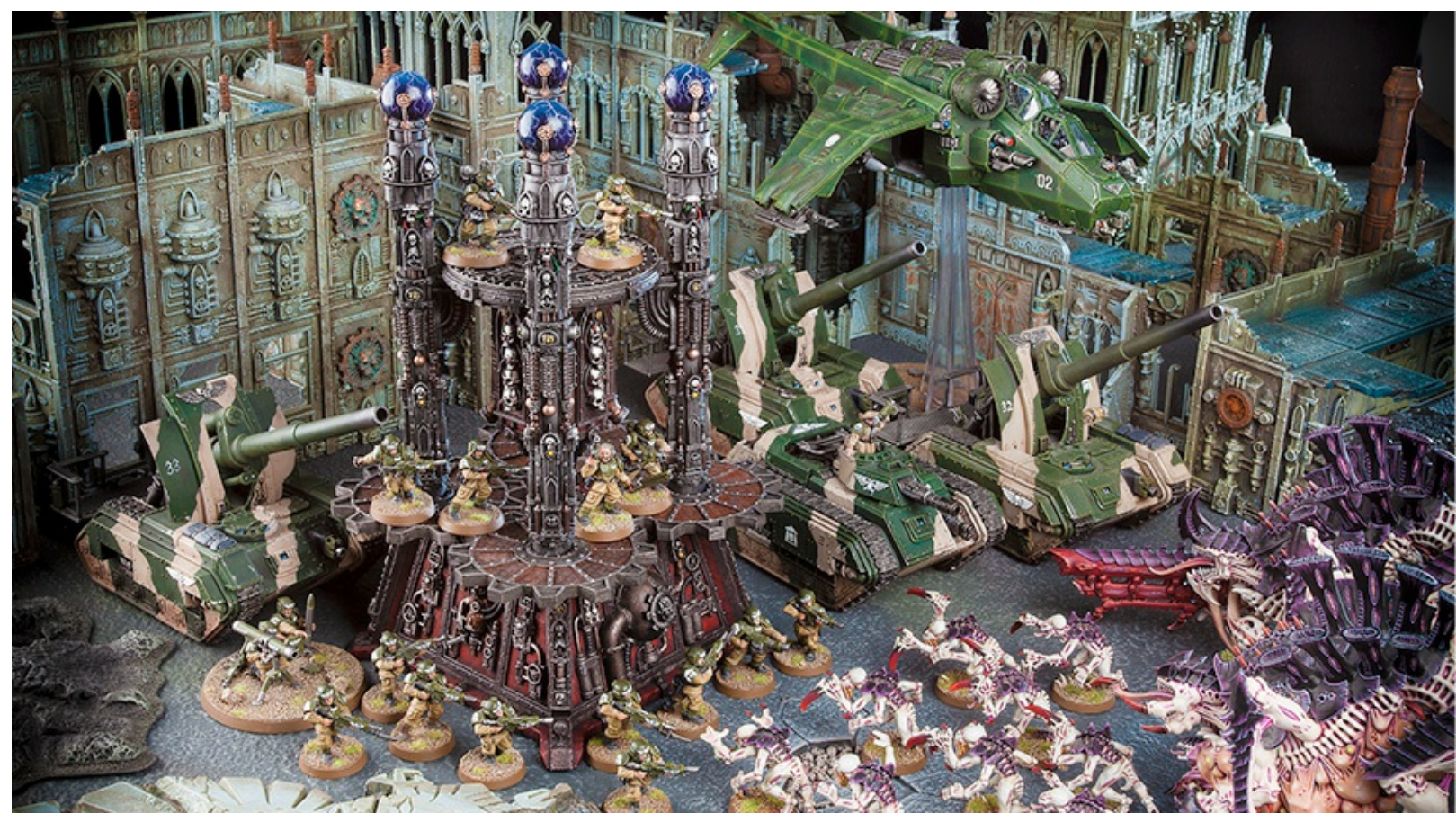
Forge World make a range of weathering powders that are ideal for terrain. Mixed with a tiny amount of water, or applied neat, they're perfect for representing caked-on mud and dust to your scenery. Just make sure you varnish your model afterwards, or the powders will rub off when you handle your scenery.

DESIGNERS NOTES

As our leading Imperial architect, Dave Andrews spends much of his time designing new scenery for the battlegrounds of the 41st Millennium. Donning his hard hat, Dan went to ask him about his latest creations: the Void Shield Generator and the Quake Cannon Craters.

With scenery becoming an ever-more significant part of Warhammer 40,000, Dave has had his work cut out over the last year constructing a plethora of new buildings, from the Aquila Strongpoint to the Firestorm Redoubt. The Void Shield Generator, however, is surely his strangest creation so far. “I wanted to create something truly weird and unusual,” says Dave, “something that was clearly part of the Warhammer 40,000 universe, but looked different to the rest of the existing scenery range. Void Shields are high technology from a bygone age, so I designed the generator tower to look suitably arcane, as if it had stood for thousands of years.

“I took a lot of inspiration from some of the really old Warhammer 40,000 artwork – pictures from the Rogue Trader days. There’s some bizarre stuff from that time that fit perfectly with what I was making. I love the idea of this immensely powerful shield being driven by something ridiculously implausible like steam, the pressurised gas turning the four cogs and powering up the main hub like a Van de Graaff generator. It’s so ludicrous and impractical, but it’s the sort of technology the Imperium reveres.”



As with most technological wonders of the 41st Millennium, however, the Adeptus Mechanicus have managed to get their mechadendrites on it. “The platform on top is emblazoned with the Adeptus Mechanicus logo,” adds Dave. “They’ve clearly stamped their name all over the Void Shield Generator to claim it for their own. You can see where they’ve modified it, too, by welding Servitors into the structure to keep parts of it working. I reckon it breaks down a lot. Probably more so now that they’ve tinkered with it, but that’s progress for you.”



Dave was also responsible for the Quake Cannon Craters, the ideal place to hide (aside from a well-armoured bunker, of course) when the bullets start flying. “How can you have a battlefield without craters?” asks Dave, looking incredulous. “The Imperium is constantly at war – you’d be lucky to find a world not covered in them. My main thought when designing them (aside from them being practical for gaming on and around, of course) was how they looked. The last craters I made were pretty standard holes in the ground. I wanted something more war-torn this time around. Each crater is festooned with battlefield detritus, from oil drums and bits of tank to armour panels and shell casings. There are chunks of architecture in there too, blasted from nearby buildings, and ruined sections of road that have been shelled. I deliberately designed the majority of the rubble to be sufficiently ambiguous so that it could be painted as rocks or tarmac, enabling you to theme it to the board it will sit on.

“My favourite touch is a specific ammo box embedded in one of the crater walls. It’s actually modelled on the limited edition Vortex Grenade figure case that we released when Apocalypse came out last year. I took the computerised blueprints of it and shrunk them down to make it the right scale for a 28mm model. It’s little touches like these that really bring scenery to life and make it more interactive. That case could easily represent an actual Vortex Grenade, an in-game objective that the two sides are fighting over – whoever gets to it first gets the grenade to use however they please!

“The same thing applies to the Void Shield Generator. Sure, you can add one to your army as a fortification, but it could easily be an objective in a game. Maybe you have to turn it

off to win. Or turn it on. Or blow it up. Or steal it from the enemy. Or stop them taking it from you. The possibilities are endless.” DH

When he’s not designing new scenery kits, Dave Andrews is storming the barricades of enemy fortresses, dressed head to toe in full-plate armour. And no, we’re not joking... “Practicality is always important when designing scenery,” says Dave. “The craters have to look like they’ll provide cover, but still fit models in them and not get in the way of weapons. I built them with the Imperial Guard Heavy Weapon Team specifically in mind. Their guns have long barrels and sit low to the ground, so the crater walls also needed to be low enough for the guns to poke over the top.”

THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, the Perrys talk about *Beorn* and Gundabad Orcs; we look at scythes, shields and barrels.

GUARDIAN OF THE CARROCK

EDGAR RAMOS JOINS MICHAEL PERRY TO TELL US ABOUT BEORN

As a skin-changer, *Beorn* can transform from a muscular man into a ferocious bear. Working as a team, Edgar Ramos sculpted *Beorn*, while Michael Perry sculpted him in his bear form. “Sculpting *Beorn* as a bear was really interesting,” says Michael. “I knew that I wanted him crouched down on all fours rather than rearing up on his hind legs – that trope has been done too many times with bears to make them seem more human. I wanted this one to look really bestial, which is why he’s twisting around, ready to lunge at his foes. I’m pleased to see that he ended up very similar to the actual bear in the movie, right down to his mighty sideburns.”

Edgar, meanwhile, set to work on *Beorn*, posing the woodsman so he is leaning casually on his axe. “When sculpting a new model, it’s always important to consider the personality of the character,” says Edgar. “*Beorn* is a quiet recluse, so sculpting him running forward, screaming and whirling his axe above his head would be totally out of character for him. Instead, I went for a more contemplative pose, with him resting his hands on his axe and his foot on a chopped log as if he is going about his daily business. This version of *Beorn* shows his peaceful side, he doesn’t need to get angry. That’s what his bear form is for.”

RULES UPDATE: GUNDABAD ORCS

Keen-eyed hobbyists might have noticed the Gundabad Orcs listed in *The Hobbit: The Desolation of Smaug* supplement have the option for pikes in their wargear, while the new models released this week are described as Gundabad Orc Spearmen. Design Studio rules writer Simon Grant shares his wisdom:

“Even though it says pikes in the book, treat them as spears – the points cost remains unchanged,” he says. “You might want to note the correction in your copy of *The Hobbit: The Desolation of Smaug* to help jog your memory and avoid confusion in the future.”



GUNDABAD ORCS

HATS OFF, LADS

“While we were over in New Zealand, we spent quite a lot of time in the WETA workshops looking at all the costumes,” says Alan Perry. “However, when it came to designing the Gundabad *Orcs*, we didn’t get much opportunity to look at them before they were worn, so we had to wait until all the *Orcs* went off for lunch between takes, then run onto the set and do sketches of all the helmets they’d left behind. Some of those helms were truly barbaric and terrifying and I swear no two were alike.”

CHARGE!

“The guys that played the Gundabad *Orcs* were huge,” continues Alan, “and they towered over Michael and I even out of their costumes. With full prosthetics and suits of armour on, they were absolutely massive – you could feel the ground moving when they ran about. When it came to designing the miniatures, I wanted to capture that scale and intimidation factor, which is why the Gundabad *Orcs* are such big models with aggressive poses.”

CREATING THE FOREST RIVER

The amazing board that Dan and Adam played their game on this week was made by Studio hobby guy, Steve Bowerman. “The idea to use the tiles from the Realm of Battle Gameboard, with the natural valley between the hills serving as the river came from my colleague Dave Andrews,” Steve says. “Using the valley bottom as the river was simple enough. All I had to do was use some pieces of slate and some modelling sand to make the banks of the river more visible in a few places and fill over the cracked ground where you can see the pits of skulls. The undulations and texture of the ground was perfect for the ripples of a river already.

“Painting it was a simple matter too,” Steve adds. I painted the water with a mix of Rhinox Hide, Abaddon Black and Sotek Green, with a little bit of White Scar and Temple Guard Blue for contrast. Then, I varnished the river to make it gleam.”



THE BEAR NECESSITIES

“Painting *Beorn* was mostly about getting the fur right,” say Joe Tomaszewski, the 'Eavy Metal painter who tackled the bear. “After spraying the model Chaos Black, I did a couple of layers of wetbrushing, with a mix of Abaddon Black and Dawnstone. Not only did this provide a transition colour for the highlights on the fur, but also picked out the contours of his body, and marked out where I needed to paint later highlights. Wetbrushing is just like drybrushing, except you leave more paint on your bristles. It’s not a good system for final highlights, but it’s excellent for base layers on textured areas.”



CODEX: APOCRYPHA

Fun facts from the worlds of Warhammer. This week: we look at force fields and shields.

CONVERSION FIELD

Typically a compact personal protection device, a conversion field projects an energy zone around the wearer. The force of incoming attacks is converted into a brilliant flash of light, protecting the wearer and dazzling nearby foes.

ION SHIELD

Fitted to Imperial Knights, ion shields are capable of stopping ranged attacks and can be altered to face a direction of the Knight pilot's choice at the speed of thought. They provide no defence against close combat attacks, however – a weakness canny attackers seek to exploit.

KUSTOM FORCE FIELD

The creations of crazed greenskin engineers known as Meks, these are so large that even burly Orks struggle to carry them into battle. Kustom Force Fields project a dome of energy around the bearer and his nearby allies, absorbing incoming attacks with a crackling noise and plenty of sparks.

VOID SHIELD

The highest grade of defence shield in the Imperium, void shields are used to protect installations from weapon emplacements and entire hive cities, to vehicles from Imperial Titans to star-faring battleships. Unlike most protection fields, void shields utilise warp technology to create a far more powerful defensive screen. Depending on the size of the building or vehicle protected, the generators for these can be incredibly large and require huge amounts of energy to sustain. Regardless, they provide such protection that most incoming fire will simply wash off of them like water from a sheet of plasteel.

DID YOU KNOW?

The Void Shield Generator has a wonderful lightning effect playing across the generator globes. Chad Mierzwa tells us how he painted them: “I stippled the globes with Naggaroth Nightshade, Kantor Blue and Alaitoc Blue, getting lighter towards the top. I then carefully painted on the lightning pattern using Xereus Purple as the basecoat before highlighting up to Genestealer Purple and finally White Scar where the lines converged.”



WEAPON OF THE WEEK: NECRON WARSCYTHE

The warscythe is a Necron weapon of exceptional power, an energy blade that can tear through flesh and armour with ease. To stand in the way of a Necron Lord armed with such a weapon inevitably leads to a fortunately quick and painless, though briefly horrifying, death.



READER'S MODEL OF THE WEEK

Our model of the week is a Chaos Lord painted by Toni Serrano. Every month, Toni and a group of like-minded hobbyists from around the world choose a plastic character model to paint as a hobby challenge. They then have a month to paint the chosen model (in this case, the Chaos Lord) before everyone votes for their favourite. Unsurprisingly, Toni won that month's challenge. Aside from a head swap for a Chaos Champion, Toni painted the Chaos Lord straight out of the pack, using a non-metallic metal painting technique on the gold and silver armour to excellent effect.

If you've painted a miniature 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

FOR THE EMPEROR?

I've been reading the Horus Heresy series, but I can't tell, are the Alpha Legion good guys or bad guys?
- Alpharius

GROMBRINDAL SAYS

The Alpha Legion? This sounds like some kind of human mumbo-jumbo. I'll let Christian Dunn and Graeme Lyon from Black Library help you out:

"Yes," say Graeme and Christian in perfect unison. "Both." "The Alpha Legion don't fight for any side," continues Graeme. "Or they fight for both sides. Or whichever side they fancy at that time. They are an enigma. You can read more about them in *Legion*; the short story 'The Serpent Beneath' from *The Primarchs*; *Deliverance Lost*, where they infiltrate the Raven Guard; and *Scars*, where their actions confuse forces on both sides."

"Of course, they may have appeared in every Horus Heresy book so far," adds Christian, "you'd just never know it..." - Grombrindal (and Alpharius)

THE QUEST TO EREBOR

Dan and Adam have been hankering to get their teeth into the Barrels out of Bond scenario for a while, and this week seemed like the perfect opportunity. "There's something really appealing about such a story-driven encounter," Dan opines. "And with the beautiful board and miniatures available, we couldn't resist."

"Other than the excitement of a close-fought game, what I enjoyed most was exploring the narrative of the events and characters," Adam adds. "It's interesting how, when you're playing in a game such as this, it's easy to stay in character, such as *Legolas Greenleaf* being a killing machine, and *Bilbo Baggins* struggling with The One Ring. Of course, the dice gods do their damndest to ruin your dreams, and with Dan's jammy luck I nearly lost

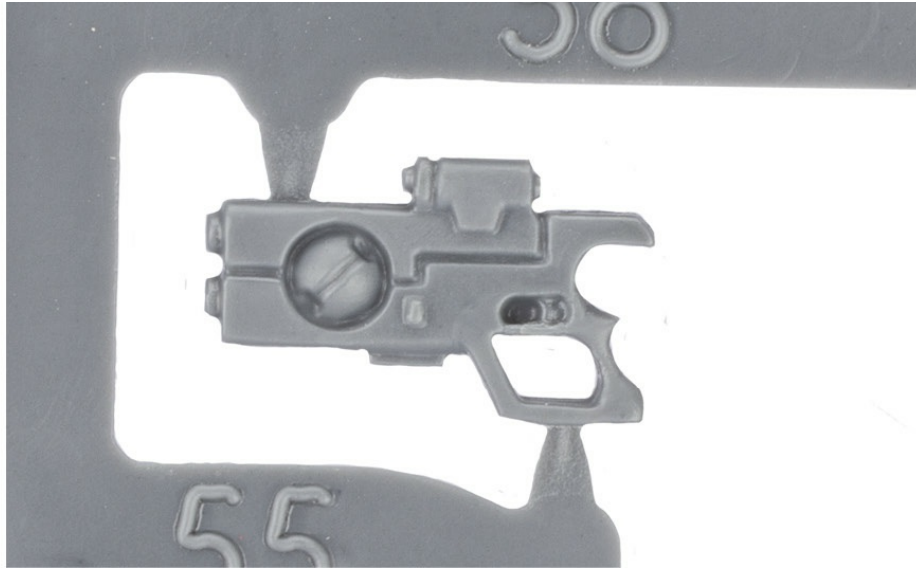
both *Legolas Greenleaf* and *Tauriel*. Thankfully, for all his skill at Courage tests and winning fights, he's lousy at convincing *Orcs* to swim."



BIT OF THE WEEK:

PULSE PISTOL

The pulse pistol is the smallest gun in the pulse weapon family, a hand-held plasma weapon designed for close urban warfare. It's an ideal gun for sneaky Pathfinder operatives, though it would also look great held by a Fire Warrior Shas'ui.



HOBBY IN THE WHITE DWARF BUNKER

This week in the White Dwarf bunker, Matt has painted a Wraithknight to add to his Eldar army.

Matt's Eldar wear the traditional grey and orange of Craftworld Yme-Loc, which he has replicated on his Wraithknight, albeit on a much larger scale. Having finished the main body of the model, Matt painted the spirit stones blue to contrast with the orange armour and added transfers to the groin guard and faceplate to help break up the large armour panels. He also painted the Spiritseer rune on the back of the Wraithknight with Nihilakh Oxide to make it look as though the rune is glowing with eldritch power.



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