

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 10

05 APRIL 2014

THRONE OF SKULLS  
**EVENT  
REPORT**



# TAKE COVER!

THE ASTRA MILITARUM WYVERN OPENS FIRE ON THE ENEMY



# WHITE DWARF™

ISSUE 10 - 5th APRIL 2014



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# OPENING SALVO

Following on from last week's releases we're proud to feature more new additions to the Astra Militarum, including a brand new Codex. (If you're an Imperial Guard collector, fret not, the Astra Militarum is the same thing so this is the book you need!) The two new tanks out this week have got the White Dwarf team frothing – expect much mechanised mayhem in our hobby room in weeks to come. Once things are for sure, my Tyranids are going to need their cover saves more than ever.

Speaking of which, I attended the Throne of Skulls event back in January and you can read my report on how my extragalactic alien horde got on. It was a terrific event and I urge you to go to one if you ever get the chance.

Adam and Dan also talk to the writers behind Codex: Astra Militarum. Flip directly there to behold their wisdom. I hope you enjoy the issue!



Jes Bickham

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





**ASTRA MILITARUM**

# HYDRA

**The Hydra is a dedicated anti-aircraft vehicle, its long-barrelled guns aimed skyward ready to hammer enemy flyers with overwhelming firepower. Hydra tank crews are well-regarded by other Guardsmen, who see them as the guardian angels of the battlefield.**







Based on the ubiquitous Chimera chassis, the Hydra is a highly-valued support vehicle of the Astra Militarum. In place of the Chimera's troop compartment, the Hydra mounts its main gun: a wide-based turret equipped with four long-barrelled autocannons designed specifically for shooting enemy fliers out of the sky. The Hydra is built with stealth in mind, its low profile enabling it to hide behind terrain, while its sloped armour protects it from incoming fire. A hull-mounted heavy bolter deters would-be attackers.

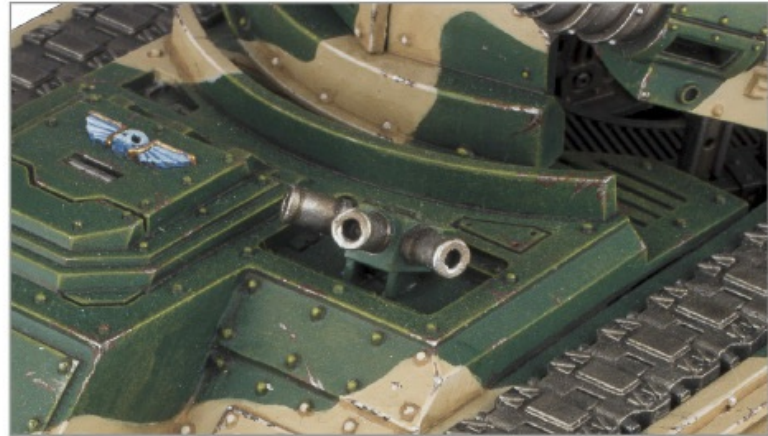
Behind the armoured gun shield, the Hydra's gun platform is a scene of constant activity, a pair of crew operating the Hydra's weapon systems. While the spotter looks intently at a list of orders, his comrade works the Hydra's autocannons, his shoulders braced against a heavy-duty harness and his eyes firmly fixed on the targeter in front of him. Alongside the optical viewer, the gun shield also plays host to myriad pistons, levers, gears and gauges, which are used to control the elevation and traverse of the guns. DH





Left: The gun shield has a searchlight built into the scanner array, surrounded by lenses and laser targeters.

Right: The spotter has to shout to make himself heard above the roar of the autocannons.



Left: The Hydra's targeting array features a large tactical display screen – perfect for a little freehand creativity.

Right: A smoke launcher sits above the hull weapon.

**ASTRA MILITARUM**

# WYVERN

**The Wyvern is a vicious war machine designed to pulverise massed ranks of enemy infantry from afar. With a single salvo from its stormshard mortars, it can fill a city block or dense forest with razor-sharp shrapnel, bringing a gory death to anything caught in the blast.**



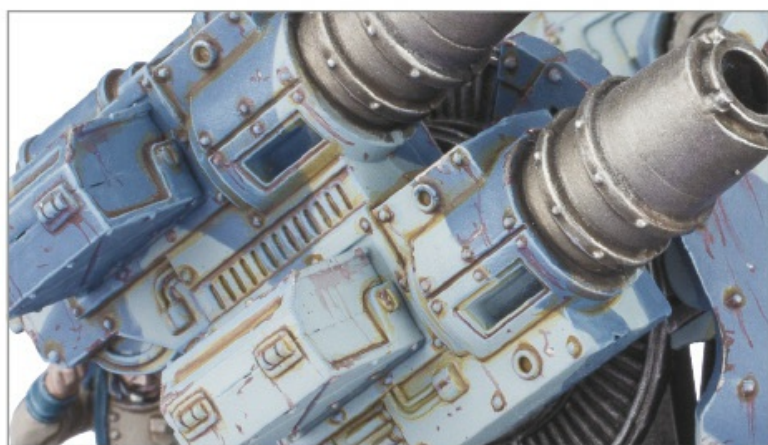
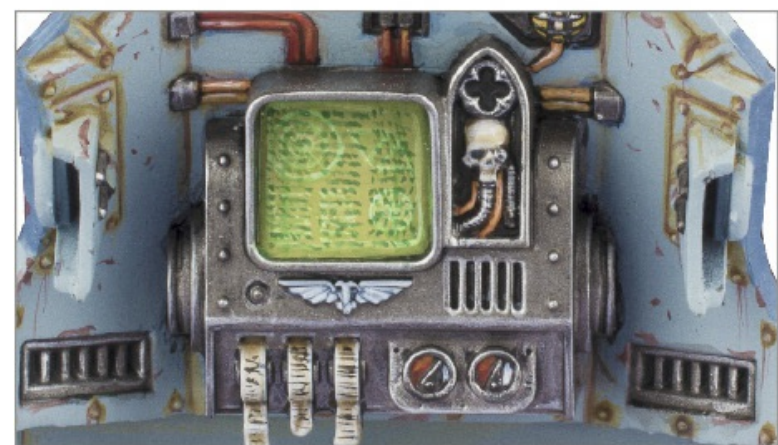






The Wyvern's primary weapon is a battery of stormshard mortars, large-bore cannons designed to lob shells high into the air and send them crashing down on enemy units. Situated behind a cavernous ejection port, each gun features a chunky magazine for the mortars' high calibre shells. Like the Hydra, the mortars are mounted on a revolving platform on the back of a chimera chassis, the gunner standing in front of a display screen from where he controls the weapons systems. The targeters themselves are a seamless blend of archaic technology, gothic trappings and lever-driven mechanical parts, giving the Wyvern an air of both sophistication and antiquity.

The Wyvern comes from the same plastic kit as the Hydra and has access to all the same options. The hull-mounted heavy bolter can be exchanged for a heavy flamer and there's a smoke launcher situated next to the driver's compartment, which can be used to obscure the Wyvern from enemy fire. DH





Left: The targeting array has a small reliquary next to it, which houses the Wyvern's machine spirit.

Right: The ejection ports on the mortar are huge, a clear indicator that the Wyvern fires very high calibre rounds.



Left: The gunner holds a cigar casually in his mouth as he fills the sky with flak.

Right: A series of gears and levers enables the gunner to elevate the stormshard mortars from horizontal to almost completely (and suicidally) vertical.

**ASTRA MILITARUM**

# **CODEX: ASTRA MILITARUM**

**The Astra Militarum is the hammer of the Emperor, an army of countless billions fighting to protect the Emperor's domain. Codex: Astra Militarum introduces the mightiest force in the galaxy, and contains the rules to unleash them in your games of Warhammer 40,000.**





For ten millennia, the Astra Militarum has shielded humanity, ever the first line of defence against the manifold aliens, traitors and Daemons that infest the stars. In the face of the worst horrors of the galaxy, no individual man can hope to prevail, yet when arrayed in regiments of courageous Guardsmen, armed with the deadliest war machines the Departmento Munitorum can provide and buoyed up by faith in the Imperial Creed, any obstacle can be overcome.

Codex: Astra Militarum is the new army book for the Imperial Guard, an impressive 104 page hardback tome containing the full history of this illustrious organisation, from its formation in the wake of the Horus Heresy to the greatest battles of the End Times. The history and background section is rammed full of fascinating insights into the Astra

Militarum, including how regiments are raised through the Imperial Tithe, explanations of the duty and mission of the Adeptus Ministorum and a variety of other topics. This fascinating background information leads into all the rules for using your Astra Militarum army in games, including new Warlord Traits and wargear, along with a number of units never seen in the army before. There are also new orders, so that your officers can better command your warriors in battle, including rules for tank commanders and Tempestus Scions platoons.

Alongside all this engaging written material, the book musters some gorgeous artwork of the Imperial Guard at war, as well as galleries of beautifully painted miniatures from the Studio collection. AT



Left: The extensive background section details many of the Astra Militarum's most famous regiments.

Right: A glorious showcase of miniatures painted by the 'Eavy Metal team displays the multitudes of models available to the Astra Militarum army.

*Codex: Astra Militarum is also available as a limited edition book and a digital edition for iPad.*



# **CODEX:** ASTRA MILITARUM DIGITAL EDITION

**Codex: Astra Militarum** is also available as a digital edition, ideal for gaming on the go.



For those hobbyists who like to keep all their information in one place, having a digital edition of your favourite Codexes and rulebooks can be a godsend. Codex Astra Militarum is released this week in both iBook and eBook formats, meaning that you'll be able to get hold of a compatible edition for your favourite digital device.

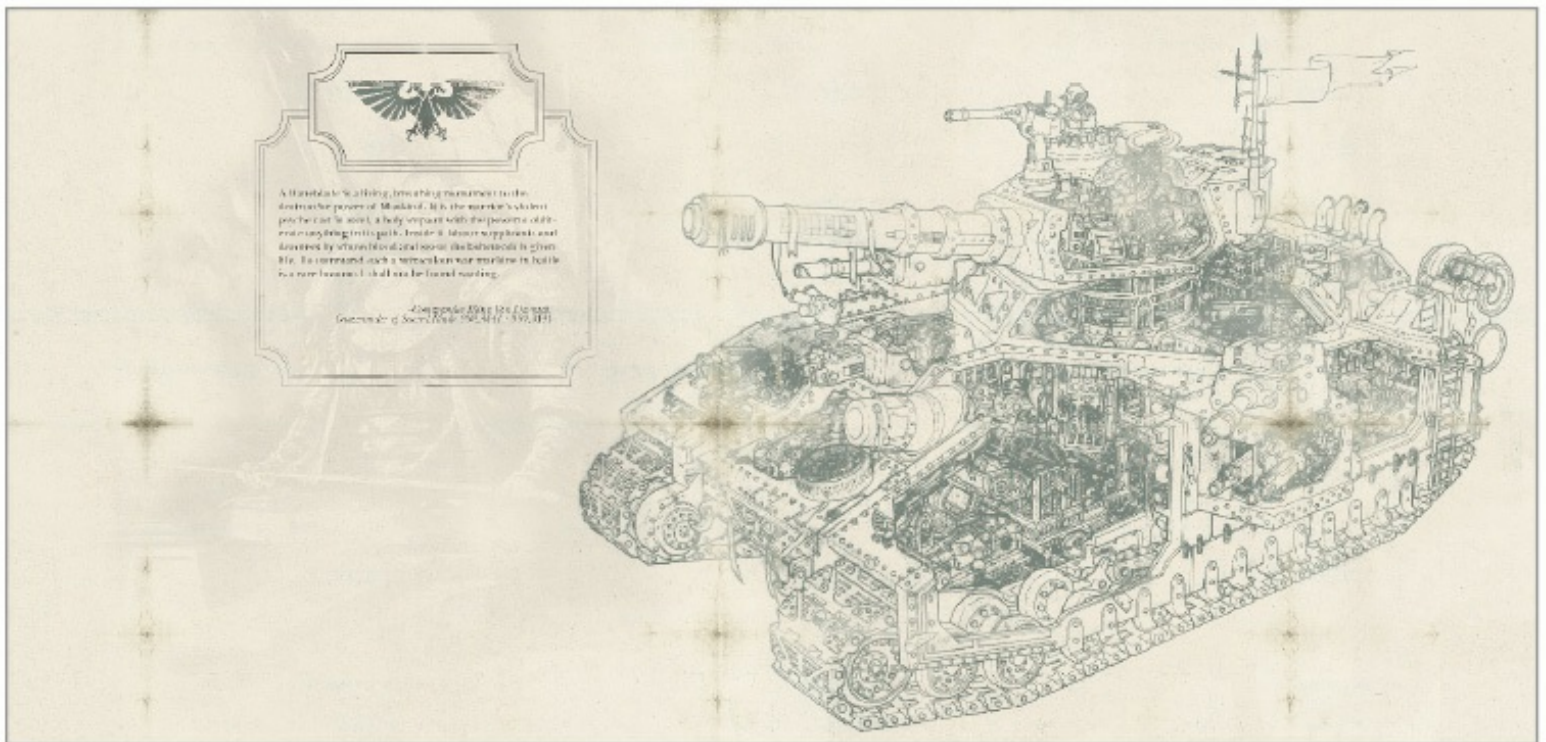
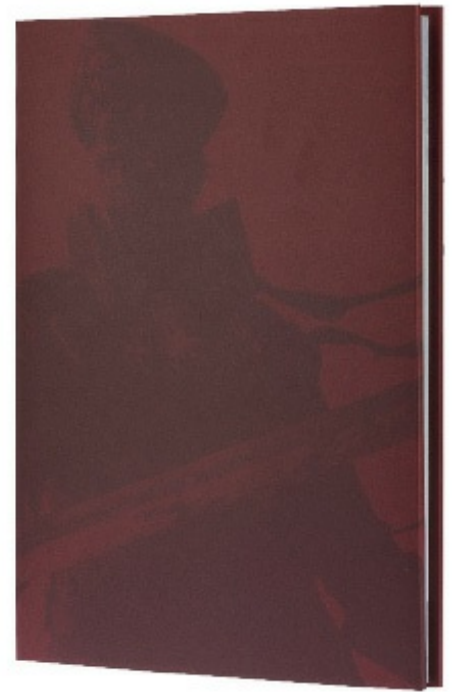
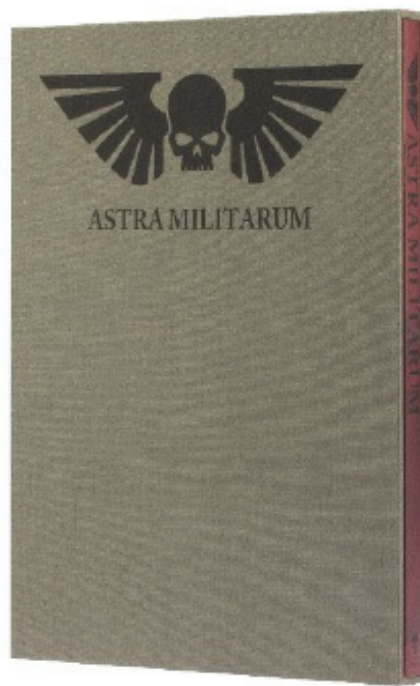
A special feature of the iBooks editions in particular is the handy quick-reference system, which includes a glossary of terms and pop-out explanations of the rules, which makes navigating the rules easier than ever before. In addition there are high-resolution galleries of miniatures and artwork, making this a visual feast of some of the Emperor's very finest. AT

# **CODEX: ASTRA MILITARUM LIMITED EDITION**

**For the most loyal Astra Militarum collectors, there is also a limited edition of the Codex available.**

Below: The cloth cover gives the book an authentic, austere feel, much like the Uplifting Primer that each Guardsman carries into battle. It feels like a real-world artefact, the images scratchy and worn as if the pages have been thumbed through many times over several decades.





Cloth-bound and contained in a stylish slipcover that makes it look like an artefact fresh from Departmento Munitorum stores, the limited edition of Codex: Astra Militarum is strictly limited to 2000 copies.

The outer slipcover is emblazoned with the title Astra Militarum and a winged skull, while the inner book shows a monochrome reproduction of Lord Marshal Graf Harazahn at the Gates of Balacharza – individually screen printed on green cloth and with a unique number on the inside. The book is also protected by a double-sided dust jacket, which shows a treatment of Ray Swanland’s Commissar artwork from the standard edition

Codex, and a cutaway illustration of a famous Baneblade, the Sacred Blade. AT



**ASTRA MILITARUM**

# **CADIAN ARMoured FIST**

**The Astra Militarum regiments raised on Cadia are famed for their determination and discipline under fire. Squads of Cadian Shock Troops will often be deployed mounted in Chimera APCs, used to spearhead full frontal offensives against the foe.**



The planet Cadia sits right at the edge of the galactic phenomena known as the Eye of Terror, and serves as the bastion against the horrors of the Warp that dwell within. As a result the whole planet remains in a state of perpetual combat readiness. The warriors of Cadia, known as Shock Troops, are renowned across the galaxy as exemplars of the Astra Militarum.

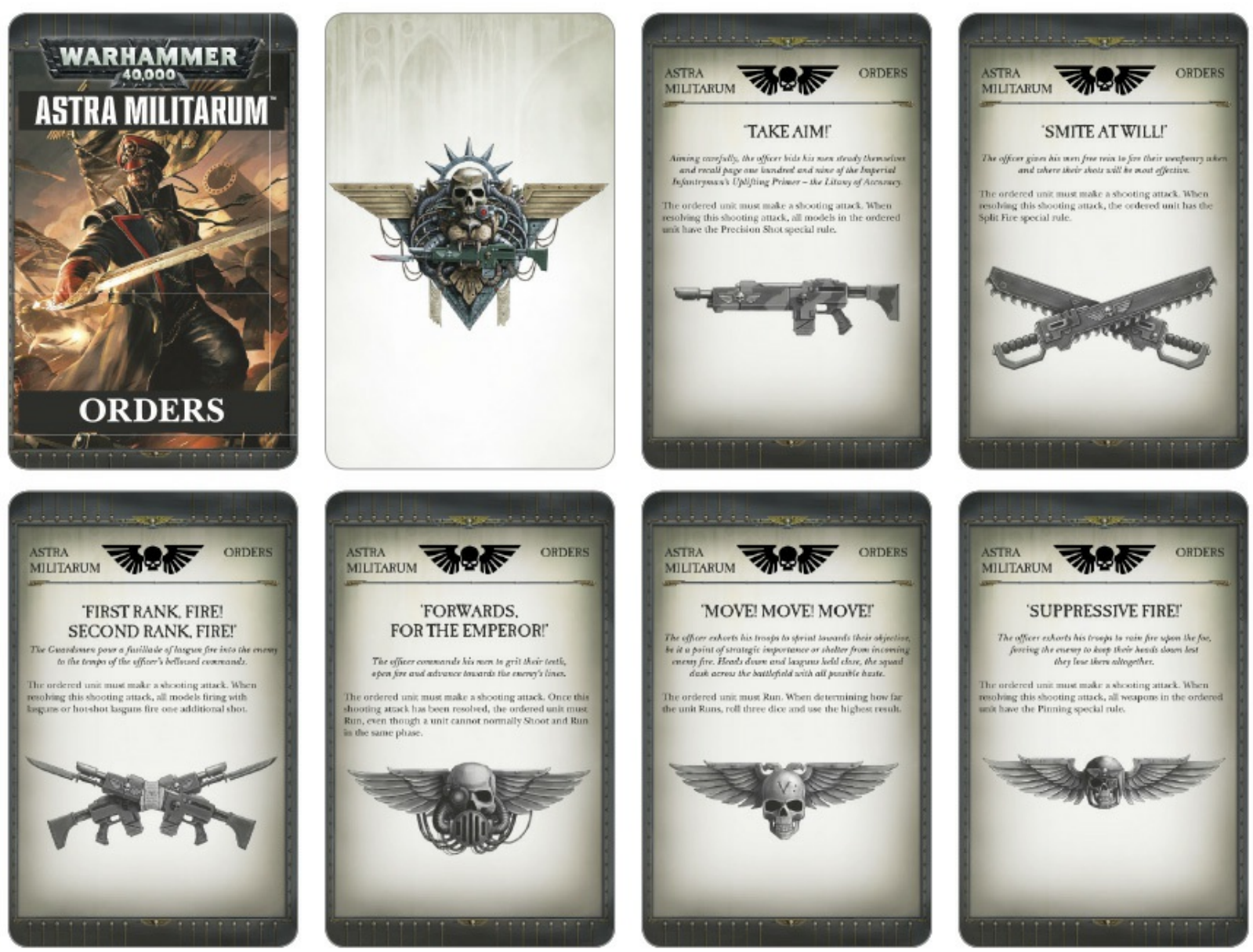
Within the Imperial Guard, Armoured Fist squads is the name given to the deployment of a squad of troopers and their accompanying Chimera APC. Regiments will deploy these either as reserve units to bolster the main infantry advance or sometimes as the mainstay units in a mechanised offensive.

This box set combines a squad of 10 Cadian Shock Troops and a Chimera APC. The Shock Troops include optional parts to make a Sergeant, vox operator and special weapons trooper, while the Chimera has a choice of several weapons and upgrades. AT



# ORDER CARDS

The **Tactica Imperium** states, “A good soldier obeys without question. A good officer commands without doubt.” In the maelstrom of battle, this is borne out time and again, as a few clipped orders at the right moment can change the tide of a whole battle.



When you’re playing a game of Warhammer 40,000 with your Astra Militarum army,

remembering to use the Voice of Command ability in your army can make the difference between victory and defeat. Officers can command nearby squads to concentrate their fire on a particular target, advance into the teeth of the foe and more besides.

The Astra Militarum Order Cards is a set of nine large format cards that cover each of the Astra Militarum Orders for Junior and Senior officers. Each card contains a full explanation of how the order works, which is ideal for helping you to plot out your tactics ahead of time, and then swiftly using the order in question without needing to rummage through the Codex. AT



# **HONOUR IMPERIALIS**

**By Steve Lyons, Braden Campbell, Chris Dows, Rob Sanders and Aaron Dembski-Bowden**

**Paperback**

**768 pages**

**The Imperial Guard take on Plague Zombies, Necrons and heretics, in this epic omnibus.**



If you're after action-packed war stories about the Imperial Guard then the three novels and four short stories presented in *Honour Imperialis* will certainly hit the spot.

*Cadian Blood* by Aaron Dembski-Bowden is as gory as they come and features the Cadian 88th in battle against a horde of Chaos-tainted Plague Zombies. Steve Lyons's *Dead Men Walking* sees the faceless Death Korps of Krieg take on the emotionless Necrons in a gruelling battle of attrition, while *Redemption Corps* by Rob Sanders chronicles the varied and staggeringly violent adventures of a group of less than savoury (but hard-as-nails) Stormtroopers. And, to cap it all off, this omnibus also contains four short stories all about the Imperial Guard. DH



# COMMISSAR

**By Andy Hoare**  
**Paperback**  
**416 pages**

**Weighed down by guilt and wary of outsiders, the Vostroyan 77th are Commissar Flint's only hope.**



The Vostroyan 77th are a newly-formed regiment, deployed to put down a violent uprising on the prison planet of Furia Penitens. Commissar Flint finds himself thrust into their ranks, expected to instil discipline and maintain order among warriors renowned for their insular, taciturn nature. If that task wasn't dangerous enough, there is a well-armed and organised rebellion underway. Flint will be lucky to escape with his life.

This novel by Andy Hoare was first released as an ePub and is now available in paperback. Hoare has an innate grasp of the Imperial Guard, and wields it to create a story oozing character and excitement. Commissar is a stirring read, bloody, violent and utterly entertaining. AT

## **FURTHER READING**

If tales of the Imperial Guard at war have stirred your imagination, you might also like to try out the very popular Gaunt's Ghost series featuring the eponymous Ibram Gaunt and his efforts to lead the shattered Tanith First regiment to glory. The first omnibus, *The Founding*, is the perfect starting point.

# **HORUS HERESY BOOK 3: EXTERMINATION**

**The Dropsite Massacre is over and only scattered remnants of the forces sent to cow the Warmaster remain. As the traitors hunt down and slaughter the survivors on Isstvan V, the Heresy spreads like wildfire, and Horus and his lackeys make their next move.**





Extermination is the third book in Forge World's excellent Horus Heresy series, and continues the events laid out in Betrayal and Massacre in unstinting detail. Extermination is a massive hardbound book with a leather cover, complete with metal corner protectors, weighing in at 289 pages. It's a true collectors piece.

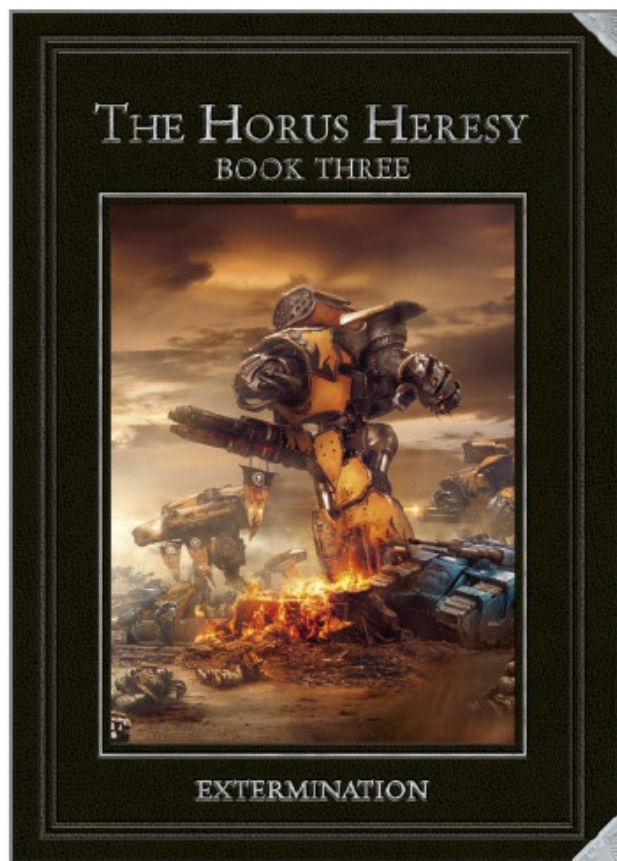
Within Extermination, the events of the Horus Heresy take on a three-way narrative as the Raven Guard and their Primarch Corax fight a desperate guerilla war on Isstvan V, the Iron Warriors battle an Imperial Fists reprisal fleet at Phall and the enigmatic Alpha Legion bring the madness of Horus's rebellion to the Mechanicum held world of Paramar V.

All this is encapsulated in an extensive background section that unveils the secret and true history of four more of the Space Marine Legions: the Imperial Fists, Raven Guard, Iron Warriors and Alpha Legion. This is unmissable content for fans of the Horus Heresy, and is accompanied by the rules for using these armies and some of their most famous heroes in your battles. Furthermore the book has rules for fighting the Victory is Vengeance campaign, which recreates the Raven Guard's 98-day battle for survival in the ruins of Isstvan V, and Blood in the Void, which conjures the space battles between the Iron Warriors and Imperial Fists with rules for fighting deep space boarding actions. As if that wasn't enough, there's also a full army list for the Taghmata Omnisiah, a Mechanicum army present at Paramar V, and the full rules for four more Primarchs.

For avid collectors following Forge World's Horus Heresy series, there is also the Isstvan Campaign Collectors Edition presented within a leather-bound slipcase. Here, Extermination is found alongside three unique volumes. First is an art book entitled Horus Heresy Illuminations, Art of the Isstvan Campaign. This is laden with concept art from the Isstvan campaign; artwork and photo art sit alongside quotes about the protagonists in the opening stages of the Heresy. The second is the Legion Astartes Crusade Army List, which contains collected army lists from the full Isstvan trilogy (and updates those found in books 1 and 2). Third is the Legion Astartes Isstvan Campaign Legions, which has rules for the 12 Legions (and their characters) that participate in the Isstvan campaign – a great resource for gaming. On top of that, there's space in the slipcase for you to store books 1 and 2 in the series.

This is a truly impressive edition, limited to only 1500 copies. If you're a collector of the Horus Heresy, get onto the Forge World website before they are all gone. AT





Left: The Horus Heresy – The Isstvan Campaign Collectors Edition is contained within an impressive leather bound slip cover. Within it you'll find The Horus Heresy Book 3: Extermination, and three other tomes collecting artwork and rules. There's also space for you to store the first two volumes of the Isstvan trilogy, Betrayal and Massacre, in one almighty (shelf-bending) mega collection.

Right: The front cover of Horus Heresy Book 3: Extermination. A Reaver Titan of Legio Fureans stalks the blazing ruins of Paramar V.



at minimum fighting strength to be field tested in open battle. It is notable that at this stage that in the case of the [untested] failed. Tellingly, there is no recorded evidence that the XX<sup>th</sup> pattern gene-seed group, although having been approved by the Emperor after its initial battle tests, was ever ordered to expand to full implantation, or received an allotted intake region for mass recruitment as the rest would do during the early years of the Great Crusade. This then effectively limited the XX<sup>th</sup> Legion to a body of around 1,000-2,000 Legionaries and effectively 'side-lined' them while their contemporaries underwent rapid expansion and deployment through the opening phase of the Great Crusade. The question then remains, why?

Almost certainly it was not a question of gene-adaptation; the extant sample records place the gene-seed implantation success for the XX<sup>th</sup> pattern as being in the higher end of the recorded spectrum. The evidence would indicate it was certainly fit superior to certain other developed types (the difficulties experienced by the VI<sup>th</sup> and IX<sup>th</sup> patterns being documented elsewhere). Likewise, their battlefield performance was rated high, removing the other most obvious likelihood for considering the proto-Legion a failure. There are three outstanding theories that have been posited as to why the XX<sup>th</sup> was not apparently expanded to full Legion strength during the early Great Crusade which may each have some merit.

The first is entirely mundane—shortage of suitable manpower—the recruitment assignments of the other Legions during the period now covered most of the suitable genetic and cultural candidates of both Terra and the Sol System, and the disaster of [untested] had proven the folly of attempting to recruit Legiones Astartes stock from potentially tainted sources.

The second is the suspicion that some hidden problem, or potential flaw had been discovered which prevented the proto-Legion's expansion—although this in many ways seems unlikely; for it is to suggest the Emperor was either unable or unwilling to solve such a problem and equally unwilling to ruthlessly eradicate a failed experiment as he had done before.

The third theory is that the XX<sup>th</sup> was deliberately preserved separately as an isolated unit for either scientific or military reasons; possibly to act as a strategic gene-seed reserve (or indeed a 'control group', as some have suggested) to measure gene-

distortion over time in the other Legions). This theory also posits the possibility that the XX<sup>th</sup> proto-Legion was held back to undergo some further development or conditioning, unique to them that the rest of the Legiones Astartes had been excluded from by design. There remains no evidence that links this lost Alpha-stage Legion to the Emperor's later and eternally sealed gene-craft project to create the Legio Custodes, nor indeed involvement in Lathyl Priests or the abhorred [untested] experiment which has long been the subject of dark rumour.

#### A War in Shadow

Once the Great Crusade was fully underway and the first of the great Expeditionary fleets had set out in earnest to bring unity to the galaxy, the XX<sup>th</sup> Legion then disappears from official history for many decades. However, some sources posit a connection between them and certain shadowed events during the Great Crusade that have never been satisfactorily explained by the official record, even to such as is known to the highest echelons of the Imperium, save the Thrones of Terra itself. Some suggest that during this time the XX<sup>th</sup>, without their Primarch, had a secret role to play in ensuring the Imperium's future. It has been apparent since the earliest days of the Great Crusade and the Emperor's great vision of a united humanity free of the shackles of torment of the nightmarish cosmos, that as well as the many enemies without, there has remained the danger of the enemy within as has been proved time and again. Evidence for this hypothesis can be seen both in the mysterious assault which scarred the Primarch across the stars, and by the fact that the nascent Imperium was plagued with terrorist assaults, petty rebellions and the desperate plots of renegades and madmen. Some such enemies had slunk into shadowed obscurity following bitter defeats and crushing conquests during the bloody wars of Unification but yet plotted vengeance. Others, twisted by lust for power or tainted by exposure to the horrors beyond, sought to pervert the Imperial dream for their own ends.

No clearer sign that such hidden foes could strike at the heart of the Imperium occurred than the so-called 'accident' that resulted in the gene-seed crisis that was nearly to doom the III<sup>th</sup> Legion—an act which many have since attributed to the actions of a secret enemy within. It was not long after this dark event in the fourth decade of the Great Crusade, that scattered and apocryphal reports of intemperate Legiones



Above: The Horus Heresy Book 3: Extermination weaves three tales as the treachery of the Horus Heresy spreads out past the Istvan system and into the wider Imperium.

# JEREMY VETOCK



**This month, long-time army collector and gamer Jeremy Vetock spits out hobby tips, maxims and anecdotes the way a heavy bolter chugs out shells. Sure, sometimes his ammo lines get jammed up, and not many of his shots actually hit their mark, but you have to admit, he fires them out at a prodigious rate!**

Last year, I began keeping a journal near my painting area and it has become a valued part of my hobby experience. Originally, I planned to use this notebook to record how many models I painted but I gradually expanded its role to track models bought and assembled, along with games played. As time progressed, I found the logbook was a handy place to jot down other bits of hobby-related information. For instance, after realising that I was spending an inordinate amount of time trying to recreate the Tau camouflage scheme I'd started months ago, it dawned on me to write down my mix. As I can't always remember which combinations I use when I mix Citadel Colours, now I simply write down my successful formulas so I can repeat them again at a later date.

I have also discovered that ideas strike me while I while away happy hours hobbying. Sometimes these 'ideas' I jot down are the result of quiet reflection, or perhaps they might be some response to an audio book I am listening to, or simply a spark of inspiration that strikes out of the blue.

Why all this comes up now is that I just reached the end of the book, its last page filled

with a list of newly-constructed terrain pieces. Looking over it now, the logbook is somewhat battered, paint-splattered and otherwise besmirched. I was sad to see my journal's end, even though I already bought its replacement – a shiny new, and as-of-yet untarnished notebook. Instead of throwing the old one away, I flicked through its pages and re-read my notes one last time.

When I wrote them, my notes all seemed like brilliant thoughts. I imagined at the time that they would form the nucleus of future articles, become great lines within new books, or be a treasure trove of hobby tips. In hindsight, most of the notes are things like “buy more White Scar paint”, or “buy more Fanatics”. Hardly epic prose. Admittedly, some of my notes didn't make sense, even though I wrote them, and for this I blame too much gluing in too confined a space. A few ideas and descriptions did make it into published material (or will soon, at any rate), and many of the other comments served to remind me of past events. Especially amusing were my write-ups after lost battles – talk about a Book of Grudges! Here then, is a small sampling of my notes, strange anecdotes and hobby tips:

*Conversions: sometimes they call out to you, but you shouldn't always listen.* Write article about the worst conversions I've ever seen? Tell story about Joe! [There is not enough space to do Joe justice, but he was an eccentric friend of mine who converted all his General models for Warhammer and Warhammer 40,000 to look like him. He used green stuff to model his own hairstyle atop his models – a distinctive mop of curly hair in a pageboy or 'Prince Valiant' style. The Dark Elf general was pretty good, but, long as I live, I will never forget Joebaddon, Warmaster of Chaos...]

*For rust on Forge World Grot Tanks, mix one part new Ryza Rust paint with one part Skrag Brown.*

*Start painting now for Battle of Five Armies.* Note: Ask someone which are the Five Armies? Goblins and Wargs versus Men, Elves, Dwarves and Eagles. Why isn't that six? Actually pretty sure J.R.R. Tolkien describes a cloud of bats overhead. [Note: I still need to find a local club that will do this ASAP.]

*How to get that last drop of glue out of a bottle?* If storing it upside down doesn't work you can cut it in half with a hobby knife (not very safe!) but, for best results, throw it away and buy a new one. [In hindsight, this isn't very helpful advice, but it captures that spirit of frustration all hobbyists must feel when they discover their glue pots nearly full but wholly unusable!]

*Never paint over a flash line.* [This note is worth expanding. One of my pet peeves is finding a flash line when I am painting. Ideally, I remove all of these during assembly, but every once in a while a sneaky one will slip by. When I find them while painting, I am in a dilemma over whether to get a hobby knife and clean it up or simply to paint over the flash line. When quick-painting a massed horde of troops, does it really matter if there is an unsightly line beneath the armpit of a single Genestealer? There is no real right or



wrong answer to that question, it is personal taste, but my obsessive nature always always always regrets even attempting to cover it up. I should have learned by now just to get the hobby knife out straight away.]

*Overuse of emoticons causes dysentery.*

*All the Lizardmen creatures look great with the mottled effect on their scales/wings. Ask 'Eavy Metal/Hobby team for advice on how to recreate this? [My own attempts have thus far been atrocious].*

*Scenario Idea: Battle of Itzafloata.* The Lizardmen city of Itzafloata is a floating city with canals for streets and multiple bridges connecting the various plazas and landmasses – think Venice meets Aztec Floating Garden, only weirder by far. It is invaded by treasure-seeking Dark Elves. Bridges become choke points as Dark Elves race across the city seeking to cast down monuments, sack temples, and steal rare artefacts. Aquatic creatures like Skinks, Kroxigor and Salamanders can swim canals. Imagine Kharibdyss versus Troglodon, Hydra versus Carnosaur?

MUST REMEMBER SHIELD DRONES! [Writing in all caps after account of me losing battle badly with my Tau army for the third time in a row. After playing lots of games with my Tau I'm reminded that I'm a pretty good Ork Kommander.]

*Q: Why computers will never be great at playing wargames? A: They cannot drink beverages.* [I think this was meant for an article on the camaraderie of gaming, but its bare essence amused me.]

*Borrow books from pessimists – they don't expect them back.* [This is an established proverb; doubtless, I wrote it while looking through my bookshelf for reference material and discovering my friends have not, as yet, returned the books I lent them].

So what's my point? If you don't already, consider keeping a notepad near your painting area and jotting down any scenario ideas, rules thoughts, army-building schemes you might have, or the most thought-provoking conversations from your gaming group. It might be the start of a great idea, a great game, or possibly a worthwhile hobby tip. At the least, it'll probably be good for a few laughs at some later session.

*Jeremy is a long-time hobbyist and author of many army books, including Warhammer: Dwarfs. His column appears monthly in White Dwarf. The remainder of his notebook entries are, sadly, not fit for print.*

# GATHERING SKULLS

**Back in January, Jes Bickham attended the first Warhammer 40,000 Throne of Skulls event of 2014 at Warhammer World, and played five hugely enjoyable games against some splendid opponents. Here he reports how he got on.**

*Jes is the editor of this august organ, and took his beloved Tyranids to Throne of Skulls, where they feasted on much juicy biomass.*



“This is going to be easy,” I thought. My Hive Tyrant, the mighty and feared King in Green (as he had been named by the quickly-devoured inhabitants of Verdrun IX), had weathered a fusillade of quad autocannon fire as it swooped towards the Tau Ethereal cowering behind the Aegis Defence Line. Shorn of three Wounds by the mighty gun, I was nonetheless confident I could shrug off any attacks by the puny Fire Warrior bodyguard in my quest to eviscerate the enemy Warlord in close combat. Smashing into the enemy battleline, the Tau hit first as I was charging into cover. Fire Warrior blows were easily



turned aside by my command-beast's armoured carapace, and the sight of the Ethereal marching up to stab the Hive Tyrant with his rods of office struck precisely no fear into me at all. Slay the Warlord would be mine!

More fool me. The Ethereal hit, and Wounded, and... I failed my armour save. I'm not sure who was more dumbstruck – me or Steve Wilson, my opponent. Shock soon turned to hilarity as the momentous nature of this heroic act sunk in.

Such is the tenor of Throne of Skulls, a splendid two-day gaming extravaganza run by the brilliant Warhammer World events team. It's a chance to play five great games against five sporting opponents, to ogle many beautifully-painted armies, and to laugh at outrageous fortune in either victory or defeat. The above anecdote comes from the January Warhammer 40,000 Throne of Skulls event, which I attended along with White Dwarf Photo Editor Glenn More, and is emblematic of the entertaining narratives generated by putting your lovingly-painted miniatures on a table and rolling some dice for fun. Glenn has his own uproarious stories to tell. "The spectacle of the games you play is really important," he says, "and the best games are the ones in which the unexpected happens." Nowhere was this more evident than in Glenn's first game, against a Drop Pod-heavy Space Wolves army. Glenn managed to pulverise all 70 Space Wolves present with his Tau strikeforce, which consisted of three Riptides, Commander Farsight, three Crisis Suit teams and two Broadsides. Perhaps most surprising was how brilliant Glenn's Riptides were in close combat; a large proportion of the Sons of Fenris were felled by robot suit karate chops. A later game saw them again perform way beyond the call of duty as they killed a Daemon Prince and two Soulgrinders with heavy-duty punching! Who needs ion accelerators when your mighty robot fists can dole out the Greater Good with seeming impunity?

Alas, all good things must come to an end and the wheel of cosmic justice must ever turn; Glenn met his good-humoured Waterloo against a Tau force that featured no less than four Riptides... and an allied Wraithknight. Such is the way of Throne of Skulls; there's a wonderfully huge variety of armies that you might face, and winning or losing takes a back seat to generating brilliant war stories.

Take my opening anecdote again. In the game against Steve – the first of my weekend – I had thought the slaughter of my Hive Tyrant was the tipping point. We had one objective each (we were playing The Emperor's Will mission) and killing the Ethereal would have put me a point ahead, but my gambit failed spectacularly. Steve then had one more trick up his sleeve – a late-game nova-charged Jet Pack boost by his Riptide into my deployment zone for Linebreaker. I had a Tervigon sitting pretty on my backfield objective, and she managed to spawn 11 Termagants which I used to intercept the interceptor. Fearless thanks to the proximity of my loathsome bio-incubator, the Termagants stubbornly refused to run away despite several being bludgeoned to death in each combat phase. I had stalled the Tau's noble hero and claimed a draw!

While the events of the game were hugely entertaining – and vying for Victory Points

when you're on the same score adds a delicious edge of tension – it goes without saying that the game wouldn't have been half as enjoyable if it wasn't for Steve's attitude. Fair, cheerful and seemingly incapable of getting worked up by bad dice rolls or having his infiltrating Stealth Team devoured by brainleech worms in the first turn, he very much set the tone for the rest of the weekend. My second opponent, James Karch, brought along a similarly admirable demeanour to Steve (and a frankly amazing Space Marine army to boot). "My favourite part of Throne of Skulls is playing on tables with great scenery and facing some fantastically painted armies," says James. "Painting armies is a real passion of mine so the weekend always provides inspiration. I always enjoy walking through the gaming hall between games and seeing how other people have painted their armies."

Our game – played on a board covered in crashed Drop Pods and gruesome Tyranid terrain – was full of terrific back and forth. On turn one, James's Sternguard Veterans plunged into my deployment area and set about annihilating my 23-strong brood of Hormagaunts with bolter and heavy flamer fire. Concentrated shooting just about saw them off, but that left me to contend with two determined Stormtalons, a Thunderfire Cannon that ignored all the lovely cover saves provided by my Venomthrope, and three Centurions waving their grav-cannons in a menacing fashion, not to mention some angry Space Marines in Rhinos. My Hive Crone saw off the Stormtalons, with a little help from my Carnifexes. There was little I could do about the Thunderfire Cannon, and after the initial punishing salvo from the grav-cannons we both discovered that Centurions really don't like the Exocrine's weapon symbiote, which eats through warsuits like a Haruspex through butter. The Tyranids eventually won and gorged themselves on delicious gene-seed, but mainly through the plucky efforts of a Spore Mine Cluster (see the 'Mightiest Organism' sidebar).

My last game of the day saw me defeated by Chris Payne's gorgeous Ultramarines Fourth Company, which held firm as I raced across the table lengthways (we used Hammer and Anvil deployment), taking massive casualties along the way. About halfway through this game I re-calibrated my internal victory conditions; when it became clear I would almost certainly not win, I focused on what casualties I could cause when (and if!) I got to Chris's lines. Late in the game, the remains of my Hormagaunts broke through to charge some Tactical Marines, along with my Tervigon and Harpy, and my Tyranid Warriors became embroiled in a classic match-up against a bold squad of Terminators who ran forth to engage the alien threat. It may have been too little too late, and Tigurius triumphed, but the narrative of the game had become not about Kill Points for me; rather, it was an epic, last-ditch struggle on my part to breach the enemy battleline. Chris says: "I've returned from Throne of Skulls with a new vigour to do the hobby I love. I caught up with old friends and have made loads of new ones. There were so many beautiful models on the tables and each of my opponents was a pleasure to play. My advice for anyone considering attending a future event is to give it a go; you will love it. Oh, and make sure you stick around for the pub quiz, it's a blast!" (I can confirm this, having been on Chris's team for the quiz in the evening. Great fun.)

Day two – which consisted of two games – started off strangely. I had drawn an opponent who didn't turn up. Although I was happy to spectate, Greg Milne of the events team offered to step in and play me, a gracious offer which I gladly accepted. The events team has a painted army put by for just such an occasion, and I had to laugh when the centrepiece of his army turned out to be a Baneblade! Every turn of the game saw the Lord of War's Baneblade Cannon hurl forth an Apocalyptic Blast templated that covered my *entire army*, which was most amusing to see. Thankfully, a combination of cover from some intervening woods and the noxious clouds spewed by my Venomthrope gave me some lovely 3+ cover saves which I kept making, much to Greg's disbelief. The latter stages of the game saw my Harpy and Hive Crone swoop in to hurl their bodies against the Baneblade like living missiles, damaging it sufficiently to garner me a couple of Victory Points (the Escalation rules – which come in to play when using a Lord of War like a Baneblade – award one for each three Hull Points you manage to strip off). Victory came down, fittingly, to an epic duel in the middle of the board, with my Hive Tyrant facing off against a Space Marine Captain, whose Iron Halo was seemingly impenetrable. Eventually the hero fell to the monster's fanged maw and the Tyranids roared in triumph against a blood-red sky.

The last game of the weekend was against Craig Read's Ork biker army, led by Wazdakka himself, which let loose a painful amount of firepower and managed a first-turn charge (after my Hormagaunts rolled spectacularly for their Run move). A punishing first half had me convinced Craig had me on the ropes, but concentrated devourer fire tore through enough warbike armour to give me the upper hand come the endgame. (Thanks must also go to the Hive Crone's drool cannon.) The last turn saw Snikrot and a Kommando in a wood hoping a Harpy, Hive Tyrant and two nearby Carnifexes wouldn't notice them...

And so ended two days of brilliant games, all of which had one main thing in common: lots of laughter, no matter what our respective fortunes were in the games we played. Just as much fun was had in discovering what had happened in other people's battles, with tales of derring-do and epic events spreading around Warhammer World like hobby folklore. I hope to be attending again on the 17th May. Maybe I'll see you there... JB





## MIGHTIEST ORGANISM

So to what do I bestow my Mightiest Organism award? Which bioform bested all that came before it? Well, my winged Hive Tyrant proved to be a fittingly deadly Warlord, and my Tervigon reliably spawned waves of Termagants, and my Exocrine/Carnifex team hosed down anything they pointed their revolting biological guns at. But I must applaud above all others my Spore Mine Cluster; a humble five Spore Mines managed to, in three separate games, destroy a Rhino (and kill one of the Space Marines on board, denying James Karch a late-game objective grab), blow up a Dreadnought, and take the final Wound off a Squiggoth, killing it and leaving the embarked Lootas stranded and bait for plenty of twin-linked devourers with brainleech worms. Not bad for a Fast Attack choice that costs 25 points. I urge all Hive Minds out there to try them out. Your opponents will ignore them at their peril!

## THE ARMY LIST

Here's what I had in my 1500 point Throne of Skulls Tyranid army list. Everything performed admirably and I won three games, drew one and lost one. A great result!

Hive Tyrant with wings and two twin-linked devourers with brainleech worms.

Tervigon with crushing claws and dessicator larvae.

Venomthrope.

Three Tyranid Warriors with devourers and rending claws.

23 Hormagaunts.

Exocrine.

Two Carnifexes with double twin-linked devourers with brainleech worms.

Harpy with twin-linked stranglethorn cannons.

Hive Crone.

Spore Mine Cluster (five Spore Mines total).

## **TOP TIPS FOR THRONE OF SKULLS**

1. Play the game with the right attitude. Winning is great, but having a brilliant game is more rewarding. Don't worry if things aren't going your way – make the most of what's happening and engineer some cool events!
2. Don't get hung up on the rules. During my final game, against Craig Read's splendid Ork biker army, we were both unsure of the finer points of using a Squiggoth as a transport. Craig suggested the embarked Lootas make snap shots if the Squiggoth moved, and that they immediately disembark when the Squiggoth died. It seemed fair and equitable to me, so we carried on and started rolling some dice.
3. Take the time to talk to people, even if you don't play a game against them. Throne of Skulls is a great way to meet new friends and like-minded hobbyists, swap war stories and talk about wonderfully painted armies.





## THE AWARDS

Throne of Skulls is capped by a terrific awards ceremony which rewards more than just winning games. There is, of course, an overall winner: in this case, Kevin Hillier, whose Blood Angels performed spectacularly (see the ‘Winner’s Words’ sidebar), but there are



certificates on hand for best-painted army nominations and much more. I was honoured to be one of the picks for best-painted army, but the competition was fierce (it included James Karch's Space Marines and was eventually won by Tay Bartlett's astounding Emperor's Children). The icing on the cake for me, though, was getting the prized Emperor's Laurels along with Rob Angell and Dan Fortnum; it's awarded to the player (or players, in this case) with the most Favourite Game votes (which also count towards your score). A lovely end to a great weekend!



## WINNER'S WORDS

Kev Hillier sent us his thoughts:

"I admit I was dubious about this Throne of Skulls because of Escalation. Would I only see Transcendant C'Tans on every table?

I needn't have worried. My first game was against a Revenant Titan but Mephiston cut it down by turn 2! After that I played a Kastorel-Novem Ork army, Imperial Guard with a Breaching Drill, Death Guard with a couple of Blight Drones and, lastly, Space Marines

with a Lucius Pattern Drop Pod. I played five fantastic opponents with beautiful armies, and I even had the the privilege of playing against two of the armies nominated for best-painted.

Personally, I loved the chance to play against Escalation and Forge World units – things that I rarely get to see, let alone play against. Plus, I’m now inspired to get on with my Death Guard and start that Chaos Decimator that’s been sitting in my cupboard for over a year!”



# PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides. This week we look at the Astra Militarum Hydra.



The Studio's new Cadian 92nd army has a striking camo scheme that is reproduced on each of the vehicles in the force.

"We came up with a simple straightforward system for the whole team to follow," says Chris Peach. "Each tank was undercoated with Chaos Black Spray first, then all of the



armour was basecoated with Death World Forest. We used a Large Drybrush for this to give the surface a textured feel for the subsequent drybrushing.”

“A useful tip, if you’re painting a lot of these models at a time is to leave the tracks on the frames while you paint them,” Chris adds. “This saves you getting camo on the tracks or metal on the camo respectively. Because of the way they fit on, you normally can’t even see where you clip them off the frame afterwards, and if a little does show, use a detail brush to dab on a spot of Leadbelcher to cover it up.”

## Armour Camo



## Silver Metal



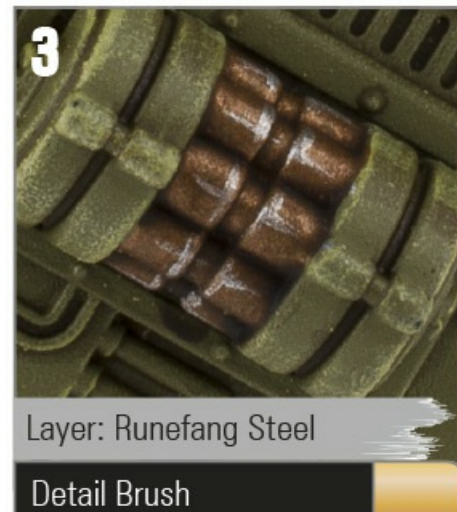
“When painting the camo pattern on the tanks, let the wiggly stripes continue across the hull,” Chris says. “Although things like tracks and guns interrupt them, they should still run on, since it looks more coherent. A final drybrush of Ushabti Bone helps tie the colours together.

## Gun Casing





## Brass Shells



## Light

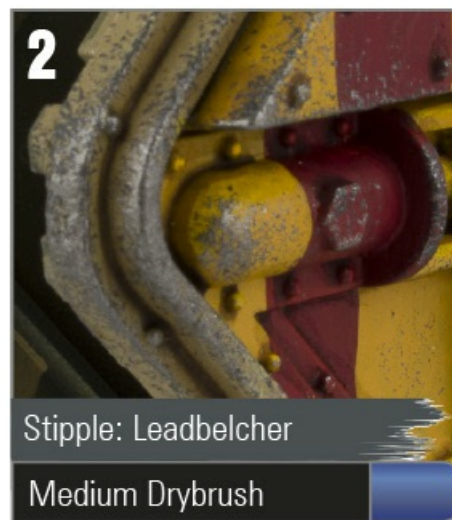




## Unit Markings



## Weathering



## Muddy Splatter



You might notice there is a muddy splatter around the track guards on each of the tanks in the 92nd Regiment. “I stippled on some Stirland Mud with a Medium Drybrush for this,” said James Gallagher. “You don’t want to apply too much, or it looks comical.”

## Expert advice

Nic Ho, the designer of the Hydra and Wyvern kit, offered us an excellent tidbit of painting advice when he was talking to us about the model.

“Don’t glue the turret or crewmen onto the vehicle until the model until it is completely painted,” he warns. “Keeping them separate can save you a lot of headaches when you are trying to get your brush into awkward places. While this is true for the turret, it’s even more important for the gunner and spotter, who can be very fiddly if you attach them first.”



# THE RULES ASTRA MILITARUM WYVERN

The Wyvern supports Astra Militarum advances with a relentless barrage of mortar shells, raining explosive death from the skies to clear a path for the Guardsmen that follow. Any caught in its blast are either cut to ribbons or forced to dive for cover.



## ASTRA MILITARUM WYVERN

### WYVERN BATTERY 65 Points

A Wyvern Battery is a Heavy Support choice for an Astra Militarum army.



|           |          |          |          |           |
|-----------|----------|----------|----------|-----------|
| <b>BS</b> | <b>F</b> | <b>S</b> | <b>R</b> | <b>HP</b> |
| 3         | 12       | 10       | 10       | 3         |

**Unit Type**

Tank, Open-topped

**UNIT COMPOSITION:** 1 Wyvern

**WARGEAR:** Two twin-linked stormshard mortars, heavy bolter, searchlight and smoke launchers.

**WEAPON:** Stormshard Mortar

**RANGE:** 48"

**S:** 4

**AP:** 6

**TYPE:**

Heavy 2, Barrage,  
Blast, Ignores  
Cover, Shred

**OPTIONS:**

May include up to two additional Wyverns - 65 pts

Any Wyvern may take items from the **Astra Militarum Vehicle Equipment** list.

Any Wyvern may replace its heavy bolter with a heavy flamer - free

## RAIN OF FIRE

Adam: The Wyvern is a support vehicle with a difference, designed to suppress enemy infantry with a highly accurate rain of fire, without ever exposing itself to the risks of return fire, much less the danger of a counter assault.

The Wyvern's two stormshard mortars each fire two blast marker attacks that not only get to re-roll missed hits, because they're twin-linked, but also get to re-roll failed wounds, thanks to the Shred special rule. Strength 4 hits might seem a little underwhelming within an army that has a preponderance of high strength weapons, but don't overlook it. The sheer volume of accurate fire the Wyvern puts out can take a real toll against even heavily-armoured infantry, simply because of the number of wounding hits you can cause. In my experience, each volley can be relied on to kill four or five Space Marines, and that's without recourse to being especially lucky or exposing your vehicle to attack.

My advice is to keep your Wyverns near the rear of your army, using ruins, woods or even more heavily-armoured vehicles for cover, and from there bombard the enemy.

In terms of target priority, use your Wyverns to target large units first. This is where your stormshard shells will cause the most damage. In essence, the bigger the unit, the more models you will hit with your four blast markers. Second, target units that directly threaten your battle plans. If there are ambushers hiding out of sight, waiting to cut down your squads of Guardsmen, make it rain on them and you'll quickly even up the odds. Third, pick on units that are clinging onto objectives on the enemy's side of the battlefield. Typically these are weaker Troops units, and a Wyvern can mess them up pretty effectively. With a 48" range, if you keep your Wyverns near the centre of your battle line you can hit almost any part of a 6 foot by 4 foot table. AT

*Adam is a big fan of the 'stand back and fire' principle of Astra Militarum warfare. As a result, he's quite a fan of the new Wyvern.*

## TARGET ACQUIRED

Dan: As Adam points out, the Wyvern is an intriguing option for an Astra Militarum army, especially when there are so many high-Strength blast weapons available to them. What the Wyvern has, though, are two very useful special rules: Barrage and Ignore Cover.

Barrage enables the Wyvern to fire indirectly, meaning it doesn't have to see what it's shooting at. After resolving its first shot (which should be pretty accurate because of the twin-linked rule), you roll the scatter dice and place the second shot touching the first blast. You can even re-roll this scatter dice if you're not happy with the result. Casualties from Barrage weapons are always taken from the point closest to the centre of the blast, meaning that you can rain down mortar shells on characters hidden in unit if you so desire. Or special and heavy weapon troopers, who won't benefit from Look Out, Sir. It's certainly in the character of the Wyvern's malicious machine spirit to do so.

As Adam points out, shelling large enemy units works best before their ranks are thinned out. However, a battery of three Wyverns taken as one Heavy Support choice will likely obliterate a lightly-armoured unit in a single shooting phase before the rest of your army get to grips with them. Remember that all the shots fired by the battery are treated as part of the Barrage, so they will all be centred around that first shot, which you're more than likely to place over as many enemy models as possible, right? Oh, and did I forget to mention that Barrage weapons cause pinning too? The survivors, if there are any, may well be grovelling in the dirt next turn after such a punishing.

Another thought, which I'll leave you to mull over, is that the Wyvern Ignores Cover, which means that models such as bikes and jetbikes won't get their Jink save when fired at by the Wyvern. You could even take out light vehicles with it if you were strapped for targets. DH

*Dan's been sitting in the office making mortar-firing noises all afternoon. He reckon's he's got it spot on. If you hadn't guessed, he's pretty fired up by the new tank.*



# DESIGNERS NOTES

**This week, the ranks of the Astra Militarum swell with reinforcements in the shape of the new Militarum Auxilla Bullgryns and Ogryns, and an Officio Prefectus Commissar. Each designed by Michael Anderson, Adam Troke caught up with him to find out more.**



It's been a busy few months for miniatures designer Michael Anderson, as he has laboured to produce not just one, but two kits for the Astra Militarum, the lumbering

abhuman Ogryns contrasting with the refined discipline of a Commissar. Far from being put off by the disparity between the models, veteran Miniatures Designer Michael Anderson relished the challenge.

“Whilst Ogryns are recruited and organised into regiments by the Astra Militarum, they are still wild, brutish and full of personality,” says Michael, addressing the unconventional appearance of the abhumans. “Their mohawks, earrings and facial hair are all examples of how unlike ordinary Guardsmen they are. Ogryns may be clean cut when first deployed, but after a few campaigns their personality starts to seep back through.

“I love how in their nature the Ogryns are quite at odds with the Imperial Guard’s ideology, but somehow their almost Orkish brutality is harnessed by the Imperium and used effectively,” Michael adds. “The abhuman elements of the Astra Militarum are something that helps define it as far more than an ordinary army.

“We really wanted to push the idea that Ogryns are not like Orks, in the sense that their kit was still manufactured in imperial manufactorums rather than cobbled together from welded bits of scrap metal,” Michael says. “The Imperium wants to keep costs low, though, and by using parts that are already being manufactured, such as the tank tracks for groin shields, we show that. While they do have a slightly battered look, the starting point for their wargear was definitely an Imperial factory somewhere, rather than a Mek’s workshop. The same goes for the water bottles the Ogryns carry being Astra Militarum fuel canisters. It gives a little kick to their liquid refreshment!”

One thing that really stands out about the kit, is new wargear. As well as plastic Ogryns for the first time, there is now the option for Bullgryns, with two different types of shields.





“When we first mooted the possibility of new Ogryn models, Dave Thomas began work on some detailed concepts for them, and the alternative kit they could utilise. From those initial ideas he came up with the slabshields,” Michael says. “While Ogryns mimic a Guardsman’s equipment (fatigues, oversized guns and so on), Bullgryns fulfil a different, but very useful role entirely. They are a heavily-muscled mobile defence line who lock shields and push forwards across the battlefield, allowing squads of Guardsmen to move behind them in safety as the Bullgryns suppress the enemy with a barrage of grenades. If any enemy try to flank this defensive line, then a reserve of Bullgryns with the brute shields and power mauls soon lay down some significant pain and push them back.

“The difference in the two types of shields available to the Bullgryns is entirely down to the role the squads wielding them fulfil,” Michael adds. “While the slabshield is simply designed to stop firepower and protect the warriors behind it, brute shields are like bucklers. It’s easy to imagine the Ogryn smashing his foe with the shield as readily as his power maul. If you look at the reverse of the shields, there’s a glove-like fitting to it. This sheath is added hand protection, and to help the Ogryns to remember to keep hold of their wargear. In the case of the brute shields, it also offers a modicum of protection against the energy output of the shields.

“A last word should go to the grenadier gauntlets too,” Michael continues. “Our thinking with these was that we wanted a simple, effective area effect weapon. At some point, the joke was made that an Ogryn could easily carry a mortar. It’s no accident the finished grenadier gauntlet looks a lot like one.” AT

## **NORK DEDDOG**

Of course, no conversation about the new Ogryns and Bullgryns would be complete without the mightiest Ogryn of them all, Nork Deddog. “I love the idea of Astra Militarum Officers and Commissars using Ogryns as bodyguards,” Michael says. “It really taps into the archetype, a shrewd and intellectually powerful character being protected from physical harm by a hulking, dumb (but loyal) brute. Nork has so much character. I looked at his identifiable features – cigar, bionics, massive blade – and worked in armour more fitting to an officer’s or Commissar’s bodyguard. No tank track loin plate for him.

“Giving Nork an officer’s hat was mooted for a while, but it looked a little too silly, so I took the hat idea in a different direction with the servo skull speaker. This allows the Commissar’s commands to be barked through his predecessor’s skull, amplified to reach the troops on the front line. I designed the Commissar and Nork at the same time so their poses work together, with Deddog’s stance framing the commissar if you stand them together.”





# 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 it's a mix of Astra Militarum and painting tidbits from the White Dwarf team.**

## STRANGE AND POWERFUL

### ADDING REGIMENTAL SPECIALISTS

One of the lasting images of the Astra Militarum at war is the presence of frothing preachers, lightning-wreathed psykers and enigmatic priests of the Machine Cult that are so often seen amidst the ranks of ordinary Guardsmen.

“These unusual warriors are a crucial part of what makes the Astra Militarum unique,” says Andy Clark. “With that in mind, one of the things we have done is make it easier than before to include them in your army. Now, for each Astra Militarum detachment you can have up to three Ministorum Priests, Primaris Psykers and Enginseers.

“Not only are these models characterful reminders of the stranger elements of the Imperial Guard, but they also add a much valued opportunity to paint and model something different – a splash of bright colour and contrasting silhouette to your ranks of Cadian Shocktroopers and Catachan Jungle Fighters,” Andy says. “Furthermore, they’re very useful in the game. A Primaris Psyker can defend your Guardsmen against Warp trickery, while an Enginseer can harness the blessings of the Omnissiah to bring a stricken tank back into action. I reckon we’ll be seeing more of these in armies than ever before.”



## EARLY HYDRA

The first Imperial Guard Hydra model was made as part of the classic Epic 40,000 range in the 1990s by Tim Adock. It gave some much needed air cover to Imperial Guard armies everywhere.

Shortly thereafter it was remade for Warhammer 40,000 by Tony Cottrell, the founder of Forge World. The Astra Militarum Hydra kit that is released this week owes a debt of honour to the design which has stood the test of time.

## CHOOSING COLOURS

When it comes to painting your Astra Militarum miniatures, the only real arbiter of what is right and wrong, is whether you are happy with the results. As we all know, however, choosing the colour scheme for your models can still be a difficult decision, but there are a few guiding principles that can help you out.

“The colour we chose for the Cadian 92nd Regiment has a fair amount of thought behind it,” says Steve Bowerman, who concocted the colour scheme for the Studio’s latest army. “We wanted a colour scheme that would stand out nicely, not only on the battlefield, but also in a display cabinet. It’s important not to make models so dark that you can’t distinguish the details, and to ensure there is enough contrast on your miniatures that you can enjoy them, even at arms length. The Cadian 92nd is a good example of this: Cadian regiments wear green and beige, so we cast about for a fitting variation of the Studio’s original Cadian 8th regimental colours. I finally got my inspiration from a model



on 'Eavy Metal painter Neil Green's desk, which lightens the armour colours, darkens the lower fatigues and adds a stripe of yellow for unit designation.

"You don't need crazy camo patterns for Imperial Guard soldiers," Steve says.

"Camouflage actually serves to break up the outline of whatever it's on, and this can make your models look quite confusing. Instead it's sometimes best to put yourself in the mindset of the Departamento Munitorum, which will be ensuring that tens of thousands of identical uniforms are being made in vast production lines. With that in mind, simple, striking colour schemes are definitely the way to go.

"There's still room for individuality," Steve adds. "With posing, kitbashing and the variety of heads in the Imperial Guard kits, no two models need be quite the same."

## **THE HUMBLE LASGUN**

The lasgun is probably the most produced weapon in the entire galaxy, intended to be used in any imaginable theatre of war, and to survive even the most extreme battlefield conditions. Though they (and their ammunition) are generally compatible, there are hundreds of variants of lasgun, with each pattern named after the Forge World of origin such as Triplex Phall, Mars or Kantrael.

As the name suggests, lasguns operate under basic laser technology and a simple, easy to produce power pack can supply upwards of 150 discharges, depending on condition and upkeep. Under emergency circumstances these packs can even be recharged by heating them in a fire.

## **UNIT DESIGNATIONS**

Every Astra Militarum regiment is broken down into companies, platoons and squads, and it is generally possible to determine which part of a regiment an individual Guardsman comes from, if you can decipher the system his regiment uses. Cadians are known to favour a simple three-digit system, which in order reflects company, platoon and squad number. Typically this means that a Guardsman with the number 123 emblazed on his shoulder pad would be first company, second platoon, third squad. Under this system, a skull denotes that the wearer is part of a Command squad, while zeroes are reserved for veterans or specialists.



# READER'S MODEL OF THE WEEK

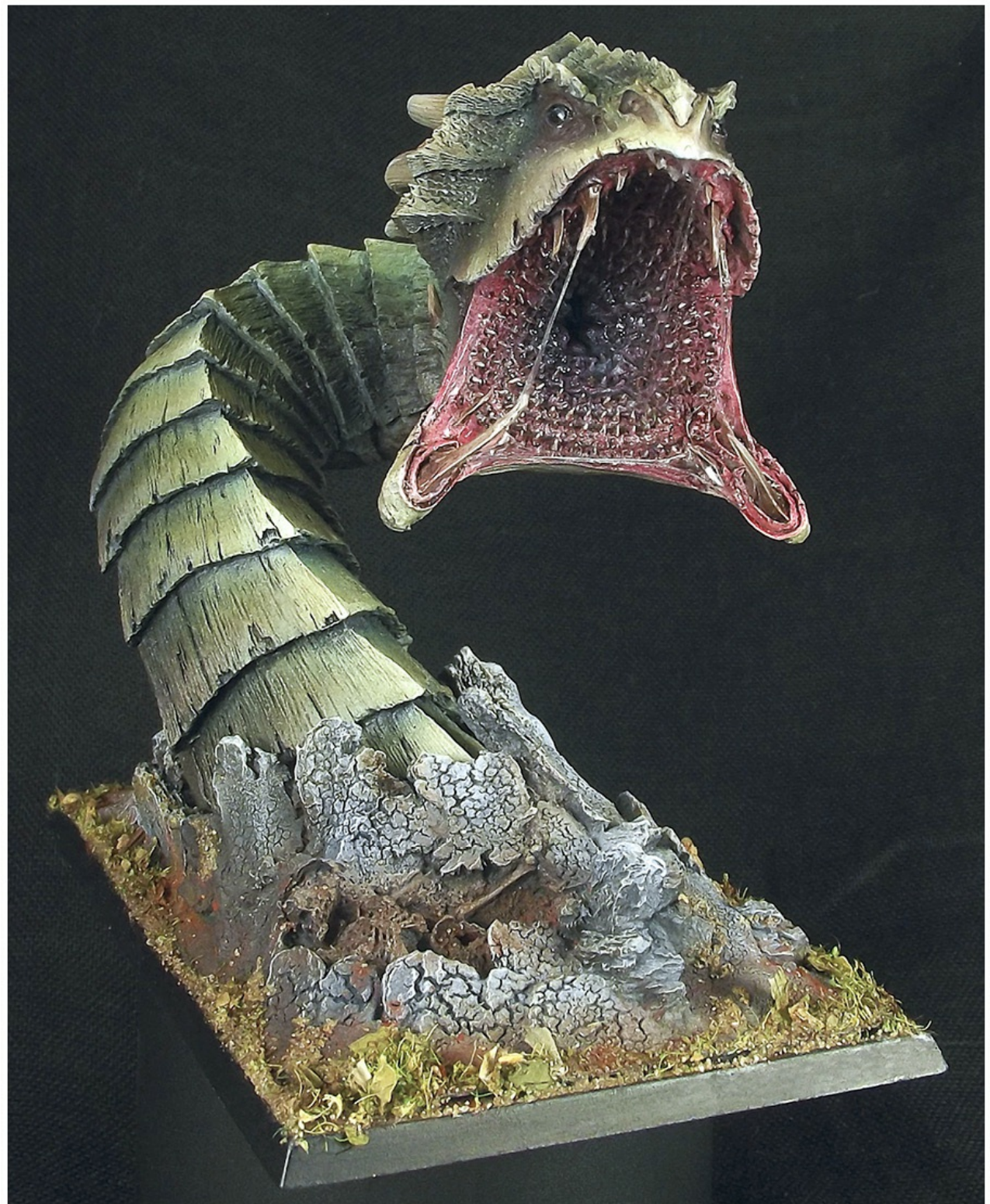
This week our reader's submission is a Dread Maw from the talented Myles David. Myles regularly sends up pictures of his models, especially to our What's New Today blog at [games-workshop.com](http://games-workshop.com).

"It's an exquisitely detailed piece," Myles says, "a mini vignette with an implied story to the movement of the model. I was so pleased to get a chance to paint this and I tried to do the model justice." Our favourite aspects of his paint job are the eyes, emotionless black orbs that give the Dread Maw a very sinister appearance. We're also impressed by the glistening, slimy maw, with row upon row of carefully painted teeth.

If you have a model you think is good enough to show in White Dwarf, send it to us at: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

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





# **CODEX: APOCRYPHA**

Notes from the worlds of Warhammer. This week: famous generals.

## **LORD SOLAR MACHARIUS**

Easily the greatest, most successful and best-known general the Imperium has known since the age of the Great Crusade, Lord Solar Macharius led a decades long campaign that saw more than a thousand worlds restored into the Emperor's domain. It is said that his string of conquests only halted when the warriors accompanying him stared into the endless void on the western fringe of the Imperium and feared to go further. Even now, his name is held in the highest regard.

## **GHAZGHKULL THRAKA**

Though the galaxy has known many terrible Ork Warlords, none have the reputation of Ghazghkull Thraka, mighty Goff Warlord and leader of the Waaagh! Chosen by both Gork and Mork, Thraka blazed a trail of destruction that has taken him to Armageddon twice, and in so doing dragged Imperial reinforcements to the planet from across the galaxy. While his latest attempt to claim Armageddon has been halted, he is far from defeated. Perhaps more worryingly, he seems to be having a thoroughly good time of it all.

## **PURETIDE**

Commander Puretide was the first truly great military leader of the fledgeling Tau Empire, a tactical genius who led the Tau during the Second Sphere of Expansion. So great was his understanding of warfare that he penned treatises that remain the de facto doctrine on warfare among the Fire Caste.

Though his conquests were many, Puretide's greatest legacy must be his pupils, who continue to lead the Tau armies. Foremost among them are Shadowsun and Farsight, the greatest living Tau commanders.



# WEAPON OF THE WEEK

## THE MAUGETAR

The iconic weapon carried into battle by the Phoenix Lord of the Dark Reapers is laden with history. It is also possessed of a lethality that has slain thousands of foes over the millennia. When all is said and done, it's also a brilliant concept. "It's a cannon with a scythe on the end," Dan enthuses, when you ask him about it. "Maugan Ra holds it like a farmer about to reap wheat, and when you consider the fist-sized monomolecular discs it fires, it's just too cool to ignore. I just can't decide which is a better image: lopping off limbs with the scythe blade or bisecting victims with shurikens."







# 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](mailto:team@whitedwarf.co.uk)**

## **MOTTLING TIME**

All the Lizardmen creatures in the Studio collection have mottled patterns on them. I'm jealous, because I can't seem to get it right. How do they do it?

- Jeremy 'frustrated mottler' Vetock

## **GROMBRINDAL SAYS**

Ah, still struggling with that, eh Jeremy? Well, Chris Peach is on hand to help:

"For the mottling on our Lizardmen monsters I recommend using a Medium Drybrush, since you're looking for a slightly 'fuller' result than ordinary stippling," Chris says.

"Starting with a dark colour, create the overall shape of your mottles by dabbing down onto the surface, creating a cloud shape. When you have the right shape, and it's dry, use a lighter colour inside the first as a highlight, working inwards with successive stages (use smaller brushes as the area gets smaller). For the final layer, paint on the finest mottles using a detail brush."

- Grombrindal (and Chris)

# TANK ACCESSORIES

With the Wyvern and Hydra coming out this week, Dan and Adam have been enthusing about modelling opportunities for Astra Militarum tanks.

“My favourite thing about modelling tanks is adding on all the cool extras, such as search lights, pintle-mounted guns and dozer blades,” Adam says. “All the vehicles in my Steel Legion army have extras attached to their turrets, but the searchlight is probably my most used accessory. It’s an excuse to paint on a splash of colour.”

“My favourite part is the dozer blade,” Dan adds. “There isn’t an armoured vehicle in the galaxy that doesn’t look better with a dozer blade added onto it.”





# DID YOU KNOW?

The central organisation of the Imperium is known as the Adeptus Terra, a monolithic organisation that oversees and administrates almost every aspect of human life. Within its structure are countless departments, such as the Adeptus Administratum, the galaxy-wide bureaucratic engine of Mankind, the Adeptus Arbites who enforce Imperial law across worlds held by the Imperium and of course the Astra Militarum, or Imperial Guard.



# BIT OF THE WEEK:

## BACKPACK

Perfect for toting spare wargear into battle, this backpack is from the Catachan Command Squad kit. We like the fact it has a knife and a machete strapped to it.



# HOBBY IN THE WHITE DWARF BUNKER

Andy Keddie's desk here in the Bunker looks like the mustering point for a very unusual army indeed. He has models from no less than five armies arrayed on it, from a Dark Elf Black Dragon to a converted Necrosphinx and this Tau Razorshark Strike Fighter. "I just can't help myself," Andy says, when we asked him why he has so much on the go at once. "I really enjoy fresh painting challenges. To keep focussed I try to paint models for specific gaming events at Warhammer World. This Sunshark was painted for a Battle Brothers weekend with my friend Jim. I used spare Imperial ruins to make it look like it was flying low on a strafing run."





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