

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 29

16 AUGUST 2014



DARE YOU READ THE NEW CODEX?

GREY KNIGHTS

BEWARE, DAEMONS, FOR YOUR TIME HAS COME!

WHITE DWARF™

ISSUE 29

16th August 2014



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OPENING SALVO

With the advent of the new Warhammer 40,000, the threat of Chaos Daemons is greater than ever. The Dark Powers press against the walls of reality without cease, and who will stand against their eternal predations? There are none so strong in this fight as the Grey Knights, the Imperium's first and final line of defence against the terrors of the Warp. They stand ever-vigilant and ready to exterminate all the horrors that tempt humanity, and they return to tabletops everywhere this week with a brand-new Codex and the psychic might to smite all creatures spawned from the immaterium. Adam tests their mettle against his own Daemonic force in this issue's Battle Report, with Andy Keddie fighting for the Emperor. It's an epic affair and no mistake.

The concluding chapter of Sanctus Reach also appears this week, in Hour of the Wolf. It's a fittingly apocalyptic climax, as the Orks and Space Wolves are joined by a bloodthirsty third faction... who will win? That's up to you!



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

Jes Bickham - White Dwarf Editor

GREY KNIGHTS

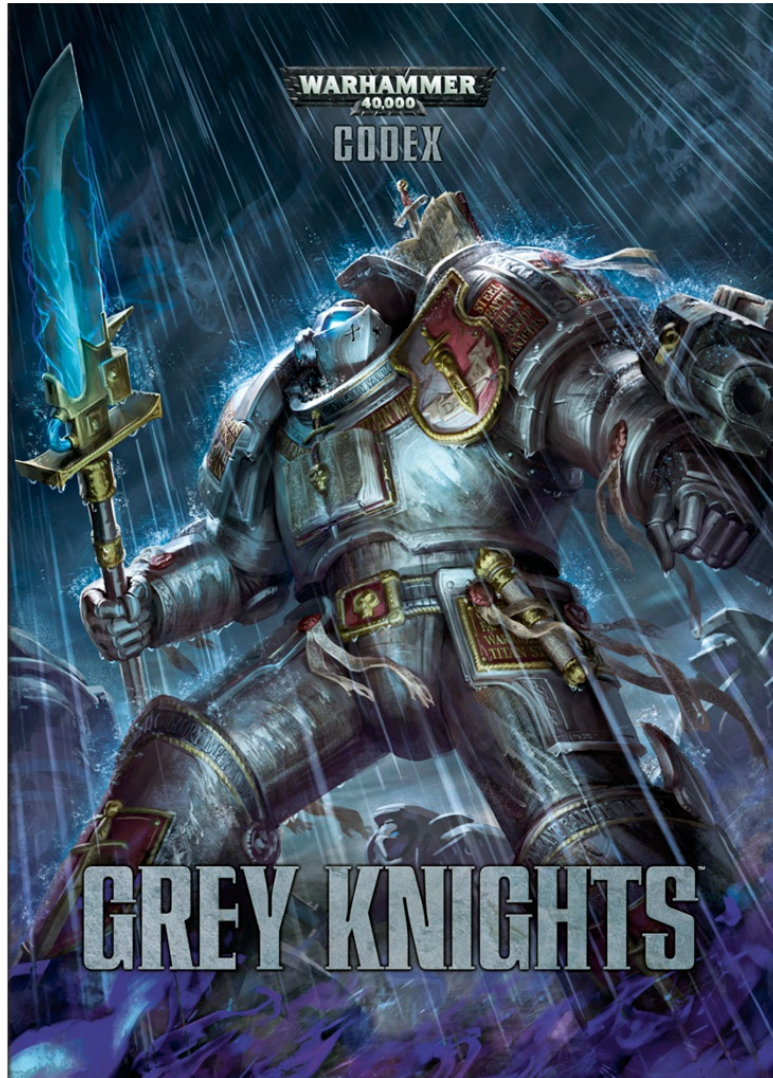
The Grey Knights are the Imperium's last line of defence against the forces of Chaos. Incorruptible, pure of mind and utterly zealous in the execution of their duties, they have saved Mankind time and again from the Daemons of the Warp.



The Grey Knights are the ultimate sanction against the forces of Chaos, a brotherhood of psykers the likes of which the galaxy has never known and, in many cases, never will

know, for they are the most secretive of the Emperor's servants, their existence confined to myth and legend. Codex: Grey Knights tells the tale of this mysterious Chapter of Space Marines and provides a full army list and rules to use them in your games of Warhammer 40,000.

The first thing you'll notice is that, like Codex: Orks and Codex: Space Wolves before it, Codex: Grey Knights features datasheets for each unit, making it easier than ever to prepare your army for battle. It also contains exclusive Warlord Traits, such as the entirely apt Daemon-slayer trait, new Tactical Objectives and Formations and an armoury of exclusive Relics such as the Bone Shard of Solor, a scrimshawed thigh-bone perfect for slaying Khornate Daemons.



The biggest change to the Codex lies in the background section. While there's still a mysteriousness to the Chapter, its history is now fully fleshed-out, from its founding during the Horus Heresy to the present day. The Chapter's fortress monastery on Titan is also more intimately examined, as are its recruitment and training processes, Brotherhoods and Grand Masters. There's even a map covered in Chaos incursions the Grey Knights have dealt with. From front cover to fold-out reference section, this Codex is an exciting, in-depth look at Humanity's most dedicated guardians. DH



The front cover of the Codex is illustrated by Anna Steinbauer and features a Grey Knight Terminator, the iconic warrior of the Chapter.

Left - Grey Knight heraldry is explained for the first time in this Codex.

Right - The middle of the Codex features a gallery of Grey Knights painted by 'Eavy Metal and the Studio hobby team.

GREY KNIGHTS

STRIKE SQUAD

Grey Knights are often despatched as Strike Squads, a formidable unit led by a Justicar. Their skill at arms combined with their psychic potential means they are capable of dealing with almost any threat the galaxy can throw at them, Daemonic or otherwise.



A Grey Knight Strike Squad is one of the most formidable units in the galaxy, able to banish Daemons and eliminate xenos threats with equal ease. This kit is also one of the most flexible in the Citadel range, including 236 components with which to build one of four Grey Knight squads: Strike, Purifier, Interceptor or Purgation. Each unit has a

specialised battlefield role, and access to different wargear, all of which can be found on the frame. Purifiers, for example, are more potent psykers and veteran warriors, while Interceptors are equipped with personal teleporters, enabling them to move rapidly across the battlefield. There are eight special weapons in the box, too: four psycannons, two psilencers and a pair of incinerators, enabling you to upgrade your units or build a Purgation squad to hammer your foes from afar. Alongside this veritable arsenal of Nemesis weaponry you'll also find a host of purity seals, optional heads, grenades, ammo pouches and relics so you can personalise every model in your Grey Knight Strike Squad.

DH

CODEX

GREY KNIGHTS LIMITED EDITION

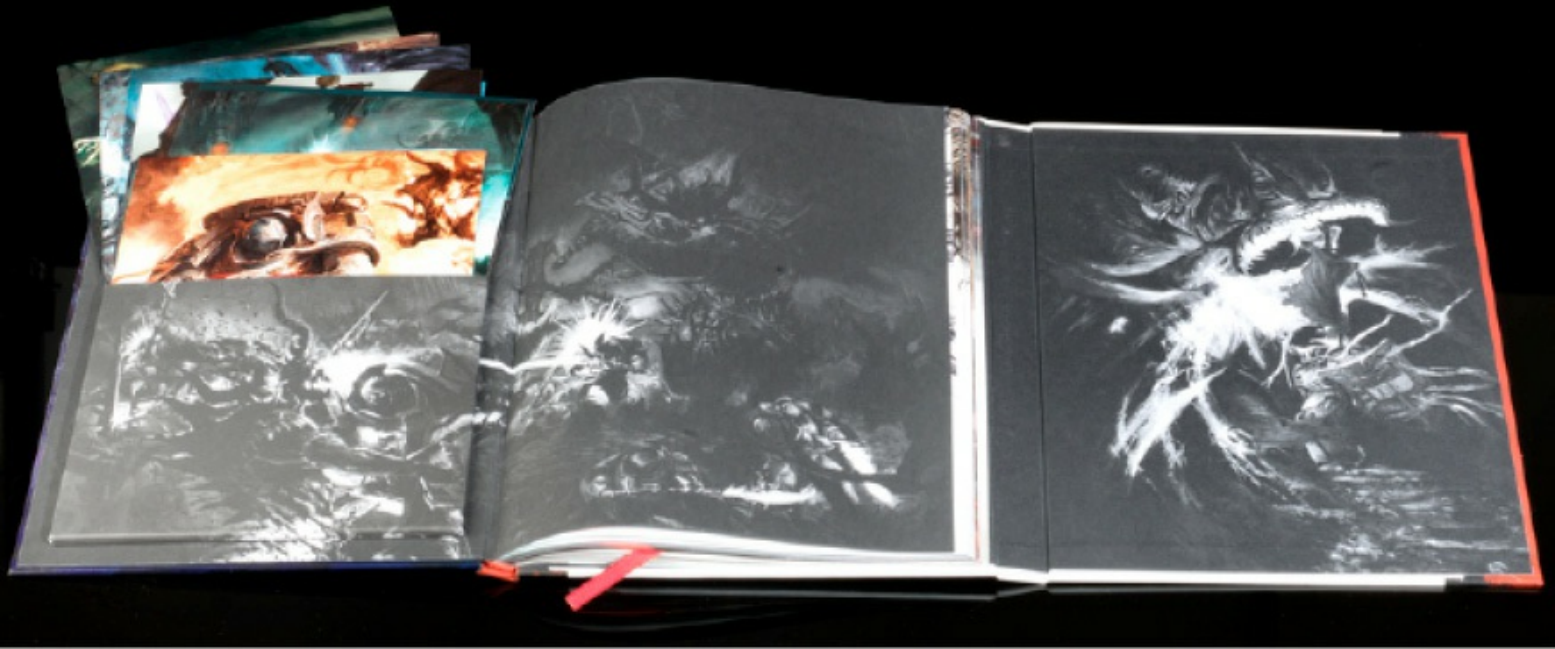
Decorated with the iconic red and white heraldry of the Grey Knights, this limited edition Codex is a must-have addition to your librarium, a collector's piece worthy of Kaldor Draigo himself.



The Limited Edition of Codex: Grey Knights is characteristically austere, fitting perfectly with the propaganda-like feel of the new edition of Warhammer 40,000. Open the

magnetic, Daemon-proof (99.9% guaranteed) cover, however, and you're greeted with a gloss-varnished version of the Codex cover art reminiscent of an epic stained glass window. Open that cover and you're presented with a silver-edged Codex and an art folio containing 13 full-colour prints, the frontispiece to the Codex printed on the reverse side. From Arvann Stern to Castellan Crowe, this folio includes some of the greatest pieces of Grey Knight artwork to ever come out of the Design Studio. DH





Codex: Grey Knights Limited Edition is limited to 1,500 copies worldwide, available exclusively online from www.games-workshop.com

DEEP STRIKE GREY KNIGHTS

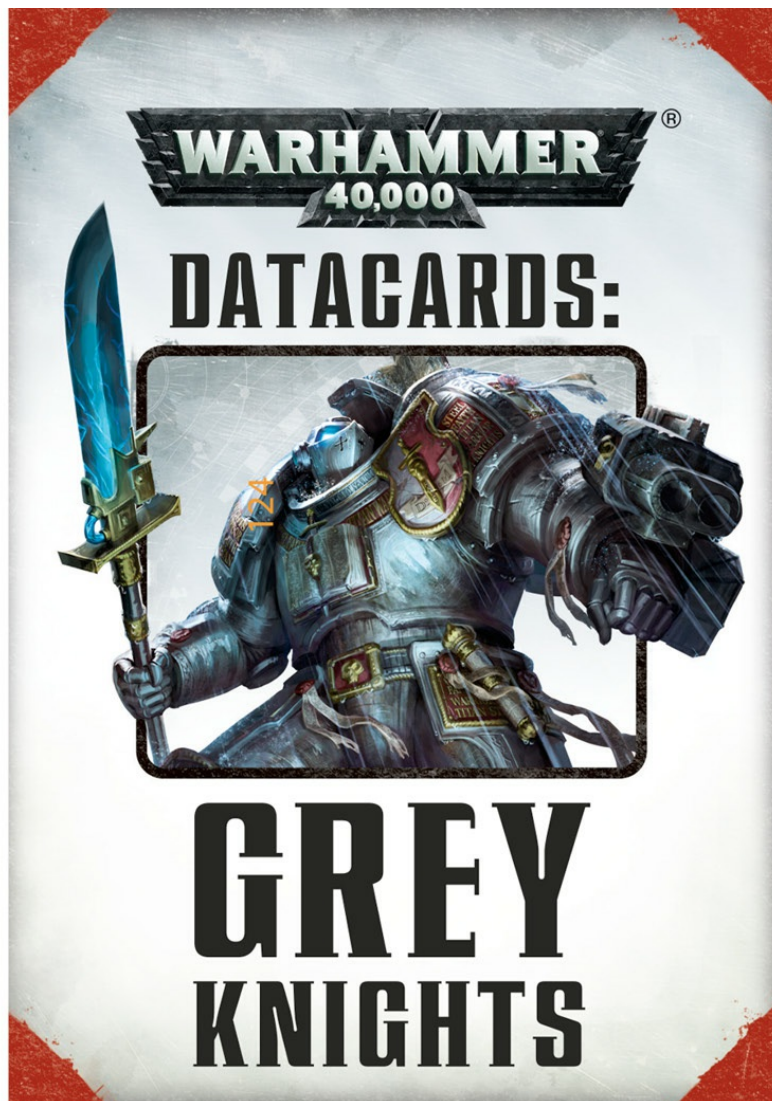
There's a wide range of plastic kits already available for the Grey Knights, from Nemesis Dreadknights to Land Raiders. You can pick them up from any Games Workshop store and view the full range online at www.games-workshop.com



DATA CARDS: GREY KNIGHTS

Datacards: Grey Knights contains 43 large-format cards, specially blessed to help banish Daemons.

**7 Psychic Power Cards &
36 Grey Knight Tactical Objectives Cards**



The Grey Knights are elite warriors, their deployment only sanctioned when the denizens of the Warp threaten humanity.

Datacards: Grey Knights includes 43 cards: seven large-format psychic powers from the

Daemonology (Sanctic) Discipline and 36 Tactical Objectives for use in Maelstrom of War battles. The Tactical Objective cards are an essential gaming aid and include a range of missions to complete throughout your battle, including six specific to the Grey Knights. The 'No Witnesses!' card is a particularly sinister, though entertaining, addition to the deck. The psychic powers will also come in handy as, with an army of psykers at your fingertips, you're going to want to know what they can do, especially during the heat of battle. DH

DATA CARDS: OFFICIO ASSASSINORUM

Watch your backs! Officio Assassinorum agents are now accessible by dataslate.

**Digital Dataslate
iBook & eBook**



The Officio Assassinorum is the most covert of all Imperial Ordos, a shadowy organisation whose agents hunt down dangerous threats to the Imperium and eliminate them by any means necessary.

Dataslate: Officio Assassinorum is the comprehensive guide to Imperial Assassins. Featuring detailed background about the four major Assassin temples and full rules for using them in your battles, it's a great addition to your Warhammer 40,000 digital library. It also enables you to use an Imperial Assassin alongside your regular Warhammer 40,000 army. Imagine a Space Marine force bolstered by a Vindicare, or your Imperial Guard joined (albeit nervously) by a psychotic Eversor pursuing his own bloody agenda.

DH

SANCTUS REACH

HOUR OF THE WOLF

Though the Ork invasion of Alaric Prime threatens to overwhelm the embattled Imperial defenders, help is at hand: the sons of Fenris descend with fiery wrath. As Space Wolves and Orks clash, the Sanctus Reach campaign reaches its bloody conclusion.



In the first instalment of the Sanctus Reach campaign, the Red Waaagh! smashed into Alaric Prime, all but annihilating the Imperial Knight households and Cadian Shocktroops arrayed against them. Just as all appeared lost, fiery trails in the skies heralded another force entering the fray – the Space Wolves had come.

Hour of the Wolf continues that story as Wolf Lords Logan Grimnar, Ragnar Blackmane and Krom Dragongaze unleash their Great Companies on the Orks. Against such titanic heroes, a lesser foe might be easily overwhelmed, but Big Mek Mogrok is far from the average Ork and rumours of Gruk Face-rippa's death have been greatly exaggerated. As the Space Wolves enact a brutal planetary assault against the Orks, the cast of heroes and villains introduced in The Red Waaagh! vie for victory as the story careens towards a gory and undeniably malefic conclusion.

This campaign supplement contains every ounce of the excitement and spectacle of its predecessor as Grimnar takes command of the Imperial forces and attempts to avert disaster, Gruk bludgeons his way back into the fray and a new, more horrifying force at last finds a way to wreak a vengeance that has waited far too long.

Along with the continued Sanctus Reach narrative, this 112-page hardback contains scenarios to play through the critical events of the campaign, datasheets for famous formations seen in the battles, new rules for Planetstrike and more. AT



Above - The cover of Hour of the Wolf shows the Young King, Ragnar Blackmane and Big Mek Mogrok.



Left -After the Space Wolves initial planetary assault, Logan Grimnar oversees the Imperial war effort. A powerful Ork counter attack, however, forces him to the front lines, where he must bring his Wolf Lords to heel.

Right - Grimnar personally leads the Space Wolf attack, and becomes the subject of unwanted attention.



LONG FANGS

Formed from packs of gnarled veterans, Long Fang squads act as heavy fire support for the Great Companies. They are famed across the Imperium for their dour nature, and their ability to direct a punishing salvo of heavy weapons fire exactly where it is needed most.



The Space Wolves have a deep respect for the veterans within their number, and few are better regarded than the Long Fangs. These small packs of seasoned warriors no longer charge about, chasing the glory of close combat, but instead stand aloof from the battle, raining heavy weapons fire down with pinpoint precision. With experience earned only

through time, the pack leader easily directs the squad's weapons where they can win victory for the striplings fighting on the front line.

This set contains five plastic Long Fangs and a host of options, including a dazzling selection of eight heavy weapons. AT

SKYCLAWS

Fiery and impetuous, Skyclaws are so keen to taste the thrill of battle they wear jump packs to hasten their advance. This grants the Skyclaws the speed to strike where the enemy is weakest, hacking and chopping down their foes with joyful abandon.



Traditionally Space Wolves like to keep two feet planted firmly on the ground, where they can fight with blade and bolter as lords of their own destiny. Some, typically the rash and hot-headed Blood Claws, are never satisfied until they are blade-to-blade with the enemy. These fearless youths are joined into Skyclaw packs where they bound and leap across the

battlefield with fiery bursts from their jump packs, plunging headlong into the ranks of the enemy.

The Skyclaws set contains five multi-part plastic Skyclaws models, along with a selection of special and melee weapons. AT

SPACE WOLVES

WARRIORS OF THE FANG

When the Great Companies go to war, their Wolf Lords will often assign command of a strike force to trusted veterans. These warriors know the men at their command like brothers, and wield them like a finely honed blade to cut out the heart of the foe.



The Space Wolves are never more dangerous than when they fight as a group, packs of battle brothers united in purpose and utilising one another's strengths for the good of all. To this end, the Wolf Lords typically deploy their warriors in strike forces that contain a

mixture of the warriors at their disposal. Thus the rash fury of the Blood Claws is tempered by the Long Fangs, and the steady advance of Grey Hunters and Wolf Guard strengthens the swift vengeance of the Skyclaws. Such a group will be united under the leadership of an experienced Space Wolf, a peerless warrior or savvy tactician who all of the warriors look up to and respect.

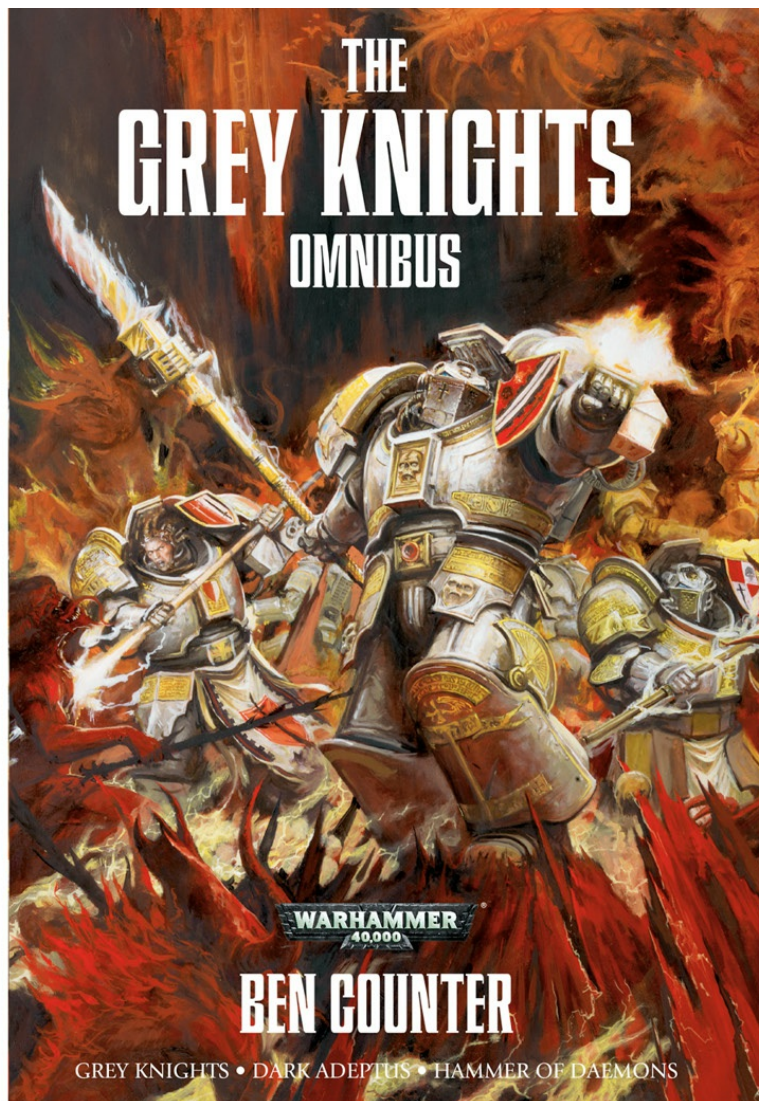
The Warriors of the Fang set contains just such a collection of Space Wolves, with a Drop Pod, two Space Wolf Packs, five Skyclaws and five Long Fangs to give you a solid core of 30 Space Wolf warriors. The force is led by a Wolf Guard battle leader, so the kit contains a Space Marine Captain model, which you can arm to the teeth with the many spare weapons in the set. AT

The Warriors of the Fang box set contains a Drop Pod and 31 Space Marines, consisting of a Wolf Guard Battle Leader (Space Marine Captain), five Long Fangs, five Skyclaws and two 10-man Wolf Packs (which can be assembled as Blood Claws, Grey Hunters or Wolf Guard). The number of options contained within these kits is truly astounding, as the weapons and wargear within can be swapped freely from one model to another.

THE GREY KNIGHTS OMNIBUS

The Grey Knights tackle the Dark Mechanicum, Daemon worlds and worse in this huge omnibus.

By Ben Counter
Paperback | 768 pages



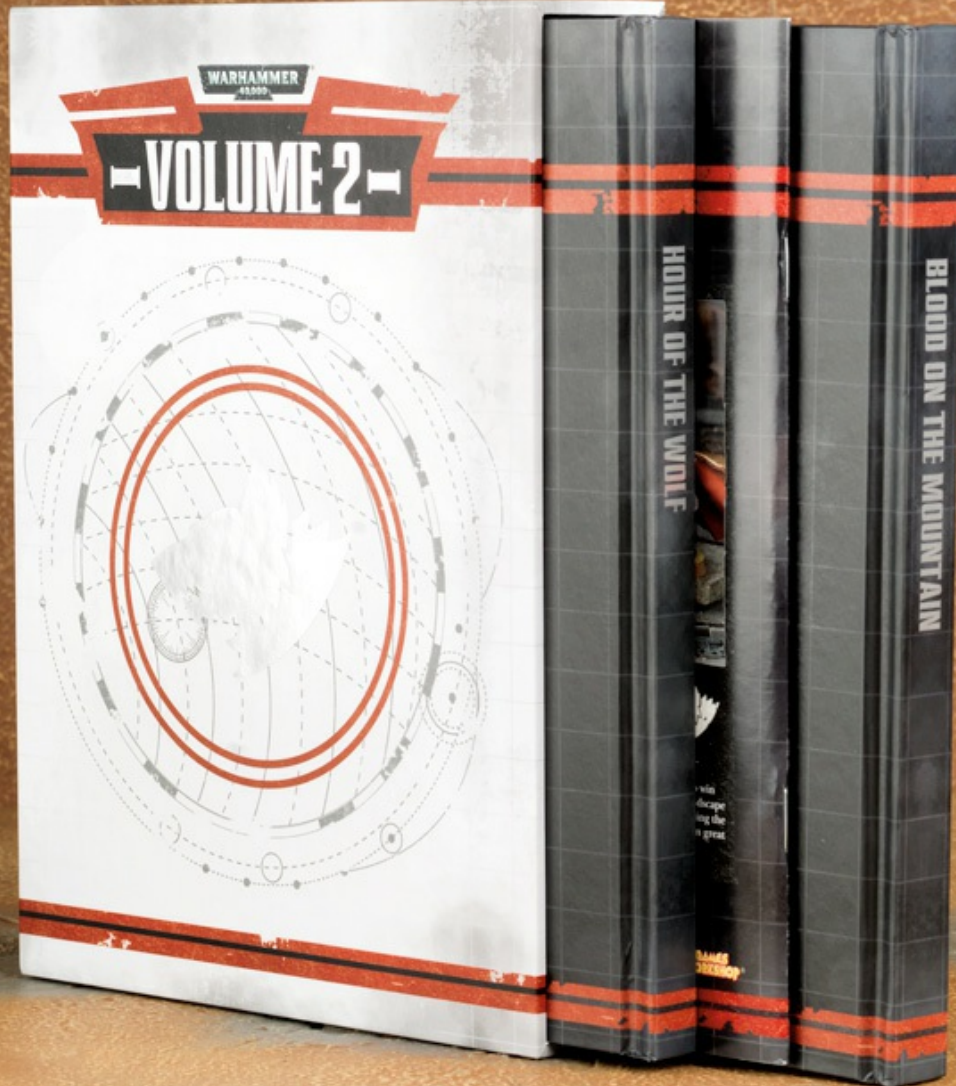
One thing's for certain, Ben Counter knows how to write a good action story and this omnibus is no exception. The first book, Grey Knights, begins with an Inquisitorial investigation turned terrible conspiracy, leading to the deployment of Justicar Alaric and

his strike squad. As is often the case in Warhammer 40,000 novels, the line between good and evil is suitably blurry. Dark Adeptus is my personal favourite of the trilogy and features a Dark Mechanicum forge world, the first 40 pages being among my favourite of any Black Library novel. Hammer of Daemons completes the trilogy and follows Alaric's capture by the forces of Chaos. The Daemon world where he's imprisoned is madness given form, Counter capturing the insanity of a world caught in the Eye of Terror perfectly. DH

SANCTUS REACH VOLUME 2

Sanctus Reach Volume 2 combines Hour of the Wolf and Blood on the Mountain.

**Limited to 1,000 copies
Available online only**



Designed with the most passionate collectors in mind, Sanctus Reach: Volume 2 collects Sanctus Reach: Hour of the Wolf, Blood on the Mountain and a condensed version of

Stormclaw as small format volumes in an attractive slipcase. The contents of Hour of the Wolf and Blood on the Mountain are identical to those described elsewhere in this magazine (see page 8 and opposite), but the finish is unique to this set.

The fantastic presentation of these books is the real lure for collectors who want something extra special to keep on their bookshelf – with foil-blocked details on the covers, these books look fantastic. It's a must-have if you picked up Sanctus Reach Volume 1. AT

SANCTUS REACH: BLOOD ON THE MOUNTAIN

The Space Wolves of Aesor Pack battle a monstrous Ork on the slopes of Sacred Mountain.

By Ben Counter
Hardback | 128 pages



Diverted from the main attack of Strikeforce Stormfall under orders from the Great Wolf, Pack Aesor and their Stormwolf gunship must hunt down and destroy a powerful Ork Big Mek, a creature whose presence could shift the balance of the entire war. But tempers run high within the pack and when they learn the secret of the Ork's unnatural power, the

Space Wolves must do the unthinkable.

Sanctus Reach: Blood on the Mountain is a novella that runs parallel to the events of Hour of the Wolf. Within its pages Ben Counter introduces the fractious brothers of Pack Aesor and unfolds a tale of rivalry, brotherhood and duty, with a twist in the tale that leaves you in no doubt how far the Space Wolves will go for victory. AT

WHITE DWARF NEEDS YOU!

Would you like to see your collection of Citadel Miniatures in White Dwarf? If so, read on.



Here in the White Dwarf bunker we're constantly on the lookout for beautifully-painted miniatures to feature in the pages of White Dwarf and Warhammer: Visions. If you've got a collection of miniatures that you're proud of then why not send us some pictures?

team@whitedwarf.co.uk

You never know, they might be our next Reader's Model of the Week, an entry in Parade

Ground or even an Army of the Month. We also want to hear your questions for Grombrindal, plus any suggestions you may have for our magazines. We're also quite partial to cake and biscuits (hint, hint).

THE PHAEDON MALIFICAT

With Codex: Grey Knights released this week, we decided to put the Imperium's finest through their paces in a classic matchup against the Chaos Daemons. Can the Grey Knights halt another daemoninc incursion on an isolated Adeptus Mechanicus station?

**NEMESIS STRIKE FORCE PHAEDON PRIME:
1666 POINTS**



HQ

Brother Jakon: Librarian with Cuirass of Sacrifice. Jakon is a level 3 psyker with the

Divination discipline.

TROOPS

Strike Squad Saemal: Five Grey Knights with psycannon, Nemesis force halberd and Justicar with Nemesis Daemon hammer and teleport homer.

Strike Squad Vyalis: Five Grey Knights with psycannon, Nemesis force halberd and Justicar with Nemesis Daemon hammer and teleport homer.

Strike Squad Voltare: Ten Grey Knights with two psycannons, seven Nemesis force halberds and Justicar with Nemesis Daemon hammer. This squad deployed as two Combat squads.

Terminator Squad Sinon: Five Grey Knight Terminators with Incinerator, three with Nemesis force halberds and Justicar with Nemesis Daemon hammer.

ELITES

Ancient Jahon: Dreadnought with two twin-linked autocannons.

Steel Vigilance: Dreadnought with two twin-linked autocannons.

FAST ATTACK

Winged Vengeance: Stormraven Gunship.

HEAVY SUPPORT

Brother Thurman: Dreadknight with heavy incinerator, heavy psycannon and personal teleporter.

A collection of Warhammer 40,000 miniatures arranged on a grey surface. In the top right, a large pink and blue mechanical creature (a Blood Angel) stands on a base. To its left, a large blue and orange dragon-like creature (a Tyranid) is on a base. Below these, there are several smaller units of Orks (green and brown) and Tyranids (pink and blue). In the bottom left, a large green and brown dragon-like creature (a Tyranid) is on a base. In the bottom right, there are several smaller units of Blood Angels (red and white) and Tyranids (pink and blue). The background shows a dark, rocky landscape with some structures.



HQ

Hazriah the Believer: Daemon Prince with Daemonic Flight, Daemon of Tzeentch, Daemonic Resilience, Rift Bringer, warp-forged armour. Hazriah is a level 3 Psyker with the Malefic Daemonology discipline.

Neemz, Face of the Moon: Herald of Tzeentch with Exalted Locus and Disc of Tzeentch. Neemz is a level 3 Psyker with the Malefic Daemonology discipline.

Maggot Tongue: Herald of Nurgle with Warp Breath, Hellfire Gaze and Locus of Fecundity. Maggot Tongue is a level 1 Psyker with the Nurgle psychic discipline.

TROOPS

The Murderval: 15 Bloodletters with Bloodreaper, one with Instrument of Chaos and one with Icon of Chaos.

The Filth Tide: Six Nurgling bases.

The Maggot Kin: 10 Plaguebearers with Plagueridden, Instrument of Chaos and Icon of Chaos.

Neemz's Glittering Host: 20 Pink Horrors with Irridescent Horror, Instrument of Chaos and Icon of Chaos.

HEAVY SUPPORT

Rannogar Doom Maw: Tzeentch Soul Grinder with Phlegm Bombardment.

The Skull Spitter: Skull Cannon of Khorne.

Zzatkar's Burning Chariot: Burning Chariot of Tzeentch with Greater Reward.

PREPARING FOR WAR

Lost Contact requires six objectives to be spread across the battlefield, so we distributed them as follows:

Objective 1 was sited within the rubble of a Quake Cannon Crater. Objective 2 rested upon the Imperial Aquila on the battlements of the main research station. Objective 3 lay among the discarded munitions within the Chaos Daemons deployment area. Objective 4 was among the supply crates near the Wall of Martyrs. Objective 5 sat at the edge of the power units to the north of the battlefield and finally objective 6 was in the ruined bunker over on the opposite flank.

The Daemons deployed first, and Adam placed his Nurglings guarding Objective 6 and the Soul Grinder and Skull Cannon of Khorne looming over 3 and 5. In the centre of his battle line was a 20-strong horde of Pink Horrors who frolicked and cackled within a crater.

The Nemesis Strike Force detachment enabled most of the units in Andy's army not only to begin play in reserve, but also to enter in Turn 1. Only the stoic pair of Dreadnoughts began play on the battlefield, bookending the table with one on each flank.

This picture shows the board as it stood at the end of Turn 1 – Adam's Daemons, going first, struck out across the battlefield, only to find the Grey Knights launching a first-turn Deep Strike assault into their midst. Librarian Jakon, the Dreadknight and half of Squad Voltare landed near to objective 6, while Strike Squad Saemal and Vyalis plunged fearlessly onto Objective 3, behind the Skull Cannon.



Adam: As Andy and I picked our armies, Martyn (our photographer) offered to set up our battlefield. Raiding the scenery supply, he created a destroyed Adeptus Mechanicus research station, obviously the site of some terrible past battle.

For our scenario we picked the Lost Contact Maelstrom of War mission, a fierce battle for control of six objectives – the more you control, the more Tactical Objectives you receive. So we used the fantastic battlefield Martyn had built to forge a narrative with our objectives and, as we started to set up our armies, the story of our battle began to form:

Phaedon Alpha was once the site of a terrible daemonic incursion, ended only through the strenuous efforts of the Grey Knights. A pair of Dreadnoughts were left to guard the site, sentinels waiting for signs of the Daemons returning. Now, as the veil to the Immaterium grows thin and the auguries darken, the silent guardians call for reinforcements...

Chaos Daemons Turn 1: With only two Grey Knights Dreadnoughts on the battlefield, Adam's Daemons had the run of the table. Drawing on the warp energy roiling across the battlefield, Hazriah the Unbeliever manifested the Sacrifice psychic power, snuffing out a nearby Bloodletter and summoning a Herald of Khorne in his place. The perils of manifesting such a power caused a Wound to the Daemon Prince, but such was his arrogance that he still attempted to summon more Daemons, although this act failed entirely.

At his signal, Rannogar Doom Maw bombarded Steel Vigilance near Objective 1, his

gruelling attack stripping away two Hull Points and destroying one of the Dreadnought's twin-linked autocannons.

Victory points scored: None.

Grey Knights Turn 1: Andy's turn began with him drawing the Scour the Skies objective – marking Hazriah as a sure target. Moments later the battlefield was illuminated by the flash of teleportation as Grey Knights arrived on the battlefield. Before the acrid stench of ozone caused by their arrival had even begun to fade, Librarian Jakon harnessed the power of the Warp, and with 16 Warp Charge dice at his disposal the effects were impressive. Outmatching the Daemons at every turn, Jakon cast Prescience, Perfect Timing and Foreboding on the Terminator squad, meaning they would re-roll missed hits and ignore cover saves.

They then hammered the Maggotkin, shredding seven with storm bolter fire and the fiery blaze of their incinerator. The Dreadknight and Strike Team nearby tried to finish off the job, but the Plaguebearers' Shrouded bonus and Feel No Pain saves left Maggot Tongue and three minions standing. On the right flank Strike Teams Saemal and Voltare shot the Skull Cannon of Khorne, aiming at its vulnerable rear and inflicting two points of damage.

For their part, the Dreadnoughts poured autocannon fire into Hazriah, who nearly buckled under the high-calibre onslaught but, thanks to his Daemonic Resilience, survived with two Wounds remaining.

Victory points scored: None.

FROM THE WARP

Adam: Right from the start of this battle my main tactic was going to be using heavy firepower to keep the Grey Knights busy, while I summoned in reinforcements to bolster my battle line. N'eemz, Face of the Moon proved instrumental in doing this and during the game he successfully brought in a unit of Plague Drones and another of Plaguebearers.

Some on the sidelines saw this as unethical, since Tzeentch hates Nurgle, but as I said at the time, who knows what the Changer of Ways' plans are? Perhaps he's dragging Nurgle's champions from a battle elsewhere, and showing his mastery by hurling them onto the front lines.

Either way, throughout the battle, these 'freebie' reinforcements really added to my overall strength, and for a short moment on Turn 3, I actually had more models on the table than I started the game with.



Chaos Daemons Turn 2: Adam's army now controlled two objectives, so he began by drawing two new Tactical Objective cards (Secure Objective 2 and 4). With that in mind Hazriah flew up to stand on the Aquila and claim Objective 2, pausing only to hurl the Portalglyph out in front of Steel Vigilance. The Murdervul, now joined by Kzorgoth the Cleaver, hurled themselves at the Strike Team on Objective 3 (and hacked them to pieces, although the newly manifested Kzorgoth died in the effort). The Skull Cannon blasted the other Strike Team, hitting with alarming precision. The sole survivor failed his morale check.

On the opposite flank, N'eemz unleashed the Incursion psychic power, tearing a rent in reality that allowed a trio of filthy Plague Drones to buzz onto the battlefield, although he also suffered a Perils of the Warp test, lost a Wound and forgot a power into the bargain. The Pink Horrors unleashed Flickering Flames of Tzeentch on the Dreadknight, but in an epic duel of psychic might, Brother Thurman rolled the five successful Deny the Witch rolls required to halt the manifestation. The Burning Chariot of Tzeentch took aim and fired at Steel Vigilance, the blue fire of Tzeentch blasting the worthy old warrior into molten slag – and granted the Daemons first blood!

Victory points scored: 2 (Secure Objective 2 and First Blood).

EPIC ENCOUNTERS

Andy: I'm always inspired by moments of heroism on the tabletop, and though it cost them their lives, the arrival of squads Vyalis and Saemal near the Skull Cannon of Khorne was a really exciting part of the game.

Arriving with the blinding flash of teleportation flare, they immediately hammered the Daemonic war machine with bolter fire, before facing off against a flood of Bloodletters and some deadly return fire.

The sole survivor (Brother Saemal) retreated, only to be stalked down by the Bloodletters, his final stand taking place in a blood-slicked crater. The image of him standing, Nemesis Daemon hammer in hand as the baying horde charged into him, is my favourite of the game.

Grey Knights Turn 2: Reeling from the Daemonic attack, the Grey Knights pressed on stoically, as Andy drew the Behind Enemy Lines Tactical Objective. To that end, Andy spent most of his resources trying to get units of Grey Knights into Adam's deployment zone to score the maximum number of Victory Points.

Bolstered by Prescience and Perfect Timing, the Terminator Squad poured fire into the Nurglings on Objective 6, but Adam's incredible luck with Daemonic saves and Feel no Pain (Maggot Tongue had scampered away from his doomed kin to join the Nurglings last turn) meant that only a single Nurgling base was lost.

The Strike Team nearest to the surviving Plaguebearers finished off the Maggot Kin with bolter fire and the Dreadnought on the left flank opened up on the exposed Daemon Prince, revealing just how lucky Adam was as armour saves and Feel no Pain came to his rescue again. Things worsened when the Dreadknight loosed his incinerator against the Pink Horrors, but thanks to Adam's jammy luck only managed to kill three. The subsequent assault saw two more slain, and four fade out through Daemonic Instability, but even so Andy had the feeling that somewhere in the Warp, dark gods were laughing at the twists of luck. Finally, with four units in Adam's deployment area, Andy rolled a D3 to see how many Victory Points he had earned. The result was a dismal 1.

Victory points scored: 1 (Behind Enemy Lines).

BEWARE THE AEGIS

Adam: Throughout the course of the battle, try as I might, I was almost completely unable to manifest any Psychic powers that inflicted damage on the Grey Knights – sure I summoned some Daemons, but I had high hopes for Flickering Flames of Tzeentch and the like. The reason for that was that the Grey Knights are covered in hexagrammic wards, which enable them to re-roll 1s on Deny the Witch rolls.

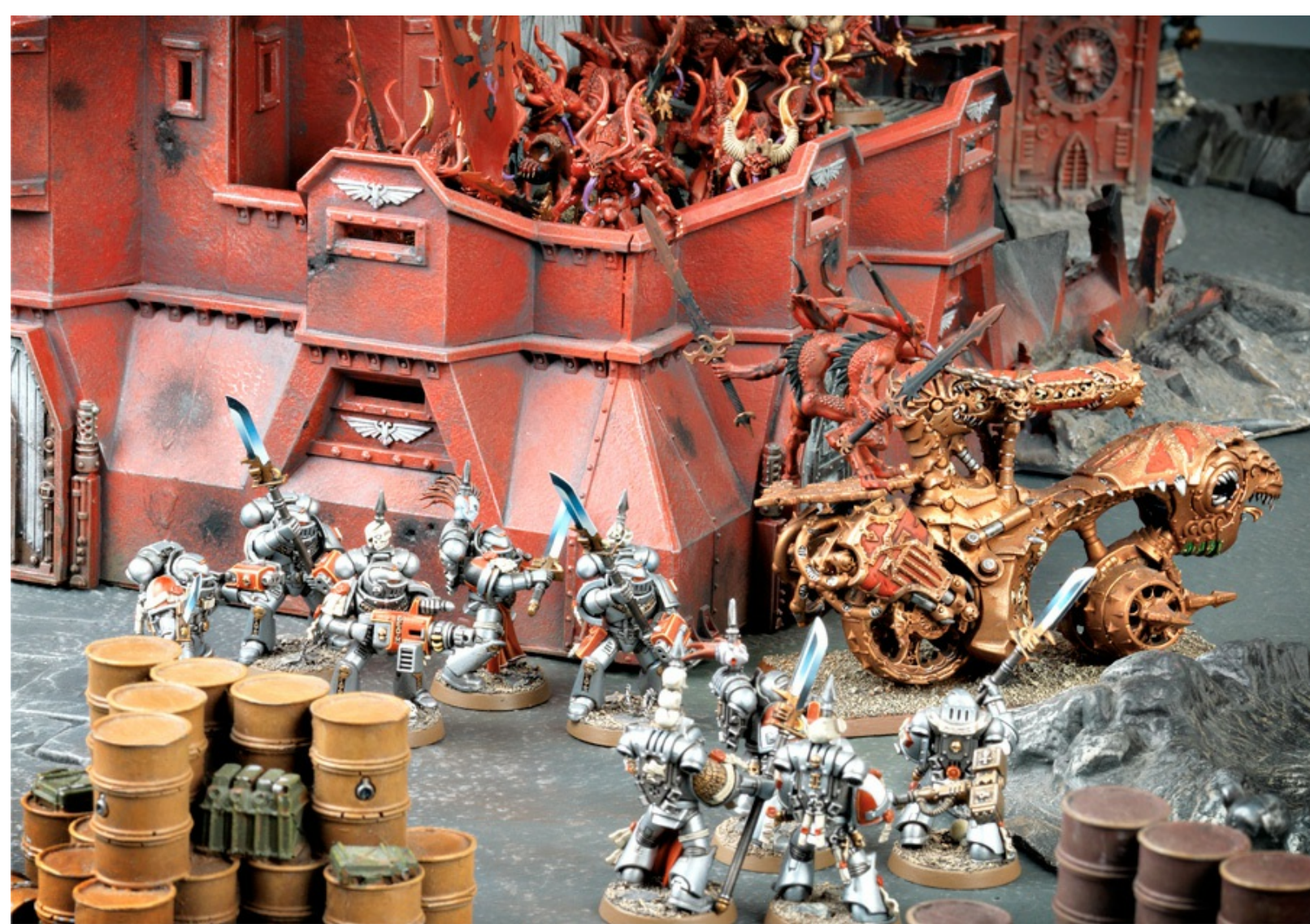
If that wasn't bad enough, they're almost all psykers of some stripe, so they get +1 on

their Deny the Witch rolls too. Not only were they very good at unleashing the Warp against my army, they were doing a fine job of locking my own efforts down too.

Chaos Daemons Turn 3: Controlling three objectives now, Adam drew three new Tactical Objective cards and began the act of trying to bog down the Grey Knights before their reinforcements could arrive.

While N'eemz summoned a brand new unit of Plaguebearers to replace those just slain, Maggot Tongue unleashed a Stream of Corruption that slew a lone Grey Knight. This preceded a lackluster Shooting phase that saw the Soul Grinder kill a lone Strike Team member. Meanwhile the Dreadknight found itself charged by the Plague Drones summoned last turn, but Andy showed Adam what a miscalculation he had made as the Dreadknight pulped two of them. To make matters worse, the survivor, along with four more Pink Horrors disintegrated due to Daemonic Instability.

Victory points scored: 2 (Secure Objective 2, Recon).



SANCTIC ONSLAUGHT

Adam: As the game wore on, Andy and I began to realise just how useful the Sanctic

Discipline is for the Grey Knights – even the primaris power, Banishment, has the potential to be a nuisance as Andy used it to reduce the Daemonic saves of my models.

Likewise, Hammerhand turned his already potent Grey Knight Terminators into outright killing machines who chopped my poor Nurglings into so much mush. Only my ultra-jammy double 1 on the Daemonic Instability test saved me from that.

On top of all of that though, the Grey Knights generate a lot of Warp Charge, and cast Sanctic spells with no increased risks. As Grey Knights players wrap their head around this, things are going to get dangerous.

Grey Knights Turn 3: Andy's reserves finally thundered into play as the Grey Knights mustered their counter attack. The Stormraven zoomed towards Adam's Daemon Prince, and a Strike Team bolstered Andy's left flank.

Librarian Jakon cast Prescience on his unit once again, which would prove critical in preparation to assault the Nurglings. First, however, the Stormraven Gunship hammered Hazriah, stripping him down to his last Wound. The newly arrived Strike Team blasted the Chariot of Tzeentch, leaving it with only one Hull Point. The other Strike Team attacked the Plaguebearers, killing three as the Dreadknight stomped three more Pink Horrors. All eyes turned to the combat between the Terminators and Nurglings however, as the Grey Knights slaughtered three bases of Nurglings for only a single loss in return. Adam nervously rolled his Daemonic Instability test, and whooped with triumph as it came up double 1. All the Nurglings returned into play.

Victory points scored: None.

Chaos Daemons Turn 4: Things went awkwardly for the Daemons this turn as Adam tried to summon more minions. While the Plaguebearers and Bloodletters who had entered via the Portalglyph siezed Objective 2 (again), the Herald of Tzeentch managed to cast Cursed Earth (achieving the Harness the Warp objective). The new Plaguebearers charged the Dreadknight and caused a Wound, but several were slain in reply.

The biggest spot of luck came when Maggot Tongue fought Librarian Jakon in a duel, and killed him, scoring slay the Warlord into the bargain.

Victory points scored: 3 (Slay the Warlord, Harness the Warp and Secure Objective 2).

THE GLORY OF CHAOS

Adam: One thing that Andy had to compete with throughout the battle was the unpredictable nature of the Chaos Daemons – there was a heart-stopping moment in Turn 2 when I rolled on the Warp Storm table and got Daemonic Possession (and when we randomised which of his models was affected, it was his Librarian).

Only a very fortunate Leadership test saved his Librarian from being turned into a Chaos Spawn. The next turn, Tzeentch showed his displeasure by bombarding the

battlefield with magical energy that targeted the Nurgle Daemons and all of the Grey Knights...

Sometimes it worked in his favour too though. I lost a lot of Daemons to failed Instability tests.

Grey Knights Turn 4: With vengeance in mind, Andy had his Stormraven hover over Hazriah and unleash its full payload at the Daemon Prince, finally killing him and claiming Slay the Warlord and the Scour the Skies objective he had been holding onto since Turn 1.

In close combat the Terminators set about killing more Nurglings, removing two more bases of gibbering green monsters, and the Dreadknight stomped a Plaguebearer, causing three more to die, along with a further three Pink Horrors.

Victory points scored: 2 (Slay the Warlord and Scour the Skies).

HEAVYWEIGHT FIGHT

Andy: For most of the battle my Dreadknight had been stubbornly fighting against a horde of Pink Horrors, and had managed to kill three Plague Drones and a Unit of Plaguebearers into the bargain. If that wasn't enough, Adam threw one last contender into the ring (he was obsessed with rescuing N'eemz, his Herald of Tzeentch).

That rescue came in the form of Rannogar, his Soul Grinder. I believe that if he had been undamaged from killing more than 20 Daemons before hand, Brother Thurman would have triumphed over the Soul Grinder with his paired power fists and Invulnerable save. Sadly, the noble Grey Knight was sorely wounded by that point, and the Soul Grinder crushed him like so much tin foil.

Chaos Daemons Turn 5: The Daemons were ahead on Victory Points, but running low on reinforcements, so Rannogar charged headlong into the Dreadknight, shrugging off the Dreadknight's attacks to tear it apart with his massive claws.

The Skull Cannon of Khorne felled three Grey Knights in a Strike Team, causing them to flee (and giving Adam the Psychological Warfare objective). Finally, the Terminators wiped out the remaining Nurglings, leaving Maggot Tongue feeling very vulnerable.

Victory points scored: 2 (Psychological Warfare and Secure Objective 1).

Grey Knights Turn 5: For the Grey Knights the battle for Victory Points was lost – but they continued to purge the unclean as the Stormraven obliterated Rannogar with a shot from his multi-melta. The blast also took out the remaining Pink Horror and the Herald N'eemz into the bargain. The Dreadnought shot the Chariot of Tzeentch to bits. In a final moment of vengeance, the sole surviving Terminator cut down Maggot Tongue. The battle was over, and though the Daemons ruled the field, the Grey Knights were unbowed.

Victory points scored: None.
Final Scores: Daemons 9, Grey Knights 3!



THE ‘WHAT IF...’

Adam: By the end of the game, Andy and I were both quite interested in what might have been. The Daemons had won by six Victory Points, but the remains of the two forces told a different story – certainly if we had fought to the bitter end (last man standing style), the Grey Knights would surely have won in the end.

But what if Andy had kept his warriors together in that initial Deep Strike attack? Would their massed firepower have whittled down my Daemons before I could bring reinforcements to bear? What if he had assassinated my HQ units, denying me the chance to summon more Daemons to the field? The only thing to do is have a rematch...

STAY ON TARGET

Andy: The reason this battle slipped into the hands of the Daemons is that I ignored one of the key tenets of deploying a Deep Striking army. Always keep your army together! Unfortunately I listened to the voices in the warp (or Jes, as we call him) and split my

force in two. Had I but chosen to keep the force all together, I could have concentrated my fire on one flank and maybe crippled it before Adam could react. That said, the Grey Knights gave a great account of themselves and had it not been for the Demonically possessed Troke and his inability to fail Invulnerable saves, we would have swept to victory. My favourite unit was without doubt the Nemesis Dreadknight. Not only did it absorb an inordinate amount of firepower, but it gave me a great balance of combat monster and ranged death dealer – my only regret was not taking two! My hunt for the Daemon named Troke continues... AK

THE REIGN OF CHAOS

Adam: So, I was lucky in this game. Not at casting psychic powers, nor close combat. Not even at shooting – it was my saving throws that were horrifying to behold. They're the main reason I won this battle. Well, that and the fact that right from the first turn I clung to the objectives like a limpet. In Lost Contact the more objectives you hold, the more Tactical Objectives you get at the start of your turn. Each turn I was getting new objectives, and that meant I had more ways to score Victory Points... and even the cards I got were lucky. All that aside, fighting the Grey Knights was terrifying. Their mastery of Sanctic Daemonology, combined with the number of Warp Charge points they generate, meant each Psychic phase was a battle, and the Dreadknight's long-ranged power (and close-combat skill) is mighty indeed. I fear that the next time we meet, I may not be so fortunate. AT

HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves. This month, Hobby Team painter Steve Bowerman nominates the craziest noble in the Empire.

MARIUS LEITDORF

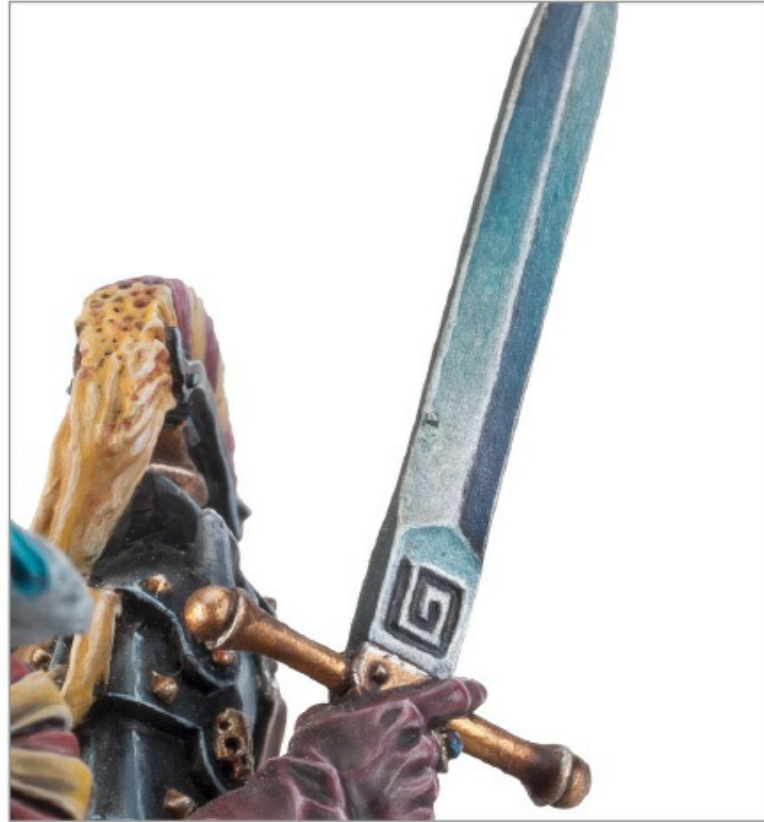
**SCULPTED BY DAVE THOMAS
NOMINATED BY STEVE BOWERMAN**



Steve Bowerman loves everything to do with the Empire, especially the colourful feathers.

Steve: I have always loved the background of Marius Leitdorf, the mad Elector Count of Averland; he's a lunatic, but a clever one, the perfect general of the Empire. The original model by Michael Perry was absolutely fantastic for its time, but I completely fell in love with Dave's new sculpt of the model when it was released. He'd stayed true to Marius's original model, but accentuated his oddness even further, making his hat even more showy with even bigger feathers and covering him and his horse in jewellery. He even kept the offhand dagger that was such an iconic characteristic of the original miniature. Of the many models I've painted in my life, I'd say that Marius Leitdorf is my favourite.

His pose is proud and heroic, the classic general with his sword pointed at the enemy, but his haggard appearance and foppish dress sense make him stand out from the crowd. There's a lot going on with this model, but Dave has balanced all the elements perfectly.



Left - “Marius is a bit of a fop,” laughs Dave, “with his long straggly hair and over-the-top hat. It was tough balancing traditional Empire imagery with his flamboyant dress sense. I reckon I could have gone bigger with the feathers.”

Right - “Marius’s Runefang is the same as both Kurt Helborg’s and the Empire General’s, with the Master Rune of Alaric the Mad etched onto the blade,” says Dave. “The hilt of the weapon is different, though. I imagine each of them to be unique to the wielder.”

Dave Thomas is a veteran sculptor whose work spans armies in both Warhammer and Warhammer 40,000.

Dave: I’m both amazed and immensely proud that I was nominated for Marius Leitdorf, not least because Daisy (his mount) was the first horse I sculpted. I’d done Hippogriffs, Pegasi and even a mechanical horse, but never a normal warhorse. I thought it came out rather well!

The history of Marius Leitdorf was the key to this miniature, though; like Steve says, I tried to stay faithful to the original model, too. Marius is renowned for being flamboyant and ostentatious, a bit of a cad and totally nuts. He’s a keen tactician, but he’s definitely not a lead-from-the-front kind of chap like Kurt Helborg, who I sculpted at the same time. I wanted him to look like he imagined a heroic general would look, his armour covered in

filigree and encrusted with scrolls, skulls and Averland suns, his sword outstretched towards the enemy, his horse rearing like the ones he's seen in paintings. On the other hand, he wears leather boots and a foppish hat. Full plate armour would just be too gauche for Marius – how would he show off his fineries? This unusual combination is capped off by his sullen, moody appearance, the look of a man tired of his own insanity.

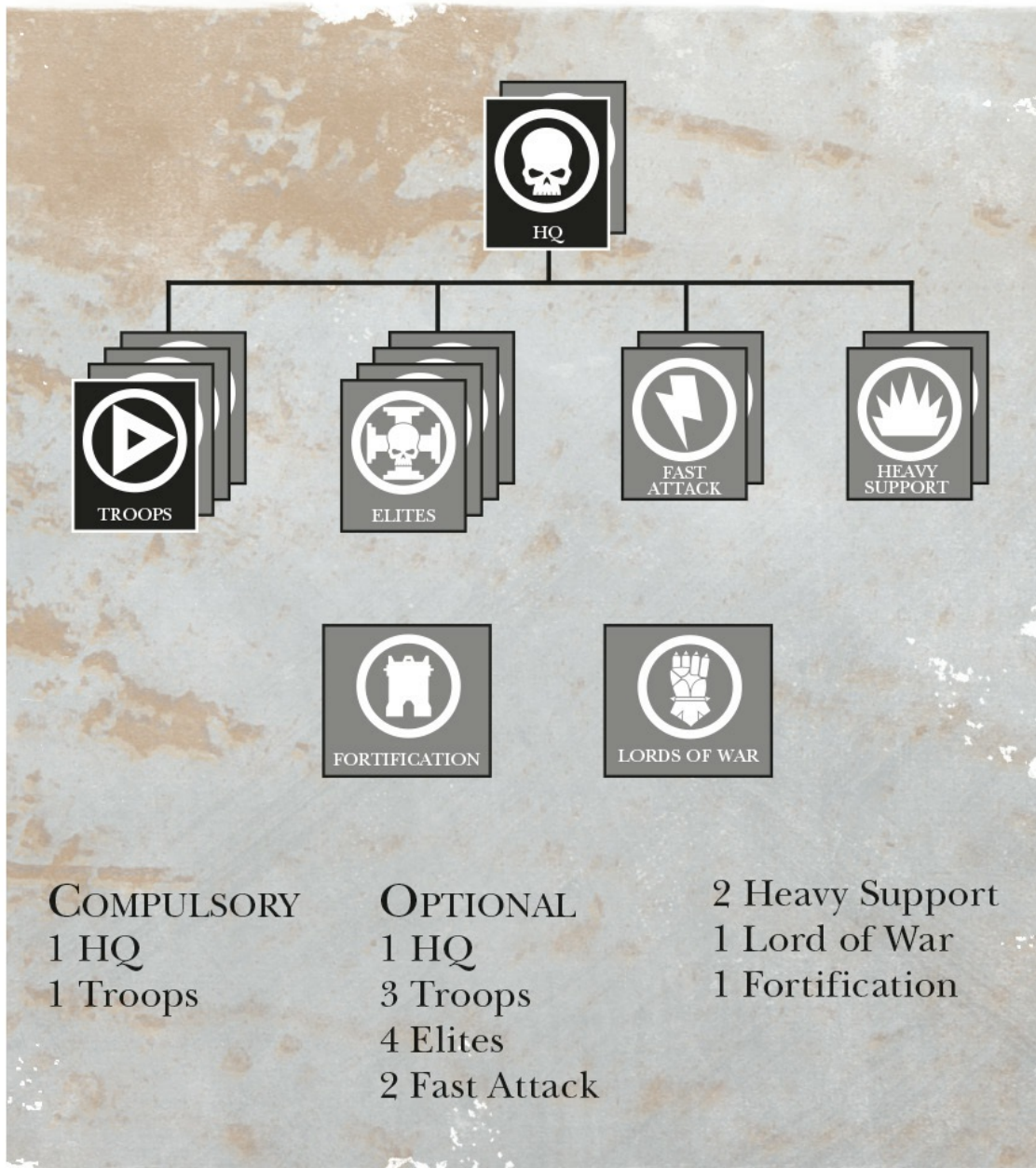
DH

THE RULES NEMESIS STRIKE FORCE

Codex: Grey Knights includes a new detachment that represents the Chapter's first response to a Daemonic invasion. Adam and Dan take a look at it, and how to unleash the fury of the Daemon hunters to give you the edge on the battlefield.

NEMESIS STRIKE FORCE

Codex: Grey Knights details a unique Detachment – the Nemesis Strike Force – that reflects a Grey Knight vanguard assault formation dispatched to quell a daemonic incursion or as a final sanction upon a world. This follows all the Detachment rules presented in Warhammer 40,000: The Rules.



RESTRICTIONS

All units in this Detachment must have the Grey Knights Faction (or have no Faction).

COMMAND BENEFITS

Brotherhood Commander: If this Detachment is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in Codex: Grey Knights.

Rites of Teleportation: Instead of making Reserve Rolls from the start of your turn two, you can make Reserve Rolls for any unit in this Detachment that is placed in Deep Strike Reserve from the start of your turn one. These units will arrive from Deep Strike Reserve on turn one on the roll of 3+. In addition, all units from this Detachment can both Run and Shoot, in any order, in the same turn that they arrive from Deep Strike Reserve.



FROM THE HEAVENS

Adam has been hiding under his desk reading Codex: Grey Knights this week. We're

trying to decide if he's going to collect an army, or if he's worried that they're finally going to catch up with him.

Adam: Quite frankly, I think the Nemesis Strike Force is an amazing detachment. It's capable of launching a dazzling first turn offensive. The trick with it is to hit the enemy in the places where he is most vulnerable, that he'll never be able to recover. Allow me to explain...

The Nemesis Strike Force enables you to make reserve rolls starting in the first turn for all units in Deep Strike Reserve. Since many models in the Grey Knights army can Deep Strike, this means you can launch a massive invasion right away (just so long as you are able to roll a few 3+ reserve rolls). My advice with the Nemesis Strike Force, although it might sound a little discriminatory, is to only select models that can Deep Strike. That does eliminate some fantastic choices (you can always use a different detachment or ignore me), but what it means is that you can hit with overwhelming numbers. Terminator squads and Strike squads armed with incinerators will wreak havoc as they arrive and Dreadknights' high-strength weapons are great for knocking out vehicles or picking off characters. The sheer number of psychic powers the Grey Knights can unleash adds to the threat – who wants to counter-charge attackers when Hammerhand gives them +2 Strength?

As a last thought, Astra Militarum fans can make this Nemesis Strike Force even more effective, by including an Officer of the Fleet in another detachment so you get +1 to Reserve Rolls. Yikes. AT

TARGET ACQUIRED

While Dan is more a force of destruction than a force of good, he can definitely see the merits of fielding a Nemesis Strike Force.

Dan: While an army of Grey Knights is a tempting prospect, I would personally use this detachment as part of a larger army.

Because you only need one Troops choice and one HQ, it's very easy to fulfil all the requirements of this detachment. I'd suggest a Librarian and a squad of Terminators and use them to take out an enemy unit that you would otherwise have trouble getting to. I'm talking about those annoying squads that hide behind buildings to claim objectives or stand at the back of the battlefield and rain fire down upon your army (Broadside Battlesuits, anyone?). Using the Rites of Teleportation, try and Deep Strike the unit as close as possible to the enemy and unleash everything you have on them. You might even bag First Blood if you're lucky. Make sure you always use the Run you get from the Rites of Teleportation, if not to re-deploy from a wayward scatter, then to disperse your unit to avoid the Large Blast templates that will come their way.

But why the Librarian? Librarians can be upgraded to Level 3 Psykers and have access to

other psychic powers outside the Sanctic discipline. Fingers crossed you'll get Forewarning which, combined with Sanctuary, would make your Terminators virtually invincible. The arrival of such a potent unit will inevitably attract a lot of attention, but that's the whole idea. They'll terrify your opponent, distracting them from their missions and the rest of your army. It's risky, but worth it. DH

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 we take a look at Grey Knights, Assassins, Space Wolves, Orks and Sisters of Battle.

A GALACTIC GAME OF CAT AND MOUSE

OWEN BARNES TALKS GREY KNIGHTS AND DAEMONS



“In the past, the Grey Knights were always seen through the eyes of the Ordo Malleus,” says Owen, “not their servants, as such, but always at their beck and call. In reality, the Grey Knights are a Space Marine Chapter like any other, beholden to no one save the Emperor himself, their orders and missions dictated by the Grand Masters. It’s for this reason that the new Codex focuses a lot more closely on the Grey Knights and their history, rather than that of the Inquisition. Sure, they were created at the same time and they will often work alongside each other, but they’re not inextricably linked, and that was something we wanted to get away from, focusing on the Chapter rather than the oddballs that associate with them.

“One of the major influences in this Codex is the Horus Heresy novel series. It’s come a long way since the previous Grey Knights Codex came out and, in that time, a lot of the Imperium’s history has been fleshed out, including the secret creation of the Grey Knights by Malcador the Sigillite during the last years of the Horus Heresy. It’s this level of secrecy that continues into the 41st Millennium and the Grey Knights are virtually unheard of due to their sacred role. To know of the Grey Knights is to know of Daemons, and that’s not something the general public needs to hear about.

“Something we’ve expanded upon in this book are the Prognosticators, Battle Brothers who can read the ebb and flow of the Warp and predict Daemoniac incursions, enabling the Grey Knights to intercept, or even prevent, their appearance in the mortal realm. But the Warp is fickle, and these visions can be unpredictable, possibly even manipulated by the forces of Chaos. It’s like a galactic game of cat and mouse, but with the roles constantly changing, the hunter suddenly becoming the hunted and vice versa. It’s the hardest ongoing battle the Imperium faces and a testament to the fortitude of the Grey Knights.”

THE ORIGINAL EIGHT

“There were eight Space Marines selected by Malcador the Sigillite to become the first Grey Knights,” says Owen. “One of them, Janus, became the Chapter’s first Grand Master, but the rest are unknown. I keep being asked if Captain Nathaniel Garro is one of them. I think the excitement is in the mystery and we may never know his fate. My advice: keep reading the Horus Heresy series and see what happens.”

THE HOUR OF THE WOLF

Andy Clark, the talented scribe behind Sanctus Reach: Hour of the Wolf, stopped by the White Dwarf bunker to talk to us about his handiwork.

“Hour of the Wolf finishes the journey we started in The Red Waaagh!” Andy says. “It reveals the fate of the characters introduced there, and adds even more famous faces into the story before it is done. These characters are the heart and soul of the Sanctus Reach campaign, from the dour and effective Castellan Stein to the blood-crazed Gruk and maniacal Mogrok (now deeply in toof-debt to Kaptin Badrukk). Even the Wolf Lords who arrive to drive off the Orks find their character evolving. Krom seeks redemption after the events of Stormclaw while Ragnar Blackmane must make amends, having roused the ire of Logan Grimnar.”



LICENCE TO KILL

With Dataslate: Officio Assassinorum now on pre-order, Dan caught up with Phil Kelly to find out more about it.

“The dataslate is the perfect opportunity to field an Imperial Assassin alongside your regular army,” says Phil, “adding some much-needed combat muscle or stealthy firepower right where it’s required. It’s characterful, too. Imagine sniping an Ork Warboss with a Vindicare or executing an Eldar Farseer with a Culexus. You have to be a serious threat to the Imperium to end up on the Assassinorum’s hit list, though fortunately there are plenty of heretics, witches and alien warlords that meet that criteria.”



THE CLASH OF CLANS

Two weeks ago, Jes initiated a Warhammer 40,000 tournament to celebrate the release of the new edition. Having lost to Ben, Jes hastily mentioned that their game was actually just a practice battle. The rest of the team call shenanigans...

The second match-up of the tournament was Erik's Evil Sunz Orks against Dan's Goff Orks. Making use of the new Codex, Erik included a Stompa in his army, while Dan took Ghazghkull Thraka in his, two mighty death-dealers pitted against each other. Dan's kunnin' plan was to run at 'Big Red Deff' and open it up like a tin can using every power klaw at his disposal. Sadly for him, most of his Nobz were pounded into green pulp by the relentless barrage of shots fired by it. Dan's Boyz are currently licking their wounds in shame.



BIT OF THE WEEK: BABY DRAGON

It may look cute, but this tiny dragon could still toast your face off if you got too close. Found in the High Elf Dragon kit, it's an excellent addition to a model's base or a unit diorama and would make an ideal familiar for an Elven Wizard.



READER'S MODEL OF THE WEEK

Our reader's model this week is this impressive Bad Moon Dakkajet painted by Roman Gruba.

From air intake to engine exhaust, Roman has covered his Dakkajet in checks, rust and battle damage, giving it the look of a plane well-used to the taste of flak and flying debris. Piloted by an Ork simply known as 'Ace', it's a great example of weathering and freehand painting.

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

team@whitedwarf.co.uk

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



WEAPON OF THE WEEK: STEAM TANK STEAM CANNON

If you thought Empire great Cannons were dangerous then prepare to be impressed by the steam cannon. Packing the same punch as its black powder cousin, the steam cannon launches cannonballs at the enemy using gouts of pressurised steam. Safe within the iron-clad shell of a Steam Tank, it is the Empire's answer to mobile artillery. Its boiler is also pretty handy for making the odd cuppa between battles.





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



THE EYE OF THE BEHOLDER?

Dear Grombrindal, can you please settle a discussion that my gaming group has been having? Who is the most beautiful person in the Warhammer world: the Everqueen or Morathi?

- Jair 'Hiding His Real Name' Vael

GROMBRINDAL SAYS

An Elf? Are you really asking me which Elf is the fairest? Come now, remove those blinkers from your eyes for a moment, lad. Could either of those ladies wield a battle axe, milk a mountain goat or stand in a shieldwall? Of course not – one, because they're untrustworthy Elves, and, two, because they're thinner than my patience. They have nowhere to hang a suit of armour and would blow over in a strong breeze. Furthermore,

no beards. I think it's scandalous you've left Queen Helga from the list. Not only does she know which end of an axe gets the job done, but she's a fair and wise ruler to boot. Only Valaya herself could be finer. Surely Helga's an obvious pick for anyone exclaiming the virtues of a good lady.

And, before you ask, Lucretia Belladonna is no good either. She'd poison the food.
- Grombrindal

THE POWER OF THREE

With Grey Knights the subject of the week's magazine, we asked Studio painter Chris Peach what the best way to paint them was. "Use A Leadbelcher basecoat followed by a Nuln Oil wash," says Chris. "You can highlight them in a couple of ways: by drybrushing them with Necron Compound or using Runefang Steel as a layer. They're the same colour, they just have different textures to suit the two techniques."



LEADBELCHER



NULN OIL



**NECRON
COMPOUND**

THE WHITE DWARF PARADE GROUND

With Armies on Parade now well underway and all the War Diary entrants working hard on their displays, we caught up with Chris Bilewicz in the Studio painting team to find out how he's getting on. "I've actually finished most of my Sisters of Battle units now," says Chris, a bead of sweat on his forehead from hours of frantic painting. "Just the tanks and the display board to go now. I'm currently converting a Shrine of the Aquila and a Skyshield Landing Pad into a fortress for the back half of my board." You be able to see Chris's complete board in Warhammer: Visions 9. For now, check out his latest units, a Canoness and Sisters Repentia.





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