

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 35

27 SEPTEMBER 2014

WATCH THE SKIES!



DARK ELДАР FLYER INCOMING!

FEAR THE VOIDRAVEN BOMBER

BATTLEFIELDS DARKEN IN THE SHADOW OF SICKLE-SHAPED WINGS...

WHITE DWARF™

ISSUE 35

27th September 2014



Editor: Jes Bickham
jes@whitedwarf.co.uk

Assistant Editor: Matt Keefe
mattk@whitedwarf.co.uk

Senior Staff Writer: Adam Troke
adam@whitedwarf.co.uk

Staff Writer: Daniel Harden
dan@whitedwarf.co.uk

Production Lead: Rebecca Ferguson
rebecca@whitedwarf.co.uk

Digital Editor: Melissa Roberts
melissa@whitedwarf.co.uk

Lead Designer: Matthew Hutson
matt@whitedwarf.co.uk

Designer: Kristian Shield
kris@whitedwarf.co.uk

Designer: Ben Humber
ben@whitedwarf.co.uk

Photo Editor: Glenn More
glenn@whitedwarf.co.uk

Photographer: Erik Niemz
erik@whitedwarf.co.uk

Photographer: Martyn Lyon
martyn@whitedwarf.co.uk

Distribution Lead: Andy Keddie
andy@whitedwarf.co.uk

Publisher: Paul Lyons
paul@whitedwarf.co.uk

OPENING SALVO

In a galaxy where Stormravens, Hive Crones and Crimson Hunters rule the skies, you'd think there'd be nothing left to fear... but you'd be wrong. There's a new flyer to run for cover from: The Dark Eldar Voidraven Bomber. This long-awaited kit doesn't disappoint, being a modeller and painter's dream, and you can also see three of them in action in our Battle Report later in the issue. They're a nasty business and no mistake. In fact, the entirety of the Dark Eldar army is a nasty business, as Adam found out to his cost – as a battle progresses, the Dark Eldar draw power from pain and get more and more powerful. How will you stop them in your games? Why not write in and let us know! Jes Goodwin and Ed Cottrell, the sculpting masterminds behind the Voidraven, also share some insight in Designers Notes.

We've also got an alternative colour scheme for the Sector Imperialis board, and show you how to paint it in Paint Splatter. Enjoy the issue!



A stylized, handwritten signature in black ink, consisting of several overlapping loops and a long horizontal stroke at the end.

Jes Bickham - White Dwarf Editor

DARK ELDAR

VOIDRAVEN BOMBER

Designed to provide heavy support to Dark Eldar forces in realspace, the Voidraven is a supersonic strike jet capable of delivering a devastating void mine, a bomb that traps its victims in a sphere of deadly energy.



Voidraven Bombers are sleek, terrifying attack craft, swooping phantoms that rain death

from the skies. As a Dark Eldar raid commences, enemy sentries are cut down and fortifications blown apart before the true slaughter begins. Voidravens follow in the wake of the initial attack, armed to eliminate the heaviest enemy targets.

The Dark Eldar are renowned for their preternatural agility, but even among their kind there are those whose abilities are transcendent. The Reaver Jetbike pilots who compete in the death races held in Commorragh possess lightning reflexes and an incredible aptitude for breakneck speeds. They are highly sought after to pilot the Dark Eldar attack craft. Such pilots can be counted upon to weave through clouds of incoming fire and evade enemy fighters to strike at the foe at precisely the right time and place, and their services are greatly rewarded.

The Voidraven is armed with a single central bomb and an array of auxiliary weapon systems. Its jagged wings house four powerful engines, which boast baffles and shrouding to help mask the Voidraven's presence against automated defences, augers and targeting systems. Typically Voidravens are the property of the bombardier, who operates the craft's primary weapon system within an armoured-crystal cockpit positioned in the nose, nestled beneath the main pilot's cockpit. From this vantage point the bombardier unleashes the Voidraven's primary weapon with unparalleled accuracy. Both pilot and bombardier wear tight fitting body gloves and fully enclosed helmets to protect against the powerful g-forces as they manoeuvre the Voidraven.

Most Dark Eldar weapons are both complex and powerful and the void mine, the primary weapon of the Voidraven Bomber, is no exception. Forged from a mixture of organic and mechanical components, complete with a misshapen spinal column protruding from the rear, the void mine is a strange and alien device. Upon impact it creates a sphere of force field energy within which a particle of darklight is released, causing a cataclysmic explosion in a confined space.

Even with its primary munition expended, the Voidraven remains a deadly threat. Mounted within the wings are a pair of void lances, lethal long range weapons that fire pulses of energy to shear through armour with ease. These enable the Voidraven to take a dedicated anti-tank role after using its void mine. Alternatively they can be swapped out for dark scythes, the malignant cousins of Eldar d-scythes. These fire a blast of pure darklight capable of boring holes in flesh and armour with staggering ease.

As a multi-part plastic kit, the Voidraven is a real centrepiece for the Dark Eldar army. It beautifully matches the sleek profile of the existing Razorwing Jetfighter, with the same hooked double-delta wing design and weapons housed within the wings. The design of the void bomb means that it can be sited in two positions under the main fuselage, stowed or ready to drop. All the while the bombardier lies face down, gazing out from his crystal dome as he chooses the next target to feel the wrath of his Voidraven Bomber.

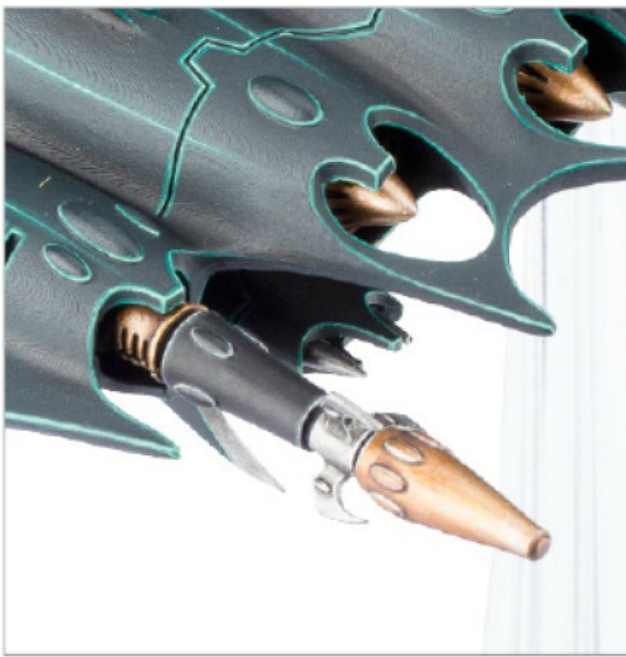


Above, left - Positioned halfway up the Voidraven's fuselage is the pilot's cockpit.

Above, right - The bombardier lies in an armoured crystal dome right at the front of the Voidraven. The targeting graphics are sculpted detail on the clear plastic.



Above - From the side you can see the void mine, complete with its wraithbone tail.



Above, left - Void lances jut from the back swept wings

Above, right - The Voidraven is powered by four huge jet engines.



DARK ELДАР

WYCH CULT SWIFTS HARD

Dark Eldar Wyches excel in gladiatorial combat, using finesse and precision to kill their foe. On the battlefield, they bring their skills to Dark Eldar raiding parties, gliding gracefully into battle aboard sleek Raiders before leaping into the bloody melee.



The Wych Cults of Commorragh play a sinister but crucial role within Dark Eldar society, performing amazing feats of violence within massive gladiatorial arenas, inflicting pain to provide the tens of thousands of Dark Eldar spectators with essential soul-nourishment.

When the Dark Eldar go to war, the Wyches go with them, often fighting as Swiftshards, squads of Wyches mounted on Raiders, leading the Dark Eldar Raids as terrifying and lightning-fast shock troops.

The Swiftshard boxed set contains 10 Dark Eldar Wyches, including a Hekatrix and a host of options, and a Raider, complete with crew hanging from it. For Wyches such as these, joining realspace raids is where they can experience the ultimate test of combat skills honed in the arenas. The Raiders in which they descend upon their enemies allow the Wyches to avoid many of the risks of advancing on foot, instead clinging eagerly to the sides of their transports, ready to leap down and eviscerate the foe.

DARK ELДАР

KABALITE SKYSPLINTER

Dark Eldar Kabals are the mainstay of the Dark Eldar military, providing skilled and well-armed warriors to crush the enemy. For all the power of the Dark Eldar's wargear, their greatest strength is their speed, riding into battle aboard agile Raiders.



The city of Commorragh is home to thousands of Warrior Kabals, the heart of the Dark Eldar's military strength. Even the smallest Kabals can summon hundreds of warriors and the largest are able to deploy millions of skilled soldiers to do their bidding.

Regardless of their number, speed is of the essence for the Dark Eldar, and so these Kabalite Warriors frequently form into Skysplinters, squads of vicious fighters aboard fast Raider transports forming the vanguard of Dark Eldar raids. Aboard their Raiders, they emerge from the webway into realspace, racing to secure objectives and eradicate the foe before any real defence can be mustered.

This Kabalite Skysplinter boxed set contains 10 Kabalite Warriors and a Dark Eldar Raider. The set also includes wargear options for the squad and parts to make a Sybarite squad leader. These Skysplinters are perfect for exploiting the Dark Eldar's preferred hit-and-run tactics, overrunning ill-prepared defenders where their superior weapons can carry the day.

CODEX:

DARK ELDAR

The galaxy's most vicious and cruel raiders, the Dark Eldar fight not for glory or honour, but to plunder the life force of their foes before retreating back to their twilight realm.

Codex: Dark Eldar is the essential guide to the these murderous cutthroats and killers.



The Dark Eldar are cursed by an insatiable soul-hunger that can only be staved off by inflicting pain and suffering on those around them. To sate this appetite they launch vast

raids from their home within the hidden-realm known as the webway, descending on the weak and unprotected and spiriting away prisoners by the thousand to suffer and die in the Dark City.

Codex: Dark Eldar is a 112-page hardback tome that contains everything you need to know about the Dark Eldar. From their ancient history, and the terrible acts that brought about the Fall to the rise of Commorragh and Asdrubael Vect's brutal coup to seize control of the Dark City. It introduces the Kabals, Cults and Covens that rule Dark Eldar life and the fighting forces they unleash upon the galaxy.

The book is interspersed with fantastic artwork, from classic pieces fans will recognise to brand new illustrations of the Dark Eldar at war, as well as some of their foremost leaders. There is also a sublime gallery of Citadel miniatures painted by the 'Eavy Metal team and all the rules you need to take your collection to the battlefield. These rules include new Warlord Traits to represent the nature of the Dark Eldar, new Tactical Objectives, artefacts of cruelty, a Kabalite Raiding Party formation and a Realspace Raiders Detachment. This is a mighty book devoted to one of Warhammer 40,000's most enigmatic forces.

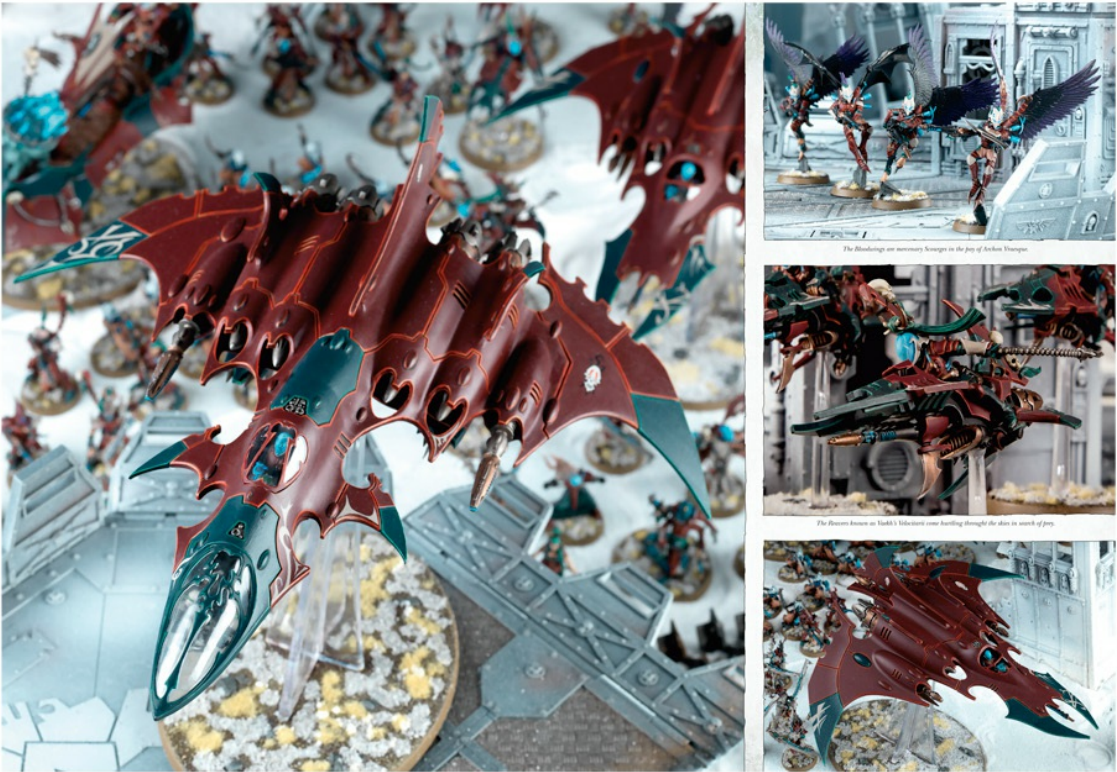
Codex: Dark Eldar is also available in digital formats for both iPad and ePub.



Above - The cover of the new Codex portrays an Archon clutching a soul trap.



Above - The Dark Eldar's history touches the heart of the Warhammer 40,000 universe. The new Codex explains their origins, history and their home, the fabled Dark City.



Above - The beautiful collection of Studio Dark Eldar models is showcased in a fantastic

gallery of Citadel miniatures.

DARK ELДАР

DRACON EDITION

Sealed within a slipcase, the Dracon Edition of Codex: Dark Eldar contains lots of extra features, finished with beautiful premium treatment and each uniquely numbered.



The Dracon Edition of Codex: Dark Eldar combines the new Codex with Raiders of

Commorragh, and a deluxe hardback folio containing datacards for all the units covered in the Codex as well as six acrylic objective markers.

All of this is contained within a sleek slipcase, the interior of which is treated with an acid orange finish that matches the gilt edges of the books and the vibrant acrylic objective tokens. The cover of the Codex and Raiders of Commorragh in the Dracon edition are different to the standard editions too, boasting a moody dust jacket with rugose varnish effect on the outside and beautiful artwork of a Wych (for the Codex) and an Incubus (for Raiders of Commorragh).

The Dracon Edition is strictly limited to 1,000 numbered copies, available exclusively online.

DARK ELДАР

ARCHON EDITION

The ultimate item for Dark Eldar fans, the Archon Edition of the new Codex is the first place you can get your hands on the Haemonculus Covens Codex Supplement.



Matching the Dracon edition in style and finish, the Archon Edition of Codex Dark Eldar contains not only the deluxe finished Codex, datasheet folio, objective markers and Raiders of Commorragh, but it's also the first place to get Haemonculus Covens, a supplement for Codex: Dark Eldar. Within it the horrific flesh-crafters are explored in unstinting detail, with more information about their Covens than ever before. It's flesh-crawling stuff.

In the Archon Edition, this Codex supplement is given the same special treatment as the books described in the Dracon Edition, and features fantastic full colour artwork of a Wrack on the book cover. The whole edition is numbered on the reverse of the slipcase, beside the Citadel Vault logo.

Visit www.games-workshop.com to bag yourself one of the 500 copies of the Archon Edition available.

WARHAMMER: VISIONS

Enter the Dark City of Commorragh with the latest issue of Warhammer: Visions.



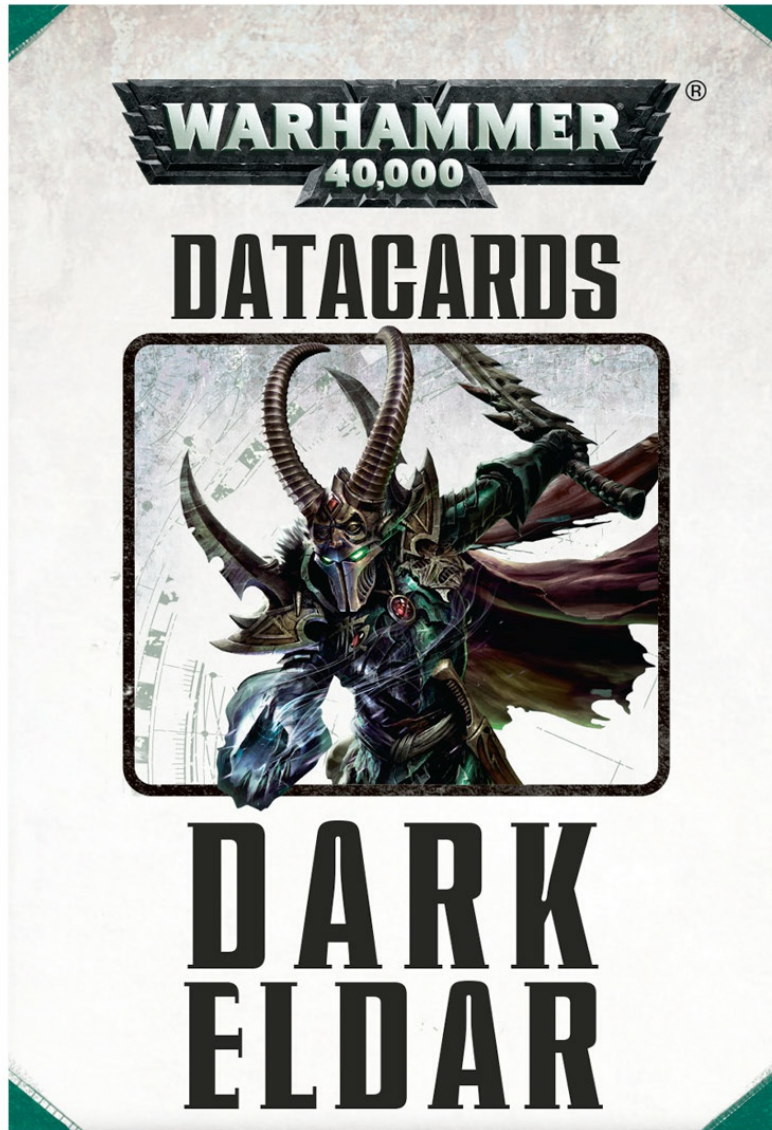
This week sees the release of the latest edition of Warhammer: Visions, the monthly magazine from the creators of White Dwarf.

This 236-page showcase of the very best Citadel miniatures kicks off with some absolutely amazing photography of the Dark Eldar. We also take a look at Space Hulk and yet more of the finest entries from Golden Demon Birmingham. All that, and there's more – a vast Orc and Goblin army in Army of the Month, Blanchitsu (featuring several exquisite gems from Cédric Lurkin's amazing miniatures collection), a look at this year's

Armies on Parade, Kit Bash, Paint Splatter and an 'Eavy Metal feature. It's available to order right now, so don't miss out.

DATA CARDS: DARK ELДАР

Datacards: Dark Eldar is loaded with 36 Tactical Objective and six Combat Drugs cards.



Striking without warning and then fading away, the Dark Eldar are the masters of hit-and-run warfare.

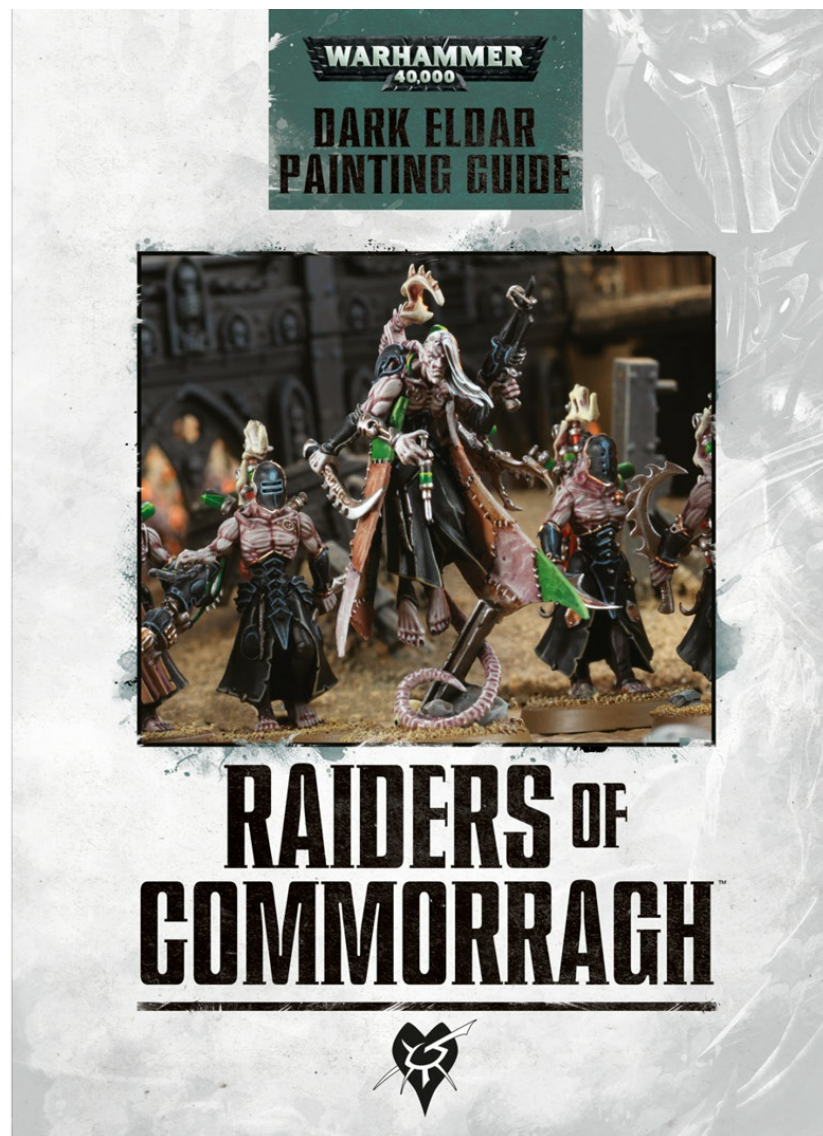
Datacards: Dark Eldar contains 36 Tactical Objective cards including six new Dark Eldar objectives such as 'Take them Alive!' and 'Trophy Hunter'. Tactical Objective cards are invaluable in Maelstrom of War missions, where ever-changing objectives represent shifts in tactics and strategy in the midst of battle. It's great to be able to keep your active Tactical Objectives visible, so you know exactly what you're fighting for. The Datacards set also includes six cards for Dark Eldar Combat Drugs, perfect for fuelling the blood

frenzy of the Wych Cults that join with the Kabals on realspace raids.

DARK ELДАР

RAIDERS OF COMMORRAGH

There are many Kabals, Cults and Covens within the Dark City of Commorragh, each with sinister agendas of their own. Raiders of Commorragh is a detailed painting guide for four of them.



Raiders of Commorragh is a 128-page painting guide for the Dark Eldar focusing on four notorious warbands – the Kabal of the Flayed Skull, the Lords of the Iron Thorn, the Cult of Strife and the Prophets of Flesh. Each army is discussed in detail, with background and history providing further context for its place within the Dark Eldar race, as well as

information on prominent leaders and units.

While fans of the stories behind the Dark Eldar are well served, the true focus of the book is the art of painting armies beautifully and, in this, *Raiders of Commorragh* excels. Clear, detailed stage-by-stage photography gives you all the information you need to repeat the fantastic colour schemes and markings on your own models. This book is a perfect example of how forging a narrative for your army as you paint your models can produce something amazing.



THE RAZING OF HIVE ALARUM

The Dark Eldar have unleashed a devastating raid and the world of Alarum burns. As the Astra Militarum try desperately to hold the line, the Dark Eldar prepare for their final assault. If they can smash aside the defenders, the citizens within will be easy prey.

Hunched within the transparent dome at the fore of Voidbreaker, Saegran Mirelight saw the lumpen ruins of the Imperial city speed below him in a blur. Runes winked as the Void Reapers fed tactical data to their leader. They would be on the target in moments. A gesture and his pilot hurled Voidbreaker into a dive. His pulse quickened.

“This is Witherchill.” The Archon’s voice broke Saegran’s concentration, a merciless hiss in his ear. “The City is ready to harvest, they are ours for the taking. Wait! The imbecile monkeigh have arrayed... ‘forces’ against us. Slaughter them and the feast begins. Saegran, lead us in.”

Within his mirrored helm, Saegran grinned as the order was given. Already, crude Imperial vehicles hove into view, tanks arranged in untidy lines. Saegran’s fingers danced across runes, conveying his orders to the squadron. He spoke two words.

“Murder them.”

DARK ELDAR ARMY



Kabal of the Poisoned Tongue

Archon Witherchill

- Accompanied by 5 Incubi in a Raider

The Scions of Death

- 10 Kabalite Warriors

The Strifekin

- 10 Kabalite Warriors

Skyblade

- Razorwing Jetfighter

The Void Reapers

- 3 Voidraven Bombers Rain of Hate, Sorrow's Hand and Voidbreaker.

The Prophets of Flesh

Urien Rakarth

- Accompanied by 8 Wracks in a Raider

Haemonculus Malothrack

- Accompanied by 8 Wracks in a Raider

The Suffering Host

- 10 Wracks in a Raider

The Unfleshed

- 5 Wracks in a Venom

The Grieftorn

- 5 Wracks in a Venom

The Twisted Kin

- 5 Grotesques

The Heralds of Misery

- 3 Talos Pain Engines and 1 Cronos Parasite Engine

The Cult of the Seventh Woe

Succubus Amelica Theskis

- Accompanied by 5 Wyches in a Raider

The Pain Dancers

- 9 Wyches

Laephra's Bladelings

- 10 Wyches

The Gorebeasts

- 3 Beastmasters and 4 Khaamera

THE ASTRA MILITARUM



The Cadian 92nd Regiment

Delta Company – The Ironsides

Company Commander Pardus

- With Company Command Squad

Platoon Commander Cromman

- With Command Squad in Chimera (Cadia's Spirit)

Platoon Commander Synon

- With Command Squad, Primaris Psyker Callon and Commissar Valker

Squad 190 – The Dead Men

- Infantry Squad in Taurox (The Deadbox)

Squad 265 – Sire's Faithful

- Infantry Squad in Taurox (Gun Hound)

Squad 501 – First Watch

- Infantry Squad in Chimera (The 501)

Squad 144 – Vanguard Squad

- Infantry Squad in Taurox (Malediction)

Squad 812 – The Stalwarts

- Infantry Squad in Taurox (Throne's Covenant)

Squad 609 – Firenz's Footsloggers

- Infantry Squad

Squad 450 – The Last Sentinels

- Infantry Squad

Firemaw

- Hellhound

Gloriam and Mortis

- Leman Russ Battle Tanks

Sky Fury

- Hydra Flak Tanks Invigilus, Seraph and Heaven's Wrath

Deathrain

- Wyvern

Bone 'Ead's Bully Boys

- 6 Bullgryns

Militarum Tempestus Strikeforce

The Kappic Eagles

Tempestor Prime Caltus

- Militarum Tempestus Command Squad in Valkyrie (Eagle's Claw)

The Death Heads

- 10 *Militarum Tempestus Scions in Valkyrie (Eagle's Wrath)*

The Immortals

- 10 *Militarum Tempestus Scions in Taurox Prime (Death Volley)*

Auxilla Detachment IX, the Shieldwall

- 3 *Bullgryns in Taurox Prime (Thunderstrike)*

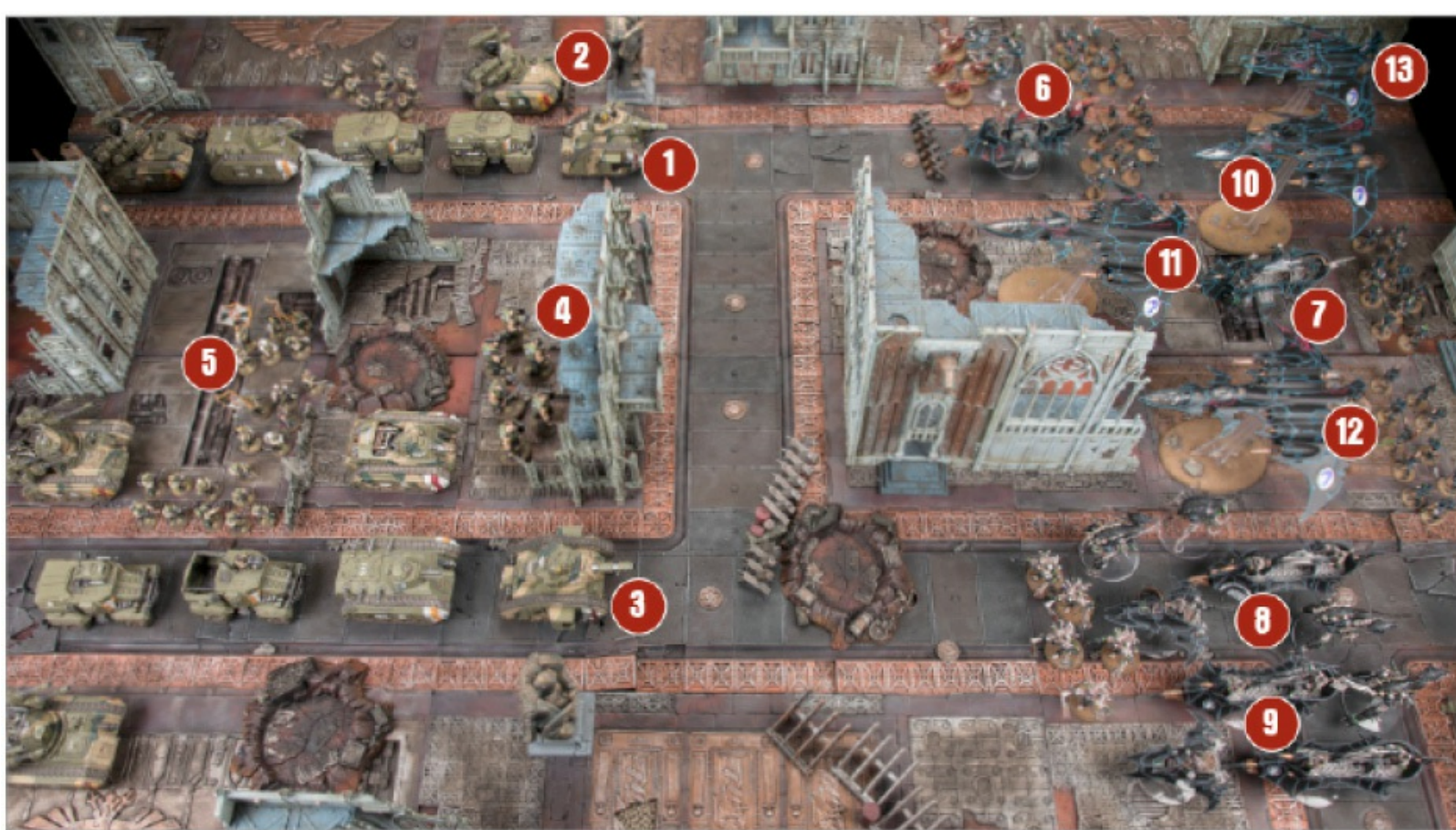
PREPARING FOR WAR

For this game we set up the Imperial forces first with the bulk of the Astra Militarum army deployed along the two roads running through the city. On the north road, the Leman Russ Gloriam (1) leads the column, while the Wyvern Deathrain (2) was positioned beside the road. In the south, Mortis (3) acted as the vanguard, while in the centre Bone 'Ead's Bully Boyz hid in the ruin of a building (4). Colonel Pardus and his squad took up position near the rear (5), where they could coordinate the company elements.

The Dark Eldar deployed in three distinct groups. In the north the Wyches, led by Succubus Amelica Theskis (6), prepared for a headlong charge into battle, while the centre was held by the Kabalite Warriors under the control of Archon Witherchill (7). In the south, the Prophets of Flesh prepared to attack in their Raiders and Venoms, with Haemonculus Malothrack's (8) and Urien Rakarth's (9) transports at the front of the attack.

Finally, the Voidraven Bombers (10,11 & 12) and Razorwing (13) start on the battlefield in this scenario, rather than in reserve. This is a special rule for our game to represent the suddenness of the Dark Eldar attack.

In reserve the Imperium has four Militarum Tempestus units, a Command Squad and a Tempestus Scions Squad in Valkyrie Gunships and a Tempestus Scions Squad and Bullgryn Squad in Taurox Primes. These are currently racing towards the battlefield and will be available for use at the start of the Astra Militarum's third turn.



The release of Codex: Dark Eldar gave us the chance to recreate the brutal horror of a realspace raid. To pull this off we created the outskirts of Hive Alarum, a major Imperial City under attack by a huge Dark Eldar raiding force. The Dark Eldar would take the form of a triple alliance between the Kabal of the Poisoned Tongue, led by Archon Witherchill, the Wyches of the Seventh Woe, under the eye of Succubus Amelica Theskis, and the Prophets of Flesh commanded by the master Haemonculus himself, Urien Rakarth.

Standing in the way of this alliance would be the Astra Militarum’s finest, Delta Company of the Cadian 92nd Regiment, the Ironsides. Led by Colonel Pardus, this task force was charged with stopping the Dark Eldar at all costs. Help was on the way for the Cadians, with a detachment of Militarum Tempestus Scions inbound.

For our game we decided to invent our own simple scenario recreating the desperate efforts of the Astra Militarum to secure a protective cordon on the outskirts of the city. The Astra Militarum objective was to keep their areas clear of the Dark Eldar, and to eradicate the enemy leadership at all costs. They would win if all the enemy HQ units were dead and there were less Dark Eldar units within the two western gameboard sections than Imperial units. The Dark Eldar objective was simply to flood the city with attackers – they would be victorious if they could get more Dark Eldar units within the western area of the battlefield than the Imperial forces.

Dark Eldar Turn 1: As shrill warning klaxons began to sound and the strobe of tracer fire lit up the sky, the Dark Eldar forces surged into action, their attack led by the

supersonic fury of the Voidraven Bombers and Razorwing. As one, the Voidravens zoomed low over the front ranks of the Astra Militarum, their powerful void lances and dark scythes targeting the Imperium's anti-aircraft weapons, causing superficial damage and killing a few Guardsmen with errant shots. The lead Voidraven, Sorrow's Hand, loosed its void mine on the Ogryns hiding in the ruins, the bombardier picking them out with a precise shot that blew one abhuman apart and grievously wounded another.

In their wake the Prophets of Flesh drifted silently forward on their Raiders, dark lances hammering the Leman Russ Battle Tank Mortis, shearing off a sponson and leaving Mortis critically damaged. In the centre the Kabalite Warriors advanced in the cover of the Shrine of the Aquila and the Wyches raced forwards, eager to wet their blades...

Astra Militarum Turn 1: Despite the power of the Dark Eldar attack, the disciplined Cadians remained stoic, as Taurox and Chimera slewed to a halt to disgorge squads of Guardsmen. At the rear of the army the Hydra Flak Tanks unleashed streams of autocannon fire at the flyers. Accurate though it was, the agility of the Voidraven pilots and their nightshields baffled the Hydras' targeters, and they escaped with only minor damage.

The Dark Eldar infantry were not so lucky, however, as Gloriam and Squad 265, Sire's Faithful, combined their firepower on the approaching Wyches killing several. They were joined by Deathrain as the Wyvern lobbed explosive shells that caught four more Wyches and blasted them to bits.

OGRYN AMBUSH

With a bit of cunning, the Cadians orchestrated an ambush on the Dark Eldar Archon in an attempt to assassinate him early. Caught out and exposed in the alleyway, the Archon's Raider was easily shot down, leaving the crew within to the mercy of the Ogryns. Against a lesser threat, six charging Ogryns would have been an insurmountable foe, but their thick Incubi armour and the saving throw provided by Power from Pain reduced a thunderous beatdown into a mere bruising.

In retaliation, the Archon set about those around him with his husk blade, a terrible weapon that can inflict Instant Death on any foe. In the next Dark Eldar turn, the Archon was saved by the Wyches and Grotesques, proving that the Dark Eldar really do put rivalries aside during realspace raids.



Dark Eldar Turn 2: As carnage spread across the battlefield, the Dark Eldar host began to swell with vigour, drawing power from the suffering of those around them. The Beastmasters drove their Khymerae towards Firenz's Footsloggers on the southern edge, hurling them through a sleeting curtain of lasgun fire that killed two Khymerae. They were joined in their attack by Amelica and her remaining Wyches, who danced through a blazing salvo of overwatch fire to plunge headfirst into the fray. While the Footsloggers held their ground, Squad 265 routed under the Succubus's attacks and were slaughtered as they fled.

Further south, the Voidravens punished the Astra Militarum from above. Commander Pardus's squad was the target of a void mine. The immense explosion killed three of the Command Squad, with only Pardus and his faithful medic surviving the attack. Meanwhile the other flyers battered the Hydras, boring holes through armour plates with their darklight weapons. The Haemonculus Coven pressed their own advance, as Malothrack and his Wracks leapt down from their Raider to charge Squad 501, the First Watch. Their tortured bodies strengthened with dark power, the Wracks made short work of the Imperial Guardsmen, hacking them into bloody chunks with their poisoned blades. None survived.

In the centre of the Dark Eldar advance, Archon Witherchill and his retinue led the

Kabalite contingent, his raider drifting perilously close to the Imperial lines...

WRACK ATTACK

When the Prophets of Flesh finally reached the Imperial lines their opening attack was nothing short of brutal.

Travelling into battle on fast-moving assault vehicles meant that they could disembark right in the face of the Imperial gun line before hurling themselves into the fight – the squads who found themselves facing the first wave of Wracks only had a single volley of overwatch fire to thin their numbers before the fighting came down to close combat.

The Wracks were able to shrug off most of the lasfire thanks to their unnatural resilience to pain. When the smoke cleared, the Wracks strode purposefully through the quailing Imperial ranks, lopping off heads and limbs with practised ease.

Astra Militarum Turn 2: The aggression of the Dark Eldar had caused the Imperial lines to buckle in both the north and the south, but the Astra Militarum still had a plan to drive the xenos attackers back. As further squads disembarked from their transports, the Leman Russ Gloriam and Taurox Gun Hound wheeled about to fire on Archon Witherchill's Raider. Their combined fire easily destroyed the fragile skimmer, spilling the Archon and his retinue to the ground, even as Bone 'Ead and his Ogryn squad advanced on them.

In the south, the Astra Militarum avenged their fallen comrades, with Platoon Commander Synon directing their wrath with a crisply given 'First Rank Fire! Second Rank Fire!' across the comm-net. Haemonculus Malothrack and his Wracks were blown apart by massed autocannon and lasgun fire, a Grotesque was torched to death by Firemaw and the Wracks of the Suffering Host earned their name as Mortis pounded them with its battle cannon, killing seven in the furious blast.

While the Hydras laced the skies with fire, and the Voidravens dodged for their lives, the Ogryns attacked the Archon and his retinue. With their hulking strength and durability, the Ogryns were a good match for the cold-blooded Incubi and they rained down power maul blows on their agile foe. The Eldar armour proved too much for the abhumans, and only a single Incubi fell, avenged effortlessly by the infernal huskblade of Archon Witherchill.

Nearby, the Beastmasters finished off what they had begun as they ravaged the last of Firenz's Footsloggers, the foul Khymerae feasting on their corpses.



Dark Eldar Turn 3: As the fighting on the ground intensified, the Voidravens wheeled and arced through the skies. Voidbreaker lined up to drop its void mine on a squad of Guardsmen rushing to the front. The blast killed all 10 in a monstrous blast that scattered body parts high into the air. Not to be outdone, Skyblade strafed Platoon Commander Synon's unit, killing four of his men with precision fire.

In the south, the Haemonculus Coven, bereft of Malothrack's leadership, turned fully to Urien Rakarth, who led by example, leading his retinue into a squad of Guardsmen and gutting them all. All around him Raiders and Venoms peppered tanks and men in a symphony of carnage. Not to be outdone, the Wyches in the south assaulted Deathrain, blowing it sky high with plasma grenades while the Khymerae overran Platoon Commander Cromman, killing his entire unit with their gnashing jaws.

Again, attention fell to the centre where Archon Witherchill was saved with some help from the Wyches and Grotesques, who flanked the Ogryns. By this point the carnage surrounding the Grotesques had bloated their power to the extent the Ogryns had no chance – all of them died in the fighting.

POWER FROM PAIN

As the game continued the Dark Eldar found themselves getting better and better – their physical bodies literally strengthened by the death and suffering around them.

While this had little effect in the first turn, by Turn 3 every Dark Eldar on the battlefield benefitted from Feel No Pain and those who had a Haemonculus in their ranks (or were close enough to Urien Rakarth) were even more powerful.

Perhaps of even more concern for the Imperial defenders was that by Turn 5 the Dark Eldar would also become Fearless – meaning the Guardsmen would have to kill every last one of them, rather than hope that weight of fire might cause them to flee.

Astra Militarum Turn 3: Just as the Imperial line appeared to buckle, reinforcements arrived. Militarum Tempestus units rushed into the area to shore up gaping breaches in the lines. Two Valkyries flew into the fray in the south, blasting the Succubus and her Wyches, who quickly fled. In the south a pair of Taurox Primes sped towards the foe, their main guns chattering. Wracks fell and Raiders soaked up punishing hits from the rapid fire weapons. For a moment it looked as though the Imperium might have turned the battle...

AIR WAR

The Imperial forces were put on the back foot in this scenario by the brutal air power the Kabal of the Poisoned Tongue brought to bear. The Voidravens in particular were able to inflict harrowing losses with their secondary weapons, the void lances, slicing easily through tank armour. In turn five the Dark Eldar proved just how deadly they could be when a Voidraven eradicated an entire squad of Tempestus Scions with a single volley from its dark scythes – they truly were the masters of the skies.

For the Astra Militarum, their one hope was the battery of Hydras whose firepower reduced the Voidravens' efficiency for a time. Sadly for the humans, the Dark Eldar nightshields and some fortuitous evading saved them from harm.

Dark Eldar Turn 4: If the Imperial counter attack fazed the Dark Eldar, they did not show it. Instead, the Voidravens wheeled about to chase the newly arrived Valkyries, causing critical engine damage to one that left it velocity locked. Everywhere the Dark Eldar pressed their assault. The Leman Russes Gloriam and Mortis were torn apart by Grotesques and Talos Pain Engines and a Hydra was finally knocked out by Skyblade.

The one moment of solace for the Guardsmen, whose numbers were quickly thinning, was that Urien Rakarth's Wracks failed to charge squad 812, and suffered bitter losses from overwatch as the Stalwarts steady fire kept them at bay.

VELOCITY LOCKED

One highlight of the game was the moment when the Tempestus Scions rushed into the battle to reinforce their brothers in the Astra Militarum. No sooner did their twin

Valkyries swoop low over the Dark Eldar, rocket pods spewing death, than they became targets.

The Voidraven Rain of Hate easily swung around behind the newly arrived Imperial flyers and blasted them with paired void lances. Best of all, the resultant damage caused the Eagle's Wrath to become Velocity Locked – it couldn't slow down any more.

Determined to aid their allies whatever the risk, the squad inside, known as the Death's Heads, bit the bullet and bailed out, effecting a daring but highly successful grav-chute insertion!

Astra Militarum Turn 4: With their Valkyrie gouting smoke, the Death's Heads enacted a daring bail-out, losing one of their number as they hit the ground hard and commenced firing on the Archon. Tempestor Prime Caltus joined them a moment later, bellowing 'Directed Firestorm Sanctioned!' into the comm-net. The Archon and his remaining Incubi didn't stand a chance, a plasma shot guaranteeing the Dark Eldar Lord a spell in a regeneration booth. The Tempestus Scions in the south piled out of their Taurox Prime and loosed hotshot lasfire at nearby targets, while the Bullgryn unit emerged from the cramped confines of their transport to form their ubiquitous shieldwall. Lastly, the Stalwarts punished Urien Rakarth and added yet another death to his collection with a shot from their melta gun.

KEEPING ORDER

With Dark Eldar rampaging through their lines, the Astra Militarum had to rely on iron discipline to stay in the fight – and the Voice of Command orders proved essential in this.

Time and again a squad facing its doom was able to gun down its foe thanks to a smoothly timed 'First Rank, Fire! Second Rank, Fire!' order to increase their rate of firing or 'Fire on my Target!' to pick out enemies in cover.

It was just such an order that saw Haemonculus Malothrack gunned down and the Scions under Tempestor Prime Caltus exterminated Archon Witherchill with a 'Directed Firestorm Sanctioned!' command.

Dark Eldar Turn 5: The Tempestus Scions had robbed the Dark Eldar of their last leaders, but the survivors were now engorged by Power from Pain. To prove it, the Immortals were obliterated by a Voidraven's dark scythes and Tempestor Caltus and his men fell to the Grotesques' liquifier, which melted through their armour in an instant. Platoon Commander Synon died fighting Wracks, even as Commissar Walker duelled and killed their Acothyst. In a rare display of cowardice, he turned and fled, but was caught and killed for his treachery.

Everywhere the Dark Eldar circled in for the kill, Raiders finishing off stricken Chimeras and Tauroxes with their guns and a Talos destroying Firemaw. Even Guard Squad 812

were finally overwhelmed by the Unfleshed as their empowered bodies shrugged off damage. As the screaming and dying intensified, Tempestor Soth of the Immortals, the only ranking human on the battlefield, sounded the general retreat. The Dark Eldar had won.



DARK ELDAR DEBRIEF: LET THE SOUL FEAST BEGIN

What a victory for the Dark Eldar! More than a dozen Imperial vehicles were ablaze or obliterated and of an army numbering more than 100 men, barely 15 survived the slaughter. The Voidraven bombers proved their pedigree throughout the battle, wheeling across the skies to deliver their devastating void mines onto their targets in spectacular fashion and even when their bombs were dropped their secondary weapons continued to wreck tanks, cut down men and batter a Valkyrie.

On the ground, the Wracks, Grotesques and Pain Engines really excelled, completely collapsing the southern flank and cutting off the Ogryn counter attack before it could gain

pace. Throughout the game, Power from Pain meant the Dark Eldar got better and better as the game went on. What a bloodbath.

IMPERIAL DEBRIEF: THE EMPEROR'S MERCY

Almost everything in the Imperial force was dead or damaged, but the battle had been a close fought contest. Until the Dark Eldar smashed the Scion's counter attack, it could have gone either way.

Over and over again in the battle the advantages of Power from Pain showed themselves – by turn 2 almost every Dark Eldar unit benefitted from Feel No Pain and when they began to get Furious Charge and then Fearless they began to be all but unstoppable. It quickly became clear for the Imperial forces that they had to neutralise the Dark Eldar as quickly as possible. By the end of the game they simply aren't going to flee and killing them becomes very tricky indeed. The humble Guardsmen more than showed their quality too – the Haemonculi's regeneration tanks will be full to overflowing tonight.

PAIN ENGINES

In many ways the unsung heroes of the Dark Eldar army were the Talos and Cronos whose inexorable advance spelled certain doom for the Imperial forces once they arrived.

These brutal war machines laid waste to every tank they reached and their formidable ranged weapons kept up a punishing rate of fire once they were in range, which led us to one crucial observation. Because they are slower than the units mounted in vehicles, make sure you put them right at the forefront of your attack when you play with them. They are tough enough to take the punishment this might bring, but it helps to ensure that they will arrive when you need them, rather than as a glorified cleanup crew.

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we take a look at the Dark Eldar Voidraven Bomber and an alternative colour scheme for the Realm of Battle: Sector Imperialis.



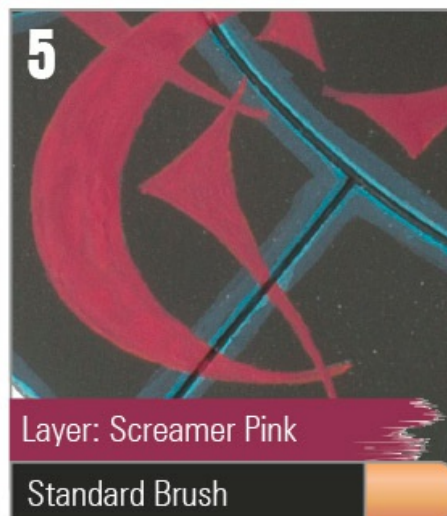
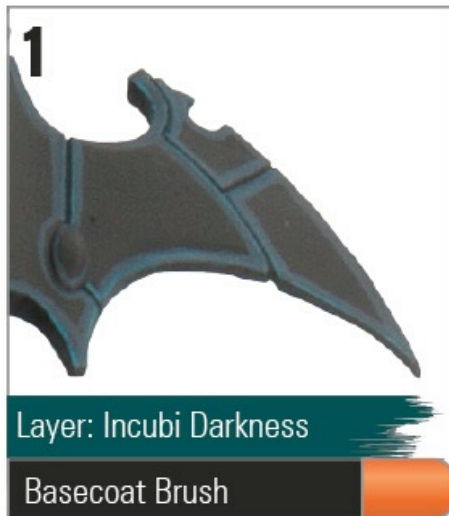
When building the Voidraven Bomber, it's best to keep it in several sub-assemblies for ease of painting. On this model, the pilot, bombardier and void mine were built and painted as separate sub-assemblies and glued on after all the stages were finished. If you paint your Voidraven this way, ensure you dry-fit the sub-assemblies before you apply any glue, as the bombardier and the pilot need to fit snugly in their compartments so the clear

canopies fit properly over them.

The hull of the plane makes up the majority of the model. Because the main colour of this model is black, it's important that the Chaos Black undercoat is applied neatly and evenly across the whole model before you start painting the edge highlights on the armour panels.

To give the Voidraven the appearance of a glossy black-armoured aircraft, the edge highlights need to be very thin. A layer of Incubi Darkness was applied to each armour panel, followed by very thin edge highlights of Sotek Green and Temple Guard Blue. The final highlight, Baharroth Blue, was applied only to the very top edges and corners of the armour panels to represent light reflecting off the paintwork. The Kabal markings are copied from Codex: Dark Eldar and were carefully drawn on with a sharp pencil before being filled in with Screamer Pink.

HULL/PILOT ARMOUR



BRONZE

1



Basecoat: Brass Scorpion

Basecoat Brush

This panel shows the first step of the painting process. A vertical, textured object, resembling a scorpion's tail or a piece of armor, is shown against a white background. The object has a series of small, raised bumps along its length. The basecoat is a warm, golden-brown color. A brush with orange bristles is shown at the bottom right, indicating the tool used for application.

2



Wash: Agrax Earthshade

Wash Brush

This panel shows the second step of the painting process. The same object is shown, but now with a darker, more saturated brown color applied to its surface. The wash is a deep, earthy brown. A brush with purple bristles is shown at the bottom right, indicating the tool used for application.

3



Layer: Hashut Copper

Standard Brush

This panel shows the third step of the painting process. The same object is shown, but now with a lighter, more metallic copper color applied to its surface. The layer is a warm, golden-brown color. A brush with orange bristles is shown at the bottom right, indicating the tool used for application.

4

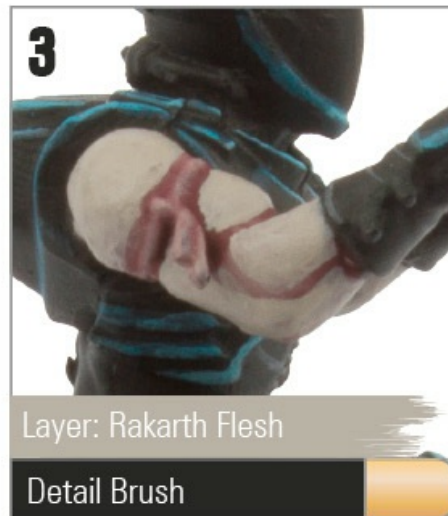


Layer: Runefang Steel

Detail Brush

This panel shows the fourth step of the painting process. The same object is shown, but now with a lighter, more metallic steel color applied to its surface. The layer is a light, silvery-grey color. A brush with yellow bristles is shown at the bottom right, indicating the tool used for application.

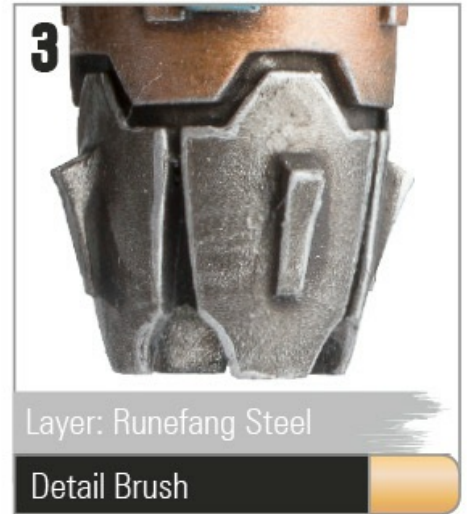
PILOT FLESH



GREEN BANDS



METAL



VOID MINE



CLEAR CANOPIES

When painting the canopy of the Voidraven Bomber, use Imperial Primer to basecoat the stanchions and then paint them as you would the hull. To make them easier to hold while painting, stick a large lump of adhesive putty on the inside of each canopy and stick them to an old paint pot, cork or other suitably holdable object. That way you won't leave painty fingerprints all over them. The targeting runes on the lower canopy can be carefully filled in with paint (in this case Moot Green) to make it look as though they are glowing.



THE RED CITY

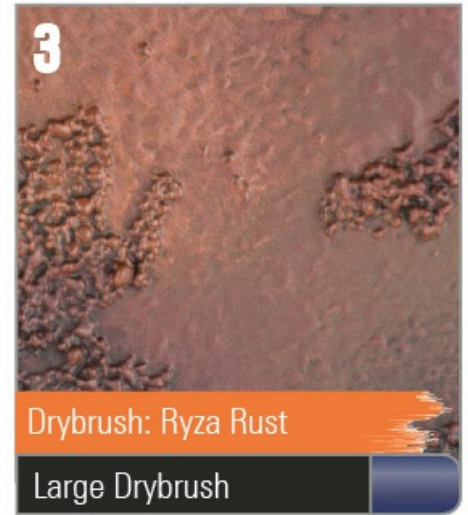


While you might think it's a choice between brown and grey when it comes to painting your Sector Imperialis, with a little green thrown in for your Realm of Battle, the worlds of Warhammer and Warhammer 40,000 are so fantastical and alien that, really, anything goes. The Sector Imperialis we used in this issue's Battle Report was painted a dusty red, as if it were situated on a Mars-like planet. The areas of bare earth were painted first, helping set the scene for the city that would sit upon it. The first three stages of the flagstones were painted at the same time as the earth using a large 2" decorating brush. You can use a Large Drybrush, though it will take considerably longer. By painting the flagstones a similar colour to the earth, it makes them look as though they were mined from the local area. Red tones were used on other parts of the board such as the road, where sections were washed with Reikland Fleshshade. Neighbouring segments were washed with Nuln Oil and Agrax Earthshade to break up the large expanse of tarmac.

With the main colours applied, all the metal areas were then painted. Many of them share

the same wash (in this case Agrax Earthshade), so it's worth painting all the basecoats first before shading them all at the same time. Again, reddish colours (such as Balthasar Gold) were chosen to match the colour of the earth. Areas like the flooring and pipes were given a final coat of Typhus Corrosion to make them look thoroughly filthy. You don't have to be neat about it either – dirt gets everywhere, so it's fine if it ends up on nearby flagstones or paving tiles.

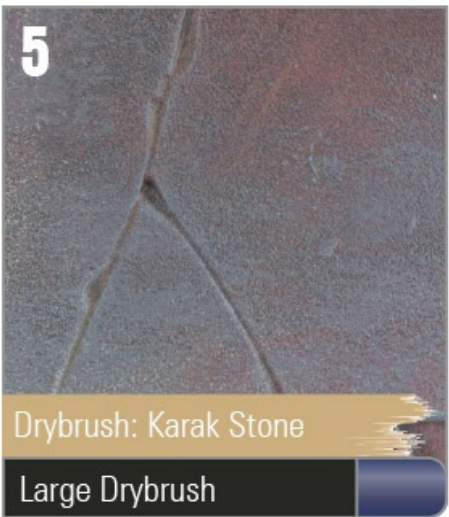
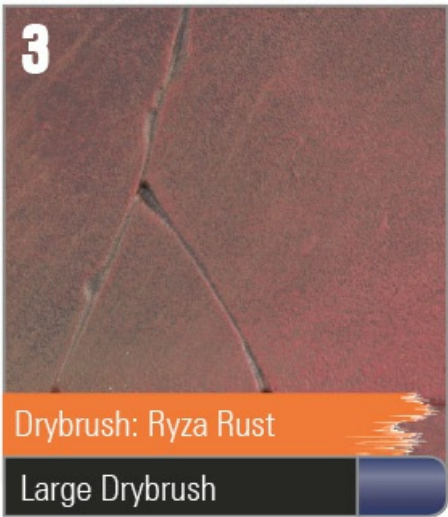
RED EARTH



PAVEMENT

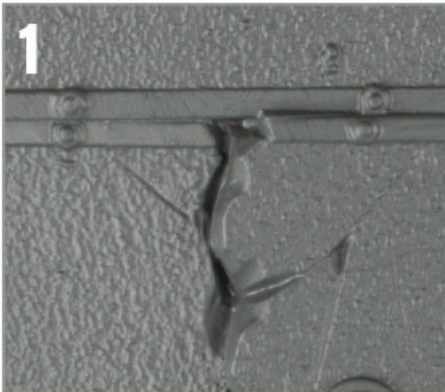


FLAGSTONES



ROAD

1



Basecoat: Skavenblight Dingy

Large Drybrush

2



Wash: Nuln Oil

Wash Brush

3



Wash: Agrax Earthshade

Wash Brush

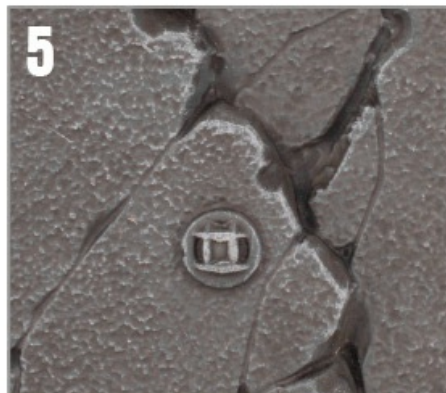
4



Wash: Reikland Fleshshade

Wash Brush

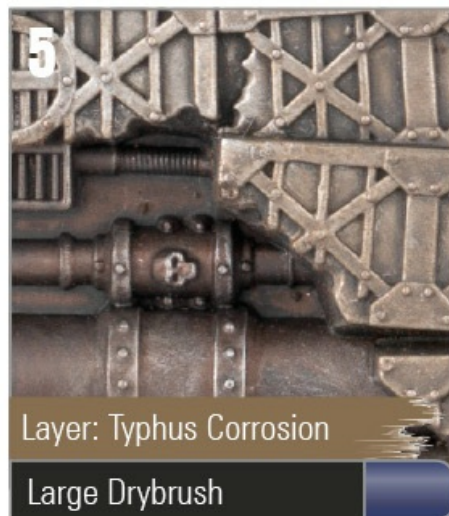
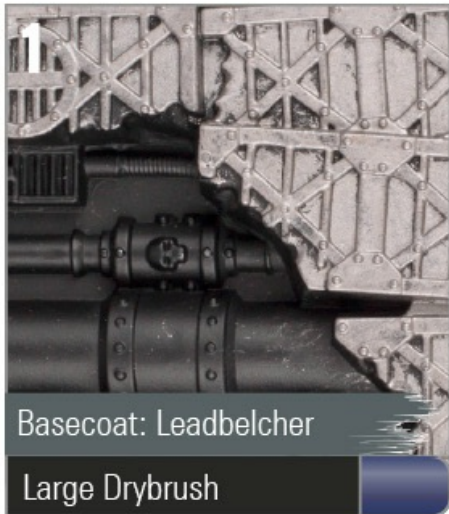
5



Drybrush: Longbeard Grey

Large Drybrush

FLOORING AND PIPES



BRONZE



SKULLS



UNDERCOATING

When undercoating your board, make sure you position the board sections so they're vertical rather than tilting the can to spray down on them. This will ensure the paint and propellant stay evenly mixed in the can and prevent it going cloudy.

DESIGNERS NOTES

The Voidraven Bomber is a sinister craft capable of extreme carnage at supersonic speeds. Keen to find out more about the latest addition to the Dark Eldar armoury, Dan climbed the spires of Commorragh to chat with its creators, Jes Goodwin and Ed Cottrell.



Jes Goodwin is the greatest architect in Commorragh and the designer behind many of the Dark Eldar kits. It was from Jes's concept work that Ed Cottrell designed the Voidraven Bomber, the terror of the skies.

Jes Goodwin: Where other races rely on heavy tanks to grind their opponents into the dirt, the Dark Eldar use supersonic aircraft to fulfil similar battlefield roles. The

Voidraven Bomber is the pinnacle of that technology, a nasty piece of wargear the enemy would fear as much as they would a tank, if not more so.

Ed Cottrell: The Voidraven had to be larger than the Razorwing Jetfighter while keeping many of its design elements, such as the engines and the sickle-shaped wings. They're just proportionally larger and with an extra set of engines. From above, it needed to look heavy and really broad, like it could carry a serious payload.

Jes: It was important that the back of the bomber balanced out the nose, which is much larger than that of the Razorwing to accommodate the bombardier. It's no coincidence that the Voidraven's 'bill' looks like a raven's beak.

Ed: The bombardier is my favourite part of the kit. We wanted him to feel like a seriously high-tech gunner, so he sits in a saddle much like those on the Reaver Jetbike, looking down through a targeting reticle at the ground below.

Jes: It's a two-part targeting system. There's the viewer directly in front of him, but the clear canopy underneath also has icons and telemetries scrolling across it, like a hologram laid over the battlefield.

Ed: We wanted to show this is not a point and shoot device, but rather the ultimate airborne weapon. All the systems around the bombardier are dedicated to firing the Voidraven's guns and, most importantly, dropping the void mine. The bombardier is definitely the master of this aircraft.

Jes: He's a prime example of Dark Eldar excess. He loves flying fast planes, but he also revels in destruction. It's a war between addictions for him. In the end he settled on getting someone else to fly him around really fast while he enjoys the exquisite taste of mass murder.

Ed: He's certainly got the tools for the job, the Voidraven Bomber is loaded with guns and missile pods. It's the void mine he really wants to use, though.

Jes: Designing it was the biggest challenge of the kit. Having it hidden inside the craft wasn't an option for me – it had to be a focal part of the model, terrifying in its obviousness. It had to look evil.

Ed: Something more than just explosives in a barrel. The Dark Eldar are far too nasty to make something so practical.

Jes: It's twisted dark-tech. The front half is mechanical with heavy shielding and classic Eldary nubs with sprugs – that's a technical word – sticking out of it. It also features the cross-hatch design seen on the barrels of dark scythes, suggesting the technology is from the same family group. The back is organic, with boney spines protruding from the back to make the tail. It's probably stolen wraithbone that's been tortured into shape, just the sort of evil thing the Dark Eldar would enjoy doing. Yeah, it's an evil bomb. Very evil.



THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at Dark Eldar weapons, the screams of the damned and a cheeky sidekick.

THE BLUFFER'S GUIDE TO WEAPONS

8 THINGS YOU NEED TO KNOW ABOUT DARK ELДАР WEAPONS



1. Splinter weapons fire crystal darts. Not too dangerous, you think, until you realise they're covered in deadly toxins. Hope your jabs are up to date.
2. Shredders do, indeed, shred. By the time they're done you'll look like an unwanted office document.
3. An eyeburst is, sadly, not as painful for the user as you'd expect, though it does involve the use of an eye patch.
4. Liquifier guns for flesh, ossefactores for bone. Used together, then can make a soup out of pretty much anything.
5. The Parasite's Kiss sounds intriguingly fruity, but actually reduces its victim to little more than powdered lifeform.
6. Dark Eldar missiles are designed to kill their targets in excitingly original ways. Getting hit by a monoscythe missile is not a good way to get ahead in life.
7. If the weapon has 'dark' in its name (such as dark lance), run like the wind. They fire streams of darklight energy that can punch a hole clean through a tank.
8. How nasty can a sword made of bone be, eh? Very. Don't touch it. Ever.

DARK-TECH FROM THE DARK CITY

While there is a need for practicality and utility in all weapons, the Dark Eldar take great pride in making the effects of their weaponry as horrific as possible. The more pain it inflicts, the more exquisite the enjoyment of using it. Weapons such as splinter rifles, mindphase gauntlets, ichor injectors and the appropriately named Archangel of Pain are prime examples.

Many of these technological advances are made possible by Commorragh's existence outside realspace, its denizens able to break the laws of physics to create weapons inconceivable in the mortal realm. The most famous are darklight weapons which, it has been theorised, fire beams of energy stolen from the crushing depths of a black hole. Some Dark Eldar technology has transcended science entirely, such as the sentient Djin Blade or the soul-trap, which leeches the spiritual essence of its target, empowering the wielder with stolen vitality. Sadly for the galaxy's inhabitants, there really is no end to the depraved innovations of the Dark Eldar race.

DESIGNERS NOTES EXTRA: WEAPONISED EVIL



In Designers Notes, Jes and Ed mentioned the vast array of weapons on the Voidraven Bomber, including the missile pods slung underneath its wings. “The shatterfield missiles are the cone-shaped ones,” explains Ed. “They work by freezing their targets and shattering them into icy shards. The implosion missiles are the ones that look like barbed spearheads and they do exactly what their name suggests.”

In New Releases, you will have seen the void mine hanging beneath the Voidraven. “We made it so that it can be positioned stowed beneath the hull or ready to drop,” explains Jes. “If you build it lowered, you’ll notice the umbilical cables are detached, ready to snake back into the hull.”

“The bay where the void mine sits has layers of shielding,” adds Ed. “The void mine is made to contain its own implosion, but there’s no harm in being extra-careful.”

MONSTER MADNESS

Our editor, Jes, is preparing himself for another Battle Brothers event at Warhammer World, this time allied with Andy Keddie. They're both taking Tyranids, Jes painting two Hive Guard for his existing army, Hive Fleet Eumenides, while Andy has started a brand new force from the notorious Hive Fleet Leviathan.

When they're not painting in their lunch breaks, they can often be found skulking around a Codex in the corner of the office, looking for new ways to cram as many Monstrous Creatures into their army as possible. Apparently there's no space for little 'uns in this force.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: living without the Warp.

THE DARK ELДАР

Like their Craftworld kin, the Dark Eldar are innately psychic. Using the power of the Warp within the confines of Commorragh, however, could draw the gaze of She Who Thirsts, from whom the Dark Eldar have little protection. They have since found other depravities to amuse themselves.

THE TAU EMPIRE

The Tau are virtually psychic nulls, their souls barely a glimmer in the Warp. No Tau has ever shown even a sprinkling of psychic talent, though the Ethereal caste do seem to wield unnatural power over their subjects. With no psykers, the Tau also have no way of using Warp travel effectively. Unlike Imperial ships, which can dive into the Warp guided by a Navigator, the Tau have to settle for skimming between realspace and the Warp – a much slower process.

THE NECRONS

Like the Tau, the Necrons are bereft of psykers. Their soulless metal bodies and unimaginative minds are incapable of latching on to the Warp and, as a result, they have no access to Warp travel. Fortunately they have two solutions. The first are the Dolmen Gates, portals that breach the Webway, allowing them to travel through large portions of it. They're also undying so, if the worst comes to the worst, they can travel where they need to the slow way.

THE TYRANIDS

A new arrival in the galaxy, the Tyranids do not use the power of the Warp, but blot it out with their own psychic presence. They have since earned the moniker 'the Shadow in the Warp'.

WEAPON OF THE WEEK: DEATH SHRIEK

The Terrorgheist is a rotting Undead dive-bomber, a flying nightmare brought back to life (well, undeath) to torment the living. While its claws, jaws and rancid bulk are devastating weapons in their own right, it's the Terrorgheist's death shriek that puts the fear in mortal creatures. Swooping down upon its prey, the Terrorgheist unleashes an unholy cacophony of noise – raw, animalistic rage corrupted by necromantic energy into a pant-wettingly horrible din. Imagine a million fingernails scraping down a blackboard. Much worse than that. Those that aren't struck dead by the screech tearing at their soul will be left scarred for life. Which will be mercifully short if the Terrorgheist has anything to do with it.



READER'S MODEL OF THE WEEK

Our Reader's Model of the Week is this hulking Tyranid Exocrine painted by Harald Moosmann. Rather than mount the bio-plasmic cannon on its back, Harald converted the model to have the gun protruding from its mouth instead. The head was a spare from a Carnifex, with the lower jaw coming from the Haruspex.

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

team@whitedwarf.co.uk

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



THE POWER OF THREE

The Kabal of the Poisoned Tongue were the evil invaders in this week's Battle Report. Painted by the Studio army painting team, they have a beautifully simple colour scheme for the armour. The basecoat and main colour is the Chaos Black Undercoat, while the edge highlights are Sotek Green, Temple Guard Blue and Baharroth Blue.



Sotek Green



**Temple Guard
Blue**



Baharroth Blue



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



PINK IS THE NEW GREEN

I've noticed that many of the new Orks painted by 'Eavy Metal have pinkish tips on their ears, lips and knuckles. How did they achieve such a great-looking effect?

- Chris 'Pretty in Pink' Mason

GROMBRINDAL SAYS

Enough with the greenskins already! What's wrong with painting beards and gromril, eh? Runefang Steel, bit of Mournfang Brown, Snorri's your mother's brother. Sigh...

Talking to Joe Tomaszewski in 'Eavy Metal, he says the reason for the pinkish tone is to make the Ork skin look more vibrant. Achieving it is pretty simple; just mix a dab of Kislev Flesh into the green when you're painting that bit of the model and highlight it

with Screaming Skull. A very thin glaze of Carroburg Crimson will give it that pinkish tone. Don't use too much, though, or it'll make your Orks look like they're wearing lipstick. On second thoughts...

- Grombrindal

NAGASH'S (CURRENT) FAVORITE

A few issues ago, we mentioned the Skull-o-meter, Erik and Dan's contest to paint as many Undead as possible and become Nagash's favoured servant. Dan has been slow off the mark, though he has started painting the Great Necromancer. Erik, on the other hand, has already finished a Necromancer and his desk now smells quite strongly of Zombies. Apparently he likes it that way.



BIT OF THE WEEK: CHEEKY NURGLING

This impish Nurgling can be found in the Plaguebearers kit. He makes for a characterful addition to any Chaos unit, epitomising Nurgle's sense of humour. Some say following the miserable Plaguebearers around is a bum deal, but he's clearly loving it.



THE WHITE DWARF PARADE GROUND

Inbetween working on his Armies on Parade board, Dan has slowly been adding to his Ork army.

“My Warboss always used to ride around in a Trukk,” says Dan, “but after a recent altercation with a Leman Russ Demolisher, he decided he needed a more heavily armoured ride to get him and his ladz into battle. As a result, I’ve painted a Battlewagon – the best vehicular protection an Ork Warboss can get.

“Like all my vehicles, it’s painted in Goff Ork colours, but I didn’t want it to look quite as rusty as my other Trukks – it is the boss’s ride after all. Instead, I watered down some Doombull Brown and applied it to the recesses of the armour panels to give the impression of accumulated dirt.”



Copyright © Games Workshop Limited 2014 excepting all materials pertaining to the New Line theatrical productions: The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King, THE HOBBIT: AN UNEXPECTED JOURNEY and THE HOBBIT: THE DESOLATION OF SMAUG™, which are © 2014 New Line Productions, Inc. All rights reserved. The Lord of the Rings: The Fellowship of the Ring, The Lord of the Rings: The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. © Warner Bros. Entertainment Inc. All rights reserved. THE HOBBIT: AN UNEXPECTED JOURNEY, THE HOBBIT: THE DESOLATION OF SMAUG™ and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s14)

All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2014, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, GW, Citadel, the Citadel device, Citadel Finecast, Warhammer, Warhammer logo, Warhammer Armies, The Game of Fantasy Battles, the twin-tailed comet device, Warhammer 40,000, the Warhammer 40,000 logo, 40K, 40,000, the double-headed eagle/Aquila design, White Dwarf and all associated marks, logos, names, places, characters, creatures, races and race insignia, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either ®, ™ and/or © Games Workshop Ltd 2000-2014 variably registered around the world. All Rights Reserved.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with national laws, Games Workshop is prohibited from selling spray paints and bladed equipment to certain age groups. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

Registered in England and Wales
– Company No. 01467092.

ISSN 2055-2653

Product code: 60659999035





