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THE MAGGOTH LORDS

FROM ICEHORN PEAK THEY DESCEND TO DESPOIL AND CONQUER!

WHITE DWARF

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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

Rampaging down from the Icehorn Peaks come the Maggoth Lords, great heroes of Nurgle riding grotesque pox maggoths. There are three of these vile champions of the Lord of the Decay: Orghotts Daemonspew, Bloab Rotspawned and Morbidex Twiceborn, all of whom are poised to wreak havoc on the Old World as the End Times continue. Turn the page for your first look at these new miniatures – and later on in the issue we've got the rules for them too, meaning your Chaos army (be it Warriors, Daemons or Beastmen) now has potent new Lords to lead the Putrid Blightkings and the soldiery of the Dark Powers. It's a good time to curry favour with Grandfather Nurgle!

Following the theme, in Sprues and Glue and Paint Splatter Dan offers some top tips on how to 'Nurglify' your army. It's disgusting good fun and we look forward to seeing how the legions of Nurgle manifest on tabletops worldwide. Send us your pictures and we'll put them in the mag!



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

Jes Bickham - White Dwarf Editor

ORGHOTTS DAEMONSPEW

Lord of the Icehorn Peak tribes and master of the pox maggoths, Orghotts Daemonspew is a Chaos Warrior driven by his obsession with becoming a Daemon in his own right. At the head of the Maggoth Lords, Orghotts plans to cast down the Empire and earn his reward.



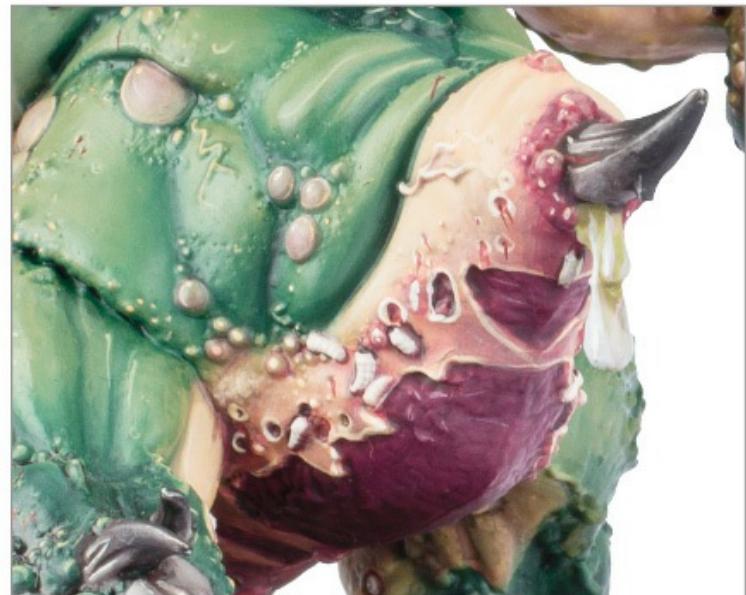
Orghotts's origins are shrouded in half-truth and horror, for it is said he was born the child of a witch and a Great Unclean One. This vile parentage gives Orghotts an unnatural resilience and corrosive blood that can eat through the steel and flesh of those who wound him. This tainted blood was also the key to winning the services of Whippermaw, the double-mouthed beast that serves as his mount. Now the pair fight for the glory of Nurgle, with Orghotts leaning down from the saddle to behead the unwary with sweeping

blows of his great axes, and Whippermaw tearing through flesh and armour with claws and tusks, dragging victims inexorably into its hungrily questing maws.

Orghotts Daemonspew is a multi-part plastic Citadel miniature that is covered in the imagery of the Plague God, Nurgle, such as triple buboes and flaccid, rotten skin. As a mighty Chaos Warrior, Orghotts is clad in corroded, warped armour and in his hands he clutches the Rotaxes, a pair of long-handled weapons which can kill a foe with the merest of scratches.



Above - Orghotts Daemonspew and Whippermaw are replete with the repellent signs of Nurgle. The triple bubo, the dominant mark of the Plague God, is evident as pus-filled spots, sores and suppurating lesions on Whippermaw's flesh.



Above left - Orghotts Daemonspew sits bulbous but mighty upon Whippermaw, his long axes ready to rain death on those below him. Twisted horns, bounteous mutations from Father Nurgle, have pushed through both armour and flesh as a sign of his favour.

Top right - Whippermaw has two foul mouths, both raw and unpleasant and lined with needle-sharp teeth.

Bottom - right - Whippermaw's underside is disturbingly unpleasant, with a pus-dripping stinger, patches of skin that have been worn away to livid red flesh, and maggots feasting on the gruesome skin.

BLOAB ROTSPAWNED

The harbinger of fecundity and enemy of sterility, Bloab Rotspawned is a living vessel of Father Nurgle, a Chaos Sorcerer whose body has become a breeding ground for countless thousands of larvae and maggots which blossom and bloom into clouds of pestilent flies.



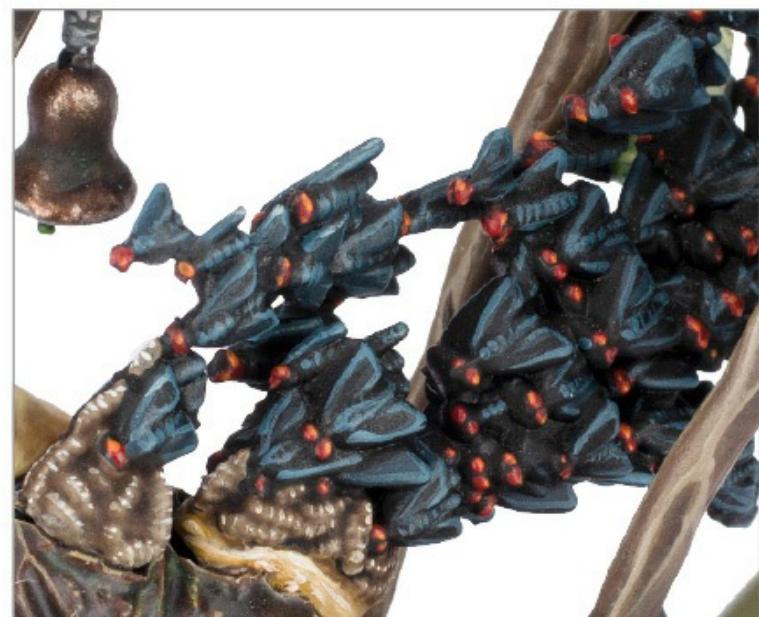
Once a powerful young warrior who took cruel joy in torturing insects and creeping things, Bloab earned Nurgle's ire, for Nurgle adores the small and insignificant scions of pestilence and plague. As punishment for his spiteful ways, Nurgle blessed Bloab to become a living vessel to deliver his daemonflies to the world, and Bloab's flesh wriggles and writhes with maggots. Since then, Bloab's nature has changed as much as his appearance. He has walked Nurgle's Garden, mastered the arts of dark sorcery and

befriended all manner of Nurgle's favourite children, including Bilespurter, the pox maggoth.

Where the pox maggoths of Orghotts and Morbidex have long, sinuous tongues, Bilespurter instead cannons forth a frothy glob of filthy bile, his forelimbs braced against the exertion of hawking up the acidic stream. For his part, Bloab sits precariously upon Bilespurter's back, his hooded face ravaged by a beard of maggots writhing on his chin and a mass of daemonflies swarming around the maggots bulging from his skull and neck.



Above - Bilespurter is vomiting forth a glob of acidic ichor. A close inspection shows sinister shapes, such as skulls, writhing in the frothy bile.



Above left - Bloab's face is bloated and swollen by the fat, wriggling maggots that fester within his body.

Above right - Tiny flies swarm around the maggot-filled wounds on Bloab's neck and head. The daemonflies that grow within Bloab's body are the same ones that bestow the daemon-kiss upon the Putrid Blightkings – knowing that makes this gruesome sight even more ominous.



Above - From the side, you can see the daemonflies billowing behind Bloab's head like a black, greasy sail. The detail of Bilespurter's head is also unsettling, complete with a bulging sac of pus (ready to be spurted) beneath the maggoth's many-toothed mouth.

MORBIDEX TWICEBORN

Sired in flames and reborn beneath a noisome avalanche of Nurgle flesh, Morbidex Twiceborn's body has been changed by his experiences, a Champion of Chaos whose jolly visage mirrors that of Nurgle, and the legion of Nurglings who follow in his wake.



Though his flesh was burned grievously at the moment of his birth, Morbidex grew to become a powerful, vengeful warrior of Chaos – driven to seek revenge against Tzeentch, who is the father of flames. His quest for vengeance eventually took him high up Icehorn Peak, where reality bent and the Garden of Nurgle spilled into the world. Events there nearly claimed Morbidex's life, but instead left him blessed by the Lord of Decay and the legion of gibbering Nurgling servants who have followed him ever since.

Morbidex's body was changed by the incident, Daemon-touched by the Nurglings to resemble their own lumpen and twisted flesh. His face is squat and horned, with a toothy, leering smile, as though amused by some cruel game. Morbidex's pox maggoth is known as Tripletongue, a beast who tried to devour him but failed. In its ravenous hunger, Tripletongue consumed the Nurglings around Morbidex by the dozen, and quickly found its intelligence overcome by the Nurglings dissolving in its belly.



Above - Though it no longer seeks to devour Morbidex, Tripletongue is still possessed of a ravenous hunger, striding inexorably forward with simian grace.



Top left - Tripletongue gets its name from the trio of lashing appendages that flail dangerously from within its gnashing maw.

Top right - Morbidex was saved from death by the efforts of countless Nurglings, the first of whom introduced himself as Little Bubo, and who even now perches on Tripletongue's back, cheering on his chosen champion.

Bottom left - Ropely coils of entrails hang bulging from Tripletongue's guts, slick organs and the remains of former feasts caught up among the torn meat and sagging intestines.

Bottom right - Morbidex is quite cheery, in spite of his many gruesome mutations.

FOCUS ON... POX MAGGOths

Collectively, Orghotts Daemonspew, Bloab Rotspawned and Morbidex Twiceborn are known as the Maggoth Lords – warriors of Chaos capable of mastering and riding foul pox maggoths into war. Though these huge, larvae-like creatures share dominant physical features, they are quite different from one another. Each has its own grim personality and a name that describes its foul physical attributes: Whippermaw, Tripletongue and Bilespurter.

Though not Daemonic, pox maggoths definitely sit within the unwholesome menagerie of creatures under Nurgle's patronage, keeping company with the slug-like Beasts of Nurgle and bloated, rot-winged Plague Drones. For their part, the pox maggoths have vile bodies akin to grubs or maggots with gangly limbs, their distended flesh covered in layers of rippling flesh, bulging pustules and sagging folds of greasy skin. At the end of their forelimbs are curved claws, as large and strong as sword blades.

Each of the pox maggoth models are built around the same central body, with different limbs and distinguishing features to characterise them – so Whippermaw has a second mouth part-way down its S-shaped body. Bilespurter has bulging sacs on its underside where it stores the acidic mucous it spits out, while the rot of consuming so many Nurglings has made Tripletongue's underbelly split open into gaping sores and fissures.

The pox maggoths are posed to help convey an aspect of their character or the way they fight in battle. Bilespurter has his forelimbs planted firmly on the ground, braced to heave an acidic goblet into the foe. Tripletongue and Whippermaw are striding purposely forward, their muscled forearms, well adapted for climbing the slopes of Icehorn Peak, knuckling the ground in the manner of apes.



FORGE WORLD

Forge World make highly-detailed resin models, upgrade packs, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week, we showcase the Cerastus Knight-Castigator, the latest Imperial Knight warsuit from Forge World.



During the Horus Heresy, Knight houses fought on both sides of the conflict, allying themselves to the Emperor and the Warmaster both. Many of these Knights were ancient even by the time of the Heresy, their design based on technology long-since lost. The Cerastus Knight-Castigator is one such warsuit.

Armed with a Castigator-pattern bolt cannon and a tempest warblade, the Knight-Castigator is favoured by households that frequently deal with hordes of lesser foes. From his high vantage point, the suit's pilot can observe the battle below, firing short bursts of high-calibre shells from his bolt cannon to thin the enemy ranks before striding into combat to finish the job with his blade. It may sound like an unheroic task, but it takes great tactical acumen and willpower to pilot a Knight-Castigator, their pilots well-respected by their peers.

The Cerastus Knight-Castigator resin kit features long, back-jointed limbs which, like its arms, can be positioned in a variety of ways, enabling you to pose your Knight charging forward, bracing for impact or anything in between. In place of a tilting shield, the Castigator wears two angled pauldrons upon which to display the Knight's heraldry, his shin guards and the pennant hanging from his groin armour the perfect place for further battle honours and household iconography.

GODS OF MARS

Graham McNeill returns with the third instalment in his **Adeptus Mechanicus** series, **Gods of Mars**.



It's been a while coming, but the third part of this epic trilogy is finally here. Oil your augmetic eyes and settle down for an astonishing, fantastical read.

Gods of Mars picks up immediately where Lords of Mars left off, so you're well advised to read the first two books before diving into this one. Combined, the three books are a rich

space opera, with dozens of believable characters and plots that weave themselves together in this final novel. What will Archmagos Kotov do when he finds Telok and the fabled Breath of the Gods? What happens to Linya Tychon and Galatea? What roles do Roboute Surcouf, Abrehem Locke and Farseer Bielanna play in this saga? Some of their fates are expected, others definitely aren't. Epic!

THE KAUYON

The last survivor of his Pathfinder team, Kal'va must choose vengeance or his warrior code.



The Kauyon hurls you into a bloody struggle between the warriors of the Greater Good and the Cadian 101st regiment, as Pathfinder Kal'va and his team set up a deadly ambush. But their plans to assassinate the leader of the enemy hits a very violent hitch early in the action. The word Kauyon in the language of the Tau means 'patient' or 'hunter', and our hero must be both if he is to achieve victory in increasingly desperate circumstances. The story is a gripping tale, which weaves its way to a satisfying conclusion. Along with the adapted short story 'The Tau'va', the overall experience is excellent – great voice acting, interesting sound effects and fantastic production. Fantastic listening while you paint.

WAR STORIES

This month Jeremy Vetock celebrates the season of the macabre once more. This time, however, he is aided by inspiration from a strange and mysterious source...

All Hallow's Eve is nearly upon us. Longtime readers will recall that every year I try to play a horror-themed battle while the spirit of the season prevails.

'Tis the season to drybrush skeletons and ink wash zombies, and I have found these scenarios an excellent excuse to paint Undead models I've always wanted. Using bribes (drinks and pizza), it's easy to lure friends to a mass painting session in order to churn out a lurching horde in no time. However, this year I felt like doing something different from zombie hordes. This year I wanted to delve into something a little bit stranger.

These Halloween-themed games scratch a different itch to my normal battles. These are entertainment and novelty more than straight tactical challenges. That isn't to say that there isn't skill, or a match of wits, but that the storyline and roleplayesque aspects are the focus. It's more appetiser than meal – a great start to a night of club gaming, a group game before everyone pairs up for individual battles. I have found my Halloween games to be a creative outlet for games designing but the rules don't always work. Each time I refight the battle, it brings further rule refinements, the best suggestions coming from the participants themselves.

I envision running this game in a shop or gaming club, with 5 to 10 people playing at the same time. I want a fast game – finishing within an hour – and the kind of game that keeps everyone busy rather than one player at a time. I wanted everyone to feel involved, even if it wasn't their move. Most all, however, I wanted some element of psychological horror. I wanted to capture the paranoia of someone who lives in a galaxy where warp-possession is possible. It might look like your brother-in-arms, but beneath that ceramite armour, who knows what is really going on? What mental struggles occur when some fiend from beyond latches onto your psyche?

Imagine a Space Marine Battle Barge on a far-ranging mission across the galaxy. Warp-engines are engaged when suddenly the ship jolts. Warning klaxons blare, detecting a blink in the psi-field generator, a momentary malfunction affecting the protective Gellar fields. On board, the navigators recoil in terror, sensing more closely than ever the horror-

filled sea of madness that lies beyond. And then the sirens halt, the shield devices clang back to life, once more humming along in perfect working order.

Yet all who travel the Warp must be suspicious. Any deviation from the norm can be deadly. Contamination protocols are enacted; a thorough scanning via both technological and psychic methods reveals no anomalies. The Chief Librarian himself is summoned to conduct further screenings. How the crafty mind-daemon bonded onto Brother Uziel and evaded detection is unknown – perhaps the daemon was too small, merely a kernel of twisted thought burrowing its way into the Space Marine's mind? There is no way of understanding the ways and means of the creatures from that hellish region.

As the ship reaches its destination – high orbit over the planetary battlezone – no one notices anything untoward about Brother Uziel. He mouths the proper litanies in preparation for war, yet inside his mind is aflame. As Uziel dons his helmet, triple-checking autosenses and comm-links, none can see the look in his eyes. The Space Marine realises it is too late; he has lost control of his body. Like a meat puppet, the body of Uziel moves to the controlling strings of another.

“Imagine a Space Marine Battle Barge on a far-ranging mission across the galaxy. Warp-engines are engaged when suddenly the ship jolts...”

Strapped beside his brethren in the closely-packed Drop Pod, Brother Uziel is silent. Although the Space Marines know what awaits them when they make planetfall – a swirling melee with rebellious cultists – they have no real idea that the greatest danger they will face is amongst their own number....

So that's the storyline, but how will the game work? Well, here is my plan so far:

First off, the battlefield will be a ruined city. Space Marine Drop Pods will land in clearings across the tabletop. Small enclaves of rebels (Imperial Guard – infantry only) are holed up in various defensive nests; however, they do not have any heavy weapons. The Space Marines will have many missions and must break into five-strong squads – I envision each player will control a single squad of five Space Marines.

The Space Marines are given an extensive list of tasks to complete. In reality, these are points on the table that Space Marines must reach and claim, but it is much more characterful if these are plausible objectives and aims, such as: dropping explosive charges down under a tunnel access hatch, de-activating a missile command pod, securing promethium tanks, and so on. For the Space Marine side to win, they must complete all their objectives within the turn limit (8 turns).

The Space Marine players will realise two things: a) there are a lot of tasks that will require squads going in different directions to complete the mission, and b) it looks easy... too easy. The rebel lasguns might pick off a few, but it would take terrible armour

saving throws to make them any serious threat. The rebel strong points can be easily overcome; a combat squad of Space Marines will understandably be expected to storm right over Guardsmen units of equal size without any real trouble. However, the players clearly aren't expecting... the Possession Phase! (Cue suspenseful 'big reveal' soundtrack: duhn duhn duhhhhh!)

And here comes the slightly mad part – I want to combine this year's Halloween wargame scenario with a classic parlour or party game that my daughter taught me. It is known in various forms and by various names but the essence remains the same – one assailant unknown to the other players can 'kill' the other players (i.e., take them out of the game) with a wink. However, they must not be caught in the act by someone other than the intended victim. Each player will receive a counter that only they can see. All the counters save one are the same, but the odd one out marks who will be the corrupted Space Marine. At this point the players will be told the rules. The possessed can 'convert' another gamer with a wink. Once 'converted', that player and his models are instantly on the 'Possessed Team' and must play accordingly. They will not, however, give any signal or sign that they are switching. They too will have the same power (one wink per player per turn). Cunning warp-possessed players will find a way to slow down his Space Marines from their objectives – slowly adding more converts to their own side.

Will it work? Hmm... I haven't sorted out all the kinks yet, but the initial playtest was fun. Seeing desperate players attempting to avoid eye contact with everyone and not trusting others that unbeknownst to them are still on their side has given the game a real feeling of creeping paranoia. You never know when your best gaming buddy might – horror of horrors! – be one of them.

In the 41st Millennium it is sometimes better to open fire at anything. You know – just to be sure...

Jeremy is a long-time painter, collector and gamer and author of many army books, including Warhammer: Dwarfs.

THE RULES THE MAGGOTH LORDS

This week sees the pestilent arrival of the Maggoth Lords, a trio of Chaos Lords borne into battle upon the shoulders of horrifying pox maggots. Here we present the full rules to use them in your games of Warhammer, and some advice on how to get the best out of them.

MARCH OF THE POX MAGGOTHS

Each Maggoth Lord is a terrifying prospect on the battlefield, combining the towering might of a pox maggot with the brutality and skill of a Chaos Lord or Sorcerer.

The Maggoth Lords are all fairly speedy, able to lollop ahead of Warriors of Chaos and Beastmen. They are also very resilient: the grossly bloated bodies of the pox maggots can absorb a lot of sword thrusts or crossbow bolts before they die. As monsters they get to make Thunderstomp attacks in close combat against infantry, crushing neatly-arrayed blocks of spearmen beneath their stinking bulk, which can make all the difference when fighting against enemy regiments.

Finally, they are all surrounded by a filthy pall of flies that obscures the aim of their foes. If they have a weakness, it is powerful artillery, such as cannons – a weakness almost everything in Warhammer shares to some extent.

ORGHOTTS DAEMONSPEW

The leader of the Maggoth Lords, Orghotts is easily the most dangerous in a fight. Not only is he more skilled than his peers, but he can suffer more wounds and, if you do manage to wound him, his daemon blood spills out burning his attackers. Orghotts's greatest advantage is his Rotaxes, a pair of magical weapons that make an already fearsome Orghotts utterly lethal. Send Orghotts and the ravening Whippermaw right into the heart of the enemy, seeking out large formations of enemy troops where the Rotaxes and crushing bulk of Whippermaw will reduce ranks of soldiers to maggotty mincemeat.

BLOAB ROTSPAWNED

As a Sorcerer of Nurgle, Bloab brings some magical might to this pestilent triumvirate. He's especially promising when you compare him to other Wizards: while most magic users are notoriously fragile and struggle to hold their own in a fight, Bloab and

Bilespurter are really tough and durable. Not only that, with his massive two-handed scythe and Bilespurter's fearsome bulk, they are stone-cold killers in combat too.

What Bloab is best for is acting as a deadly, manoeuvrable spell-slinger. From his perch atop Bilespurter's foul back he can see far afield and mete out Nurgle's blessings. Want your warriors to be even tougher? Bloab can do that. Want to curse the enemy with rampant boils that turn battle-hardened killers into ailing whelps? Call Bloab!

MORBIDEX TWICEBORN

The hideously mutated Morbidex is easily the most durable and resilient of the Maggoth Riders – Father Nurgle has blessed him with resilient flesh that can regenerate almost any wound. He also has Nurgle's Rot, the most virulent and deadly of Nurgle's many blessings. Any enemy model in base contact with him may fall victim to its corrupting power. Another thing to bear in mind is Morbidex makes nearby Nurglings more resilient too. Not only does this feel great, (because he's friends with a veritable Nurgling horde in the stories), but it can be really useful if you pack lots of Nurglings into your army. Do not underestimate Morbidex and his diminutive chums.

MONSTER MOUTHS

Each pox maggoth has its own special 'mouth' attack, and each is best suited to a slightly different function.

Whippermaw's attack appears at face value to be the weakest of the loathsome pox maggoths, allowing only a single Strength 4 attack. Don't scoff yet, though – it has the Killing Blow special rule! Also, Whippermaw is Quick to Fire, so it's great for nobbling an enemy character that attempts to charge you.

Here in the White Dwarf bunker we hail Bilespurter as the undisputed king of the pox maggoths. The reason is simple – it gets to launch a grisly phlegm bombardment which works like a Stone Thrower! Place the small blast marker over the target, roll for scatter and let the magic happen. There are no armour saves against these hits, which means it's great at killing knights, Greatswords, Ironbreakers and a whole lot more besides. Best of all though, because it's not a War Machine, Bilespurter can move and fire (not march). So keep up a steady advance with Bloab, casting spells and spitting bile until you reach the foes! If you misfire, just pray you don't roll a 1...

Morbidex and Tripletongue might appear to be at the bottom of the 'mouth weapon' pile, when it comes to pox maggoths. Tripletongue's attack is quite basic. It's not really about the mouth with this pair though – see those mouldy guts? That's Nurgle's Rot right there, and it kills plenty of enemies, so let the good times roll.

ORGHOTTS DAEMONSPEW

	M	WS	BS	S	T	W	I	A	Ld
Orghotts Daemonspew	6	8	3	6	5	9	7	8	9

430 points

Troop Type: Monster (Special Character)

Orghotts Daemonspew can be included in a Warriors of Chaos, Daemons of Chaos or Beastmen army. His points cost counts towards your Lords allowance. Remember: in the End Times you can spend up to 50% of your points allowance on Lords.

Orghotts Daemonspew and his steed, Whippermaw, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

EQUIPMENT: Chaos armour

MUTATIONS:

Acid Ichor: Whenever Orghotts Daemonspew suffers an unsaved Wound in close combat, the model that inflicted that hit must pass an Initiative test or suffer a Strength 4 hit. Wounds inflicted by Acid Ichor count towards the combat result.

SPECIAL RULES: *Eye of the Gods, Fear, Mark of Nurgle.*

Daemon Flesh: Orghotts Daemonspew has a 6+ ward save.

Whippermaw: Orghotts Daemonspew can make a shooting attack using the following profile:

Range: 6"

Strength : 4

Special Rules: Killing Blow, Poisoned Attacks, Quick to Fire

MAGIC ITEMS:

The Rotaxes: Magic Weapon. Paired Weapons. Close combat attacks made by the wielder

have +2 Strength and the Poisoned Attacks special rule.

BLOAB ROTSPAWNED

Bloab Rotspawned	M	WS	BS	S	T	W	I	A	Ld
	6	5	3	6	5	8	5	6	8

415 points

Troop Type: Monster (Special Character)

Bloab Rotspawned can be included in a Warriors of Chaos, Daemons of Chaos or Beastmen army. His points cost counts towards your Lords allowance. Remember: in the End Times you can spend up to 50% of your points allowance on Lords.

Bloab Rotspawned and his steed, Bilespurter, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

MAGIC:

Bloab is a Level 3 Wizard who uses spells from the Lore of Nurgle.

EQUIPMENT: *Chaos armour, Great weapon*

SPECIAL RULES: *Eye of the Gods, Fear, Mark of Nurgle.*

Bilespurter: Bloab Rotspawned can make a shooting attack in the same manner as a stone thrower, using the following profile.

Range: 24"

Strength: 3(4)

Special Rules: Vile Bile

Vile Bile: No armour saves are allowed against Bilespurter's attack.

Daemon Flies: At the start of each of your Magic phases, before rolling for the Winds of Magic, every enemy unit within 6" of Bloab Rotspawned suffers D6 Strength 3 hits, distributed as for shooting attacks. These are Magical Attacks.

MAGIC ITEMS:

Doombells: Arcane Item. The bearer adds 1 to all of his casting results. Enemy Wizards within 12" of the bearer must subtract 1 from all of their casting results.

MORBIDEX TWICEBORN

Morbidex Twiceborn	M	WS	BS	S	T	W	I	A	Ld
	6	7	3	6	5	8	6	7	8

385 points

Troop Type: Monster (Special Character)

Morbidex Twiceborn can be included in a Warriors of Chaos, Daemons of Chaos or Beastmen army. His points cost counts towards your Lords allowance. Remember: in the End Times you can spend up to 50% of your points allowance on Lords.

Morbidex Twiceborn and his pox maggoth steed, Tripletongue, have a combined characteristics profile, and are treated as a single model with an armour save of 3+ for all rules purposes.

EQUIPMENT: Chaos armour, Great weapon

MUTATIONS:

Nurgl's Rot: At the start of every Magic phase, every enemy model in base contact with Morbidex Twiceborn suffers a single Strength 1 hit, with no armour saves allowed.

SPECIAL RULES: *Eye of the Gods, Fear, Mark of Nurgle, Regeneration.*

Daemon Flesh: Morbidex Twiceborn has a 6+ ward save.

Lord of Nurglings: All Nurgling units within 12" of Morbidex Twiceborn have the Regeneration special rule.

Tripletongue: Morbidex Twiceborn can make a shooting attack using the following profile.

Range: 6"

Strength: 6

Special Rules: Poisoned Attacks, Quick To Fire

SPRUES AND GLUE

With Nurgle's rotten legions (or should that be lesions?) marching on the Empire, we thought it would be fun to convert some dedicated followers of Nurgle. Combining Knights, Warriors, Marauders, Plaguebearers, Nurglings and Forsaken, here's what we created.

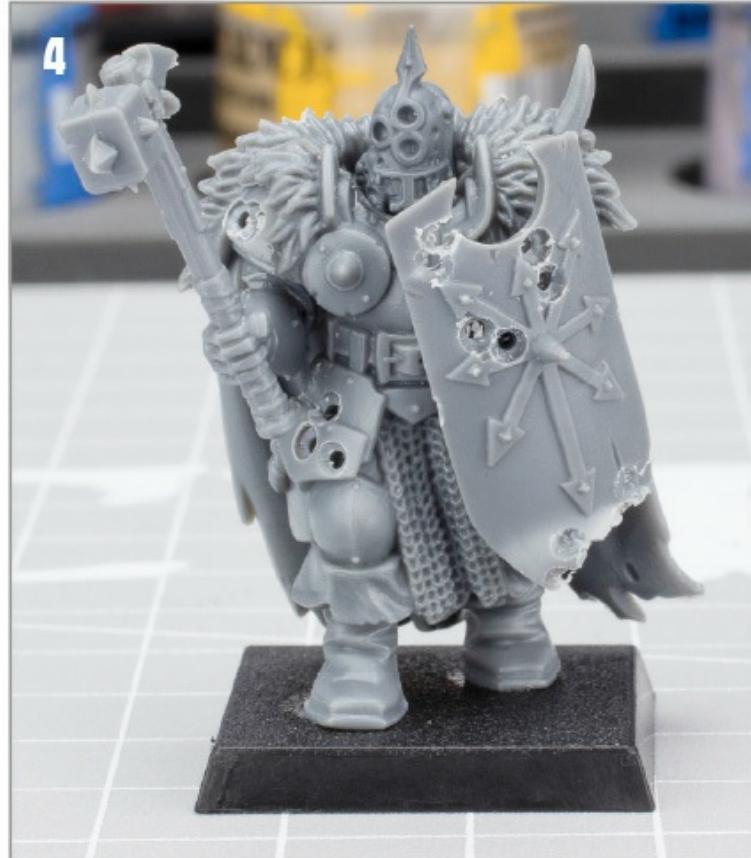
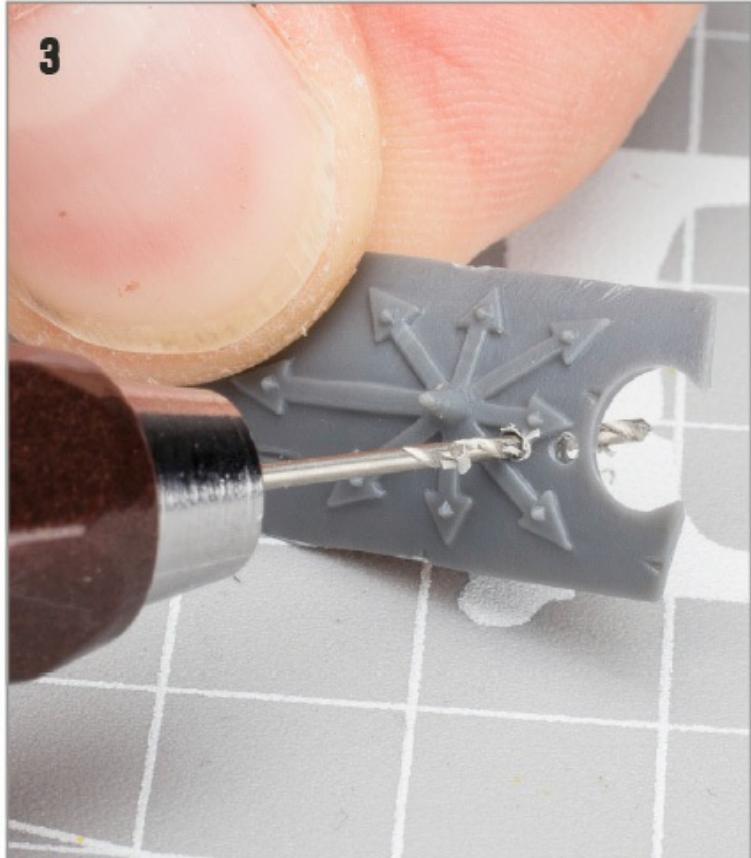
CONVERTING NURGLE'S FLOCK

Warriors of Chaos are easy models to build and convert. You'll find their shields and capes cover a multitude of sins, so even the messiest modeller should be able to convert them and cover up the joins.

The simplest way to convert a Warrior of Chaos is to change their head and their arms – the focal parts of any miniature. Before chopping and gluing any models it's worth laying out all the parts to ensure you've got everything you need (1). In this example a simple head swap from the Forsaken kit has made a big difference (2).



You'll notice the model has corrosion and battle damage on his armour and shield. Using a Citadel Drill with a 1mm drill bit, holes were drilled into the Warrior, ensuring they went all the way through on the shield (3). When you're happy with the number of holes, turn the chuck round in the drill, insert a 2mm drill bit, place it against the holes you've already drilled and twist it just once or twice – far enough to make a crater, but not far enough to go all the way through (4).

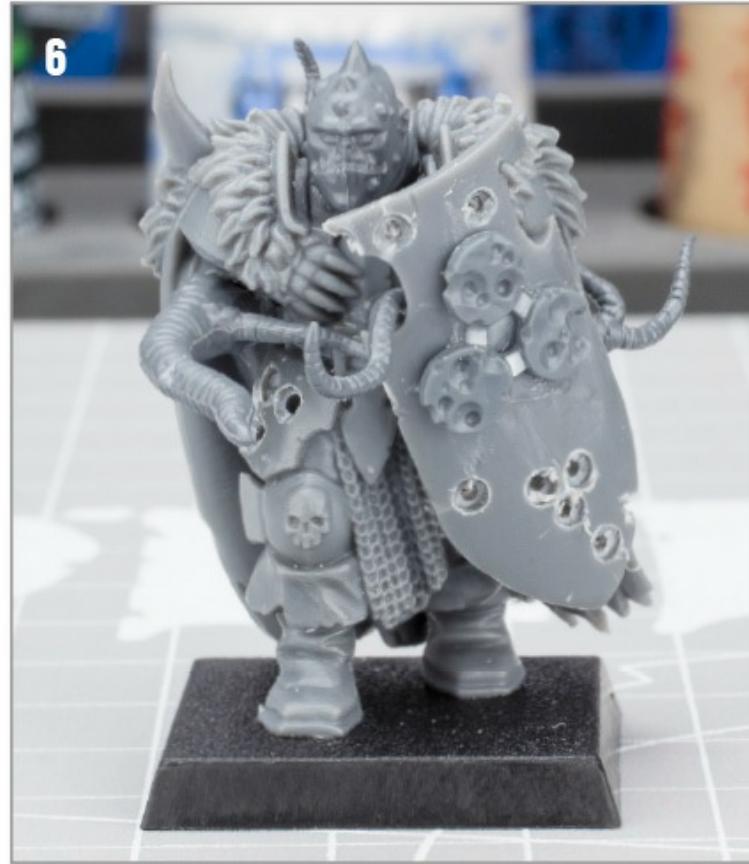


Weapon swaps on a Warrior of Chaos are easy to achieve as their arms are separate components. A tentacle arm from the Forsaken kit was cut at the elbow and trimmed to fit in the elbow socket on the model (5). The cut is actually very rough, but you'll never see it now the model is stuck together. This betentacled Warrior has a glum face taken from the Forsaken kit to show how sad he is that he can no longer hold a weapon (6). He's grown a few extra tentacles to make up for it, though.

5



6



It's worth spending extra time on unit champions, musicians and standard bearers, as they're the prominent models in a unit. The standard bearer uses the banner arm from the Plaguebearers kit (which you'll have spare if you didn't build a command group for them). It's important to dry-fit a model together before putting any glue on it. In this case, the banner pole was too long (7). The fix was simple – the banner pole was cut at the bottom, tested again and glued in place (8).

7



8



The unit Champion needs to be the biggest and most impressive Warrior in the unit, so a little extra conversion work was done on him. His legs, right arm and head come from the Forsaken kit, the Plaguebearer head and club foot chosen specifically for their Nurglesque look. Getting the Warrior's cape to fit the Forsaken torso and legs required part of it to be chopped out using a pair of Fine Detail Cutters (9) before the two parts could be put together. There is a small gap between them, but it's hidden by the cape and the model's head (10).

9



10



KNIGHTS AND MARAUDERS

Chaos Knights are fearsome warriors and even more favoured by the Chaos Gods than their Warrior brethren. This Nurgle Knight uses parts from the Forsaken and Chaos Knights kits (11).



Converting a Chaos Knight is much like converting a Warrior and changing the heads and arms will often be enough to mark out a Chaos Knight as a follower of a particular god. Devotees of Nurgle often wear corroded armour, making the torsos of the Forsaken perfect for the job. They're the same size as those of the Chaos Knights and, after removing the armour faulds with a pair of Fine Detail Cutters (12), fit the Knight's legs really well. It's important to remember not to glue the torso to the legs at this point, as you'll need to make sure the arms fit. Use a little adhesive putty between the joins and dry-fit the arms to make sure they fit before gluing anything together (13).

12



13

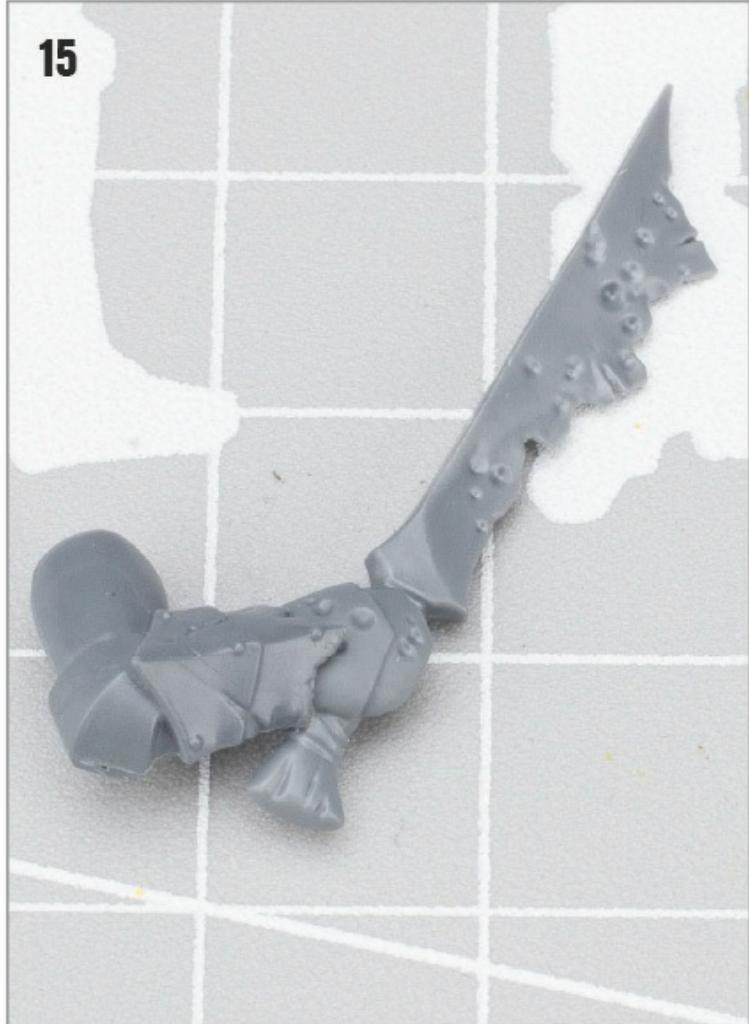


Several of the arms in the Forsaken kit wear cracked armour, making them perfect for a Knight of Nurgle. Handily, they don't have hands attached, so you can glue on a mutated or an unmutated one depending how dedicated you want your Knight to be. An ensorcelled axe from the Chaos Knights is perfect for the job. It was cut from the Chaos Knight's arm at the wrist with a Citadel Knife and glued on to the Forsaken one (14). It's worth noting that you get loads of spare arms and hands in the Putrid Blightkings box, too, all of which would look great on a Chaos Knight (15). This rusted sword required no converting, fitting the Forsaken arm perfectly.

14



15



The Knight's left arm is also from the Forsaken kit, in this case a severely mutated spiked appendage with a weird Chaos baby-like creature protruding from the back. Very Nurgle.

The finishing touch for this model was a head from the Forsaken kit – the one with a mouth full of worms seemed the most appropriate. A spare Nurgling from the Nurglings box sits cheekily behind the Knight on the horse's croupiere.

These two Marauders of Chaos were converted using yet more spare parts from a variety of Chaos kits.

The first Marauder involves a simple head swap, but it's a particularly gruesome one – it's actually a death's head from the Plaguebearers sprue, the ring on the top carefully cut off with a Citadel Knife (16). The Marauder also features a rotten wooden shield instead of his normally more robust one. The shield is a spare from the Skeleton Warriors box (17).

16

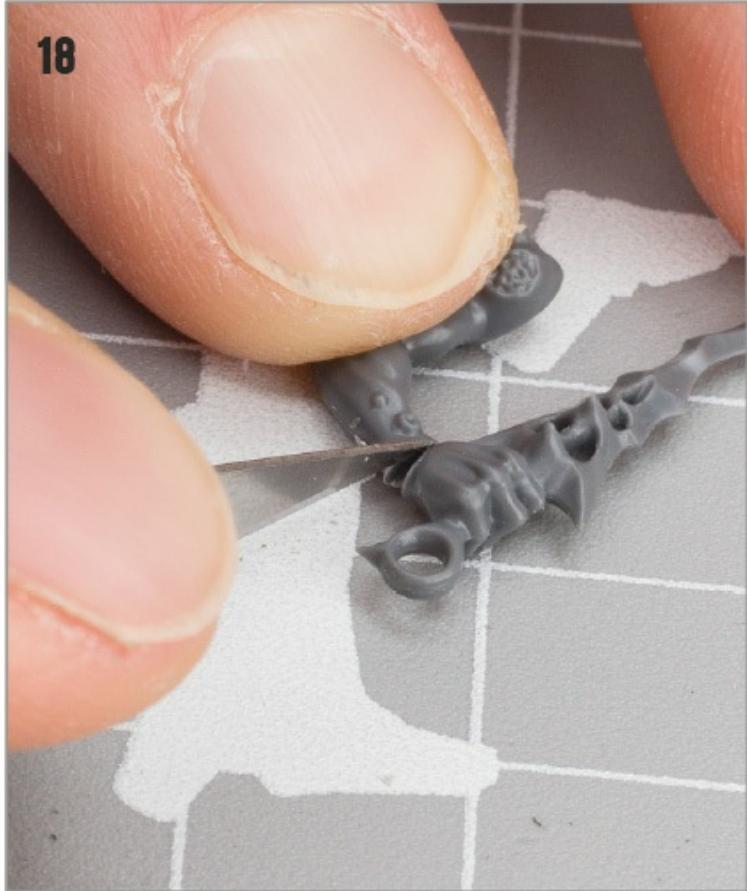


17



The Marauder Champion has new hands and a new head, which was also pilfered from the Plaguebearers. Both hands come from the same box – yet more spare parts depending on how you build them. The Marauder's left arm was cut at the wrist and the Plaguebearer hand holding the severed heads attached with Plastic Glue: Thick. The right arm, which normally supports a flail, comes without a hand attached, so it was a simple matter of cutting the Plaguebearer's hand off (18) and attaching it to the stump. A garnish of maggots on the base completes this Nurglified model (19).

18



19



NURGLE'S DAEMOGOGUE

Last week, we featured a conversion of Gutrot Spume riding into battle on a Chaos Warshrine. Putting him in the pulpit meant we had the Shrinemaster spare, and we couldn't resist converting him for our Nurgle horde.

Before gluing anything to the Shrinemaster, the Chaos star on his shoulders was cut off with a pair of Fine Detail Cutters, as was his left arm at the elbow. The model's head comes from the Forsaken kit, the ball and socket joint cut off with cutters so it would fit the Shrinebearer's neck. A mutated arm from the same kit was trimmed and glued in place of his left hand. A Nurgling from the Plaguebearers kit was stuck on his shoulder and a plague sword was used for his right hand. The finishing touch was a symbol of Nurgle, taken from the Forsaken and hung around his neck.



THE TALOS CHALLENGE

For a couple of weeks now a question has been buzzing around the White Dwarf bunker: who would win between a Talos and a... Well, in the name of science, and because any excuse to play a game is a good excuse, we created some bloody fights under 'laboratory conditions'.



Every now and again in the White Dwarf office a 'what if' conversation morphs into a full-on tabletop bloodbath. This was precisely the case as our endless chatter about Talos Pain

Engines turned into a challenge. We decided to put the Studio Talos collection through their paces in a series of gruelling deathmatches. How do they fare against Tyranid hordes? Ork Meganobz? An Imperial Knight? Read on to find out...

THE FIRST CHALLENGERS: TYRANIDS

Three Talos Pain Engines versus 20 Termagants, 20 Hormagaunts and three Tyranid Warriors.

Our 'warm-up' game for the Talos proved incredibly bloody as the Tyranids rushed fearlessly at the Pain Engines. That suited the Talos fine, and soon Termagants and Hormagaunts were being hacked up. And then the Tyranid Warriors arrived. Armed with lash whips and boneswords, the trio effortlessly delivered a coup-de-grace to our unfortunate Pain Engines with some lucky rolls inflicting instant death!

THE SECOND CHALLENGERS: BULLGRYNS

Three Talos Pain Engines versus two units of Bullgryns (three with battle mauls and suppression shields, five with slab shields and grenadier gauntlets).

In the quickest and deadliest of our games, the Talos ripped through the Bullgryns without suffering even a single casualty in return. We had a quick refight to see if the luck had been extreme. It wasn't. A cruel match up for the abhumans.

DA THIRD CHALLENGERS: MEGANOBZ

Three Talos Pain Engines versus two units of five Ork Meganobz.

This fight turned out to be a real nail-biter as the Talos and Nobz stormed across the table towards one another. The Talos had the better of the shooting exchange, leaving one burly greenskin a smoking corpse and, initially at least, the close combat went the same way. The three Talos easily cut down four Orks in the same mob for no damage in return. The second mob, armed with killsaws, fared better, their thunderous charge hacking down one Talos and critically injuring a second, in spite of the Talos' resilience to pain. In the end, though, the result was inevitable, the Talos armed with a chain-flail battering the surviving Orks to death.

THE FOURTH CHALLENGER: IMPERIAL KNIGHT

Three Talos Pain Engines versus an Imperial Knight Errant.

Our final match up turned out to be a fight that took the Talos to their limits, and well beyond. Before the creepy Dark Eldar war machines could even charge into combat against the Imperial Knight, one of their number had been slain by fiery blasts from the Errant's thermal cannon. The remaining two braced themselves as the Imperial Knight charged in, rocking them back with staggering weight of its impact. Equally agile, the Talos and Knight struck together in a welter of shredded armour plates and mangled flesh. In the end, the close combat could only go one way as the sweeping cuts of the

Knight Errant's roaring reaper chainsword cut one Talos clean in half and critically wounded the other. For their part, the Talos managed to make a few telling hits of their own, causing serious damage to the Imperial Knight but in the end the towering war machine would not be denied. The result was two very dead Talos Pain Engines.

THE GRISLY CONCLUSION

After an hour or two of hacking, chopping and rolling dice the Talos had won two games and lost two. Not bad for an afternoon's work.

As it turned out, the Talos were more than capable of hacking up and killing stacks of enemy models. We loved the image of them pulling the enemy down, injecting them with murderous fluids from ichor injectors or mulching them with the chain-flails. What was a little surprising was the way some of the fights went: the Talos made short work of the Meganobz and Ogryns in spite of their size and strength. They even held out against the Imperial Knight; if all three had made it into close combat, things might have turned out very differently. What was a startling revelation, though, was the way the Tyranid Warriors and their accursed boneswords undid them. There's a lesson there – watch out for weapons that can cause instant death!



INSTANT DEATH

This challenge brought together rather a lot of weapons capable of inflicting instant death, and we had great fun imagining the ways this all played out. The Talos's ichor injector has all sorts of disgusting effects, as it pumps its victims full of a deadly chemical solution – we couldn't help but imagine Ogryns exploding messily as their bodies were overcome. Likewise, a quick look at the size of the Talos's claws made the idea of a smash attack seem very impressive.

Our favourite was the Tyranid boneswords, which snuffed out the Talos with contemptuous ease. We got a real kick out of these alien killers impassively ramming their blades into the Talos, only for them to crash to the ground with a metallic clang.

FEEL NO PAIN

The Talos Pain Engines have a number of advantages going for them – they are

unnaturally strong, able to tear even rugged targets limb from limb, they are tough and durable with plenty of armour and they have dangerous close combat and ranged weapons. Perhaps best of all, however, the Talos are inured to the pain inflicted by enemy weapons – gaping wounds do not deter them, meaning they can fight on while other warriors or creatures would die.

Throughout our games we found that this made an invaluable difference to their durability in a fight. What appeared to be a crushing injury from a kill saw or power maul turned out to be a mere flesh wound to the Talos.

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 Orghotts Daemonspew, one of the vile Maggoth Lords to plague the Empire, and painting Warriors of Chaos devoted to Nurgle.



Orghotts Daemonspew rides the pox maggoth Whippermaw, so named for his venomous tongue. After assembling the model to completion, we suggest undercoating it with Chaos Black spray.

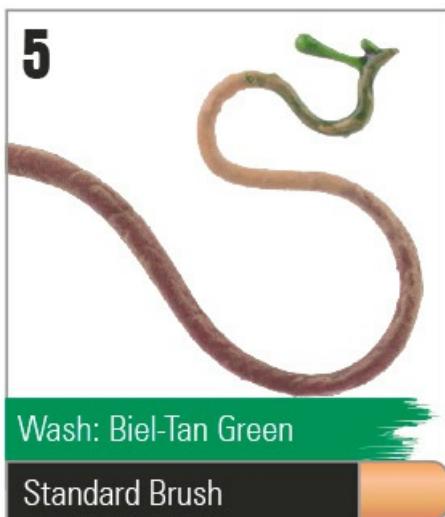
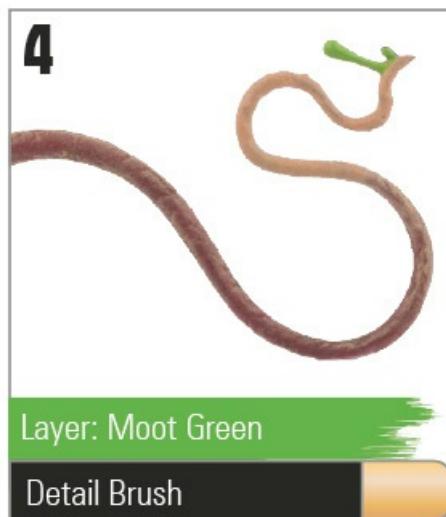
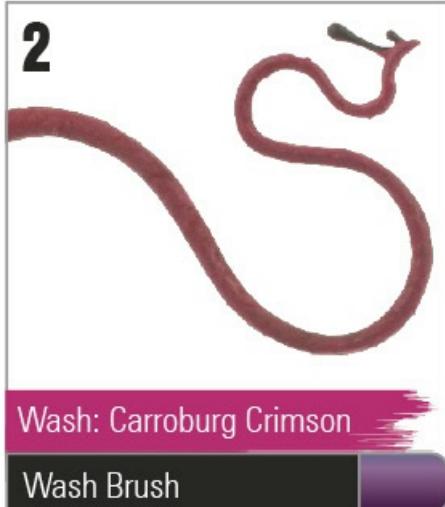
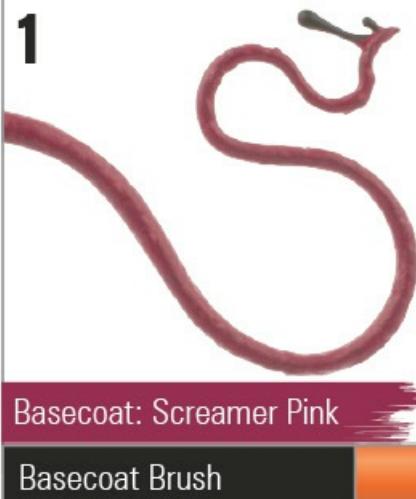
Whippermaw is a strange blend of colours, ranging from vile yellow to bruised purple. The best way to achieve this effect is with a solid basecoat of Zandri Dust followed by different coloured shades. Reikland Fleshshade is great for shading the recesses of the yellow-coloured skin, while Biel-Tan Green is a great way to turn the yellowed skin a sickly green. Apply it in thin layers to the upper-side of Whippermaw, adding more towards the horns and shoulders until you have a smooth gradient between yellow and green. Druchii Violet and Carroburg Crimson can be applied around its gums and

suppurating stomach maw. The bronze and steel areas of Orghott's armour and weapons were washed with Agrax Earthshade. It's lighter than the traditional Nuln Oil wash, but makes the metal look like it's covered in a layer of wet rust.

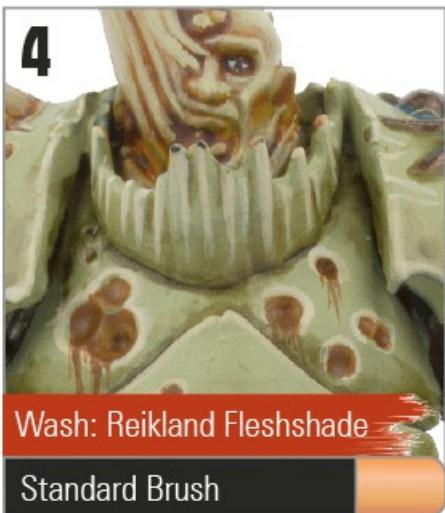
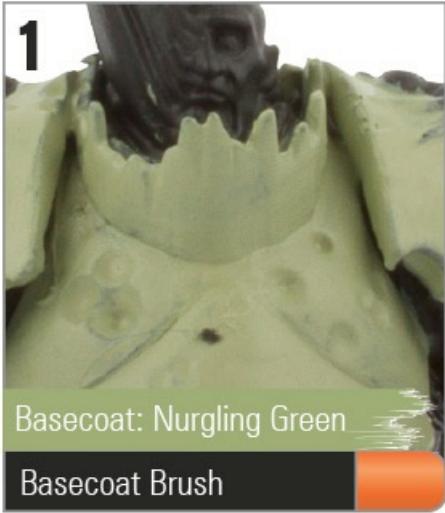
WHIPPERMAW SKIN



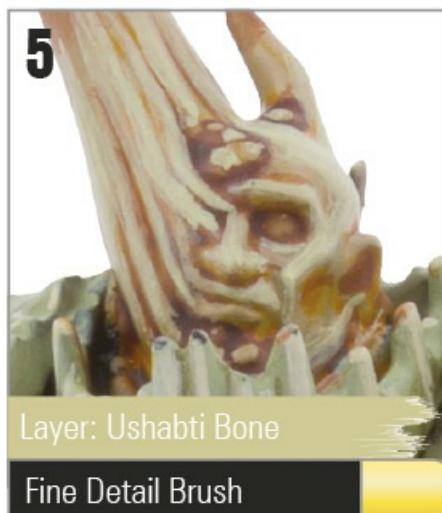
VENOMOUS TONGUE



TARNISHED ARMOUR



ORGHOTT'S HEAD



BRASS DETAILS

1



Basecoat: Warlock Bronze

Basecoat Brush

2



Layer: Hashut Copper

Standard Brush

3



Wash: Reikland Fleshshade

Standard Brush

4



Wash: Sotek Green & Lahmian Medium

Standard Brush

ROT AXE

1



Basecoat: Leadbelcher

Basecoat Brush

2



Wash: Agrax Earthshade

Wash Brush

3



Layer: Runefang Steel

Fine Detail Brush

PAINTING NURGLE'S ROT

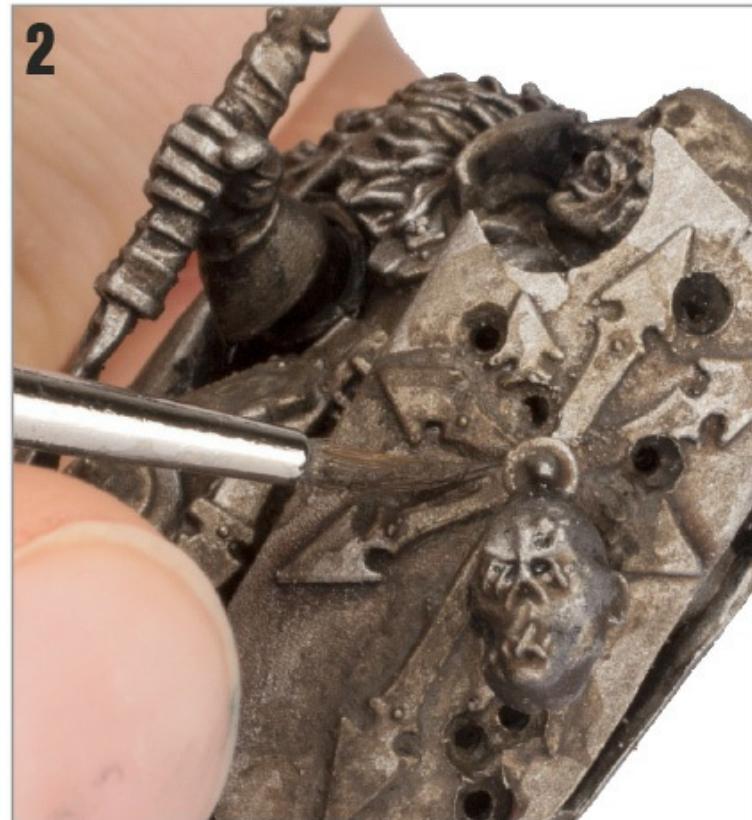
In Sprues and Glue, we converted several Chaos models to look like devout warriors of Nurgle. Using the same models, here are a few painting tips on how to make them to look even more rancid.

Steel armour is really easy to weather and looks great covered in rust. Paint the armour of your warriors as you would normally (1) or follow the guide for Orghotts's axe on the previous page if you get stuck. Next, apply patches of Typhus Corrosion to the recesses using a Detail Brush (2). Start with thin layers, building up the colour until it's opaque in areas where rust would naturally occur – in the creases between armour plates looks best.

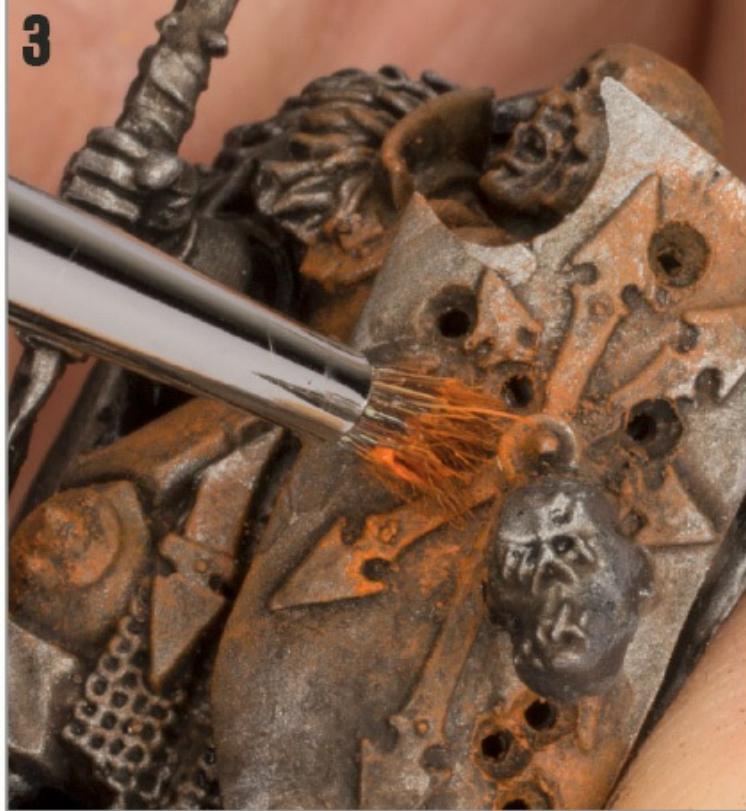
1



2



Once the Typhus Corrosion is dry, use a Small Drybrush to stipple on patches of Ryza Rust (3). Stippling should be treated in a similar manner to drybrushing so you don't need much paint on the brush. If in doubt, use less and build up the colour over several layers rather than covering the model in orange paint. Lastly, pick out a few edges of the armour with Runefang Steel (4) to represent where the rust has been knocked or scraped off in battle.



3



4

Bronze armour doesn't rust in the same way as steel, turning green instead of orange. This can happen when it comes into prolonged contact with seawater (perfect for Gutrot Spume's raiders), acid, magic, Warpstone or any other corrosive material. The bronze armour was painted using the same stages as the Brass Details shown on the previous page (5). When applying the Sotek Green wash, it's important to thin it with Lahmian Medium, otherwise it won't run into the recesses. A 1:3 mix of Sotek Green and Lahmian Medium is ideal (6) and should have the consistency of milk (albeit blue, Nurgley milk).

5

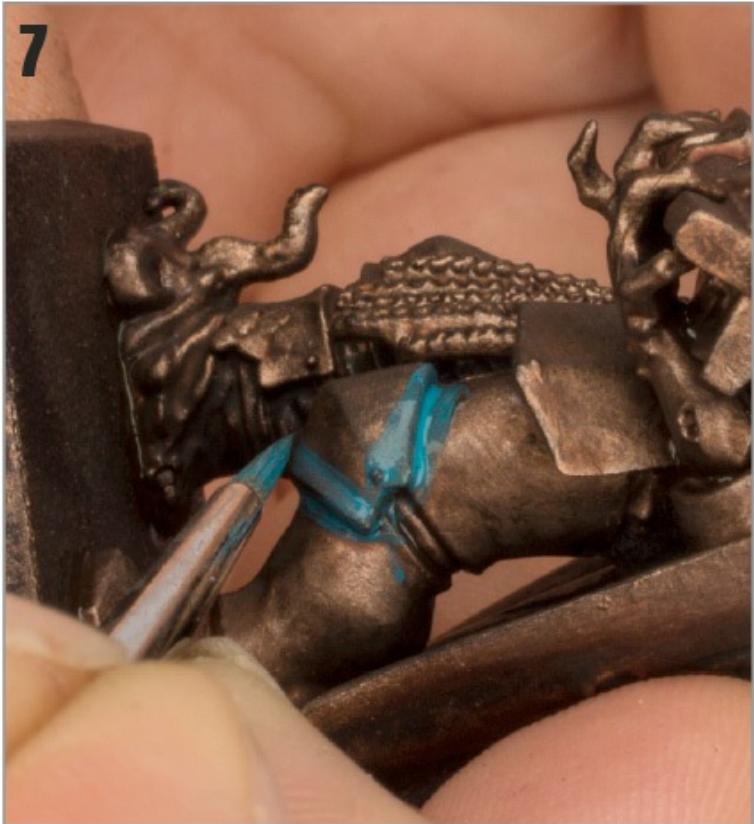


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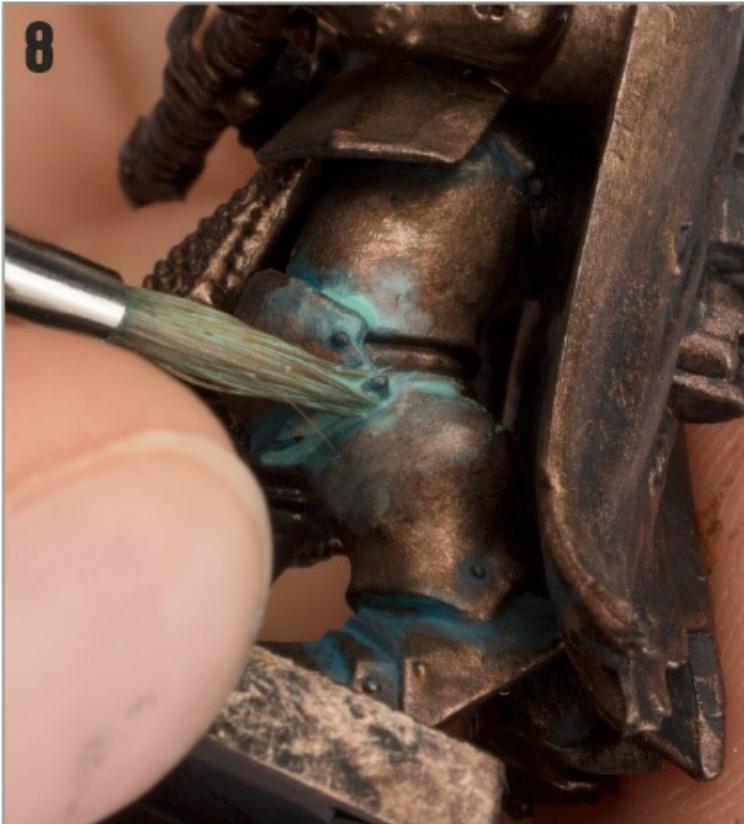


If it's too thick, simply add a little more Lahmian Medium. Using a Detail Brush, apply it to the deepest recesses of the armour (7). The final stage is to apply Nihilakh Oxide to the armour panels. Apply it thinly with a Standard Brush and build it up over several layers to get the desired level of corrosion (8).

7

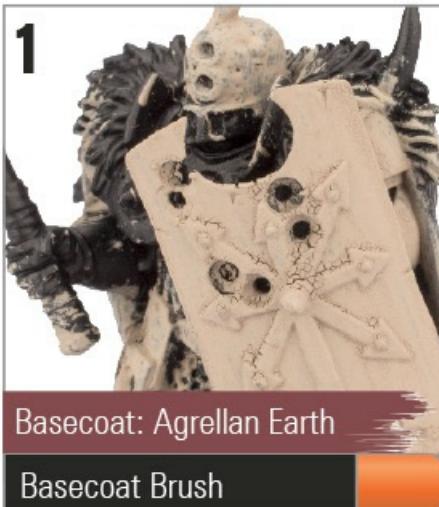


8

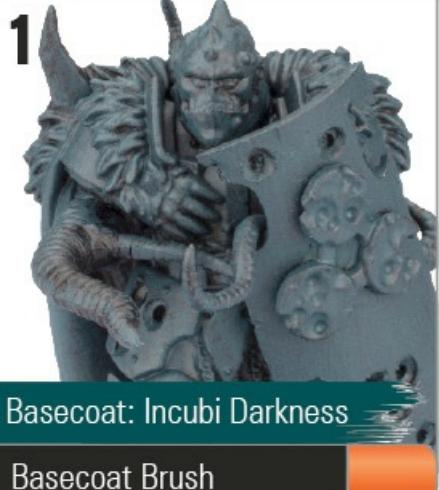


The best way to emphasise Nurgle's patronage on a model is to paint their most prominent areas a suitably rotten colour. For Warriors and Knights, it's undoubtedly their armour, for Marauders, horses and Gorebeasts it's their skin. The Forsaken? Well, anything goes with them. Below, you can see a few more options for Nurglified Chaos armour and two different ways to paint Marauder skin – jaundiced yellow and leprous purple. We also made good use of the technical paints. In fact, across this article we've used all six of them – perfect for Nurgle's followers.

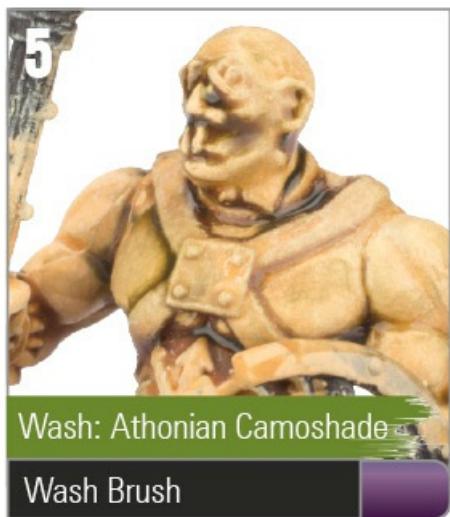
ALGAE ARMOUR



LEAKING ARMOUR



PUTRID SKIN



LEPROUS SKIN



SHARING IS CARING

The colour schemes presented here are just a handful of ways to paint your Warriors of Chaos. You can always paint them using the stage-by-stage guide for Orghotts on the previous page, or the Putrid Blightkings from last week's issue.

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 Maggoth Lords, Space Wolf and an iron claw.

RIDE OF THE MAGGOTH LORDS

LORDS OF ICEHORN PEAK: A TRINITY OF DEATH

The Maggoth Riders hail from a bleak and deadly place known simply as Icehorn Peak. It is in the lands of the Icehorn tribe, a band of Warriors of Chaos who are led by the notorious Orghotts Daemonspew. Their domain is far, far to the north of the Empire, where only the insane would travel and hope to live. To go further would be to tread the borders of the Realm of Chaos itself, and to court the certain death to be found there.

As the End Times draw nearer and the power of the Everchosen of Chaos waxes stronger, Orghotts has led his fellow Maggoth Lords southwards, a deadly triumvirate riding upon vile maggot-things: Bloab Rotspawned, Orghotts's chosen Sorcerer, and Morbidex Twiceborn, his Jarl, both renowned scions of Chaos in their own right (and mighty enough to lead vast armies of their own). They willingly ride at Orghotts's side, for Nurgle rejoices in things that come in threes, a homage to the triple bubo that is his sacred sign.

To the tribesmen of the Icehorn tribe this is a time of great omen – Father Nurgle is stretching forth his hand to bless the dull and torpid world to the south, and it is their Lord, Orghotts, and his Jarl and Sorcerer who march as his vanguard.



THE BLASTED NORTH

North of the Empire lies a land of ice and death, where hardy tribes of men war against each other in a never-ending battle for dominance. Their only goals are to savour in the joy of battle and to win the favour of the gods. The north is a place where the Winds of Magic flow freely, swirling into the material realm through the mysterious Chaos Gate at the north pole to change and corrupt all they touch. It is said a mortal can feel the breath of the gods as he walks in the north, and that his actions can earn their favour there.

The northmen are organised loosely into tribes such as the Kurgan, Hung and Norscans. These are utterly vast, comparable to the kingdoms of the world and divide into smaller clans (some of which are still enormous). What all have in common is their desire to win the patronage of the gods. Unlike the weak, soft men of the south, the northmen see the blessings of Chaos as divine gifts, not filthy mutations. A man who bears a mark of a Chaos god is well-favoured, chosen for greatness.

WARHAMMER 40,000: SPACE WOLF

Our talented friends at Herocraft have recently unleashed Warhammer 40,000: Space Wolf, a turn-based tactical combat game that features the heroic sons of Fenris in battle against the Word Bearers and their insidious allies. The game utilises a deck-building system to resolve combat – play the right card at the right time and you'll find yourself smashing through Cultists, Daemons and Chaos Space Marines in no time! With an exciting campaign featuring 20 missions that sees your arsenal increase with every victory, this is a tactical treat that is sure to keep you entertained on your travels.

Warhammer 40,000: Space Wolf is available for iOS (iPhone and iPad) and is free-to-play. Micro-purchases within the game can give you access to extras, including some nifty upgrades and extra cards. If you want to get in on the action, check out: spacewolf-game.com



BIT OF THE WEEK: DEATH'S HEAD

Perhaps the most impressive helmet in the Chaos Knights box (and there's a lot of them), this is the talk of the bunker. Word is that behind each of the ominous holes in this helmet there is a different eye.



THE SURROGATE FATHER

One of the more disturbing things we learned this week was that Bloab Rotspawned is, not to put too fine a point on it, the father of the Putrid Blightkings. Bloab's body is little more than a husk of skin that contains the writhing larvae of daemonflies. These sausage-sized wrigglers eventually gestate into flies that escape from the yawning cavern of Bloab's mouth as he sleeps, buzzing away to follow the winds of fate to whatever host Father Nurgle has in mind for them. There they give their chosen victim a daemon-kiss, the first disgusting act in an utterly vile drama, changing man into a Putrid Blightking.



THE HERO CHALLENGE

This week the White Dwarf bunker was awash with Warhammer 40,000 heroes as painters and modellers around Games Workshop HQ descended with Space Marine Captains, Necron Lords, Librarians, Ork Meks and more as submissions for the White Dwarf 'Hero Challenge'. The rules are simple: pick a hero, paint it by the deadline. Any failures must buy a round of drinks for the successful. With 70+ entries, that's one expensive round! We'll be showing the best in Warhammer: Visions.





CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Mounts of Chaos.

DISC OF TZEENTCH

Discs of Tzeentch are Daemonic mounts gifted by the Changer of Ways to his favoured servants. Swift and deadly, they enable sorcerers to swoop around the battlefield with unfettered ease, unleashing salvoes of eldritch energy into the foe, while keeping out of reach of their spears and swords. It is a lesser known fact that Discs of Tzeentch were in fact once Screamers of Tzeentch, changed into their new form by Tzeentch's boundless magic.

STEED OF SLAANESH

Resembling a gigantic, many-breasted worm, the Steed of Slaanesh is much sought after by the champions of the Dark Prince. Lightning fast, incredibly agile and blessed with a long, questing tongue that can incapacitate a foe with a single, salacious lick, the Steed of Slaanesh is an unnerving Daemon-creature. Those who fight against it find their mind reeling as its soporific musk and unearthly appearance undo the senses and weaken resolve.

PALANQUIN OF NURGLE

Perhaps less glamorous than a raging monster of hot brass or a sinuous Steed of Slaanesh, the Palanquin of Nurgle is nonetheless a gift received with adulation by the servants of the Plague God. Essentially this is a chair, dais or platform carried into battle by a giggling horde of Nurglings. If their charge is attacked, the Nurglings will fight viciously to protect him, gnashing and biting the enemy with filthy but sharp teeth and clambering up legs to get at soft, vulnerable bits. Unlike other Chaos mounts, they also make for very good company, assuming you like the merry burbling of three score Nurglings.

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



QUESTION

As a devout Space Wolf fan for many years, I really enjoyed 'The Great Companies' article in White Dwarf 26. But, in reading it I couldn't help but notice that the Space Wolf Great Companies were compared to the Battle Companies of Codex Chapters. I was under the impression they were much larger. Can you shed a little light on this?

- Sumeet 'The Wolf' Bains

GROMBRINDAL SAYS

Now, I have a soft spot for the Space Wolves myself. They like foamy ale, axes and harbouring grudges for a long time.

The comparison in question isn't one of numerical strength (Space Wolf Companies are typically larger), but comparable military might. Ragnar Blackmane's Great Company

might be larger than Captain Sicarius's 2nd Company, but can it really be considered stronger? The answer, I fear is one that can only be settled on the battlefield.

- Grombrindal

WEAPON OF THE WEEK: GORBAD'S IRON CLAW

Gorbad Ironclaw is the most famous Orc of all time, a figure so revered within (what passes for) Orc culture that greenskins the world over speak his name with undisguised respect (so, quite a lot of boastful swearing and ribald commentary about his foes). His iron claw isn't steam-driven, powered by warpstone or other arcane means like some weapons. Instead, it's a massive, meaty metal glove that Gorbad has used to punch, throttle and slap the life out of his enemies (and sometimes friends).



WHO WOULD WIN BETWEEN...

As you can see on page 22, one of the White Dwarf team's favourite activities is to set up a gaming challenge. In the past our hobby room has witnessed clashes between heroes, war machines and vehicles.

This is a fun way to settle those 'what if' conversations that spring up from time to time and settle the whole, 'my army is better than yours' debate. If you've ever had a great challenge like this, let us know. We might even recreate it.



READER'S MODEL OF THE WEEK

This week's model is none other than Wolf Lord Krom Dragongaze, sent in by Tony Serrano. Krom came in the Stormclaw campaign box – and at the time of writing that means Tony has really worked hard to get this model painted up and sent in to us. We especially like the use of snow on the base, along with the white cloak to give Krom a cold appearance.

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.



THE WHITE DWARF PARADE GROUND

For the last month or so White Dwarf's own editor, Jes Bickham, has been scrambling to add models to his army ahead of a Warhammer 40,000 Battle Brothers weekend at Warhammer world (you may recall we included an event write-up last issue). Well, he's become very proud of his Hive Guard, which are the latest addition to his force. "My ultimate aim for my Tyranids collection is to have a mighty Apocalypse army with everything in it," says Jes, when asked why he picked the Hive Guard. "There aren't many things in the Tyranid army that I don't have by now, but until now there was a Hive Guard-shaped hole in my force."



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