

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 42

15 NOVEMBER 2014

PSYCHIC HORROR!

THE ZOANTHROPES HAVE
COME TO BLAST YOUR SOUL



A NEW CAMPAIGN

SHIELD OF BAAL: LEVIATHAN

THE CRYPTUS SYSTEM IS UNDER ATTACK! WHO WILL RESIST THE TYRANID ASSAULT?

WHITE DWARF™

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OPENING SALVO

Even in an army full of void-spawned horrors from darkest nightmare, the Venomthrope stands apart – a roiling mass of questing, envenomed tentacles and flensing whip-like appendages. The new plastic kit available to pre-order this week makes three such terrors from beyond the stars; surely great news for budding Hive Minds everywhere. But that's not all: the Venomthropes kit also makes three Zoanthropes, and a hideous new beast known as a Neurothrope. You can find the rules for this terrifying alien later in the issue, along with details of Shield of Baal: Leviathan, the start of a new campaign that is stuffed beyond belief with thrilling new stories of Tyranid invasion and rules additions (datasheets! Formations! New missions! Cities of Death!). It's an essential new publication for Warhammer 40,000 fans – can you stop the Tyranid threat? We'll see you on the battlefield...

TYRANIDS

VENOMTHROPES

From within palls of choking fog drift the Venomthropes, poisonous horrors whose merest touch brings agonising death to their victims. They are ominous harbingers of death, silent save for the whipping of their tentacles in the air, and the inexorable hiss of noxious gases that billow out from the vents upon their armoured carapace.







The new Venomthropes kit enables you to make three multi-part plastic models, each a substantial Tyranid creature borne aloft by a fleshy sac of alien gas. Like all Tyranids, the Venomthrope has a long central body with six main limbs. Unlike most, however, the two rear limbs appear stubby and atrophied, while the upper quartet provide the net of spiked tentacles that are the Venomthrope's distinguishing feature. These tentacles are long, curling things, laced with hooks and barbs; alongside the feeder tendrils dangling from its head, they hint at the murderous embrace that awaits those who stray too close. The Venomthrope's armoured carapace houses bulging sacs of veined skin, the flesh distended by the gases within which simultaneously keep the Venomthrope aloft and produce the cloud of toxic spores that surround it, breaking down organic material ready for the harvest that inevitably follows.

To see the *Venomthropes* in action, check out our *Tyrannid Battle Report* in next week's magazine.



Left - Nestled between the chimney-vents on the Venomthrope's carapace is a swollen sac of toxic alien gas. This is released in choking clouds that obscure the Tyrannids around them, providing cover against enemy sharpshooters, as well as clogging the eyes and lungs of those subjected to the poisonous gases with tiny Tyrannid spores.

Right - Sinuous feeder tendrils hang in rippling waves from the Venomthrope's horrific maw. These are laced with lethal poisons, and will quest out to probe even the tiniest gaps in the enemy's armour to inflict an agonising death.



TYRANIDS

ZOANTHROPE

Zoanthropes are one of the strangest Tyranid organisms, a living conduit for the Hive Mind's prodigious psychic might. Levitating ominously above the battlefield, their minds sparking with pent-up energy, they act as a synaptic relay for the Hive Mind, unleashing psychic blasts from their bulging craniums when an enemy gets too close.







Like all Tyranid organisms, the Zoanthrope is designed for a specific battlefield role – that of the psyker. As the Hive Mind’s psychic potential made manifest, their power comes not from their claws, but from their alien minds, their cranial nodes horribly stretched and swollen to accommodate their fearsome intellect. In contrast, a Zoanthrope’s body is weak and feeble, hanging limply from the three spines that support its grossly swollen head. Though the Zoanthrope may be blind in the conventional sense – its eyes (if it has any) are covered by a huge carapace – it can sense its prey using its mind, its malicious intent written clearly on its grinning face. If ever a Tyranid had a personality, it would be the Zoanthrope.

This new multi-part plastic kit enables you to build three of these psychic monsters, a fearsome brood to terrorise your foes.

But that’s not all, because this set also gives you the options to build another model – the Tyranid Neurothrope.





TYRANIDS

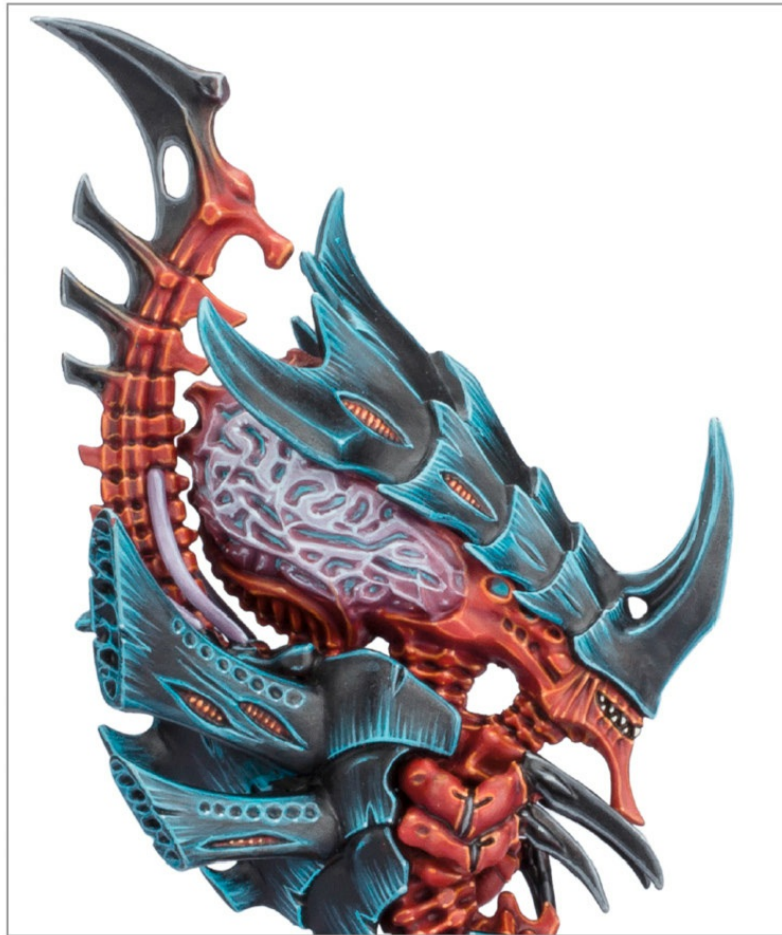
NEUROTHROPE

The Neurothrope is a potent adaptation of the Zoanthrope genus. Though rare, their appearances have become more widespread following the devastation of Craftworld Malan'tai. Whatever their origin, their psychic might is something to be feared.



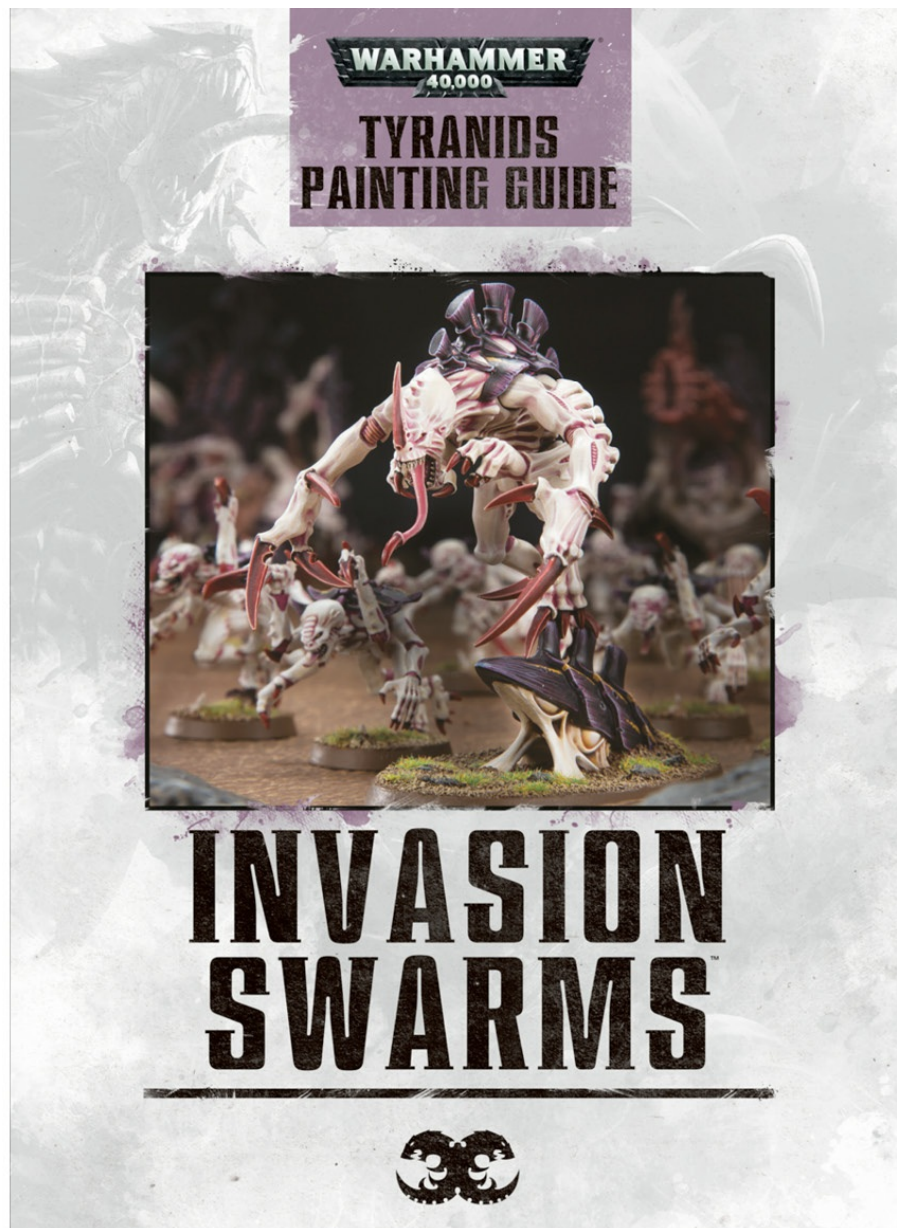
With atrophied limbs and an emaciated body hanging beneath its bulbous head, the Neurothrope is even more grotesque than its Zoanthrope cousins.

As the alpha beast in the brood, the Neurothrope has developed an even more sinister form of psychic attack, leeching the life energy from its foes and reducing them to dessicated husks. A Neurothrope can be recognised by the ornate horned crest that shields its synaptic node and the grotesque spine – its fourth – that cradles its head and amplifies its formidable psychic powers.



INVASION SWARMS

The ultimate guide to painting a Tyranid force, **Invasion Swarms** collects fantastic painting tips and advice alongside collecting ideas and example armies.



Invasion Swarms is the fourth in a growing series of books designed to help collectors get more from their Citadel miniatures. Within it you'll find the details of four separate

Tyranid collections, each an army themed around a particular Tyranid Hive Fleet, complete with a detailed background and history. What this means is that each of the armies presented in the book is more than a mere assembly of miniatures, but a thought-out collection with a narrative that glues it together and a wonderful, coherent colour scheme to unify it (either on the display shelf or the battlefield). And that is where the real meat of Invasion Swarms is found – in the clearly-presented and expertly-explained painting guides and galleries that make up more than half of the book’s 144 pages.

This painting advice is presented alongside evocative explanations of the armies on display, explaining how the armies fight, the enemies they have encountered and the names by which their enemies know them. For a fan of the Tyranids, this material is pure gold.



SHIELD OF BAAL: LEVIATHAN

The planets that make up the Cryptus system are under attack from the all-consuming forces of the Tyranids as Hive Fleet Leviathan breaches further into the Imperium. The Shieldworlds are now all that stands between the Tyranids and the valuable Baal system.



Shield of Baal: Leviathan is the opening instalment of a new narrative campaign for Warhammer 40,000, depicting the Tyranid invasion of the Cryptus System, the Shieldworlds of Baal. The campaign follows the harrowing events as multiple worlds are struck by massive elements of Hive Fleet Leviathan. Against this onslaught the Imperium calls upon the regiments of the Astra Militarum, a Militarum Tempestus strikeforce and even a convent of the Adepta Sororitas, hurling them into battle against a foe that seeks to harvest worlds.

Leviathan consists of two hardback books in a slipcase. The first, weighing in at 152 pages, contains the tale of the opening phase of the invasion of the Cryptus system, an enthralling story with a fantastic cast of heroes and villains, along with orders of battle

describing the major battles, maps of the critical war zones and background history of the area and its topography. The story within this book thunders along, with bloody battles, amazing locations and rising horror.

The second book, *The Rules*, contains a wealth of gaming material. There's so much jammed into its 64 pages that it's hard to imagine how they could have packed more in. Within it you'll find:

- *Echoes of War*. A series of six fantastic scenarios that depict the major events of the battles in the Cryptus system.
- *Cities of Death*. A complete expansion for Warhammer 40,000 with six new missions and objectives to bring the carnage of urban combat to your games.
- *Death from the Skies*. Rules for fighter aces in your games of Warhammer 40,000.
- *Forces of the Leviathan*. A new detachment for Tyranid players to represent Hive Fleet Leviathan, complete with Warlord Traits, datasheets for new units, Tyranid formations and more.

With a sweeping narrative and amazing new rules, *Shield of Baal: Leviathan* is a must for all Warhammer 40,000 fans.

Shield of Baal: Leviathan is also available to download as an iPad edition. Check it out at: blacklibrary.com/games-workshop-digital-editions



Left - This first book contains the story of the Hive Fleet Leviathan invasion.

Right - The cover of The Rules, containing enough gaming material to feed a Hive Fleet!

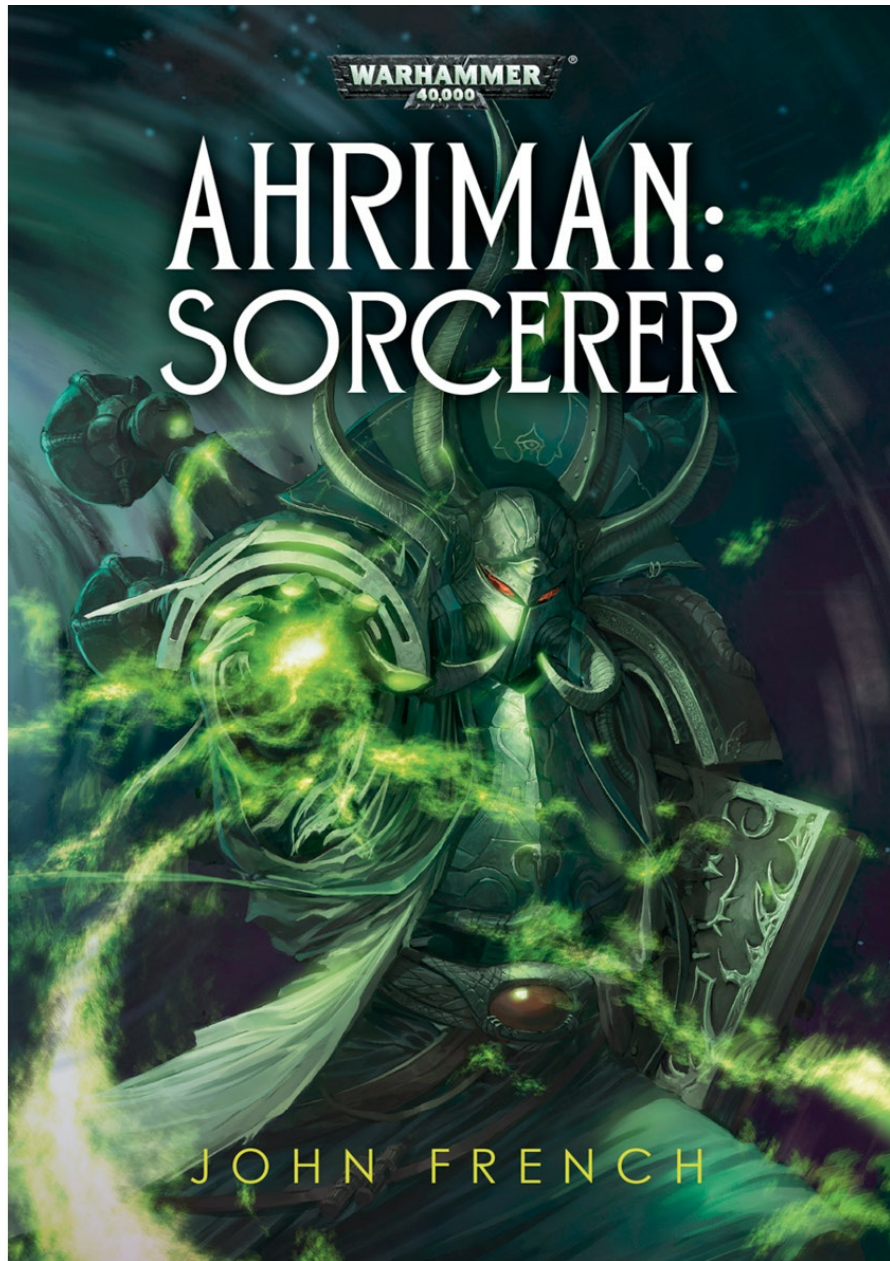


Left - The fighting for the Cryptus Shieldworlds draws in many Imperial forces, including the Vostroyan Firstborn, who test their might against a tendril of the fleet on the cruel world of Ixoi.

Right - The Rules contains Cities of Death: objectives and missions designed specifically to recreate urban combat.

AHRIMAN: SORCERER

As Ahriman searches for a way to reverse the Rubric, his enemies stalk him across the stars.



Say one thing for Azhek Ahriman, he has made a lot of enemies throughout his long life. Hated by his Legion (those capable of independent thought) for the Rubric which sundered it and hunted by the Grey Knights and the Inquisition for his vile acts of sorcery against the Imperium, he is a wanted man. Arguably his greatest foe is a pack of Space Wolves, who have stalked him since the time of Leman Russ.

Ahriman: Sorcerer is the second instalment in John French's excellent series about the Thousand Sons foremost Sorcerer. It's a ripping yarn, laced with brutal battle scenes and fascinating characters who are intrinsic to the 41st Millennium. We especially like the way the plot of this one writhes through time itself.

SHIELD OF BAAL: TEMPESTUS

A small force of Tempestus Scions are charged with capturing a deadly Tyranid creature.

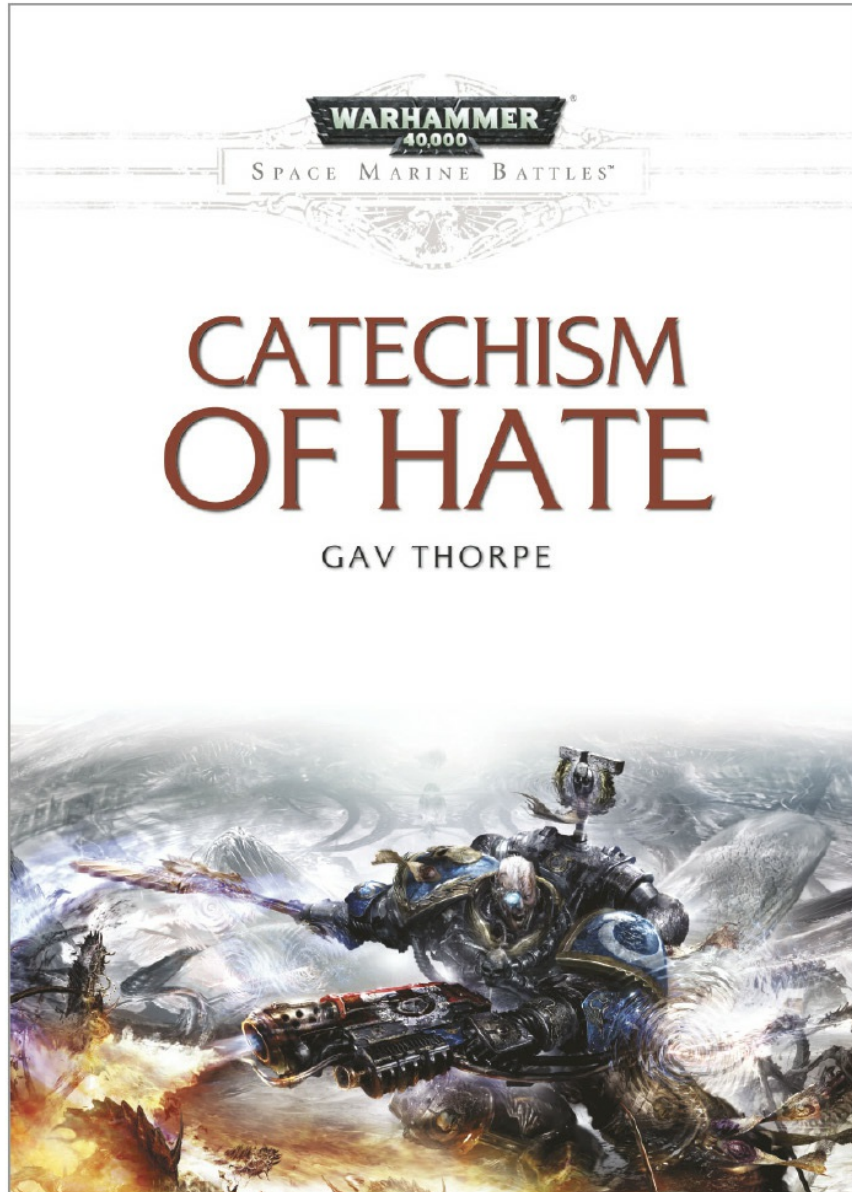


Tempestus is a novella that connects to the story told in Shield of Baal: Leviathan. It follows the deadly assignment given to Tempestor Chavis and his men, to hunt down and capture a Tyranid bioform lurking within the mysterious waters of Lysios. Against the backdrop of this mission, Campbell weaves an action-packed tale that portrays the Scions as relentless warriors, utterly focussed on their mission, and unquestioningly loyal to Inquisitor Ulrich who commands them. These bullish and determined men contrast with

the faithful Adepta Sororitas who cross their path. Of especial note is Canoness Grace, a favourite character in *Shield of Baal: Leviathan*. In fact, this book gives some very revealing insights into her character and motivations.

CATECHISM OF HATE

Tyranids, Ultramarines and one angry Chaplain: Cassius takes the fight to his most-hated foes.



Previously an event exclusive, Catechism of Hate is now available on general release.

Tyranids from Hive Swarm Gorgon have landed on the agri world of Styxia and the Ultramarines, led by Chaplain Cassius, intend to destroy them. As a warrior and spiritual leader, Cassius is an inspiration, Thorpe capturing his personality perfectly. The action throughout is great – visceral and personal – but it's the way the story is told, through adherence to the Codex Astartes, that really makes it an insightful read. The novella is

book ended by two great maps, the one at the front featuring the Cordus Via where the main fighting in the story takes place, the one at the back showing the area around Plains Fall, the city featured in the story.

CITADEL ARMY CASES

Whether transporting an army or storing it safely at home, these Army Cases are a must-have.



We all love building, painting and playing games with our Citadel Miniatures and there are few things worse than a broken model. The Army Figure Case caters specifically for

the wellbeing of your Citadel Miniatures, enabling you to carry them to and from your battles in safety, and store them at home away from prying fingers, pets, vacuum cleaners and other miniature nemeses.

There are two designs of case – a grey one for Warhammer 40,000 and a burgundy one for Warhammer. Both come with foam inserts to keep your miniatures from rattling around, including three trays of foam for carrying up to 120 infantry models and a pick-and-pluck wedge of foam that's perfect for tanks and large monsters.

ULTIMATE PAINT SET

The Ultimate Paint Set is back, and contains all 160 paints in the Citadel Paint range.



The Ultimate Paint Set is something every hobbyist aspires to own, a colossal collection of all 160 Citadel Paints. This set includes 34 Base, 70 Layer, 16 Dry, 12 Shade, nine Edge, six

Texture, four Glaze and nine Technical paints. With the colours in this set, you need never mix your paints again (or get frustrated when you realise you don't have the paint you need).

The paints are displayed in a seven-drawer unit with labelled trays, making it easy to find the paints you're after. Of course, you may prefer your own sorting system, in which case, turn the tray around and use the stickers provided to organise your paints your own way. The Ultimate Paint Set – smart, tidy, a great deal and only available while stocks last!

WATER POTS AND BITZ BOXES

The Citadel Water Pot, contained within its own Bitz Box tin. You'd be a mug not to want one...



When it comes to cleaning your paint brushes, it's always good to have a water receptacle nearby. After extensive market research, it was decided the best water pot around was the humble mug. These high-quality porcelain water pots come in white (so you can see when your paint water needs changing), the Citadel Paint range motif displayed on the outside in Macragge Blue, Caliban Green, The Fang or Mephiston Red, depending on your favourite Chapter colours.

Each water pot comes in its own Bitz Box, a sturdy, embossed tin that's ideal for keeping spare components in. Or biscuits, whatever takes your fancy. It should be called a bitzcuit

tin, really... The ideal stocking-filler this Christmas.

PALETTE PAD

A painting palette enables you to better control your paint before you apply it to your models.



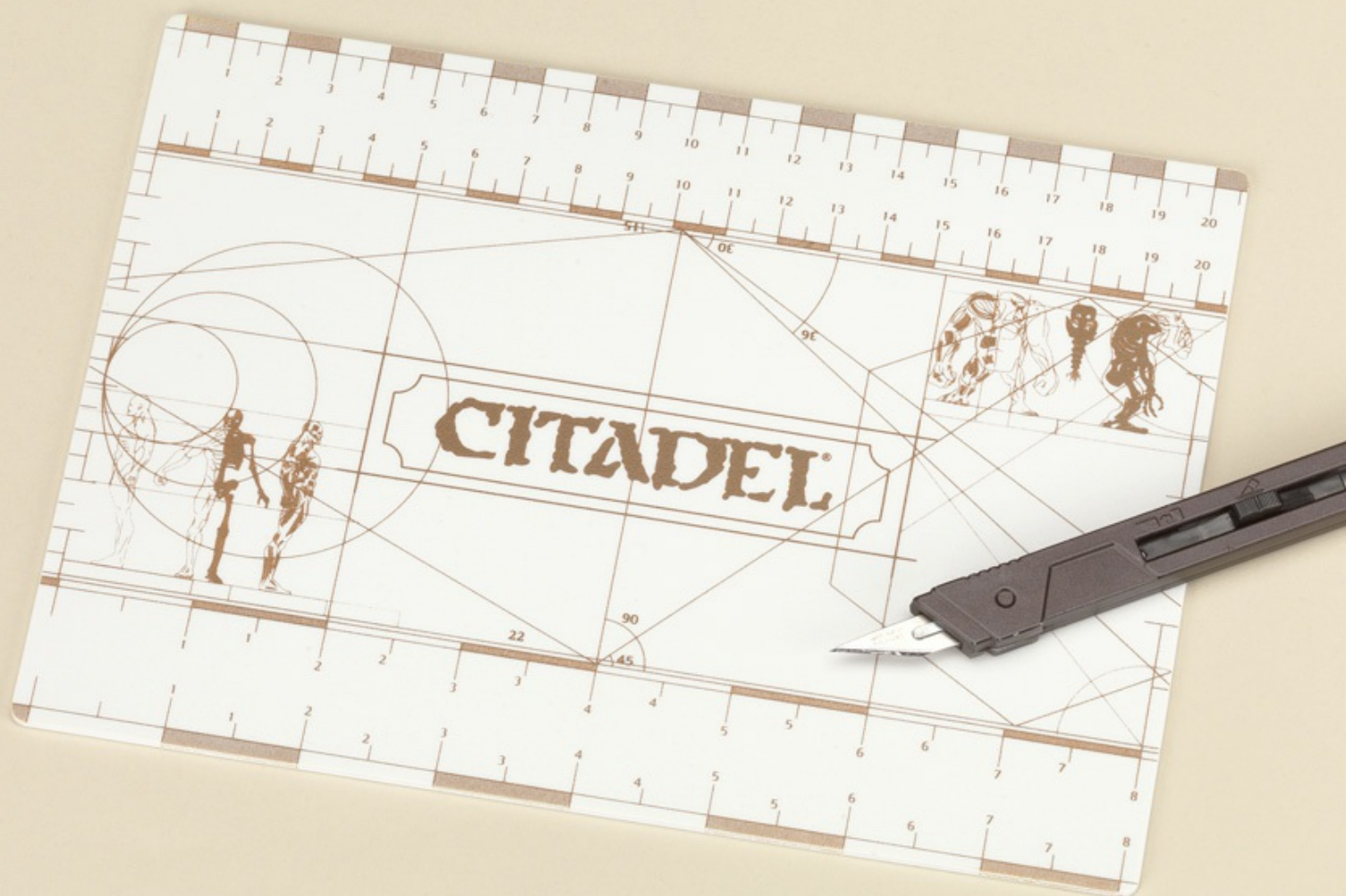
As every experienced painter knows, it's essential to have a painting palette to get the best out of your painting. Having a palette on standby gives you somewhere to water down your paints, and an area to transfer paint to brushes without overloading them – having too much paint on your brush can irrevocably damage the detail on your models.

The new Citadel Palette Pad consists of 20 sheets of plastic paper, non-soluble sheets that are perfect for holding paint while you work. Sized to fit the new Citadel Project Box (see

page 14), these are also an excellent resource for recalling what paints you have used, since you can write on the pages with a permanent marker or biro and keep them to refer to later.

CUTTING MAT

Save your kitchen table from untold damage with a self-healing cutting mat.



Make cleaning up, preparing and even cutting your Citadel miniatures as safe and mess-free as possible with a self-healing cutting mat. If you have ever damaged the surface you are working on with the razor-sharp blade of a Citadel Knife or some ill-considered turns of a Citadel Drill, then this one is for you.

A convenient A5 cutting mat that fits right into the allotted space in the Citadel Project Box (see page 14), the cutting mat is made from durable material which will last an age if subjected to ordinary hobby use (no chainswords, please). The surface is covered in a fetching Warhammer inspired design, complete with angles and measurements for precision work (plus, it looks really cool).

CITADEL

PROJECT BOX

The ultimate accessory for painters everywhere, the Citadel Project Box is designed to keep everything you need for your latest painting and modelling escapades safe and sound. Best of all, it can all be balanced on your lap while you watch the telly.



The Citadel Project Box answers the prayers of painters and modellers everywhere. It is a specially-designed box that holds all the paints, glues, brushes and accessories you need while working on a project – as well as a work station for you to paint and build models upon. It is a little box of pure genius, and we in the White Dwarf team absolutely love it!

Made of tough plastic and decorated with the leering face of the Golden Demon, the Project box unclasp to reveal a removable tray that holds up to 49 Citadel Paints (more than enough for most painting projects). Lift this out and you get access to specially designed areas to store your Citadel Paint Brushes, Knife, Fine Detail Cutters, Mouldline Remover and everything else. There are also slots to store Citadel Basing Kits, Middenland Tufts and so on. Finally (and perhaps best of all), flip the lid over and clip it down and you have a work surface that holds the Citadel Palette Pad and Cutting mat.



The outer box – the lid has rubber feet, so you can reverse it and use it on your desk if you wish.



KEY TO BOX INTERIOR

A - Space for Citadel Basing kits, grass tufts and modelling sand.

B - Water pot storage (you can store your mug upright, but if you tip the box, it will get messy).

C - Storage for brushes and sculpting tools.

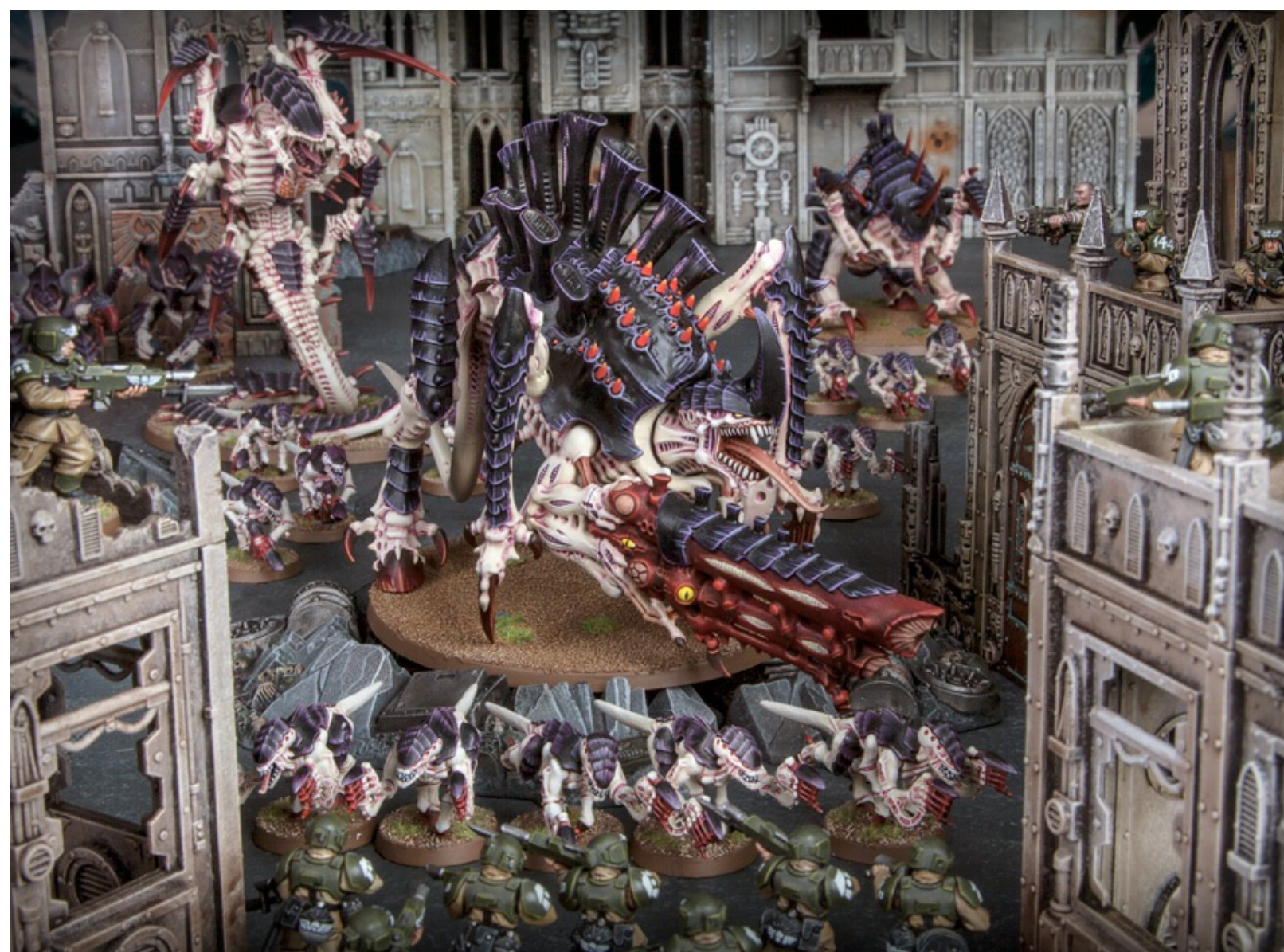
D - The bitz slot – ideal for holding drill bits, knife blades and any spare parts for models you are working on. It's a great spot to put parts before you glue them together, because its so deep you should avoid the trauma of knocking them off the table and losing them on the carpet.

E - Slots for the Mouldline Remover, Knife, Drill and Fine Detail Cutters.

F - Store all four of the Citadel Glues here.

CITIES OF DEATH

Shield of Baal: Leviathan contains Cities of Death, an expansion for Warhammer 40,000 that enables you to experience the excitement and fury of urban warfare. We take a look at how it works, and how you can get stuck into your own city-based battles.



Many of the greatest battles fought in the 41st Millennium take place within the unforgiving confines of the Imperium's cities, where soaring Manufactorum and Basilicas

cast deathly shadows upon all beneath them. Here the huddled masses shelter from the cruel galaxy, and to fight in this urban hell is to experience war at its most brutal and frenetic. Every street is a kill zone watched by vigilant heavy weapon teams, each doorway conceals squads of bloodthirsty killers ready to charge, and from the dizzying heights of hab-blocks and shrines, snipers unleash precision fire upon the unwary.

Many of the battles relayed in *Shield of Baal: Leviathan* take place within environments such as these. Think of the daring assault into a Genestealer-infested city by Uther Abraxes and his Tempestus Scions, or the gallant last stand of the Cadian Regiments in the ruins of Phodia. All this is portrayed through stirring artwork and photography, conveying what it is to fight and die in the Cities of Death.

Shield of Baal: Leviathan is also absolutely loaded with rules content, a noteworthy chunk of which is dedicated to recreating the urban conflicts presented in the stories: this is Cities of Death. We've been so excited by the gaming possibilities *Cities of Death* presents that we beseeched the Design Studio's rules servitors to talk to us about the new expansion. On a grey Wednesday morning, a shadowy figure emerged from the darkened donjon where Warhammer 40,000's rules are inscribed upon parchments of stretched Gretchin-skin, and entered the bright, airy halls of the White Dwarf bunker. Clutched to his chest was a dog-eared manuscript, the master copy of *Shield of Baal: Leviathan*.

"What makes *Cities of Death* different to ordinary games of Warhammer 40,000 is the kind of missions you play, and the tasks your army must carry out," says our guest, leafing through the sheets of his book until it lay open upon a page inscribed with eldritch runes. "Warhammer 40,000 already contains several different sets of missions you can play, such as the Maelstrom of War and Eternal War missions. Each of these provide you with a different gaming experience, testing your mettle on the battlefield. Our intent with *Cities of Death* was to make it fit seamlessly alongside them, so playing a *Cities of Death* game felt as intuitive and natural as any other mission.

"If you want to play a *Cities of Death* game, all you need to do is have enough Imperial ruins and buildings to create a fitting battlefield, and then to choose your mission from the *Cities of Death* mission table," our guest explains. "There are six *Cities of Death* missions in *Shield of Baal: Leviathan*, ranging from Firesweep to Domination, and each will test the tactics and flexibility of your army in a profoundly different way. Furthermore, each uses special *Cities of Death* objectives. These are the cousins of the Maelstrom of War Tactical Objectives found in the Warhammer 40,000 rulebook; a list of 36 different battlefield tasks that your army will be called upon to achieve in the heat of a blistering firefight. This naturally creates a real sense of tension. If high command orders your men to sally forth or garrison a certain building, you better achieve the objective or die trying.

"The combination of these *Cities of Death* missions and objectives, along with a fitting battlefield to play on, add up to give your games a distinct feel. First and foremost a *Cities of Death* game is an occasion – something you and your friends can arrange in advance.

Agree your terms before you turn up, so you can organise all the terrain you'll need for the battle, and select the units your army will need for victory," says our guest, enthusing about the opportunities it presents. "Cities of Death has only one restriction, which is it requires at least six buildings or ruins somewhere on the battlefield, since there will be six Cities of Death objectives on the battlefield, and each of these must be within a structure. Now, this is a minimum, and in our experience the game gets better and more engaging the more densely covered your board is with terrain. Building a battlefield with its own narrative and theme can turn a standard pick-up-and-play encounter into a truly immersive cityfighting experience, where every street, every junction and building are waiting to be conquered."

FAMOUS CITY FIGHTS

HADES HIVE

The battle that cemented Commissar Yarrick's legacy took place within the blood-slicked habs of Hades Hive. Orks and Guardsmen fought street by street for six long and desperate months.

POLIA

The soaring towers of Polia Manufactorum on Nimbosa saw an entire regiment of Vostroyan Firstborn wiped out by the Fire Caste of the Tau in short and bloody battle. Graf Toshenko and his men made their last stand around the Cathedral, as Tau Stealth Teams directed pin-point barrages into the Vostroyan ranks. Against the veteran Guardsmen the Tau won a decisive victory that gave them control of all Nimbosa.

CREATING A WAR ZONE

Making a compelling Cities of Death battlefield is easier than ever before. Along with the range of Imperial Ruins (Manufactorum, Basilica Administratum and Sanctum Imperialis) there is also the Shrine of the Aquila, Honoured Imperium and Urban Barricades. Then of course, if you want the ultimate gaming board to fight your battles on, it really doesn't get any better than the Realm of Battle: Sector Imperialis. Put one of those down, and immediately evoke the Dark Millennium.



SLAUGHTER IN THE SKIES

With the new Fighter Ace rules included in Shield of Baal: Leviathan, the White Dwarf team were keen to try them out. Pitting 12 Flyers against each other, we zoomed over to the gaming table (making all the appropriate noises) to find the undisputed king of the skies.



Alongside new rules and missions for Cities of Death, Shield of Baal: Leviathan also includes Death from the Skies, a set of upgrades enabling you to use Fighter Aces in Warhammer 40,000.

Here in the White Dwarf bunker, we were excited to give these new rules a go with our

own Flyers. After a quick tally of who had what, we discovered that, between us, we'd painted over 20 Flyers, representing 12 factions in Warhammer 40,000. So, planes in hand, we raced into the hobby room to see who would be the ultimate Fighter Ace, the king of the skies.

Our plan was a mini aerial tournament pitting each Flyer against a random opponent, the victors meeting each other in the next round until a winner was found.

Each Flyer was fielded with the weapons it was armed with, but no other upgrades. This meant some Flyers had a distinct advantage, but this just added to the fun of the tournament, the underdogs being cheered on from the sidelines. Each player also got to roll once on the Fighter Ace chart for their respective faction. You can see the 12 Flyers and their Fighter Ace upgrades in the red box to the right.

ROUND 1

Battle 1: Stormfang versus Heldrake

Within seconds of engaging, the Heldrake almost destroyed the Stormfang with a devastating Vector Strike. Though it took damage in return, the Heldrake proved hard to finish off due to its daemonic nature. Both craft soon resorted to hovering so they could turn on the spot and shoot quicker than if they had been zooming. With both Flyers reduced to a single Hull Point, the Heldrake engaged its Daemonforge... and promptly killed itself!

Battle 2: Stormtalon versus Crimson Hunter

The Stormtalon drew the short straw. Despite the pilot Jinking desperately, four successful penetrating hits from the Crimson Hunter (who had +1BS due to Dance of the Dawn) left the diminutive craft tumbling from the skies in turn 1.

Battle 3: Razorwing versus sun shark bomber

The Sun Shark proved to be the sneakier of the two aliens in this fight. Despite not being a fighter craft, it had a trick up its sleeves. (Well, in its wings.) Avoiding damage from the Razorwing's missiles and dark lances, the Sun Shark released its Interceptor Drones, which proceeded to tailgate the Razorwing around the combat arena. With neither craft able to hover and turn on the spot, the Sun Shark had the advantage with its turret-mounted missile pods. In the end, the Drones killed the beleaguered Razorwing.



Battle 4: Night scythe versus Stormraven

In the shiniest match-up of the day, the two most silver craft in the office clashed in the arena. In a surprising first move, the Night Scythe's tesla destructors tore two Hull Points off the Stormraven when it failed to Jink. As the Necron ship flew off the table, the Stormraven hovered and waited for it to return, avoiding the arc of tesla energy that came its way when the plane re-appeared thanks to the Grey Knight pilot's Mental Challenge ability. A lucky hit in return left the Necron ship unable to manoeuvre. The Stormraven turned and lascannoned it in the rear as it flew overhead, ending its tesla tyranny.

Battle 5: Hive Crone versus Nephilim

The battle between the Nephilim and the Hive Crone proved to be the longest in the whole challenge. Having seen how successful the Heldrake's Vector Strikes were against the Stormfang, the Nephilim tried its best to stay out of the beast's way. However, being unable to hover, and with all its guns facing forward, it found itself consistently outmanoeuvred by the Tyranid creature. In the end, it was the Nephilim's Fighter Ace ability that won it the battle, as it repeatedly flew off the table, reappearing behind the Hive Crone where it couldn't Vector Strike it. It still took many turns for the poor Dark

Angel to slay the beast.

Battle 6: Dakkajet versus Valkyrie

The fight between the Dakkajet and the Valkyrie was the most unconventional of all the fights. Flying through a storm of missiles and laser shots, the Ork plane was almost pounded out of the sky, the pilot not even remotely interested in trying to avoid the incoming fire. The Dakkajet then proceeded to hose the Valkyrie with three supa shootas-worth of bullets. The Valkyrie pilot decided not to Jink; a poor decision. He crashed and burned.



ROUND TWO

Battle 7: Stormraven versus Dakkajet

Buoyed by his success in the last fight, the Dakkajet re-entered the arena and took on the Stormraven with disastrous consequences. Unfazed by the bullets ricocheting off its armour, the Stormraven soaked up a Hull Point of damage and returned fire with everything it had. The Ork pilot quickly learned to Jink. Sadly, he'd brought a supa shoota

to a multi-melta fight and was reduced to molten slag on his next fly-over.

Battle 8: Stormfang versus Nephilim

In a tragic recreation of the fight between the Stormtalon and the Crimson Hunter, the Nephilim didn't make it to the end of the first turn against the Stormfang. It actually didn't even make to the end of the first shot, the Stormfang's first missile tearing the Nephilim clean in half.

Battle 9: Sun Shark versus crimson hunter

In the battle of the xenos, the Sun Shark quickly found itself outmanoeuvred by the Vector Dancing Crimson Hunter. Having unleashed its Interceptor Drones, the Sun Shark kept Jinking, its Cover Save boosted to a 3+ by its Stealth Shielding. While the Drones reduced the Crimson Hunter to its last Hull Point, they weren't enough to stop it blowing the Sun Shark out of the air with a lucky shot from its pulse laser.

ROUND 3

Battle 10: Stormfang versus Crimson Hunter

Keen to continue its winning streak, the Crimson Hunter remained in the arena to fight the newly arrived Stormfang. It hit with every shot, but not a single one caused any damage. Dropping down to hover, the Stormfang moved right in front of the Crimson Hunter and unleashed everything it had. Despite firing Snap Shots, it hit with a multi-melta and the helfrost cannon. The unusual hot-cold weapon combo was enough to blow the Crimson Hunter from the sky.

Battle 11: Sun Shark versus Stormraven

As the most successful 'loser' of the last round, the Sun Shark was invited back to take part in the semi-finals. It probably wished it hadn't. A single salvo from the Stormraven was all it took to kill it, the stormstrike missiles proving, once again, the nail in another pilot's coffin.

ROUND 4: THE FINAL

Battle 12: Stormfang versus Stormraven

It was now down to the heavyweights – the Stormfang and the Stormraven. The Stormraven had more missiles and a better Cover Save, while the Stormfang had more guns. Both had multi-meltas. Both had ceramite plating. The fight continued for ten turns, neither Flyer able to better the other. In the end, it was the Stormraven that prevailed. Weirdly, choosing not to Jink won it the game. With both Flyers shooting Snap Shots turn after turn, the Stormraven's pilot risked obliteration to get an accurate shot. It paid off. He took a Hull Point of damage, but his lascannons blasted the Stormfang apart.

KING OF THE SKIES

Our afternoon of gaming proved both immensely entertaining and informative for all concerned. Chins were stroked, notes were taken and predictions were quashed or confirmed.

From the outset, we had a feeling the Stormraven would do well. It's a big craft with a lot of guns and a reputation for aerial carnage. It did ultimately win, though things could have been different had it met the Stormfang in an earlier round. On paper it has less guns than its Space Wolves counterpart and, by rights, should have lost the fight. Such is the luck of the dice and a timely decision not to Jink. In fact, it was its Fighter Ace upgrade – the Mental Challenge – that encouraged the pilot to keep Jinking all the time. It's hard to argue with a 3+ Cover Save. The skill is knowing when not to use it. Check out those new Fighter Ace rules and watch out for Flyers that can hover. They'll catch you unawares and shoot you from behind and no one wants that.



THE BATTLE ARENA

For this challenge, we set up a 4' x 4' arena using four Sector Imperialis tiles with a few low buildings on them. Before each battle, the players would roll off, the winner choosing who would enter play first.

A Flyer could leave combat airspace in any turn, but one Flyer had to remain in play at all times. Should both end up off the table, the last one to leave would lose the match. Luckily, our pilots handled their craft impeccably (even the Ork) and no one lost a fight in this way.

THE FIGHTER ACES

Astra Militarum Valkyrie with Covert Deployment

Chaos Space Marines Helderake with Arcane Targeting System

Dark Angels Nephilim Jetfighter with Expert Redeployment

Dark Eldar Razorwing with Dance of Dusk

Eldar Crimson Hunter with Dance of the Dawn

Grey Knights Stormraven with Mental Challenge

Necron Night Scythe with Repair Subroutines

Ork Dakkajet with Flyboss

Space Marine Stormtalon with Vectored Retro-thrusters

Space Wolves Stormfang with Alpha of the Skies

Tau Empire Sun Shark with Stealth Shielding

Tyranid Hive Crone with Lone Hunter

UPGRADES ARE ACE

The Death from the Skies section of Shield of Baal: Leviathan includes 14 charts on which to roll for Flyer upgrades – one for each of the main factions and an additional one for Flyers that don't fall into any of those categories. Each chart includes three possible upgrades, the first normally being a Ballistic Skill increase, the second a manoeuvrability or survivability bonus and the last benefitting nearby friendly units. With only our Flyers on the table, we decided to roll between the first two upgrades only, rather than all three.

The Grey Knight's Mental Challenge (which improves any cover save the Flyer is entitled to by one) proved incredibly useful, as did the Nephilim's ability to arrive from any table edge when it arrived from Ongoing Reserve.

HOVER TIME

One thing we discovered during these fights was that those Flyers that can hover had a definite advantage over those that can't. Being able to hover enables a Flyer to drop low to the ground and act like a Skimmer, giving them far better manoeuvrability. In regular battles, this has the inherent risk of making them much easier to shoot and infinitely easier to punch out of the air. Of course, in this mini-tournament where only Flyers were involved, there was absolutely no chance of that happening. In fact, the only downside was that they would need to fire Snap Shots at the Flyer zooming around above them. Then again, shooting and hitting on 6s is preferable to not shooting at all. It's a trade-off that everyone that could hover was more than willing to take during our games.

THE RULES **ZOANTHROPES** & **NEUROTHROPE**

This week the psychic might of the Hive Mind is bolstered with the addition of the new Zoanthrope models and the deadly Neurothrope, a powerful new psyker that can be added to the Zoanthrope Brood. Here we look at the rules and how to use them in a game.

For a long time Zoanthrope Broods have been considered one of the premier units in the armies of the Great Devourer. Unlike the hordes of ravening beasts such as Hormagaunts or Genestealers, though, they don't race across the table to devour you. Instead their purpose is to blast apart the most resilient foes with focussed beams of warp energy. There is a lot more to using a Zoanthrope Brood in your army than just blindly drifting forward and hoping to get off some lucky shots, however, and with a little finesse they can be among the most valuable models in your Tyranid army. Here's the lowdown.

First and foremost, it is worth remembering Zoanthropes are Synapse creatures, bound to the Hive Mind through an imperceptible mental link. This means nearby Tyranid beasts will to fight at full efficiency, regardless of losses, never fleeing from enemy gunfire or breaking as the result of a bloody combat. Whatever other uses you consider for the brood, do not overlook their crucial role in helping to keep your army together. Unlike Hive Tyrants, who are wont to go haring off into close combat, and Tyranid Warriors, who risk life-and-limb on the front line, Zoanthropes are most at home in the second wave, where they keep gun beasts such as Hive Guard and Tyrannofexes in line. If you need a little boost to their Synapse range, you can always manifest the Dominion power.

The next consideration is their potential to act together as a brotherhood of psykers. Since they choose all their powers from a single psychic discipline (Powers of the Hive Mind), they will always have three psychic powers at their disposal, the first of which will always be Warp Blast. This is a very good thing, since when they manifest Warp Blast the number of shots fired is equal to the number of models in the brood. This means, when you try and manifest this power, go large! Invest enough Warp Charge not only to ensure that the power is manifested successfully, but also to be certain your opponent cannot Deny the Witch too easily. Don't be afraid of suffering a Perils of the Warp effect either. At worst a Zoanthrope may die and, even if that happens, the payoff for a unit of three or more Zoanthropes is incredible: multiple shots with the Warp Blast power. Warp Blast can be fired in two ways: as a lance (a single searing beam of psychic energy, perfect for killing tanks) or a burst (a broader shot, for slaughtering heavy infantry). A single shot is

potent, but three, four or more can turn a Land Raider or Imperial Knight to slag or reduce a Tactical squad to cinders.

The new Neurothrope adds something brilliant to the already formidable Zoanthrope brood, a specially adapted psyker with an amazing power. Spirit Leech doesn't care how tough you are, so it's ideal for killing enemy squads or monstrous creatures. It's also great for killing off enemy characters foolish enough to wander around on their own. With that in mind, go big when you manifest it and blow your enemy's mind. Remember also: if the power is successful and you do a few Wounds on the enemy you will reap a harvest of Warp Charge dice to use on Warp Blast.

THE LEECH

Spirit Leech is such a powerful psychic power that it is worth talking about all by itself – first and foremost as a weapon against the enemy. Spirit Leech completely bypasses armour and cover saves, so it's great for winking out enemies that are in hard-to-reach places, such as Wall of Martyrs Imperial Defence Lines. It's also potentially handy against the tough models like Wraithknights, which are otherwise very hard to kill.

If your attempt to manifest Spirit Leech is successful, the Zoanthrope brood receives a bonus Warp Charge point for each wound it inflicts, which they can spend to cast Warp Blast – so with a bit of luck and planning you get two psychic powers for the price of one. Since the more wounds it inflicts, the more powerful your 'free' Warp Blast will be, it is sometimes worth targeting enemies with low Leadership to ensure maximum destruction.

Lastly, a word on keeping your Zoanthrope Brood safe – keep it behind cover and only peep out at the enemy with a single Zoanthrope (or the Neurothrope) when you cast the power. Then, in the Shooting phase, use a run move to duck back out of harm's way. Cheeky, but effective.



ZOANTHROPE BROOD



The gestalt intelligence of the Hive Mind flows through a brood of Zoanthropes, gifting them with a measure of its unimaginable psychic power. They are creatures kept alive by mental might, their withered bodies carried through the air by force of will and protected by a shimmering halo of Warp energy. Zoanthropes are able to focus their

powers into searing beams of psychic force that can carve open power armour and punch ragged holes in battle tanks, while their mental shadow enforces the will of the Hive Mind upon its teeming swarms. Occasionally, alpha beasts will appear among the Zoanthropes – fell creatures known as Neurothropes – with the power to leech the life force from their foes. There are those who believe the Neurothropes to be the uncountable progeny of the Doom of Malan'tai, which is a truly horrifying concept for all sentient races.

	WS	BS	S	T	W	I	A	Ld	Sv
Zoanthrope	3	4	4	4	2	3	1	10	5+
Neurothrope	3	4	4	4	2	3	1	10	5+

UNIT TYPE: Infantry. Neurothrope is Infantry (Character).

UNIT COMPOSITION: 1 Zoanthrope

SPECIAL RULES: *Brotherhood of Psykers (Mastery Level 2), Shadow in the Warp, Synapse Creature, Very Bulky*

Psychic Brood: If a Zoanthrope Brood uses the *Warp Blast* power (see *Codex: Tyranids*) the number of shots fired is equal to the number of Zoanthropes and Neurothropes in that brood.

Warp Field: A model with this rule has a 3+ invulnerable save.

PSYCHIC POWERS:

A Zoanthrope Brood knows the *Warp Blast* psychic power. The unit generates one additional power from the **Powers of the Hive Mind**. A brood which includes a *Neurothrope* knows *Spirit Leech* in addition to its other psychic powers so long as the *Neurothrope* is alive.

Spirit Leech ...Warp Charge 1

The Neurothrope steals energy from its victims to empower its attacks.

Spirit Leech is a **witchfire** power that targets a non-vehicle enemy unit within 18". That unit must take a Leadership test on 3D6. If the test is failed, the enemy unit suffers 1 Wound for each point the test was failed by, with no armour or cover saves allowed. Add 1 dice to your Warp Charge pool for each Wound inflicted by *Spirit Leech*. These additional dice can only be used by the unit that manifested *Spirit Leech* and only to manifest *Warp Blast*.

OPTIONS:

May include up to five additional Zoanthropes...50 pts/model

If the unit numbers three models or more, one Zoanthrope may be upgraded to a Neurothrope...*25 pts*

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at the Tyranid Tyrant Guard in a preview of one of the stage-by-stage guides from the new book Invasion Swarms – a superb painting guide for Tyranids available in print and iPad editions.



Invasion Swarms is an amazing resource for Tyranid collectors, providing a wealth of background and collecting advice for the Tyranid army, as well as thorough painting guides for four distinct Tyranid armies. Each of the armies examined in the book is

broken down into detailed and easy-to-follow tutorials which clearly show where and how the paints are applied to the models, along with pertinent painting advice on the techniques used.

Here you can see the detailed instructions for painting Tyrant Guard in the colours of The Court of the Nephilim King, a splinter of Hive Fleet Behemoth that faced the Imperial Knights of House Raven upon the world of Rakkor IX. This painting guide covers a modified version of the Hive Fleet Behemoth colours, and is a great example of the material contained within Invasion Swarms.

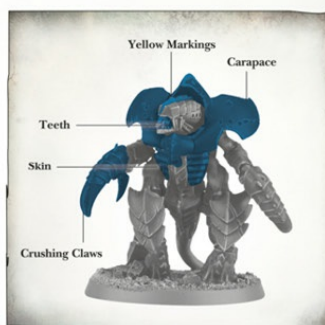
DECIPHERING THE GUIDE

Each painting guide in Invasion Swarms is preceded by an introductory page which shows what the finished models will look like, along with a diagram showing which areas of the model will be tackled in the upcoming guide. There are multiple guides for each of the four armies covered in the book.

THE HIVE FLEETS

Invasion Swarms contains information on four different Tyranid armies, each with its own distinct colour scheme. In addition to the Court of the Nephilim King, the other three armies in the book are the Skarok Swarm, the Jaws of the Magalodon and the Talon of Gorgo. Each of which is explained in comprehensive detail, with multiple tutorials, hints and tips.

TYRANT GUARD



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BASECOAT



 Mephiston Red

CARAPACE



 Incubi Darkness

Basecoat the entire model with Mephiston Red. Basecoat the carapace areas using Incubi Darkness (1).



 Agrax Earthshade



 Incubi Darkness

Wash the whole model with Agrax Earthshade (2), then tidy up any raised areas of the carapace using Incubi Darkness, applying this with a Standard Brush (3).



 Dawnstone



 Karak Stone

Use a Detail Brush to highlight the edges of the carapace and the bullet holes with Dawnstone (4), and then add a fine highlight of Karak Stone (5).

SKIN



 Mephiston Red



 Evil Sunz Scarlet

Tidy up the skin using Mephiston Red (1). Then add a layer of Evil Sunz Scarlet to the raised areas with a Standard Brush (2).



 Ungor Flesh



 Nuln Oil

Carefully highlight the flesh's prominent edges using Ungor Flesh (3). Then wash the skin with Nuln Oil using a Wash Brush (4).

5



Ungor Flesh

Finally, finish by lightly highlighting with Ungor Flesh again (5).

CRUSHING CLAWS

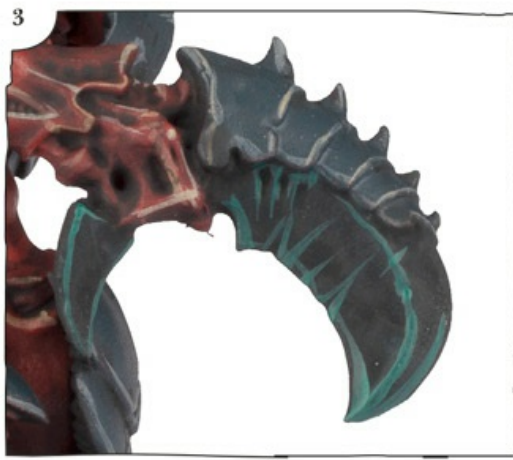


Incubi Darkness

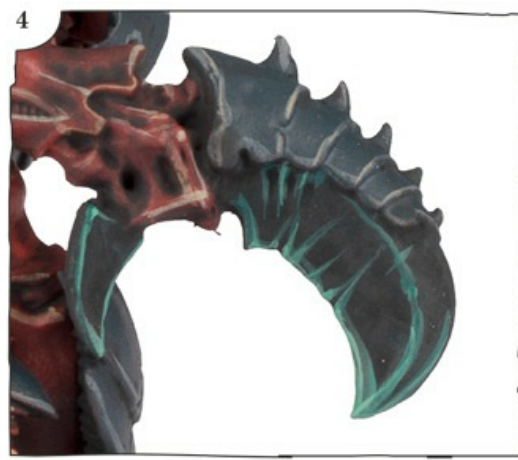


Nuln Oil

Basecoat the claw with Incubi Darkness (1), then wash it with Nuln Oil (2).

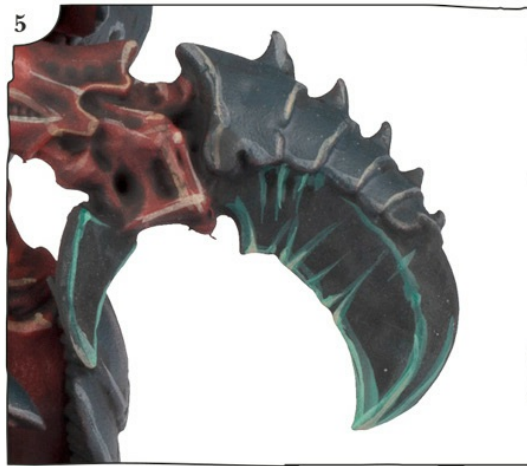


 Kabalite Green



 Sybarite Green

Use a Detail Brush to highlight the edges of each claw with Kabalite Green (3). Next add a fine highlight of Sybarite Green to these areas (4).



 Karak Stone

Add a final highlight of Karak Stone using a Fine Detail Brush.

Top Tip

In order to make these killer claws stand out, it is a good idea to make them appear slightly different from the carapace. Here this effect is achieved by adding jade tones to the black base. This creates a nice focal point for the Tyrant Guard, as well as connecting them to the Hive Tyrant with its green-tinged bonesword and creating aesthetic unity within the army.

TEETH

1



Zandri Dust

Basecoat the teeth with Zandri Dust.

2



Agrax Earthshade

Use a Wash Brush to apply Agrax Earthshade over the teeth and the recesses between them.

3



Ushabti Bone

Layer the edges with Ushabti Bone.



Pallid Wych Flesh

Finally, add a careful highlight of Pallid Wych Flesh using a Fine Detail Brush.

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 it's all about Covenites, Armageddon and a very snippy weapon of the week.

BIG WAR SMALL DETAILS

VIEWING THE CRYPTUS SYSTEM THROUGH A MICROSCOPE

One of the great things about Warhammer 40,000 is its size and scope. With billions of planets and thousands of years in which to explore them, it's a rich universe that you can really immerse yourself in. Shield of Baal: Leviathan is a great example of this, a sourcebook rich with new and inspiring tales from the 41st Millennium.

The first book in Shield of Baal: Leviathan delves so deep into the background, characters and subsequent war within the Cryptus System that it's hard to extract yourself. Everything is new and exciting, from the half-worshipped binary stars that circle each other at the centre of the system and the freezing touch of the Aegis Diamando to the mysterious elixir satryx, which the inhabitants must drink to survive. It's all wondrously dark and weirdly inviting, just as you'd expect from the Imperium of Man. It's this level of intimate detail, combined with the scale of a system-wide war against a never-ending tide of Tyranids that makes the book so enticing. It's even more interesting when you realise the planets being fought over are called the Shieldworlds of Baal and that, should they fall, Hive Fleet Leviathan would be free to invade the Blood Angel's home world. Judging by events so far, the Imperium may need reinforcements...



THE HEROES OF CRYPTUS

UTHER ABRAKES

As the Tempestor Prime of the 11th Kappic Eagles, Uther Abraxes orders his Tempestus Scions into battle against the Tyranids on Vitria.

MAELON DHROST

Nicknamed Grandsire Cadia (though not to his face), General Dhrost commands over three million Cadian Shock Troops and war machines. His troops, known as the Urban Elite, are instrumental in the defence of Asphodex.

ALAXEI DYMETRIN

As commander of the 1635th Firstborn Mechanised, it falls to Alaxei Dymetrin and his tanks to defend the toxic moon of Ixoi.

MAGDA GRACE

Canoness Grace of the Order of the Sacred Rose is the leader of the Adepta Sororitas forces within the Cryptus System. She is charged with the defence of the civilised world of Lysios

HENRIG JENST

A gifted pilot of the 1433rd Cadian Airborne, Major Jenst led the defence of Aeros, a war that would see the Cadians battle the Tyranids aboard the gas giant's orbital mining platforms.

FROM BACKGROUND TO REALITY

The background section presented in book one of *Shield of Baal: Leviathan* translates exceptionally well into a series of six missions in the second book, enabling you to fight the battles of the Cryptus System in the comfort of your own war bunker.

There's much debate among the team as to which scenario is the most dramatic and exciting. There's the Vitria Strike, which sees (in an unusual turn of events) the *Militarum Tempestus* assaulting the Tyranids in an attempt to discover their numbers and true goal. Descending from the sky on grav chutes, they end up fighting hordes of Genestealers in a city made almost entirely of glass. Great for visibility, bad when the explosions start. Another favourite is the Beasts of Tartoros scenario, which is fought in such high levels of radiation that standing in the open air is tantamount to suicide. It makes that run between buildings a real life-or-death dash for survival.

Add to these great scenarios the six new Cities of Death missions and objectives and you've got a whole raft of exciting battles to play through. Remember, they're not just for the armies presented in *Shield of Baal: Leviathan* – if you want to fight the Great Corral scenario with Orks and Chaos Space Marines, who are we to stop you?



ADAPT AND OVERCOME

THE WAR OF MISTS

The Cadians manning the mining platforms on Aeros initially came under attack from Gargoyles and Spore Mines that floated down through the atmosphere. Though they defeated the first wave, the Tyranids quickly adapted, dropping huge Sporocysts onto the landing pads and unleashing larger organisms in the form of Hive Crones and flying Tyranid Warriors.

A TOXIC FATE

On Ixoi, the tanks of the 1635th Vostroyan Firstborn were able to contain the Tyranids that made planetfall within their drop zones. Adapting to the situation, the Hive Mind sent down Toxicrenes, venomous creatures that smothered the landing zone in swathes of

toxic smog.

A NEW DOOM

Amidst the rubble of Phodia on Asphodex, the Cadians were winning the war against the Tyranids. Bolstered by a corp of powerful psykers, they were slowly pushing the Tyranids out of the city. That was, until the Hive Mind adapted once again, unleashing psykers of its own in the form of Zoanthropes, Neurothropes and the previously unencountered Maleceptor, a psychic monstrosity more than capable of dealing with human psykers.

READER'S MODEL OF THE WEEK

Our Reader's Model of the Week is this incredible rendition of Vulkan, Primarch of the Salamanders Legion, who was painted by Nathaniel Phillips.

Nathaniel has painted many beautifully realistic textures on Vulkan, from his worn leather pteruges and the skull of the Firedrake Kesare, to the burnished metal on his hammer, Dawnbringer, and the scorched nozzle of his heavy flamer. Like all Salamanders, Vulkan's skin is jet black, his eyes a piercing red. A Death Guard Legionnaire lies dead at his feet.

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.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Tyranid encounters.

THE TRI PORTAL INCIDENT

Around 405.M41, Inquisitor Gideon Ravenor encountered the Tyranids. Having travelled through a tri-portal, he was transported to a different time and space inhabited by unknown alien creatures. Though not known as Tyranids, they are referred to by one of the psykers present as the Great Devourer.

THE SIN OF DAMNATION

When the Blood Angels encounter Genestealers on the Space Hulk Sin of Damnation in 589.M41, they are unaware that the four-limbed creatures are just the vanguard of a far larger xenos invasion.

THE DEATH OF TYRAN

In 745.M41, the world of Tyran fell suddenly and unexpectedly silent. It was the first time the Imperium encountered the Tyranids in all their horrific glory. They were subsequently named after the planet Tyran, the first world they devoured.

THE DEVLAN MASSACRE

Hive Fleet Kraken arrives at the mining world of Devlan in 991.M41. Among the organisms sent down to the surface was the creature that became known as the Red Terror. Hunting its prey through air vents and access tunnels, it gained a fearsome reputation as an alpha predator. Kill teams were despatched to hunt it down, They never returned. Mysteriously, the Red Terror has not been encountered since Devlan fell.

THE ART OF BASING

As we were poring over the wonderful painting guides in *Invasions Swarms* we were struck by the fantastic basing techniques they had used on the armies inside. Ask any painter and they'll agree that properly basing your models is the key to great results. Having discussed it at length, we think the basing technique employed on the Skarok Swarm is one of the best we have ever seen. It might take 12 stages to duplicate, but the result is amazing.



BIT OF THE WEEK: CONTROL PANEL

Located within the Ork Big Gunz kit, this control panel is a wonderful example of hi-tech meets Orky ingenuity. We especially love the missing buttons on the keyboard and the pressure gauge.



WEAPON OF THE WEEK: STONE HAMMER

The ravenous denizens of the Mountains of Mourn do everything bigger and never is this truer than with their weapons. This massive stone hammer is worthy of the accolade of Weapon of the Week any time, a massive chunk of rock capable of splattering skulls with contemptuous ease. Then there's the hilarious fact that it is clearly nicked from a statue of Sigmar – something bound to get devout Empire players riled up.



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



BEST OF THREE...

Oh mighty bearded-one, I'd like to know, what type of Elves do you hate most – Dark Elves, Wood Elves or High Elves?

- Steffan 'Elgi-hater' Seitter

GROMBRINDAL SAYS

Which Elves do I hate most? Can I say the living ones? Is there even really a difference? Sure, some of them seem a bit more evil, and others live in trees, but when it comes down to it, Elves are all the same – arrogant pointy-ears with an inferiority complex and no honour. I've heard they don't even drink ale. World would be better without them...

Of course, you're after a real answer, aren't you? Well, then there tree-Elves don't cause

too much bother. Malekith was alright when he was a young'un, but he went off the rails. At least you know where you stand with him, though. So, I'd have to say High Elves. They pretend to be nice, but they're not to be trusted. Watch your back, that's all I'm sayin'.

- Grombrindal

THE WAY TO AN OGRE'S HEART...

The White Dwarf hobby room recently saw Mannfred von Carstein's Undead Legion clash with Barjarr Redfist's Ogre horde. With so many Vampires and Necromancers in his employ, Mannfred was sure of victory. He didn't bargain on the Hellheart carried by the Butcher, Scoffler Jobb, though. Chowing down on the Chaos-tainted heart, Scoffler's belch killed every wizard nearby and wounded Mannfred. The Vampire got his revenge when he tore out the Butcher's heart and ate it. Tasty.



THE **WHITE DWARF** PARADE GROUND

The most recent unit to stomp into the White Dwarf bunker is this Thanatar Siege-automata, designated Djeff 003X.

Djeff has been built straight out of the box, although its base has been converted using spare Manufactorum and tank parts to represent the industrial battlefield it'll be displayed on as part of this year's Armies on Parade competition. Its battered red armour has also been covered in transfers pillaged from the Imperial Knight and Cadian Shock Troops sets. The skulls on Djeff's legs represent confirmed kills (of which, it's fair to say, it has many) while the markings on its left shoulder show its allegiance to the Mechanicum. You can see more of Djeff 003X and the rest of his explorator force in Warhammer: Visions issue 11.



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