

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 43

22 NOVEMBER 2014



THE END TIMES

WARHAMMER: KHAINE

FOR 5,000 YEARS THE ELVES HAVE BEEN RIVEN BY CIVIL WAR...
AND IT ALL ENDS HERE. PREPARE YOURSELVES FOR CATAclySM!

WHITE DWARF™

ISSUE 43

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Editor: Jes Bickham
jes@whitedwarf.co.uk

Publisher: Paul Lyons
paul@whitedwarf.co.uk

OPENING SALVO

So, dear reader, how are you enjoying the End Times so far? Are you impressed by the wholesale carnage happening as the greatest heroes and most powerful villains of the Warhammer world fight for victory? Have you gasped at the surprise deaths and epic events? Do you wonder whether Marienburg is really gone forever? What's going on with Karl Franz? Will Nagash really re-shape the world into a cold, dead place of sterile, unending order?

Well, as the saying goes: you ain't seen nothin' yet. This week Warhammer: Khaine goes up for pre-order and between its covers are things you just will not believe. It tells us everything that's going on with the Elves (of all stripes) in the End Times – and Malekith becoming the Phoenix King is simply the first of the world-changing events it documents. By the end of this book, if you're anything like us, you'll be left breathless and stunned... enjoy it!

THE HOBBIT: THE BATTLE OF THE FIVE ARMIES™

THRANDUIL, KING OF THE WOODLAND REALM

As lord of Mirkwood and protector of his woodland realm, Thranduil rallies his warriors when terrible evil threatens his kingdom.





Thranduil, King of the Woodland Realm, is a haughty and proud Elven lord, embittered by years of conflict fought on behalf of his people. Although he would likely have remained aloof from the affairs of Thorin's Company, in the aftermath of Smaug's awakening it is clear his warriors can no longer stand aside. Thranduil, King of the Woodland Realm is a Citadel Finecast set of two models that depict the Elven King clad in his royal armour, both on foot, brandishing two swords, and also mounted upon a powerful Elven steed.

Rules for all these releases will be included in a free supplement in issue 46 of White Dwarf!



THE HOBBIT: THE BATTLE OF THE FIVE ARMIES™

LEGOLAS GREENLEAF, PRINCE OF MIRKWOOD

Armed with the mighty blade Orcrist, Legolas Greenleaf has set off to hunt down the Orcs who attacked Lake-town.





Legolas Greenleaf, Prince of Mirkwood, was despatched by his father to bring back the escaping Dwarves of Thorin's Company, a deadly quest that draws him into the bloody fighting in Lake-town and then later to the slopes of The Lonely Mountain and The Battle of the Five Armies. Only the greatest of warriors could hope to face the perils Legolas Greenleaf encounters, and yet, armed with his bow and the enchanted blade Orcrist, he is a match for any foe who crosses his path. Legolas Greenleaf, Prince of Mirkwood is produced in Citadel Finecast and comes as models on foot and horseback, both of which wield Thorin Oakenshield's distinctive blade.



MIRKWOOD ARMoured CAPTAIN

As Sauron's armies advance, the Captains of Mirkwood rally Thranduil's hosts for war.



In the wake of Smaug's devastation, the Elves of Mirkwood muster to defend their allies in Lake-town and thwart the designs of the Great Enemy. Doing so will not come without great cost, however, and it will take mighty warriors and great leaders to thwart the legions of The Necromancer of Dol Guldur. Commanding the defence falls to the Captains of Mirkwood. Clad in thick, leaf-patterned armour and armed with elegant double-headed spears, they oversee the muster and stand shoulder-to-shoulder with their comrades.

Mirkwood Armoured Captains are among the best fighters and leaders in Middle-earth,

skilled warriors with excellent wargear and the courage to stand against any foe, no matter how terrifying.

MIRKWOOD ARMoured SWORDSMEN

Mirkwood Armoured Swordsmen form a glittering wall of shields against the armies of Orcs.



There are few soldiers in Middle-earth who can match the Elves of Mirkwood in either discipline or skill. They are masters of blade and bow, every sword's stroke bringing death. In The Battle of the Five Armies, the Mirkwood Armoured Swordsmen form the backbone of the Elven host, noble warriors who stand resolute behind leaf-shaped shields, their beautiful Elven features masked by high helmets, all detailed with filigree that

evokes the climbing vines found in the woodland realm of Mirkwood.

The Mirkwood Armoured Swordsmen includes three Citadel Finecast miniatures, the sturdy mainstay of the battle hosts of Mirkwood, the gleaming golden line standing against the darkness.

MIRKWOOD ARMoured SPEARMEN

Many of the Mirkwood Elves fight not with bow or sword, but with deadly double-headed spears.



While it is typically the interlocking shields of the Mirkwood Armoured Swordsmen that bear the brunt of an enemy attack, behind this front line stand ranks of spearmen, whose deadly blades sweep and stab through gaps in the defences to cut down the foe with precise, economical blows. These spears greatly exceed the crude weapons of lesser races. Instead they are finely balanced works of art, forged to be wielded at blurring speed in a spinning hail of strikes by the supernaturally skilled Mirkwood Elves to lop off limbs with

every sweeping blow.

The Mirkwood Armoured Spearmen come as a set of three Citadel Finecast models, clad head-to-toe in Elven armour and armed with double-headed spears.

MIRKWOOD ARMoured BOWMEN

The great strength of Mirkwood's army is the archers who scythe down the foe with deadly volleys.



Mirkwood is a realm famed for the skill of its archers and every soldier within Thranduil's armies is capable of raining death from afar with lethal precision. Amid the armies of Mirkwood the archers often fight in large formations, drawing and loosing their arrows at an inexorable pace, each shot felling an Orc or slaying a Warg.

In addition to their Elven bows, the Mirkwood Armoured Bowmen also carry finely-wrought Elven blades, which they keep scabbarded at their waist, tucked beneath the

billowing folds of their robes. Such is their grace and dexterity that a Mirkwood Armoured Bowman can draw his blade in a single fluid motion that will slice through the breastplate or neck of his foe in a shimmering arc.

THE HOBBIT: THE BATTLE OF THE FIVE ARMIES™

MIRKWOOD CAVALRY

Elven knights are rightly feared across Middle-earth and none more so than the Mirkwood Cavalry of Thranduil's Court.



When Thranduil, King of the Woodland Realm, rides to war he does so in the company of his sworn knights, the Mirkwood Cavalry. These are each expert fighters, capable of battling overwhelming numbers from the saddle, and riding down their enemy in decisive charges. The Mirkwood Cavalry set comes with two models on horseback, both armed with Elven blades. The heads and legs of the horses can be interchanged to create different poses, enabling you to get more variety in your cavalry throng.



Rules for all these releases will be included in a free supplement in issue 46 of White Dwarf!

TAURIEL, MIRKWOOD EXILE

Once Thranduil's favoured captain, Tauriel is now an exile, determined to stand against evil.



Unlike most of the Elves of Mirkwood, who are willing to stand by and watch as the encroaching evil of the Great Enemy menaces the Free People, Tauriel's kindness and empathy instead leads her to stand alongside Men and Dwarves. Her quest eventually takes her to The Battle of the Five Armies, where she will face her fate beside her friends. Though she may have a gentle nature and the skills of a healer, Tauriel is nonetheless an exceptional warrior, able to hack through hordes of Orcs, Wargs or Giant Spiders with her

matched pair of Elven daggers.

This new miniature, produced in Citadel Finecast, captures Tauriel, Mirkwood Exile spinning around to face a new target, her daggers clutched low at her side.

HORUS HERESY: **TEMPLAR**

Sigismund, First Captain of the Imperial Fists and right hand of Rogal Dorn, brings righteous judgement upon a warband of the Word Bearers legion.



First Captain Sigismund is a well-known character, widely regarded as the greatest fighter in the Imperium, save the Primarchs and the Emperor only. In *Horus Heresy: Templar*, he is called upon to lead a small strike force against a band of Word Bearers lurking in the shadow of Terra.

What follows is a thrilling encounter where French describes the sublime skills of a master swordsman and peerless fighter in bone-crunching detail, which is then relayed through skilful voice-acting and atmospheric sound effects with wonderful results. At its heart, however, this is not just an action-packed romp (although action-packed it certainly is). Nestled between the snappy dialogue and bloody descriptions of Sigismund hacking a path through traitors is a thoughtful and inspired look into the heart and soul of a loyal son, who now knows he must slay his brothers for the cause of justice.

WARHAMMER

KHAINE

The End Times engulf the Elves in a tide of blood and fire as kin turns against kin and the realms of Ulthuan, Naggaroth and Athel Loren are irrevocably changed. Heroes and traitors alike will fall as the great battle for the Phoenix Crown reaches its crescendo.



The Elves are a race divided, an ancient civilisation sundered by an enmity so profound that millions have died in endless wars fought for the Phoenix crown. As Chaos rises and Archaon's plans come to fruition, and Nagash unleashes the power of Death Magic across the globe like a raging hurricane, apocalyptic change is afoot. Dire schemes and murderous plots unfold and Ulthuan, Naggaroth and Athel Loren go to war.

Archaon's minions already besiege Naggaroth, a vast army of Khorne that drowns the northern marches in a tide of gore and threatens to topple city after city to sate the appetites of the Blood God. The Phoenix King of Ulthuan, Finubar the Seafarer, is found dead, brutally murdered within his chambers. The End Times beckon and the Elves teeter on the brink of destruction. But two mighty heroes stand firm for their people: Malekith, spurned by the Princes of Ulthuan thousands of years ago, now prepares to claim his birthright; Tyrion, the regent of Ulthuan, will fight till his last breath to end Malekith's dreams of power.

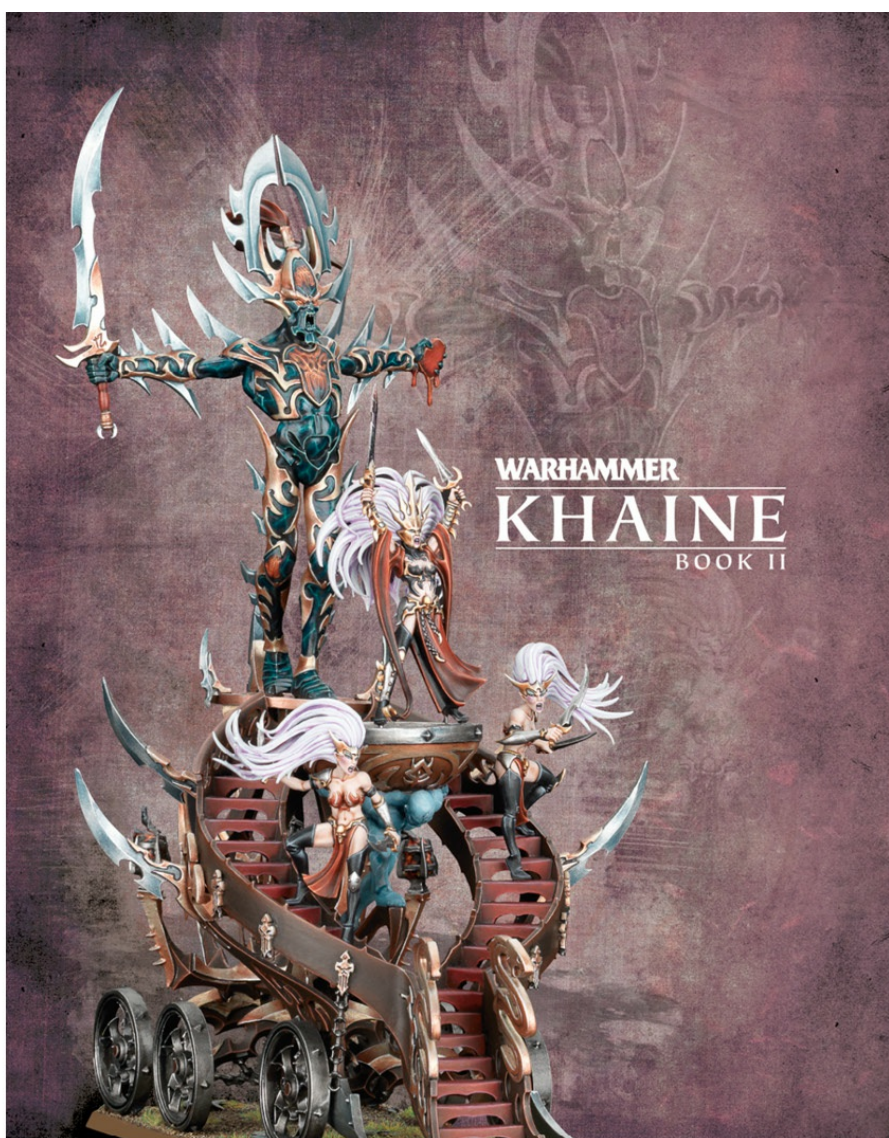
The third instalment in the End Times series, Warhammer: Khaine is divided into two volumes. The first is the sweeping story of the Elven race as they face the greatest war they have ever known. The second is a rules book loaded with new army lists for the Elves during the End Times, new rules for magic in the End Times and scenarios that recreate the key events of the intense civil war described in the story. It also has profiles and rules for the principal heroes, including Malekith, the Eternity King, Tyrion, Avatar of Khaine, and Imrik, Crown Prince of Caledor.

With amazing changes to how magic works in the End Times (the Magic Phase is about to get much more dangerous) and a harrowing story that cuts right to the heart of the world, this book is a must-have for every fan of Warhammer, pointy-eared or otherwise. In Warhammer: Khaine the bloodiest feud in the Warhammer world is settled, for good or ill.



Above - Warhammer: Khaine Book I. Within it you will find 144 pages of stunning art and riveting, world-changing story.

Below - Book II (48 pages) is loaded with new rules for magic in the End Times, three new army lists, new character profiles and scenarios.



Above - Beautiful artwork litters both books, including this stunning piece depicting a final, epic confrontation.

Below - Book II contains new rules for every Warhammer army, with the End Times

LIMITED EDITION

KHAINE

The High Elves, Dark Elves and Wood Elves hold a place in the hearts of thousands. For the most avid collectors, Warhammer: Khaine is available in this exclusive limited edition.



Restricted to 500 copies worldwide, the limited edition of Warhammer: Khaine is a cut

above the already beautiful standard edition. Packed in a magnetically sealed slipcase, it contains both books found in the standard edition, along with an exclusive art folio. The books are treated with distinctive spot varnish lettering on the front covers. Each limited edition is also uniquely numbered upon the inside of the case, ensuring exclusivity.

Within the art folio (the outer of which is detailed with a stylised picture of Tyrion) are four art prints featuring full-bleed artwork on one side, and a caption on the reverse (Tyrion, Malekith and two others we can't speak of for fear of spoilers), each of which would look fantastic mounted in a frame. There is also a large double-sided poster of the decisive battle of the terrible war, along with an annotated map of Ulthuan on the reverse

.

THE END TIMES: THE CURSE OF KHAINE

The cycles of history repeat. The Elves have but one chance to stave off the coming damnation.



The Curse of Khaine tells the events of the climactic civil war between High Elves, Dark Elves and Wood Elves as the End Times wrack those ancient civilisations. Written by Gav Thorpe, author of the Sundering series, few if any could claim to have a stronger grip upon the Elves, and their ages-long feuds. The theme of this novel is destiny, and the mythic cycles of the Elves, and upon this canvas Thorpe deftly paints events from

Malekith's history, alongside actions unfolding now in the present. One moment Malekith recalls the betrayal at the Shrine of Asuryan, the next he witnesses the rebirth of Nagash. This book does ample justice to the Elves in the End Times; it is heroic, tragic and utterly compelling. If you have ever loved the Elves, you really must read it.

WARHAMMER BATTLE MAGIC: END TIMES SPELLS

Unleash the devastating magic of the End Times with these large-format reference cards.



Warhammer: Khaine contains 22 new spells for you to unleash in your End Times games. From the Meteoric Ironclad that shields your warriors with a shimmering suit of enchanted armour, to Grandfather Nurgle's Circle of Life, which not only devastates the

enemy with a virulent plague but can also raise a Great Unclean One to join the fray, these are all spells of apocalyptic power.

Warhammer Battle Magic: End Times Spells is a pack of large-format cards which contains all of these new spells as easy-to-use reference material for your games. Having these on hand when you play makes it easier than ever to choose which powers you will use, and remember the effects throughout your games.

FORGE WORLD

Imperial Knights are mighty warriors who pilot towering suits of armour into battle. Built before the dawn of the Imperium, they are some of the galaxy's most powerful and devastating war machines.

CERASTUS KNIGHT ACHERON



Cerastus-pattern Knights are long-limbed machines designed specifically for war and conquest, their legacy stretching back to the Age of Strife. Of all the Cerastus Knights, the Acheron class is the most feared, for its presence means only one thing: extermination.

Armed with an Acheron-pattern flame cannon and a reaper chainfist, the role of an Acheron pilot is not one of noble battle but fiery genocide, incinerating the enemies of Mankind in their thousands. It takes a scion of formidable willpower to command such an unwholesome war suit.

QUESTORIS KNIGHT MAGAERA



The Questoris Knight Magaera is one of the rarest and most unusual Knight war suits, the

technology behind its manufacture lost in the mists of time.

Commonly used as a shock assault unit, the Magaera's armour is reinforced with thick bands of adamantium, its carapace fully enclosed and heavily crenellated, a hint, perhaps, that the pilot is integral to the war suit and no longer able to leave it. To fulfil its battlefield role, the Magaera carries an arsenal of weapons, enabling it to engage infantry, tanks and fortifications. Its main armament is a lightning cannon, though it also carries a phased-plasma fusil and a hakaton siege claw, a twin-linked rad cleanser nestled between its crushing digits. In place of its tilting shield, the Magaera mounts an ionic flare shield, a force field projector unfathomable to all but the most learned tech-savants.

Forge World produce highly detailed resin models from the worlds of Warhammer, Warhammer 40,000 and the Horus Heresy.

To find out more, visit: www.forgeworld.co.uk

THE LEGACY OF KHAINE

Naggaroth is overrun by the legions of Khorne. Ulthuan is besieged by daemonic hordes. The Rhana Dandra is come and Elvenkind balances upon the brink. As conspiracies unfold, desperation forces unthinkable alliances. The great battle for the End Times awaits.



As the End Times descend upon the Warhammer world, every race and people finds itself stricken by apocalyptic calamities, caught up in the bloody battle for survival. In Warhammer: Nagash and Glotkin the opening scenes of this morbid tableau have

already been played out and those races not pledged to darkness reel in disarray. In the Old World, the men of the Empire find themselves pressed in the north by the legions of Archagon. Already the Auric Bastion falters. Altdorf is threatened by the Glotkin. In their holds, the Dwarfs recoil at the death of King Kazador and the sundering of Ungrim Ironfist's army by the Beastmen. Bretonnia mourns the fate of Louen Leoncouer and Nehekara lies in ruins following Nagash's triumphant return.

For the Elves of Naggaroth, Ulthuan and Athel Loren, little enough has been unveiled of their actions during the End Times until now. Already we know the northern marches of Naggaroth are being trampled beneath the bloody boots of Khorne's legions and Ulthuan across the sea is being overrun by a daemoniac invasion, the scale of which has not been seen since the time of Aenarion. Even Athel Loren's borders are sorely pressed by ever-increasing herds of Beastmen, while a sorrowful death robs the Asrai of their resolve. But all this is as nought compared to the hardships still to come.

This bleak situation is how the events of Warhammer: Khaine begin. The Elves, pressed on all sides, must search out a way to survive. It is not enough for the Elves to calmly wait for the winds of change to blow over – that way lies only the victory of the Dark Gods. When the Phoenix King is found dead, brutally murdered in his own chambers, Tyrion is spurred into action. Claiming to act for the good of his people, he takes up the mantle of regent of Ulthuan and vows to drive off the Daemons once more. This act is not greeted with universal acclaim, however, for many doubt his intent. While Tyrion and Teclis prepare to stand against the Daemon Prince masterminding the ruin of Ulthuan, some feel the Dragon of Cothique has gone too far.



Across the sea, rather than fight a gruelling, potentially endless, campaign against Valkia the Bloody and her frenzied throng, Malekith decides to forsake the defence of his bleak kingdom. Instead he plans to risk everything on a full scale invasion of his homeland, hoping to catch the High Elves unprepared. Even with a veteran army and the advantage of surprise, such a course of action is surely too foolhardy, even for one as powerful as the Witch King. Foolhardy, that is, unless secret alliances and pacts ensure some on the island of his birth will cast in their lot with he who was their most hated enemy. For among the Elves there are plots within plots and schemes within schemes – the Rhana Dandra approaches, and those with the foresight to see its coming know the Elves cannot survive in their present state.

Who knows what the outcome of Malekith's invasion would have been, had Tyrion been of sound mind as the Black Arks disgorged the serried ranks of Dark Elves upon Ulthuan's shores. But in the instant of Aliathra's sacrifice at the hands of Arkhan the Black half a world away, Tyrion felt the harrowing shock of her loss. The death of the future Everqueen drove the regent of Ulthuan into a grief and despair so dire, and so deep, that only one course of action remained. As former friends and allies betray his trust, the descendant of Aenarion walks the path his ancestor did so many years before. Tyrion seeks out the Blighted Isle, his intention to draw Widowmaker and with it vanquish Malekith once and for all. If the Witch King cannot be defeated through mortal

means, Tyrion will bring the weapon of a god against his murderous uncle. None will stay his hand.

This one act changes the nature of the war for Ulthuan forever, and the destiny of the Elven race with it. Not even the most proud and vain of the ancient Phoenix Kings, Caledor the Warrior, saw fit to seek out the Widowmaker. Even Malekith, who risks all to win back his realm, has turned away from that immortal weapon. But in the hour of desperation, Tyrion will refuse no advantage in the fight. Doubtless, and dauntless, he draws the weapon of the Murder God. In his gauntleted fist he holds aloft the blade that freed, and also cursed, a race.

In doing so, Tyrion becomes the embodiment of the Avatar of Khaine, a bloody-handed killer against whom few, if any, can stand. Countless thousands are drawn to Tyrion, not just those who see him as their salvation from their hated foes, but also from the ranks of the Dark Elves. Devotees of Khaine now behold the regent of Ulthuan as the embodiment of their god, and they rejoice. The stage is now set for the ultimate battle, as the Aestyrion and the followers of Malekith prepare for war. Old hatreds must be set aside, enmities and loves forgotten. High Elf, Dark Elf and Wood Elf alike will determine their fate in the End Times.

AN ALLIANCE OF NECESSITY

Imrik turned in the saddle, his lance swinging towards Malekith's heart, but the Witch King kept his weapon lowered.

'Was that so difficult?' Malekith asked, waving Urithain towards the broken walls.

'The hardest thing I will ever do,' replied Imrik, the pain fresh in his eyes.

'I think not,' Malekith replied. 'Today is just the beginning. A battle, nothing more. Today was easy, a military objective to be achieved. Harder days will come.'

'How so?' said the Caledorian, shaking his head. 'What could be harder than slaying those I once called neighbour?'

'Meeting their families and asking them to follow you,' Malekith replied from experience.

– The Curse of Khaine By Gav Thorpe



10 REASONS YOU NEED TO READ WARHAMMER: KHAINE

- 1. Plots within Plots** - Teclis and Lileath mastermind a scheme to save the Elves from their destruction.
- 2. The Dreadful Truth** - The truth about Malekith and the flames of Asuryan is finally revealed.
- 3. The Depths of Betrayal** - Heroes turn against their own in cold-blooded slaughter. Nobody's loyalty can be assured.
- 4. The Death of Gods** - As the Elves die, so too do their gods.
- 5. A Journey into Madness** - Araloth, Lord of Talsyn, must launch a rescue mission into the Realm of Chaos.
- 6. The Dead Rise** - In Ulthuan's darkest hour, heroes of legend rise up, but who do they fight for?

7. The Fall of Heroes - Many of the greatest heroes of Ulthuan, Naggaroth and Athel Loren pay the ultimate price. And we mean many...

8. Vengeance of the Shadow King - Alith Anar strides to war at the head of the Aesamar, and looses a shot that will decide the fate of all Elven kind.

9. The Best Fight Ever - Upon the Isle of the Dead the fate of an entire race is decided. Not since Aenarion has such heroism been witnessed.

10. The Civil War Concludes - After long years (in the Warhammer world, and our own) there is a victor in the war between the Elves.

THE ULTIMATE BETRAYAL

The Everqueen stood silhouetted against the shoreline, her silken robes billowing in the breeze. She was alone, after a fashion. The maiden guard had sensed their mistress' need for solitude, and withdrawn to a respectful distance. However, Teclis knew that at least a dozen hidden arrows were trained on his heart. The Sisters of Avelorn took their duties seriously.

Alarielle turned at Teclis' approach. The mage bowed deeply, but abandoned the formality at her gesture.

'There is no need for such protocol between us,' Alarielle said softly. 'We are family, you and I – or as near as makes no difference.'

'My brother was here,' said Teclis. It was not a question. He already knew the answer.

'Is that all you have to say?' asked the Everqueen. 'You were always cold, but I never before realised that reserve extended even to your own brother. Do you shed no tears for what he has become?'

– Warhammer: Khaine.



A DESTINY DENIED

Six thousand years ago, Malekith presented himself to the assembled princes of Ulthuan, a volunteer to take up his father's mantle and lead the Elves as Phoenix King. All Elves owed their survival to Aenarion, his father, and none living boasted greater deeds than Malekith. Yet he was rejected for fear of what he might become and another was chosen in his stead. Thus began the long war for a stolen birthright, and a crown owed by destiny.

THE RHANA DANDRA

Lileath, Elven goddess of dreams and diviner of futures, has seen the impending End

Times. Through her most loyal servant, Teclis, she seeks to plot a course through which the Elves can avoid their impending doom. For the End Times are the Rhana Dandra, the final battle between the Great Enemy and the Elven gods and there is little chance to avoid impending annihilation.

Thus Teclis finds himself at the heart of a conspiracy to thwart the rising power of Chaos. This scheme has countless moving parts, and for it to succeed history must repeat itself, the innocent must suffer and the highest price must be paid. Truly, the Rhana Dandra, the great final battle of the Elves, is here.

WIDOWMAKER

‘Brother, don’t do this!’ Teclis shouted through the rain.

Tyrion gave no sign of heeding the words. He closed his fingers around the Widowmaker’s grips, and swept the sword up.

At once, the shadows about Teclis seemed to lengthen, and the rain grew colder. Thunder cracked against the turbulent sky, and dark laughter billowed in its wake. The ground shook, the skulls chattered and gibbered in sudden mirth, and then fell eerily silent. The shadow-steed vanished, its magics undone by the Widowmaker’s presence, and Teclis felt the winds of magic grow thin.

‘I should be surprised to find you here,’ the regent said at last.

– Warhammer: Khaine.

GLORY OF THE ELVES

This week the End Times comes to the Elven races. As they face their collective fate, it is clear that much has changed, and age-old enmities are laid aside for the sake of survival. Here we look at how to collect an Elven Host in the End Times.



Even before the End Times began, forces were at work to change the status quo in the unending civil war between Ulthuan and Naggaroth. Bitter enemies became cautious co-conspirators and the seeds of alliance were sown. The best example of this within Warhammer: Khaine is the tentative rapprochement between Teclis, Loremaster of Hoeth, and Malekith. Thus, when Malekith invades, he does so with ‘friends’ on Ulthuan and, against all odds, further afield. For dyed in the wool Elf collectors this is, no doubt, shocking stuff. So, while you reel from the implications of that, go make yourself a warm drink. When you get back we’ll look at how to reflect the End Times with an army of Elves.

On the right you can see an army chosen from the army list entitled ‘The Host of the Phoenix King’, the army commanded by Malekith, the sole claimant to the ancient Phoenix Crown of Ulthuan. It represents a portion of the warriors who cast in their lot with he who was once the sworn enemy of the High Elves. Leading the throng is Malekith, the Witch King. Along with him are regiments of Bleakswords, Dreadspears and Darkshards, veterans of the many campaigns fought by the Dark Elves and the core around which his campaign to wrest Ulthuan from Tyrion’s clutches is based. The tall spears of Saphery appear among the Dark Elves like a splash of white against the sea of purple. These Spearmen are followers of Teclis the High Loremaster. Every bit as skilled and dedicated as their Druchii cousins, they march to war in the hope of survival against the dread fate that awaits them. The Ulthuani are also bolstered by a contingent of Phoenix Guard, ordered to protect Malekith by their captain, Caradryan, and a regiment of noble cavalry in the Silver Helms, young princelings drawn from across the realm. Perhaps the most surprising additions of all, however, are the warriors of Athel Loren who swear their allegiance to Alarielle as the Avatar of Isha. The coming of the Elves of Athel Loren, and their Tree Spirit allies, buoys up the efforts against the Aestyron at their lowest ebb and this army is richly reinforced, not just by Sisters of the Thorn and Dryads, but by a wargrove of gargantuan warriors in Durthu, a Treeman Ancient and a third Treeman.

For your own Host of the Phoenix King, of course, the opportunities for theming your army are limitless. At its most basic level, all you need to do is paint the different elements with matching, coherent bases to unify them. Of course, if the mood takes you, there are many more painting and modelling ideas you can use. Matching heraldry that proclaims allegiance to the Everqueen or Malekith can adorn banners, and robes can be painted with complementary colour schemes: imagine a host of High Elves, Wood Elves and Dark Elves who all share the same sombre Naggaroth Night spot colours, or are based to look as though they tread the worldroots of Athel Loren! Whether you choose to fight for he who would be Phoenix King or join the blood-soaked ranks of the Aestyron (who would look resplendent with rich, red detailing), there is a great deal you can do to collect an Elven army fit to join in the final battle. The Rhana Dandra awaits your warriors.

THE AESTYRION

While we focus on the Host of the Phoenix King here, Malekith's hungering ambition is opposed at every step by Prince Tyrion, the Dragon of Cothique. His loyal followers call themselves the Aestyrion and there is a full army list included in Warhammer: Khaine to represent this unflinchingly loyal host of Elves.

THE THIRD ARMY

There is a third army in Warhammer: Khaine, however we dare not write much about it here for fear of spoiling the realm-shattering events that take place within the book. For now it suffices to say that in Warhammer: Khaine there is, once and for all, an absolute winner in the war for the Phoenix Crown. This third army represents the Elves that survive.

THE THRAXIAN MASSACRE

On the industrial world of Thraxia, Tyranid organisms from Hive Fleet Leviathan have occupied Hive Primus. Responding to the population's pleas for salvation, Chaplain Cassius leads an Ultramarines strike force into the city to eradicate the alien menace.

CASSIUS'S STRIKE FORCE



THE TYRANID HUNTERS

Chaplain Cassius

The Hunters: 5 Sternguard Veterans in Rhino

2nd COMPANY

Librarian Asterus

Squad Manorian, Tactical I: 10 Space Marines

Squad Vorolanus, Tactical II: 10 Space Marines in Rhino

Squad Solinus, Tactical III: 10 Space Marines

OMEGA STRIKE FORCE

Squad Morvaen: 3 Assault Centurions

Squad Strabo, Assault VIII: 10 Assault Marines

Angelus Caeli: Stormraven Gunship

FIRE SUPPORT

Techmarine Hadriel: Techmarine

Squad Torrian: 5 Space Marine Scouts

Caelum Custos: Stalker

Crepitus Mortem: Whirlwind

Ingens Tormento: Vindicator commanded by Sergeant Chronus

HOUSE TERRYN

Orpheron: Knight Paladin

THE THRAXIAN INVADERS



THE HYPERTOXIC NODE

The Overlord of Thraxia: Hive Tyrant

The Lash-Beast: Toxicrene

The Miasma: 3 Broods of 2 Venomthropes

THE SWARM

The Deathly Triad: 3 Tyranid Warriors

Leaping Doom: 20 Hormagaunts

The Crawling Swarm: 20 Termagants

THE COVEN

The Witch Chorus: 4 Zoanthropes led by a Neurothrope, deployed by Tyrannocyte

The Mindflayer: Maleceptor, deployed by Tyrannocyte

THE INFILTRATORS

The Pale Brotherhood led by Creeping Death: 9 Genestealers led by a Broodlord

The Burrowing Kin: 3 Raveners

The Ghost Walker: Lictor

THE LIVING ARTILLERY

The Gun Brute: Exocrine

The Gun Beasts: 2 Biovores

The Pulsing Maw: Sporocyst

The Beta Node: Zoanthrope

The Sky Beast: Hive Crone

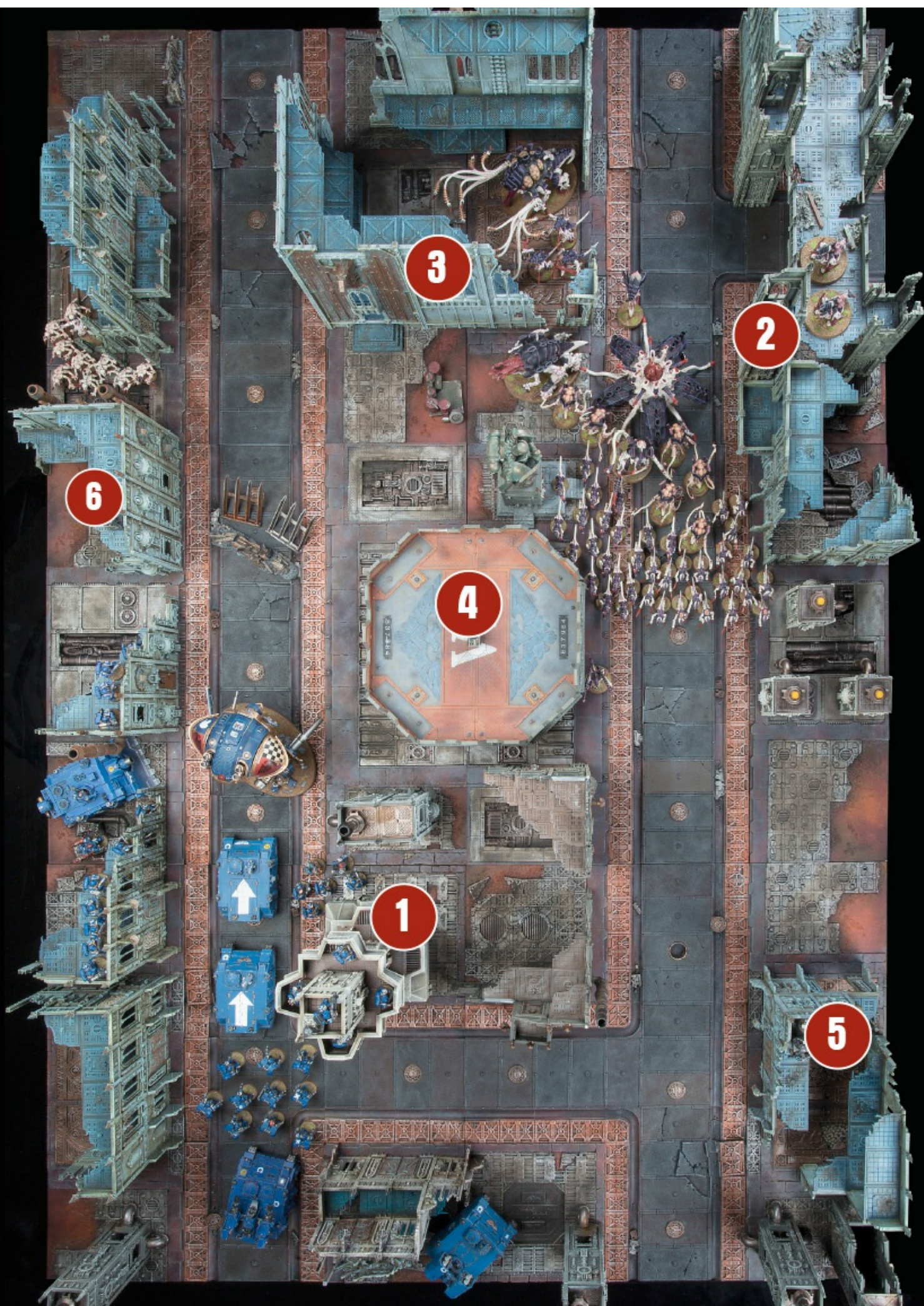
The Broodlord watched the vehicles roaring down the street with curiosity. They were loud, unsubtle things, brightly coloured with unfamiliar markings. He'd seen them, or something like them, once before; a different world, his mind recalled, a barren world with nowhere to skulk.

The alien's beady eyes picked out a tower in the distance, blue shapes already moving on the battlements, many more advancing through the streets below. Something scratched at the back of the Broodlord's mind, infiltrating his thoughts. The tower was important,

it must be captured – the Hive Mind willed it.

The Broodlord settled back on his haunches, his brood waiting patiently around him in the rubble of the Manufactorum. A towering war machine thundered past, causing dust to fall from the ceiling. The distinctive wail of bio-weapons could be heard nearby. The Broodlord flexed his claws and began stalking through the ruins towards his foe.

DEPLOYMENT



3

2

6

4

1

5

In High Ground, both armies are attempting to capture the tallest buildings in the sector, for he who has the high ground commands the battlefield. As per the mission briefing, objective markers 1 and 2 are placed in the two tallest buildings on the battlefield and Victory Points are awarded every turn for holding both of them (that's right, both, not just one of them). Objective 1 was placed on the Bastion Tower (1), while objective 2 was situated on the Colonial Skybridge (2).

Objectives 3 to 6 were then placed around the city. Objective 3 was situated in the Shrine to Guilliman Ascendant (3), objective 4 on the Skyshield Landing Pad in the centre of the board (4), objective 5 in the Administratum complex (5) and objective 6 in the Manufactorium district (6).

The Tyranids deployed in the north-east district of the city, a carpet of Gaunts shielding the larger Tyranid organisms behind them. The centre of their battle line was dominated by a Hypertoxic Node consisting of a Toxicrene, six Venomthropes and a Hive Tyrant designated the Overlord of Thraxia. A battery of living artillery covered the approach to the Skybridge.

The Ultramarines arrived from the south-west The Imperial Knight, Orpheron of House Terryn, spearheaded the assault, followed closely by Cassius and his Tyranid Hunters in their Rhino. Tactical Squads I through III split into combat squads and deployed amongst the city ruins to cover the advance of their battle brothers. The armoury's support tanks deployed in the city ruins located behind the Bastion Tower.

PREPARING FOR WAR

When it comes to Warhammer 40,000, there are few things more evocative than a desperate battle among the ruins of an Imperial city. Even better, stick in an implacable alien menace such as the Tyranids and you've got the makings of a desperate close-quarters engagement where death lurks around every corner.

For this Cities of Death battle, we wanted to create a war-torn Imperial hive, the buildings densely packed to represent the claustrophobic confines of an industrial hive. The Sector Imperialis was the perfect battlefield for our engagement and we covered virtually every building footprint, leaving little in the way of open ground, save the roadways and area around the Skyshield Landing Pad in the centre.

Having made planetfall several weeks earlier and eaten the local population, the Tyranids were in the process of consolidating their positions amongst the towers of Hive Primus. Looking to topple them from their perches (and incinerate their filthy xenos corpses) was Chaplain Cassius, leading an Ultramarines strike force. With the Space Marines advancing upon the Tyranids' hive of operations, victory would go to the side that controlled the High Ground.

LET BATTLE COMMENCE

Having seen the Ultramarines approaching through the city streets, the Tyranids burst into action, the Overlord of Thraxia commanding the smaller creatures around it to engage the new threat while the larger Tyranid beasts advanced behind them, their movements shrouded in clouds of smog generated by the Venomthropes. Though few Ultramarines were in range to shoot, the lumbering Exocrine blasted a chunk out of Orpheron's armour, while the Overlord stunned one of the Rhinos with a wayward shot. Spores rained down from the sky but did no damage, the mines floating languidly in the air around the advancing Ultramarines.

Wounded but undaunted, Orpheron led the assault, seeking revenge on the Gun Brute that shot him. Cassius's Rhino followed, roaring past Squad Vorolanus's transport, while Squad Manorian advanced into the ruins north of the Bastion Tower. Having noticed the Genestealers skulking in the Manufactorium district, Techmarine Hadriel ordered Chronus to turn his Vindicator around and redirect his fire at them. His hastily-fired shot went wide, the Genestealers safe amongst the rubble. The Sternguard in Cassius's Rhino fared better, crushing a Venomthrope with shots from their grav-guns, while Crepitus Mortem rained missiles down upon the Hormagaunts advancing towards the Scouts, killing eight of their number. As the bullets started flying, Orpheron broke into a run and slammed into the Gun Brute, tearing it apart with his reaper chainsword.

THE HIGH GROUND

In this Cities of Death mission, the High Ground objective remains in play throughout the game and both players can claim it. If either the Ultramarines or the Tyranids control both objectives 1 and 2 at the end of any of their turns, they score D3 Victory Points. Claiming both objectives would be tough, especially with one at the top of a heavily-armoured Bastion and the other on the Skybridge in the opposite corner of the battlefield.

Throughout the battle, both the Tyranids and the Ultramarines received a new Cities of Death objective each turn, enabling them to claim additional Victory Points. These ranged from garrisoning buildings to assassinating enemy heroes (No Witnesses). This combination of a predetermined mission and new orders every turn made for a challenging battle where every action had the potential for positive and negative consequences.



The arrival of the Ultramarines provoked the deployment of more Tyranids, Tyrannocytes raining down from the sky as Raveners burrowed up from beneath the ground. The first Tyrannocyte smashed into the road in front of Caelum Custos, the Maleceptor inside spilling out onto the road. A second Tyrannocyte plummeted down to the Skyshield Landing Pad and disgorged a unit of Zoanthropes. Having received new directives from the Hive Mind, the Overlord commanded his troops to ensure there would be no witnesses to their work on Thraxia. Complying, the Neurothrope leeches the life from Hadriel. Then, their psychic nodes crackling with power, the Witch Chorus turned their attention on Orpheron, their Warp Blast so powerful they blew out his reactor. Its pilot dead, the Knight warsuit lurched sideways into the Skyshield Landing Pad and exploded. The Tyrannocyte disintegrated in the blast along with a tide of Termagants, but the Zoanthropes were suspiciously unharmed. The psychic onslaught concluded with the Maleceptor assassinating Sergeant Strabo.

The Tyranids' shooting was less effective, the Biovores spitting out more spores and the Sporocyst launching a Mucolid Spore. The inaccurate Spore Mines were deceptive,

however, and floated into Manorian's combat squad, exploding violently. Though no one was killed, two Ultramarines were torn apart by an unseen assailant. The squad fell back as the Lictor retreated into the shadows. On the other side of the battlefield, the Creeping Death assaulted Chronus's Vindicator, his Genestealers making short work of it.

From his Rhino, Cassius called in reinforcements, the Stormraven Angelus Caeli roaring overhead en route to the Colonial Skybridge – the Ultramarines' primary objective. A quick blast from its lascannons saw the Zoanthrope in charge of the defences reduced to dust.

Scanning the auspex, Cassius ordered Squad Strabo to assault the Zoanthropes on the landing pad, while Squad Solinus turned their bolters on the Genestealers, killing all but the Broodlord. Librarian Asterus, meanwhile, led the now depleted Squad Manorian after the Lictor, blasting a pair of Venomthropes apart with a Sunburst before frying the Lictor. Crepitus Mortem scythed down more Hormagaunts, while Caelum Custos, bereft of sky-borne targets, lowered its guns and filled the Mindflayer with autocannon shells.

A SHADOW IN THE WARP

The arrival of the Witch Chorus heralded a new wave of psychic devastation. The Neurothrope was the first psyker to use a psychic power, targeting the lone Techmarine next to Chronus's Vindicator with Spirit Leech. Initially, the Techmarine seemed like an odd choice, but the Neurothrope killed him easily, gifting the Zoanthropes two additional power dice. They then turned their attention on Orpheron of House Terryn and blasted him to smithereens with a barrage of Warp Blasts.

Cunningly, the Techmarine was the Neurothrope's target for a second reason. By killing him, a path to Chronus's Vindicator was cleared for the Genestealers, who leapt on it just moments later and tore it apart.

THE HYPERTOXIC NODE

The Hypertoxic Node is one of the new Tyranid formations presented in Shield of Baal: Leviathan. Including a Toxicrene, three broods of Venomthropes and a Hive Tyrant, it's the ultimate in biological warfare, every Tyranid in it hideously toxic. To make matters worse for their foes, their virulent toxins are even more powerful than normal and they're surrounded by a sickening toxic miasma when kept in close proximity to the Hive Tyrant leading them. It's no wonder that, throughout the battle, all three broods of Venomthropes and the Toxicrene known as the Lash-Beast stayed in close proximity to the Overlord of Thraxia, covering everything nearby in a fug of toxic Tyranid spores.



Assessing the situation, the Overlord ordered all available units to converge on the Skyshield Landing Pad, its blast shields offering superior protection from the incoming bolter fire, especially now it was wreathed in the toxic haze from nearby Venomthropes. Sending out a synaptic message, the Overlord diverted the Hive Crone from its attack run on the Bastion Tower, ordering it to assault the Stormraven instead. Redeployments complete, the Overlord clambered onto what was left of the landing pad. Assault Marines battled furiously against virtually invulnerable Zoanthropes over steaming piles of alien ichor and the ruins of an Imperial Knight. The Hive Tyrant's arrival prompted a psychic Catalyst, every unit nearby imbued with alien vigour. Despite the psychic maelstrom, Squad Strabo fought on, chainswords whirring as they hacked apart another Zoanthrope. The members of Squad Manorian fared less well as they were torn apart by Raveners, leaving Librarian Asterus to defend the door to the Bastion Tower alone.

Seeing the Tyranids faltering, Cassius ordered the Centurions to deploy onto the Skybridge and annihilate the Biovores with crushing firepower. They promptly did and strode forward to claim the objective. At the same time, Cassius and his Tyranid Hunters, along with half of Squad Solinus, deployed from their Rhinos and engaged the Lash-

Beast. Loading their bolters with hellfire rounds, the Tyranid Hunters shot the Toxicrene with bullets filled with mutagenic acid, badly wounding the massive creature. On the other side of the landing pad, the members of Squad Manorian in the Bastion Tower fired down at the Mindflayer, the squad's plasma cannon finally slaying the beast. The rest of Squad Solinus defending the Manufactorium were torn apart by the Creeping Death in close combat, while Asterus continued his battle against the Raveners.

ADAPTIVE PLANNING

Having seen the Ultramarines' Stormraven on the horizon, the Overlord of Thraxia commanded the Sporocyst defending the Colonial Skybridge to produce a Mucolid Spore. Though slow, Mucolid Spores are ideal for defending an objective (in this case, objective 2) from transport Flyers that will need to slow down (or stop completely) to disembark their troops.

As it turned out, the Stormraven approached from a different direction in a bid to stay away from the Mucolid. The Tyranids adapted their tactics once again, the Hive Crone redirected from its planned target (Tactical Squad I on the battlements of the Bastion Tower) to intercept it. A wise choice? Perhaps, though it made claiming objective 1 much harder.

SYNAPSE DISRUPTION

A Tyranid army is virtually impossible to break, the lesser organisms kept in check by Synapse Creatures. In fact, every one of the Tyranid attack forces (save the Infiltrators) included a Synapse creature of some kind. When the Stormraven arrived, it made sure to eliminate one of them (the Zoanthrope lurking behind the Sporocyst), causing the Biovores on the Skybridge to take Instinctive Behaviour tests (which they passed). Likewise, the arrival of the Assault Marines on the Skyshield Landing Pad drew the attention of the Overlord of Thraxia, who turned to fight them and left the Hormagaunts advancing down the north road out of Synapse range. In the end it didn't matter; they all died before they could get confused and eat each other.



Screeching with alien rage, the Toxicrene launched itself at Cassius, several of his warriors succumbing to the roiling cloud of spores that accompanied it. Nearby, the Sporocyst spat out more Spore Mines, which also converged on the fabled Chaplain. In the skies above, the Stormraven crackled with electrical discharge, the Hive Crone's tentacleds crippling it before the Mucolid Spore floated up and detonated, blasting the craft apart. Grinning maliciously, the Overlord ordered the Tyranids on. The Raveners finally got the better of Asterus and tore him apart, while the Overlord himself pulled the limbs off the last Space Marines on the launch pad. Lashing about it with a dozen whipping tendrils, the Lash-Beast shredded the Tyranid Hunters and flung Cassius's limp body across the quadrant. There would be no witnesses.

From his vantage point on the Colonial Skybridge, Sergeant Morvaen took command of the mission. Holding the high ground as they did, and having captured the alien base of operations, they were in the perfect position to ensure victory. Across the city, Tactical Marines fought on bravely, but their numbers were dwindling.

Its minions having secured the landing pad, the Overlord turned its attention on the Bastion Tower. Tapping into the power of the Hive Mind, the Hive Tyrant unleashed a

bolt of energy at the Bastion Tower, bringing the whole building crashing to the ground. The Zoanthropes used similarly powerful Warp Blasts against the Centurions, killing one of their number, but losing one of their own from psychic feedback.

Seeing the Ultramarines lying in the rubble of the ruined building, the Raveners pounced on their prey but were unable to harm the warriors of Ultramar. As the dust settled, the Ultramarines held the high ground, but the Tyranids were still in abundance throughout the sector. It would take more men and more firepower to clear them out completely. It was a victory for the Imperium, but a hollow one following the loss of Chaplain Cassius.

THE OMEGA ASSAULT

Throughout the battle, both armies had doggedly held on to their own objectives while trying to capture the enemy's. While the Assault Centurions took the Colonial Skybridge, the Raveners struggled to get past Librarian Asterus, who was guarding the door to the Bastion Tower. In the end, the Overlord of Thraxia used his formidable psychic powers to obliterate the tower completely (the 'if I can't have it, neither can you' mentality), bringing the objective down to ground level in a shower of rubble and battered Ultramarines.

Amazingly, the warriors of Ultramar held the objective until the very end, denying the Tyranids the chance to capture it. Had the battle continued, the outcome may have been very different...

HERO OF THE HOUR

While Tyranids don't celebrate their most effective units, they do reward them with an immortality of sorts, their genetic code used to create even more of these nasty organisms.

In this battle, the Zoanthropes (and the Neurothrope in particular) earned that accolade, their minds reducing a Techmarine to dust, obliterating an Imperial Knight and almost annihilating a squad of Centurions. They also survived a vast amount of firepower and four rounds of combat against a squad of Assault Marines to boot.

For the Ultramarines, the members of Tactical Squad I received the Chapter honours, having defended objective 1 against all-comers for the entire battle.



FOR THE GLORY OF ULTRAMAR!

That was a tough battle for the Ultramarines – had the battle continued, there is little doubt the Tyranids would have mopped up the Space Marines. As it stood, the Ultramarines won by nine Victory Points to five, controlling one of the High Ground objectives and contesting the other. That, in many ways, is the joy of a Cities of Death game – battles are won and lost not by comparing piles of corpses, but by diligently achieving your mission.

The Cities of Death missions, combined with the dense terrain, made for an exciting, immersive and visually exciting battle. The ongoing cat-and-mouse game between Squad Manorian and the Lictor proved immensely entertaining, as was the image of Orpheron crashing into the landing pad (while the Zoanthropes smirked at the devastation). The highlight was Cassius taking the fight to the Toxicrene. Two can play the poison game!

Alien ichor dripping from his wounds, the Broodlord crawled silently through the ruins of the Manufactorum complex. From high above, he could hear the loud report of the weapons that had caused him so much pain, their spent casings tinkling to the ground

nearby. Following the destruction of the tower, the strangely tough humans had stopped shooting at him and turned their attention elsewhere, leaving him free to disappear into the shadows and lick their blood from his claws. It tasted... more potent than usual.

Crouching near a shattered window, the Broodlord could see the devastation wrought by the Hive Tyrant. The tower had fallen across the roadway and collapsed in upon itself, the warriors that had stood on the battlements now half-buried in the rubble, a brood of Raveners closing in on them. There was no time to enjoy the slaughter. The Hive Mind had sensed his inactivity and willed him on. The Broodlord glanced up at the blue warriors fighting on the roof and felt compelled to tear them apart. He acquiesced to the Hive Mind's will.

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 talk about magic in the End Times, mysterious Elves and show off an amazing Riptide.

THE WINDS OF MAGIC UNLEASHED

DEADLY MAGIC IN THE END TIMES

Warhammer: Khaine presents new rules for using magic during the End Times, reflecting the incredible power of the Winds of Magic as they continue to grow in power. This is thrilling stuff to read about in the stories, as sorcerers and mages such as Teclis and Morathi harness the surging energy, and it's also incredibly exciting in games. The Magic phase is now more dangerous than ever.

In End Times games each wizard in your army knows all the spells from the Lore that he chooses – yep, that's right. So now your Dragon Mage of Caledor now knows all of the Fire Magic spells and your Skaven Plague Priest knows all of the Skaven Spells of Plague. With all those new magical powers at your disposal, you're going to need a few more power dice to get things going, well don't panic: in the End Times players roll 4D6 for the Winds of Magic. It's a magical hurricane!

There are also new rules that grant Wizards more power dice if they are close to Mystical Monuments or Arcane Architecture, and every Wizard who is Level 3 or above gets the Conjure Arcane Fulcrum End Times spell too. Judging by our games so far, you can expect the End Times to be loaded with magical mayhem.

THE ISLE OF THE DEAD

THE MAGICAL VORTEX

Way back in the ancient history of the Elves, a wise and powerful mage known as Caledor

Dragontamer forged a plan to siphon away the roiling magical power flowing into the Warhammer world and fuelling a vast daemoniac invasion. Caledor and a heroic coven of mages ended up giving their lives to enact the ritual that created this magical vortex, and for 6000 years it has protected the Warhammer world from the power of Chaos.

At the time of the Sundering, Malekith sought to undo Caledor's work, but in so doing he flooded a huge portion of Ulthuan and drowned millions. Now, in the End Times, he plans to return once again to the scene of his greatest crime and there enact a plan that will imbue him with incredible power, but at a terrible cost. The future, not just of Ulthuan but the whole world, hangs in the balance.

END TIMES SPELLS

In addition to the gales of magic howling across the world, Warhammer: Khaine also includes a selection of 22 new End Times Spells, one for each magical lore in the game. These are spells of incredible power, made possible by the cataclysmic events taking place in the world. They range from the brutally destructive, such as Great Red Pox, which can slaughter entire regiments with a virulent outbreak of agonising disease, to the amusing (and undeniably handy) Nikkit! Nikkit!, which enables a Goblin Shaman to steal another model's magic items. What's more, every Wizard knows the spell that corresponds to the Lore they are using in that game.



A GATHERING OF HEROES

As we read through Warhammer: Khaine we were gobsmacked by the appearance of these fantastic conversions. Made by the Studio Army Painting team from a multitude of Elf kits they are some of the coolest Elven heroes we have ever seen.

We can't tell you too much about who (or what) these characters are, except to say that they appear in an incredibly exciting scene sure to have Elf fans wiping away a tear or two. So, for now, our challenge is this: work out who you think they all are.



CASSIUS'S STRIKE FORCE

Black Library novels are a great place to find inspiration for your battles and armies. The Ultramarines army in this week's battle report was inspired by the novella *Catechism of Hate*, which we reviewed last week. Chaplain Cassius plays a major role in the story and his absolute hatred of the Tyranids made him the perfect hero to take the fight to them in our battle report, just like he does in the story. Other elements of the battle were based on the novella, too, such as the use of Tyranid Hunters (the Sternguard Veterans) and the Colonial Skybridge, which was inspired by the Minoran Gradient outside Cordus Via.



READER'S MODEL OF THE WEEK

Our Reader's Model of the week is this battle-worn Riptide painted by David Tauzia (with a second name like that, it's no wonder he turned to the Greater good). Having undercoated the model with Chaos Black, David then sprayed it with Skull White from above, creating a zenithal highlight over which he airbrushed a layer of Tau Light Ochre. The metal scratches were applied using a graphite pencil before Rhinox Hide was lightly stippled on using a sponge. David then dirtied the whole model with weathering powders.

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

team@whitedwarf.co.uk

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



WEAPON OF THE WEEK: A THROWN GOBLIN

Sometimes our weapon of the week is a technological marvel or a magical heirloom passed down through the ages. Other times, it is just a wonderful, bonkers idea. That is certainly the case in the instance of this unfortunate Goblin being hurled at the enemy by the towering form of The Goblin King. Uncaring of the lives of his minions, and quite willing to sacrifice a few of them to achieve his aims, The Goblin King holding his poor minion aloft embodies the old maxim that ‘the end justifies the means’. As the burly, blubbery form of The Goblin King prepares to loose the soon-to-be-splattered Goblin, there is a tremendous sense of narrative to the piece. Either the Goblin is about to plough into an unwitting member of Thorin’s Company and knock him flying or (more likely) he is going to narrowly miss said Dwarf and plummet down a deep dark crevasse. Either way, the result is hilarious and the idea is brilliant.



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



A QUESTION OF CANONS

Dear Grombrindal, I would be very interested to hear what you think about the fight between Sigmar and Nagash. The account of the Battle of the River Reik as detailed by Graham McNeill in his Time of Legends novel God King differs from account offered in Codex: Apocrypha recently.

- Mike 'The Historian' McHugh

GROMBRINDAL SAYS

You what now? Not, "How many casks of beer can you drink in an evening?" or "How many Goblins have you slain?" No, it's all about the muscle-bound beardless Sigmar. Well, it's all down to the source. I once heard a Longbeard in his cups proudly sing the ballad of Alaric, and how he held Nagash's head on an anvil while Sigmar played a merry

tune on his skull with Ghal Maraz. He even swore he was there. I've also heard a (mannish) poem where the Dwarfs weren't present. In short, take each for what they are. Bloody great stories.

- Grombrindal

BIT OF THE WEEK: HAND OF GODS

The Hand of Gods, carried by the Lizardmen hero Kroq-Gar, is surely one of the most technological gizmos in Warhammer. You'll have it spare if you build the kit as a Skink Oracle or a Saurus Oldblood. But what to use it on...?



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: great betrayals.

HORUS RISING

The greatest act of treachery in the history of the Imperium took place when Horus declared his allegiance to the Dark Gods of Chaos and forsook his oaths of fealty to his father, the Emperor. His first true act of heresy was to turn against his own sons as he, and traitors who threw their lot in with him, culled their ranks of Imperial loyalists. Worse acts, unfortunately, followed soon after this initial betrayal.

THE WAR OF THE BEARD

When a caravan of Dwarfs was ambushed and murdered by Elves, a delegation was sent by High King of the Dwarfs, Gotrek Starbreaker, to Caledor II in Ulthuan to seek answers and recompense. Unfortunately, in what can be considered the most incompetent diplomatic manoeuvre in history, Caledor not only mocked the entreaties of the Dwarfs, but also subjected the ambassador (one Forek Grimbok) to the greatest humiliation that can ever befall a Dwarf, and forcibly shaved his beard off. Unsurprisingly this act led to a war that lasted hundreds of years and forever reduced the strength of these two great empires.

THE TYRANT OF BADAB

When Huron Blackheart destroyed the delegation of administratum ships sent to claim his Imperial title it triggered a violent series of events that became known as the Badab War, a shocking civil war between a number of Imperial forces, specifically Space Marine Chapters, that only ended with the heroic efforts of the Star Phantoms Chapter. Huron was never brought to justice, however, and remains at large as one of the foremost adversaries of the Imperium.

WHITE DWARF'S REGIMENTS OF RENOWN

Leaving a trail of spores and alien gases in its wake, this Tyrannocyte from Hive Fleet Eumenides was spotted crashing to the ground on the planet Kitab in an effort to bolster the Tyranid war effort against the Raven's Watch Chapter of Space Marines. Once landed, it quickly disgorged a brood of Zoanthropes from its moist interior. Designated the Exorbitant Intellect by lexicographers, this trio of psychic monstrosities have been targeted for immediate destruction.



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