

# WHITE DWARF

GAMES WORKSHOP'S  
WEEKLY MAGAZINE  
WARHAMMER 40,000  
WARHAMMER  
CITADEL MINIATURES  
ISSUE 45  
6 DECEMBER 2014

THE HOBBIT™  
THE BATTLE OF THE FIVE ARMIES  
STRATEGY BATTLE GAME

IT'S A MONSTER  
INSIDE: THE MOST ENORMOUS  
DRAGON WE'VE EVER MADE!



NEW BLOOD ANGELS TACTICAL SQUAD + CODEX

## THEY THIRST FOR BATTLE!

THE SONS OF SANGUINIUS STRIKE FORTH TO SMITE THE ENEMIES OF MAN

# WHITE DWARF

ISSUE 45  
06 December 2014



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# OPENING SALVO

Last year we released a brand-new Space Marines Tactical squad – a belief-beggaringly detailed kit awash with options. This week, the Blood Angels get their own Tactical squad, and there's even more packed on to its beguiling grey sprues. Check it out over the page, along with the splendid new Sanguinary Priest.

Sprues and Glue this issue is dedicated to cataloguing all the options in the Blood Angels Tactical squad, and also shows how compatible it is with existing Space Marine kits. No two of your Adeptus Astartes need ever look the same again – and we've got a comprehensive Paint Splatter to show you how to paint your sons of Sanguinius too. Why not send photos of your painted Blood Angels to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) – we'll put the best ones in the magazine!

# BLOOD ANGELS TACTICAL SQUAD



Tactical squads are the mainstay of almost every Space Marine Chapter, units of highly trained and disciplined warriors who have mastered every aspect of warfare. In the Battle Companies of the Blood Angels, they deploy as a thin red line, a bulwark against evil.



Tactical squads represent the most flexible and effective deployment used by the Blood Angels Chapter. They consist of 10 Space Marines, led by a tried and tested sergeant, and boast a designated special weapon, such as a flamer, meltagun or grav gun, and a heavy weapon, such as a heavy bolter. The remaining battle brothers all carry bolters, as well as assault and anti-armour grenades. So armed, a Tactical squad can confidently take on and effectively defeat almost any enemy they encounter, whether that means standing in a battle line against surging hordes of Orks, storming through enemy trenches and ousting Chaos Cultists or even destroying tanks and skimmers with well-placed krak grenades. For 10,000 years the Tactical squad has remained the mainstay of the Blood Angels Chapter, bringing victory through flexibility and enabling them to triumph time and again in the war to defend the Imperium.

The new Blood Angels Tactical squad is a multi-part plastic kit that enables you to build a 10-man squad. What sets this Tactical squad apart from the standard one is the astounding amount of Blood Angels-specific detail. The miniatures designers have excelled themselves adding blood drops, wings, chalices and other such details, so there is no question which Chapter these Space Marines are from. The Blood Angels have a reputation for the quality of their artisanry, and this kit, with its multitude of engraved details, really conveys this, from the power fist emblazoned with the Chapter badge to the shoulder pads with sculpted details.

Another feature of this kit is the volume of weapons and accessories it contains – there are five special weapons (flamer, grav-gun, meltagun, plasma gun and storm bolter), as well as two heavy weapons (heavy flamer and heavy bolter). There are also loads of weapon options for the sergeant, with (deep breath) a power fist, power sword, chainsword, bolt pistol, hand flamer, plasma pistol, inferno pistol and a combi-weapon with four different fittings. In short, the frames in this kit contain an arsenal that not only gives you everything you need for the squad in the box, but also some wonderful spares

for conversions, since they can be swapped and converted with the other plastic kits in the Space Marine range. There are also targeters, grenades, icons and more. There are also hands holding a grenade, a spare magazine (perfect for that mid-battle 'reloading' pose) and the ever-popular pointy finger.

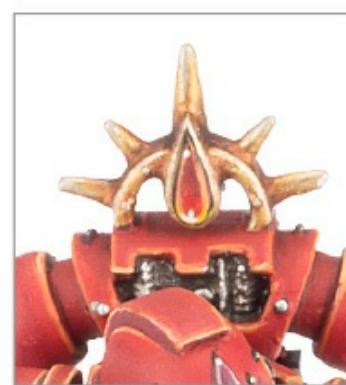
The amount of bits in this kit is nothing shy of inspiring, and we've had great fun tinkering with it. Blood Angels collectors are going to have an absolute field day.



*Above left - The Blood Angels Tactical squad is hung with decorations and honour markings. Here you can see a blood drop gem and a gold-topped vial of sacred blood.*

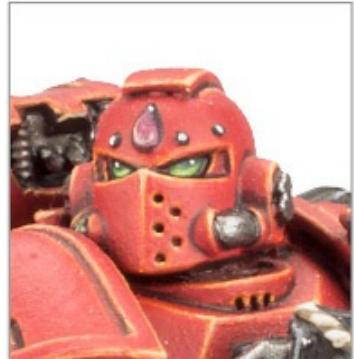
*Above centre - The shoulder pads in the kit are embellished with stylised renditions of the Chapter's heraldry.*

*Above right - Even the bolters in the kit are lavished with extra detail – here a silken cord hung with a blood vial wraps around a gun casing.*



*Above left & centre left - The kit contains several decorative top pieces for backpacks. These proclaim the wearer's allegiance, evoking the sacred history of the Chapter.*

*Above right & center right - Even the backpacks are embellished. Here you can see one embossed with the Chapter's icon while the other contains a cartouche with an inset skull.*



*Above left & centre - There are 16 different heads in the kit (3 bare headed and 13 in helmets). The heads in the Blood Angels Tactical squad all are interchangeable (except for the MkVI helmets, which don't fit in the high collared breastplates).*

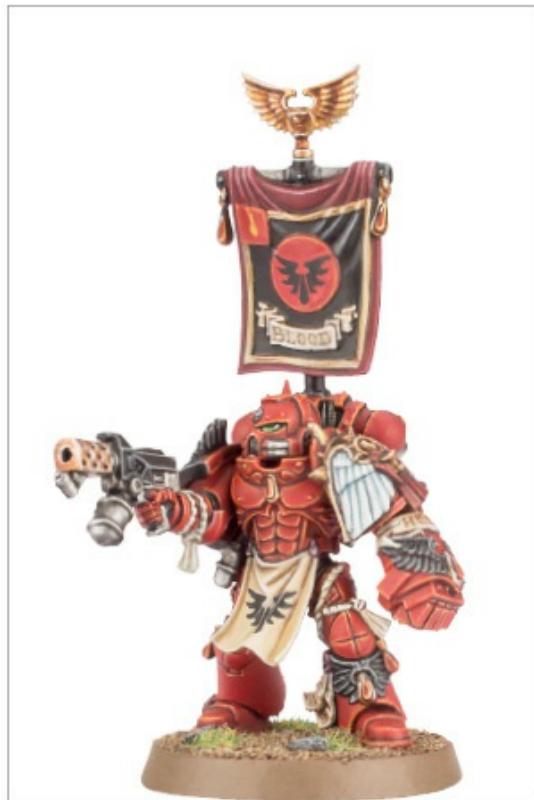
*Above right & below - The squad includes two heavy and five special weapons, the plasma gun, melta gun and flamer are shown here. All bear slight cosmetic enhancement that resonates strongly with the Blood Angels' love of adding artifice to their wargear, although it probably doesn't make the weapon any safer to use (plasma guns are notoriously prone to overheating).*





*Above left - The Blood Angels Tactical Squad includes a heavy bolter, the perfect weapon for cutting down hordes of onrushing enemies such as Genestealers or Orks. There is also a heavy flamer which can scour the enemy from their hiding places.*

*Above right - This sergeant has been built with a grav pistol and auspex, and given a bare head with a bionic eye, just two of the possibilities in the kit.*



*Above - There are loads of options for sergeants and veteran sergeants in the box. This sergeant is armed with a hand flamer and power fist. Note the Blood Angels Chapter icon on the reverse of the power fist.*



*Above - The kit contains lots of weapons for the sergeant, including the grav pistol, hand flamer and inferno pistol shown here. There are also several close combat weapons, including the power sword (back on page 2), power fist and a chainsword.*



*Above left & centre - These two shoulder pads are especially impressive – check out the tiny graven image of Sanguinius.*

*Above right - This is an ornate teleport homer, the first time a man-portable version has been included in such a kit.*

The Blood Angels Tactical squad is interchangeable with a host of Space Marine kits, such as Devastator Squads, Assault Squads and more. To see this in action.





# SANGUINARY PRIEST

Charged with protecting the geneseed of the fallen in the heat of battle, Sanguinary Priests are the guardians of the Chapter's future. In battle they fight side-by-side with their brothers, bearing aloft a blood chalice to urge them on to greater glories.



Above top right, The Blood Chalice is the badge of office of the Sanguinary Priests, a relic from ancient times. Legend says each once held a portion of Sanguinius's own blood, and

*even now retains a portion of his essence.*

*Above bottom right, The backpack includes machinery to aid the Priest's macabre work.*

Every Space Marine Chapter boasts a cadre of Apothecaries to see to the physical wellbeing of the battle brothers. For the Blood Angels, they are called Sanguinary Priests, and their role extends far beyond healing battle wounds, and even the sacred duty of preserving the geneseed of the fallen. Sanguinary Priests also lead sermons and ceremonies, exhorting their brothers to embrace the Red Thirst as a weapon to smite their foe.

Sanguinary Priests are equipped with an exsanguinator, with which they can treat the grievous wounds suffered by Space Marines in the heat of battle and a reductor for when injuries are fatal and the casualty's geneseed must be recovered. This new plastic Citadel miniature also holds a blood chalice, a blessed goblet imbued with the essence of Sanguinius, which he uses to spur the Blood Angels around him to greater feats in battle.

# DATACARDS: BLOOD ANGELS

**43 Datacards**  
**(36 Tactical Objectives, 7 Psychic Powers)**

**Datacards: Blood Angels contains the Sanguinary Psychic Discipline and Tactical Objective cards.**



The ideal reference for Blood Angels players to use in their games, the Blood Angels

Datacards set includes 43 cards (seven large-format cards for the Sanguinary Psychic Discipline – including such iconic powers as Wings of Sanguinius and Unleash Rage – and 36 Blood Angels Tactical Objectives cards). These all feature Blood Angels artwork on the reverse and come stored in a nifty box.

Datacards serve as a brilliant reminder as to which psychic powers your Librarians have – and Blood Angels have access to plenty of Librarians – as well as how they work. The Tactical Objectives include six new characterful objectives unique to Blood Angels, such as Purity Through Bloodshed and Noble Self-Sacrifice.

# BLOOD ANGLES DICE

**10 dice & Blood Angels dice tin**

**Show your loyalty to Baal with every dice roll with the new Blood Angels dice.**



If there's something every gamer loves, it's dice, and nothing's better than when your dice match your army. The new Blood Angels Dice tin includes 10 large (16mm x 16mm) dice. Each of these is cast in a deep red, evoking the blood of Sanguinius, and has the Blood Angels' Chapter icon on the one-facing (which helps take the sting out of rolling ones). The tin they come in is decorated with glossy black artwork with the red cross of the Death Company emblazoned across it, conveying the Black Rage that threatens to consume the sons of Sanguinius (hopefully not because of bad dice rolls though).

If you want a pack of these for your collection, don't delay – they are only available while stocks last.

# SMAUG

The greatest living Dragon, and the terror of the Dwarves, *Smaug* has slumbered for decades in the halls of Erebor, content to dream away the years upon a mountain of gold. As *Bilbo Baggins* braves the long-silent halls, however, the Dragon's wrath will be kindled...



*Smaug* is the greatest foe the Dwarves of Erebor have ever known, a vast monster who ousted them from their ancestral home in fire and flames.

This spectacular miniature masterpiece captures the most iconic Dragon of all time, stalking across his gleaming golden hoard, seeking the impudent burglar, *Bilbo Baggins*. In what is surely one of the most enthralling and memorable scenes from the

adventures of the Company of Dwarves, *Bilbo Baggins* must survive the wrath of *Smaug* as he searches the mountainous treasure trove for the coveted *Arkenstone*.

Cast in resin, this astoundingly detailed Citadel miniature of *Smaug* includes an incredibly intricate base covered in tiny pieces of Dwarven treasure and also includes *Bilbo Baggins* in clothes 'borrowed' from Lake-town.



# BARD THE BOWMAN WITH WINDLANCE

**With *Smaug* on the rampage, can *Bard the Bowman* finish what his ancestor started those years ago?**



Windlances were powerful ballistae once used to defend Dale, City of Men. Though most were lost when *Smaug* razed the city, one was recovered and taken to Lake-town where it now sits atop a watchtower, bereft of arrows.

With the return of *Smaug*, it is Bard's duty, nay his destiny, to finish what his ancestor started. The Black Arrow – the last of its kind – hangs above Bard's fireplace, pots and pans swinging from its shaft. It's this arrow that you can see loaded into the Windlance,

*Bard* ready to loose it at just the right moment. This Citadel Finecast miniature captures the moment perfectly, *Bard* holding determinedly onto the Windlance's firing cranks, his coat billowing in the oncoming storm.

# LAKE-TOWN MILITIA CAPTAIN

**In times of crisis, the Lake-town Militia will take up arms to defend their homes from attack.**



With *Smaug* dominating the skies over *The Lonely Mountain* and Orcs roaming the banks of the Long Lake, the Lake-town Guard are hard-pressed to defend the town from attack. It's in these times of dire need that the Lake-town Militia Captains round up the most able men and boys to fight in defence of their homes.

This Citadel Finecast Militia Captain is what most men would refer to as an old-timer. Now too old to fight in the Lake-town Guard, the chainmail hauberk worn beneath his leather jerkin suggests he's still a skilled fighter. While his spear is clearly a handmade weapon (most likely used for fishing), he also carries a fine wooden shield on his back.

decorated with the fish emblem of Lake-town.

# LAKE-TOWN MILITIA SWORDSMEN

**Unskilled but determined, the Lake-town Militia Swordsmen are prepared to fight for their lives.**



The Lake-town swordsmen are a motley crew of skilled labourers; blacksmiths, carpenters and more, who have joined (or been otherwise volunteered for) the Lake-town Militia to defend their home in these dark times.

These Citadel Finecast miniatures are faithful recreations of the Militiamen featured in the movie, each of them armed with whatever they can get their hands on. The one on the left carries a short sword and a shield made from a window shutter, his coat made from sheepskins. The man in the middle is a more portly fellow and carries a crude axe and a wicker shield. The youth on the right is clearly scared for his life, but nonetheless carries a small hand-axe and wears a chainmail shirt.

# LAKE-TOWN MILITIA SPEARMEN

**Spears at the ready, the Lake-town Militia Spearmen follow their sword-wielding friends into battle.**



The Lake-town Militia Spearmen are both more and less fortunate than their fellow Militiamen. They lack the shields carried by the Swordsmen, but the length of their spears enables them to keep the enemy at arm's reach.

All three of these Citadel Finecast miniatures carry handmade spears, one of them made from a fish-gutting knife, another made from a harpoon, suggesting these men were recruited from the town's fishermen. Unlike the swordsmen they have no armour, just the clothes they wear when going about their daily business. The spearman on the right, however, wears a Lake-town Guard helmet, vambraces and blue jacket, suggesting he was a member of the town's guard in his youth.

# LAKE-TOWN MILITIA BOWMEN

**With a fire-breathing Dragon on the loose, the Militia Bowmen are in greater demand than ever.**



Though not enlisted warriors, the Lake-town Militia Bowmen are masterful hunters and skilled archers. Normally found hunting deer and rabbits around Long Lake, they have joined the Lake-town Militia in defence of their homes.

The Militia Bowmen are all grizzled old men, bearded hunstmen who wear the leather and sheepskin jerkins and heavy woollen hats of professional hunters. Despite being civilians, all three of these Citadel Finecast miniatures wear scraps of armour – wargear they've scavenged for protection when hunting, or perhaps a memento from a previous position in the Lake-town Guard. If you look closely, you can just see the blue-fletched arrows and wicker quivers on their backs.

# HEART OF RAGE

**Blood Angels, Tyranids, gore, violence and psychic powers. What more could you want?**

**By James Swallow | Audio Drama | 70 Minutes**



Heart of Rage was one of Black Library's very first audio dramas and it's being re-released this week alongside the new Blood Angels kits.

The story follows two Blood Angels characters, Librarian Nord and Sergeant Kale as they enter a crippled Tyranid Hive ship in search of a missing Biologis reconnaissance force. The characters are voiced by veteran dramatist Toby Longworth, who brings life to the characters, making them believable and exciting to listen to. He's accompanied by sound effects that play throughout the story, from the roar of storm bolters to the screech of

Tyranid creatures being shot by them. The perfect accompaniment to an afternoon of painting.

# GARRO: SHIELD OF LIES

A Space Marine and an adept must fight for their lives to unveil a treacherous plot.

By James Swallow | Audio Drama | 140 mins



The Legionnaires of the Iron Warriors Legion are implacable, merciless warriors, their every action dedicated to the science of siege warfare. When one of their heroes falls in battle, it is with great reverence that they are interred within the sarcophagus of a Contemptor Dreadnought, enabling them to continue the Great Crusade and offer their wisdom to new recruits.

Following Horus's betrayal, many of the Iron Warriors sided with the Warmaster, taking their war machines with them. This Contemptor Dreadnought bears all the hallmarks of the Iron Warriors Legion, including additional cabling, targeting arrays and numerous armour plates welded to the front of its torso, indicative of its role as a siege Dreadnought. The distinctive (traditionally black and yellow when painted) chevrons

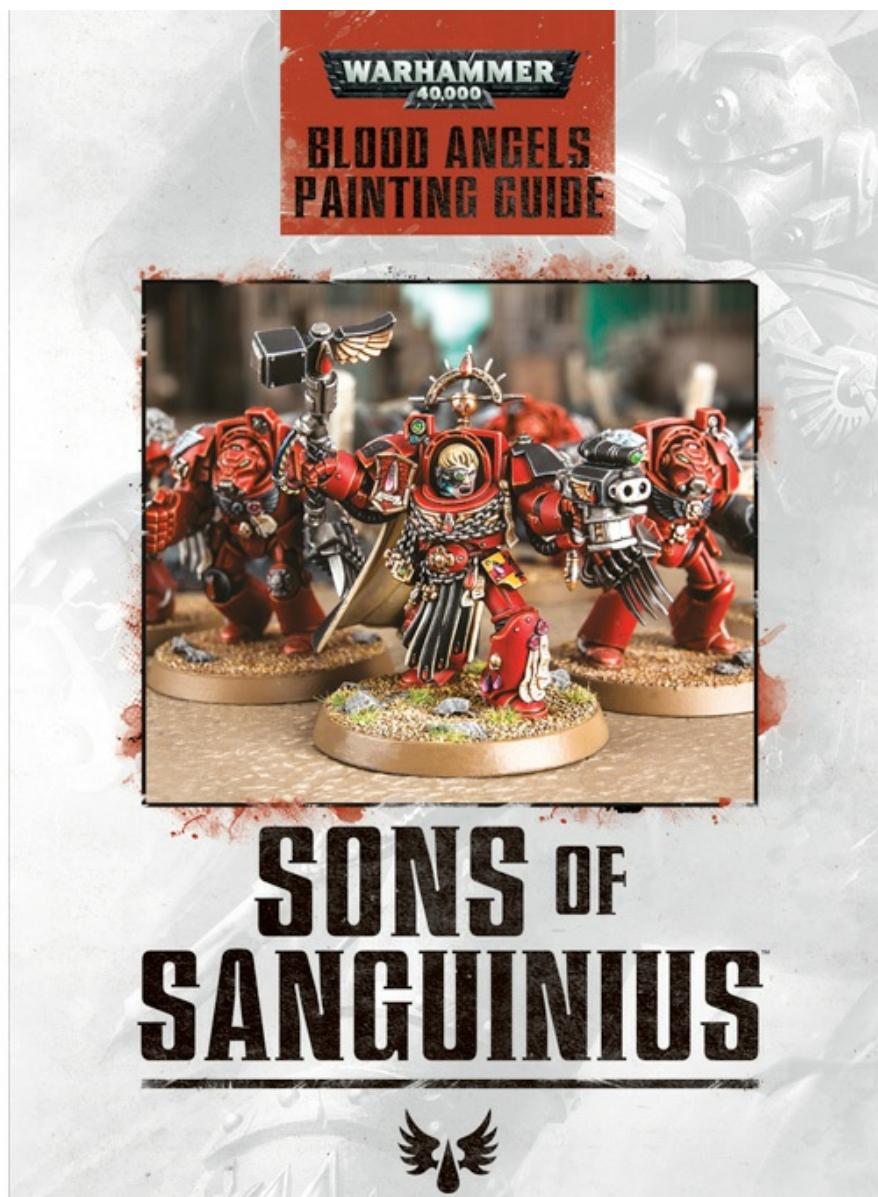
worn by all Iron Warriors have been sculpted onto the Dreadnought's shoulder and right leg, while its head has been fashioned to represent the Iron Warriors Legion symbol – a stylised silver skull – which can be seen on the Dreadnought's left knee.

PAINTING GUIDE

# SONS OF SANGUINIUS

The most comprehensive painting guide for Blood Angels ever, Sons of Sanguinius presents four great armies, and detailed advice and tips on how to paint them.

176 pages | Paperback  
Also available for iBooks



The latest in the Warhammer 40,000 painting guide series, Sons of Sanguinius combines stories, background, artwork and brilliant painting and modelling advice to help you build

and assemble your own army. Using four example collections, Sons of Sanguinius delves into the narrative behind the armies, the characters who lead them and how to paint the models to an exceptional standard.

The armies included are a clever mix, depicting the Archangels (the Blood Angels 1st Company), the Blooded (the 2nd Company), a Death Company force called the Lost Brethren and a successor Chapter force in Strike Force Razorwind, led by Chapter Master Seth of the Flesh Tearers. By combining these guides you have everything you need to paint almost any aspect of a Blood Angels army, from a gleaming gold chalice to the Death Company in their black armour and even blue-clad Librarians. For a hobbyist who wants to take their painting to the next level, or a newcomer to the Blood Angels, this book is a must-have.



**CODEX**

# **BLOOD ANGELS**

**The Blood Angels are the shining defenders of Mankind, a Chapter of Space Marines whose legacy of valour and courage conceals a dark and murderous flaw.**

**112 pages | Hardback**

**Also available for iBooks**



For 10,000 years the Blood Angels have been at the forefront of the battle to protect the Imperium against ravening swarms of aliens and the endless attacks of the legions of Chaos.

Codex: Blood Angels is the comprehensive guide to these heroic Space Marines, a hardback volume that contains the history of the Chapter from the Horus Heresy to the Time of Ending in the 41st Millennium. Here you'll learn about the Chapter's greatest heroes, the curse of the Flaw that threatens to drag their Chapter into oblivion, and their successors, brother Chapters who share their genes, their heritage and their fate.

Alongside this evocative history you'll find everything you need to use the Blood Angels in your games, with rules for all of the units available to them, the Sanguinary Psychic

Discipline, Blood Angels Tactical Objectives and Relics of Baal. All of this sits alongside gorgeous new artwork of the Blood Angels in action, and spectacular miniatures photography.



# **SANGUINARY GUARD EDITION**

**For devoted Blood Angels fans, there is a special Sanguinary Guard edition of the Codex.**

**Slipcased hardback set Limited to 1,500 copies**



The Sanguinary Guard Edition is a truly impressive item, the perfect tribute to the Blood Angels Chapter for the most dedicated sons of Sanguinius.

Presented in a slipcase with glorious artwork on all facings, with a Tactical Marine emblazoned upon the front and the number of the IX Legion (the Blood Angels founding number) on the rear. Gloss black details complete the look, along with unique numbering showing that yours is one of 1,500 copies.

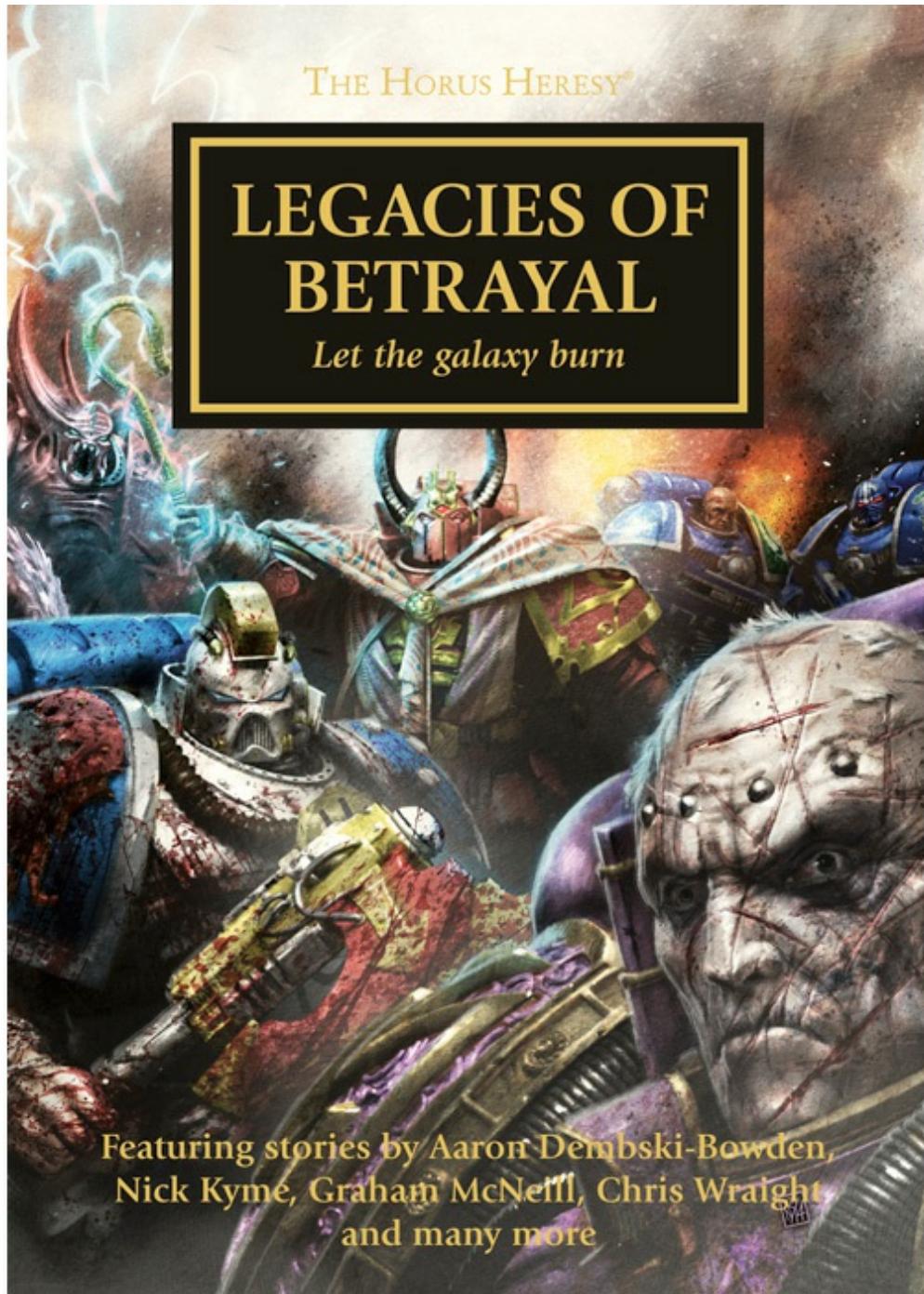
Inside you'll find a copy of the new Codex, an exclusive hardbound copy of Sons of Sanguinius and an art folio containing seven gorgeous art prints of the Blood Angels and

their successors.

# LEGACIES OF BETRAYAL

This anthology brings a raft of previously-published Horus Heresy short stories together.

448 pages | Hardback  
Edited by Laurie Goulding



Gathering tales from chapbooks, audio drama scripts and more, *Legacies of Betrayal* brings together a wealth of hard-to-find Heresy stories and puts them all in one place. These have all been scrupulously combed through and refined to make them the definitive version, and each provides something intrinsically valuable to the overall narrative of the Horus Heresy, whether it's an insight into the Watch Packs despatched by Russ and the Sigillite in 'Hunter's Moon' or the nature of the White Scars and the bitter rivalry that nearly sunders them in 'Brotherhood of the Storm' (which is essentially a whole novella within the compilation). If you want the most complete understanding of the Horus Heresy, then you really need to read this anthology.

# RULES OF ENGAGEMENT

**As everybody knows, there's more than one way of using your miniatures. But is there more than one way of using *all* your miniatures? This week, Rules of Engagement looks at precisely that.**

One of the great things about Apocalypse is that it gives you a chance to use all of the miniatures in your collection. This can be something of a rarity; once your collection gets big enough, you will generally only use a portion of your models in each battle that you fight. The remainder of the collection is likely to be proudly on display, but may only occasionally get to see action. This is understandable – once you've learnt to use your army in a certain combination, you become comfortable with it, and this can mean that the other models in your collection are used less often, very seldom being introduced to what is otherwise a familiar choice of army list. This might mean increasing tactical refinement and continued success on the battlefield for you, the general, but it doesn't stop it being a bit of a shame!

The purpose of this month's Rules of Engagement, then, is to give you an excuse to play a game where you get to use all of the models in your collection, just not in a single massive game. For reasons that are self-explanatory, the scenario is called All Out War. The basic idea is for you and an opponent to fight a small series of battles, each time using different models from your collection. So, once you've used a model in one battle, it can't be used again until all of your models have also been used in a battle. This requires you to use all of the models you have over the series of battles, and no model will be left out!

Depending on the nature of your collection, you may find yourself with some unlikely alliances, as you need to make use of models where you only have a unit or two from an army. As an alternative, if your collection is very large, you can limit yourself to using a single army for the series, and play a different series of games for the other armies that you have. Or you could even use a different army each time.

All Out War is intended to allow players with different-sized collections to take part – after all, it is very rare for two players to have exactly the same number of Citadel miniatures. The player with the smaller collection will get to re-use some models in their later games, which allows the player with the bigger collection to give every model its turn for glory. If you decide to give All Out War a try – and we hope that you do! – then you and your opponent will need to discuss how many games you want to play, and what the points allowance will be for each game. For example, if one player had 6,000 points worth

of models, and the other 5,000, you might agree to fight four 1,500 point battles, which would mean that the player with the 5,000 point army would get to re-use 1,000 points' worth of models in the final game. You then play the games, picking a new army each time, and the player that wins the most battles is the winner. If you both win the same number of games, then either the series is a tie, or (better) you can fight the series again until there is a clear winner.

Normally we would provide a scenario using the standard scenario template from one of our games to go along with an idea like this, but in this case there really is no need for one. You can use any scenario you like for the games in your All Out War series; it is completely up to you and your opponent to decide. All Out War also works for any of our games systems, be it Warhammer, Warhammer 40,000 or *The Hobbit: An Unexpected Journey* Strategy Battle Game. Also, although All Out War is at heart designed as an excuse to be able to get all of your miniatures out and play some games with them, it can be surprisingly challenging. You will need to figure out the best tactics to use for all of the miniatures in your collection, not just the ones you use regularly. You will also need to look at your collection as a whole, figuring out which units work best together in combination, so that you can field an effective army in every game. It is quite easy to end up using your regular army in the first game, which may leave you vulnerable for the rest of the series, so take care!

Last, but far from least, using all of the miniatures in your collection will give you a chance to directly compare and contrast their performance. You will almost certainly find that some units do much better than you thought they would – perhaps they will even earn a place in the army you use regularly. At the very least you will get a chance to see how they perform under battlefield conditions, and will learn a lot about the models you possess in the process. Playing a series of games like this can even help you figure out what to collect next. Perhaps a certain unit would benefit from a few more models, or you realise that your collection is missing certain types of unit that it could really make use of.

But that is by-the-by, because the aim here is really to illustrate a way for you to take a fresh look at your whole collection, and give you an excuse to get all of your Citadel miniatures out and play some games with them. And what could possibly be better than that!

*Rules of Engagement* is a regular feature looking at the fine art of making gaming fun

## ALL OUT WAR VARIANTS

The following variants can be used with the All Out War scenario described above. Feel free to use any that take your fancy.

**Momentum:** In each game, the player who won the last battle can add extra models to his army equal to 10% of the value agreed for the game. Units may still not appear in two games in a row, unless their controlling player has a smaller collection than his opponent

and needs to bring some of them back for the battle.

*At Any Cost:* Either player may choose to include in their army units which they have already used, as long as they do not make up more than 10% of the total points value of their army. However, if they do this and their opponent does not, then their opponent wins any battles that would otherwise have been a tie – these are troops desperately needed elsewhere, and any short-term, local gains from their presence here will be more than balanced by the cost of their absence elsewhere.

*New Recruits:* Either player may add additional units to their army if they have painted them and added them to their collection since the All Out War series began. These units are additional to the agreed total points value of each army, but may not exceed in value 10% of the original agreed total points limit for the game. (So, in a 2,000-point battle, either player may add units worth up to 200 points *if they have freshly painted them.*)

*Star Unit:* Before the first game, each player must choose a single unit from their collection as their star unit. This unit can be used in every battle, as long as it is not wiped out in a game. If the star unit is ever wiped out, it is treated as a normal unit for the rest of the series, so can't be used again until all models have been used once each.

*Rank Hath Its Privileges:* When using this variant, the oldest unit in each player's collection can be included in an army for free – it does not cost any points. By 'oldest', we mean the unit that has been in your collection for the longest amount of time – that is, the very first unit you ever had in your collection! Note that although the unit doesn't cost any points to use, it still can only be used once until all of the other models in your collection have been used once each.

# BROTHERS IN BLOOD

**In the wake of the Horus Heresy, the Blood Angels Chapter divided its strength, creating a number of Space Marine Chapters from the original Blood Angels Legion. Even 10,000 years later, these mighty armies remain among the greatest champions of humanity.**



In the wake of the Horus Heresy, with the Imperium reeling from the loss of the Emperor and the grievous slaughter across the stars, Roboute Guilliman of the Ultramarines sought to ensure no one man could ever command the destructive power of a Space Marine Legion again. To do this, he insisted the Legiones Astartes be divided into smaller autonomous units. Some of his surviving brothers railed against this dissolution as a

perceived injustice and a sleight against the integrity of their Legions. At a time when emotions were running high and weary souls saw treachery and judgement in every remark, this edict threatened to cause a new civil war. In the end, though, Guilliman could not be denied, and one by one his surviving brothers and the leaderless Legions relented. The Legiones Astartes were no more: the Chapters of the Adeptus Astartes were born.

For the Blood Angels, this division was a cruel double blow. Their Primarch, Sanguinius, was dead, slain at Horus's own hands in the final moments of the Heresy and now, without time to grieve their father nor recoup the terrible casualties suffered in the Siege of Terra, this close-knit fraternity was to be sundered. The survivors lacked an obvious leader and, worse still, the first signs of the Flaw were beginning to manifest within the ranks of the Legion. It is fair to say that the Blood Angels' encounters with the scions of Chaos had left the Legionnaires scarred and the horror of their master's death was a visceral wound upon their souls. Since fighting against the Daemons of Khorne and Slaanesh at Signus Prime, a nascent thirst had awoken within the Legion, and the aftershock of Sanguinius's death at the hands of the Warmaster had cursed their souls with what would come to be known as the Black Rage. Though the Heresy was over, for the Blood Angels, their greatest trial was just beginning.

From the midst of this sorrow and tragedy arose the Chapters of this new birth, referred to as the Second Founding. While each Legion worked out for itself how to divide (and some Legions experienced a more harrowing road than even the Blood Angels), the Sons of Sanguinius were at last united by the sole survivor of the Sanguinary Guard, Azkaellon. Accounts from this time differ greatly, but all concur that at Azkaellon's counsel the survivors of the Legion formed a small number of Chapters, commanded by champions of the Blood Angels. Each took on the traditions and rites of their Legion as the basis for their new brotherhood and adopted a fitting name.

Thus began a time of rebuilding for the Sons of Sanguinius, who separated to establish themselves as autonomous organisations. Notably, even in this time of disarray, the vengeful Chapter Master Nassir Amit, known by his peers as the Flesh Tearer, led his eponymous Chapter on a blood-soaked crusade to seek out and annihilate any vestige of the Traitor Legions. Their actions, even in the early years of the Flesh Tearers' existence, laid the foundations upon which they would be known, and judged, ever after.

In the thousands of years that have followed, there have been several subsequent foundings of Space Marine Chapters, and through these the number of Chapters raised from the genestock of the Blood Angels has also risen. Each newly-forged Chapter helps to cement the legacy of their Primarch Sanguinius, ensuring it lives on as long as they fight. But as time has passed it is clear that, though all of these Chapters started their life from the same Legion, they have all diverged from their founding Legion to some greater or lesser degree. Some, such as the Angels Encarmine, have established a reputation beyond reproach and a legacy of heroism every bit as honourable as their founding

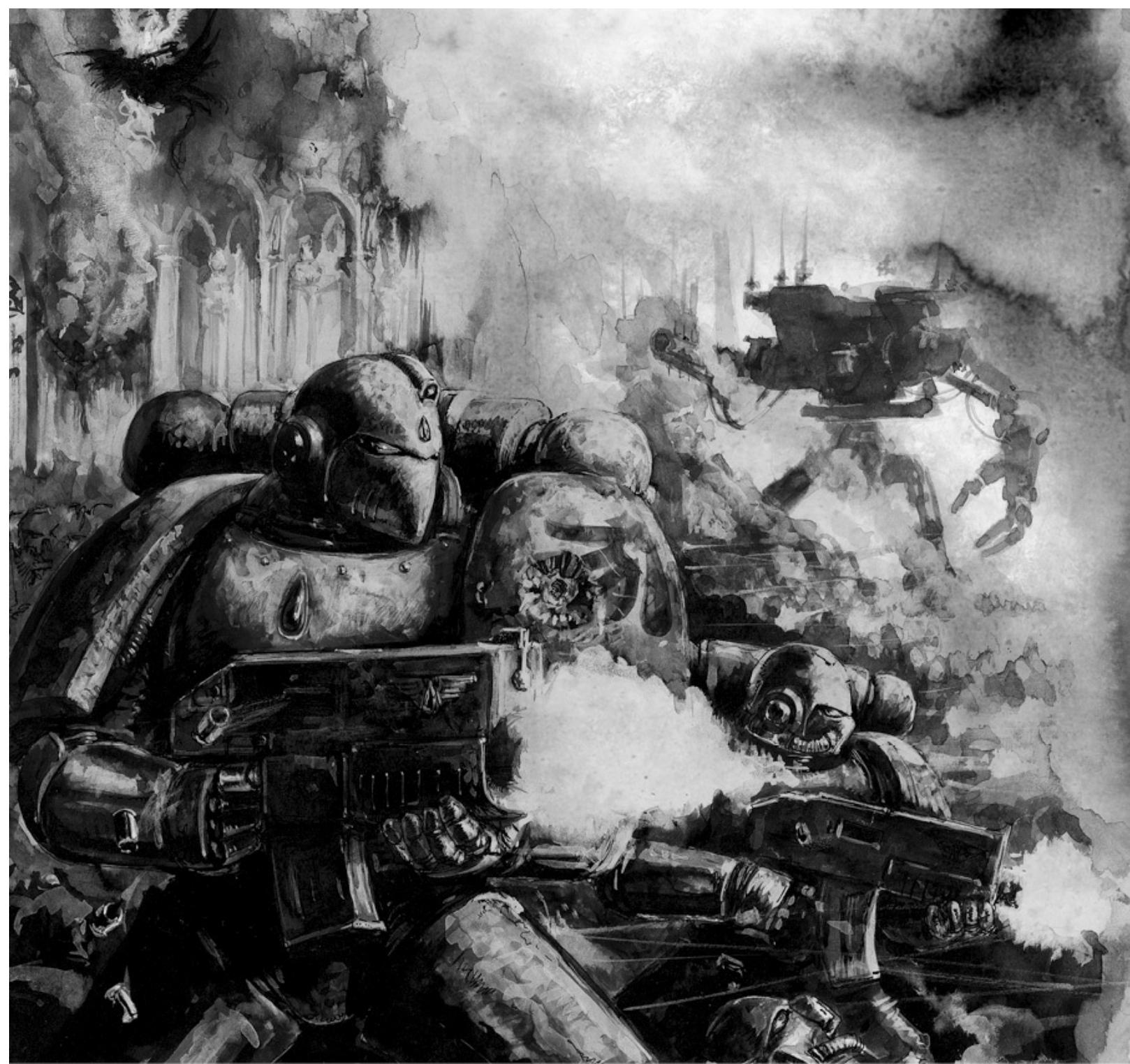
Legion. Others, however, are barely recognisable. Indeed, the Carmine Blades are a Chapter who passed, perhaps accidentally, as descendants of the Ultramarines Legion for a considerable time, until a chance meeting with Astorath the Grim in late M.41 revealed the truth behind their origins. The Carmine Blades had at last an answer for the strange symptoms that they had worked so hard to conceal from those around them – they now had a name for the Red Thirst and Black Rage that they had hitherto been unable to explain.

It is well known that the Sons of Sanguinius keep a firmly united counsel, convening on matters of grave import from time to time. In such conclaves, it is typical that all present defer to the Chapter Master of the Blood Angels, although over the course of 10,000 years there have been occasions when the voice of another is considered senior. One such case was when the newly-appointed Commander Kalael succumbed to the Black Rage in M.35 and his brothers from the Angels Sanguine and Angels Vermillion jointly took up the mantle of seniority for a time, overseeing the reaction of the Sons of Sanguinius to Waaagh! Vangrod, the Chaos Incursion of Silas Gorehand and the latter phase of the Nova Terra Interregnum.

This spirit of cooperation has led the Sons of Sanguinius to stand together time and again, uniting in common cause against terrible enemies. A great example of this is the fighting on the archeotech world of Hell's Hollow in M.37, where the Angels Encarmine, Blood Drinkers and Blood Angels joined forces to crush a vast Chaos cultist uprising, and the subsequent daemonic invasion. Likewise, in M.40, a Knights of Blood and Flesh Tearers strike force routed a massive Eldar army from the maiden world of Kal Eyath.

This cooperative attitude does not just extend to brother Chapters of the Blood Angels, either, and many times the successors have found themselves fighting beside other Imperial armies, such as during the 3rd Armageddon War where the Flesh Tearers and Blood Angels bolstered the defences against innumerable Orks, or when the Blood Drinkers rescued the Cadian 35th Regiment on Helios Alpha.

As the Time of Ending looms large over the galaxy, and the Shieldworlds of Cryptus teeter on the edge of collapse, the Sons of Sanguinius will have greater cause than ever to stand together. For the sons of Baal are never stronger than when destiny demands great deeds of them – and whether they stand and fight in the gates of the Imperial palace on Terra, or the vitrified sands of some alien world, they will not be found wanting.



## **AZKAELLON**

An unyielding warrior, Azkaellon was the sole survivor of the Sanguinary Guard in the wake of the Horus Heresy. Distraught that he lived while his master and brother guards were dead, Azkaellon devoted himself to creating the new Chapters that were to succeed his beloved Legion.

## **FLESH TEARERS**

Of all the successor Chapters to the Blood Angels, none are as well known, nor as feared,

as the Flesh Tearers. Through thousands of years of spectacularly gory displays, they have garnered themselves a reputation for ultra-violent methods and a certain indiscriminate nature on the battlefield that has led many Imperial commanders to baulk at the thought of their 'assistance' in campaigns.

Isolated incidents during the Scouring that followed the Horus Heresy were easily overlooked as the Imperium reeled from the Warmaster's treachery. Unfortunately many more recent examples also exist, such as the Kallern Massacre in M.36, and the grievous reprisals in the Arcata Uprising in M.39. Most damning of all, however, is the sworn affidavit of the Canoness of the Order of the Argent Shroud, who claims that a force of Flesh Tearers wiped out an Adepta Sororitas position on Armageddon.



## CHAPTER MASTER SETH

Few Imperial heroes have a reputation as bloody or controversial as Gabriel Seth of the

Flesh Tearers. In battle he is a whirlwind of bloodshed and death, wielding his enormous two-handed chainsword with consummate skill and unbridled fury. The number of foes its howling blade has slain are without count, as are the lives that his warriors have saved from alien invasion or betrayal.

Even so, he is haunted, for his Chapter teeters on the brink of falling completely as the Flaw tightens its grip. Without his iron-tight hold upon his brothers, it is likely they would have committed greater atrocities than those of which they are accused.

## **DEATH OF INTEGRITY**

One of the most famous actions of the Blood Drinkers in recent years was the joint mission to retrieve a precious Standard Template Construct from the bowels of the space hulk Death of Integrity. Although the Blood Drinkers initially planned to destroy the space hulk, and the massive Genestealer infestation within, their plans were altered forever by the arrival of the Novamarines Chapter and delegates from the Adeptus Mechanicus. What transpired was a tremendous victory for the combined Space Marine Chapters as they executed a successful purge of the Death of Integrity over the course of a two-month operation, and recovered the priceless STC within.

## **BLOOD DRINKERS**

Though afflicted with a sinister moniker, the Blood Drinkers own an exemplary record and are considered among the most honourable of all Chapters. The Blood Drinkers keep good company, and among their most notable allies are several other Chapters also considered above reproach, such as the Crimson Fists and Novamarines.

What truly separates the Blood Drinkers from many of their brother Chapters is their willingness to engage in rituals that involve the consumption of blood. Massive quantities of *human* blood. Far from hiding this tradition, however, the Blood Drinkers openly embrace it through rites such as the Sanguis Excrucio and the Red Tears. There are many who wonder if such rituals and ceremonies are the cause of their resistance to the Red Thirst and Black Rage. Certainly, they experience a smaller proportion of their battle brothers succumbing to the Black Rage.



## ANGELS SANGUINE

With a history of heroism and valour as laudable as the Angels Sanguine, it is easy to see why they are heralded far and wide across the Imperium as exemplars of the Blood Angels stock. They have vanquished foes far and wide from Orks to Chaos Space Marines, and always upheld the honour of their Chapter, and founding Legion. Yet, in spite of these deeds, rumours and unease surround them.

The Angels Sanguine possess several strange habits and traditions that unsettle those around them, foremost among which is the fact that they shield their faces from those they fight alongside. It is a strange thing that hiding one's face garners more attention than thwarting a traitor army led by Typhus of the Death Guard, but such is their lot. Speculation also continues about why they have so many Librarians within their ranks, why they shield their faces, and what exactly goes on in the mysterious catacombs beneath their monastery.



# SPRUES AND GLUE

**With the release of the new Blood Angels Tactical squad, we decided to explore the sprues in more detail. Here you can find tips for building your new Blood Angels Tactical Marines, along with ideas for kit-bashing them with other Space Marine kits.**

## BUILDING YOUR COMPANY

With over 160 components in the new Blood Angels Tactical squad boxed set and an almost infinite number of combinations, we thought it would be fun to delve into the kit a little more and show you some of the modelling options available.

## ARMED AND READY FOR WAR

Before you start building your models, it's worth noting that Space Marine arms come in pairs. Mix them up and your Blood Angels will struggle to hold their bolters. Fortunately, each set of arms has a letter next to their component number on the sprue (1). Left arm A goes with right arm A, left arm B with right arm B, and so on. But what if you've clipped the components off your sprue? Luckily, each pair of arms features one of four vambrace designs (2), either a trio of vertical vents, two holes, two lines or a raised dot in a rectangle. Match them up with their partner and you're good to go. The same rule applies to all Space Marine Tactical squads and the arms are compatible between the two.



## KNOW YOUR POWER ARMOUR

There have been eight marks of power armour since the Adeptus Astartes first took to the stars. Few of the original suits have survived the ravages of war intact, their damaged parts replaced with newer components. It's for this reason that all the arms, heads, legs and torsos in this kit are compatible with each other. However, you can still make several complete suits of armour. The most common suit of power armour in the 41st Millennium is the Mark VII, which features an Aquila on the chest and rounded knee pads (3). Assembled, you have the archetypal Space Marine (4).



You can also build a complete suit of Mark VI armour using the components in this kit (5). There are three Mark VI helmets in the set (parts 33,34 and 35), a Mark VI torso characterised by its exposed cabling (part 20) and four sets of legs featuring solid greaves instead of knee pads (parts 3,6,7 and 8). A pair of shoulder pads, a backpack and a bolter completes the model (6).



There are even options for building a Mark IV suit of power armour in the set (7). It features a muzzle-like helm (part 27), a solid eagle-free torso (part 21) and a pair of legs with squared-off knee pads (part 9). This particular Blood Angel has been posed aiming his boltgun (8), just one of the four arm poses in the set.



Earlier in the magazine you will have seen the Blood Angel Tactical Marine armed with a heavy flamer – a new addition to this boxed set. You can use any body and legs with this model (9), though we'd definitely recommend using the bare head wearing the rebreather (part 38) as it looks great combined with the heavy flamer and backpack covered in fuel tanks (10).



## COMBAT SQUAD READY FOR DEPLOYMENT

When building a squad of models, it's a good idea to think how they'll look together as a group (11). It would be weird, for example, to have half the models running forward while the others stand still. All the models shown above have been posed to be facing and firing in the same direction. Maybe they've just hammered a unit of Chaos Cultists with bolter fire, or perhaps they're waiting in a defensive position, guns at the ready.

The squad sergeant adds context to the unit. He was made using the sculpted body armour of a Blood Angels veteran (parts 4 and 12) and was given the pointing hand (part 75) to show him directing the firepower of his unit. His head was positioned looking in the same direction as he's pointing. You can find out more about positioning a model's head over the page.



## COMBINING YOUR KITS

Most Space Marine kits are compatible with each other, giving you a huge amount of variety for your models. Here you can see examples of other Space Marine kits converted using parts from the Blood Angels Tactical squad.

## THE DEATH COMPANY

The Death Company set is perfect for converting Blood Angels (12). This Tactical Marine's armour includes a Mark V torso (part 16) and a Mark III helmet (part 30) from the Blood Angels Tactical squad, plus a pair of heavily artificed legs from the Death Company box. If you are using parts from the Death Company set, try to avoid using the bits with crosses on them. They signify a warrior that's fallen to the Black Rage, and you don't want that for your Tactical Marines.

*Top tip: When building a Space Marine (or any model for that matter), glue the head on last, as the direction it's facing can really change how a model looks. In (12) the Blood*

*Angel is finishing off an enemy with his grav-gun. In (13) he's striding towards the foe.*

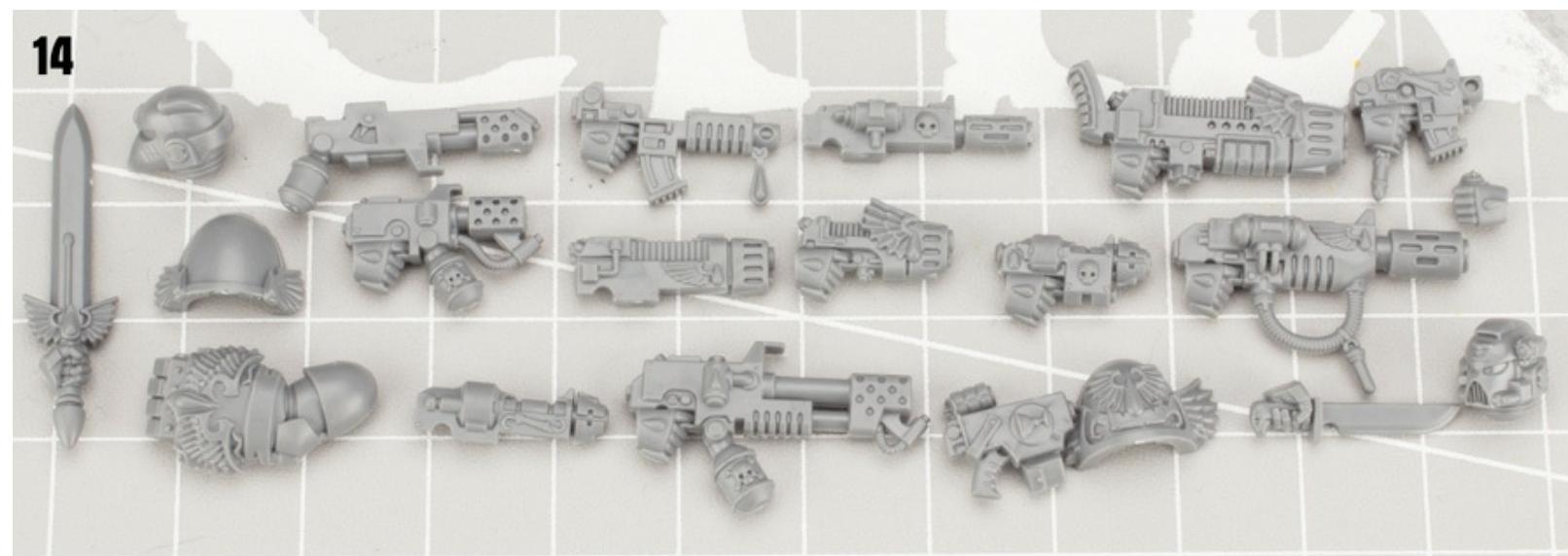


## ASSAULT MARINES

Blood Angels make heavy use of Assault Marines and there are loads of spare components on the Tactical squad frame that are perfect for converting them (14), including close combat weapons, heads, shoulder pads and pistols. This Assault Marine has been given arms, weapons and a head from the Tactical squad, including an inferno pistol (part 108)

and a chainsword (part 76).

14



Before gluing your selection of parts together (15), assemble the model with adhesive putty to see how the pose looks (16). If it doesn't quite work, repose the arms, legs, waist and head until you're happy. This Assault Marine (17) looks as if he's just hacked through one enemy with his chainsword and is about to shoulder-barge a second.



16



17



*Top tip: Apply glue to the recesses of a component, not the raised area it's being attached to. Glue can run off a flat surface and make a mess of a model, but it can't escape a hole (18).*



## SPACE MARINE BIKER

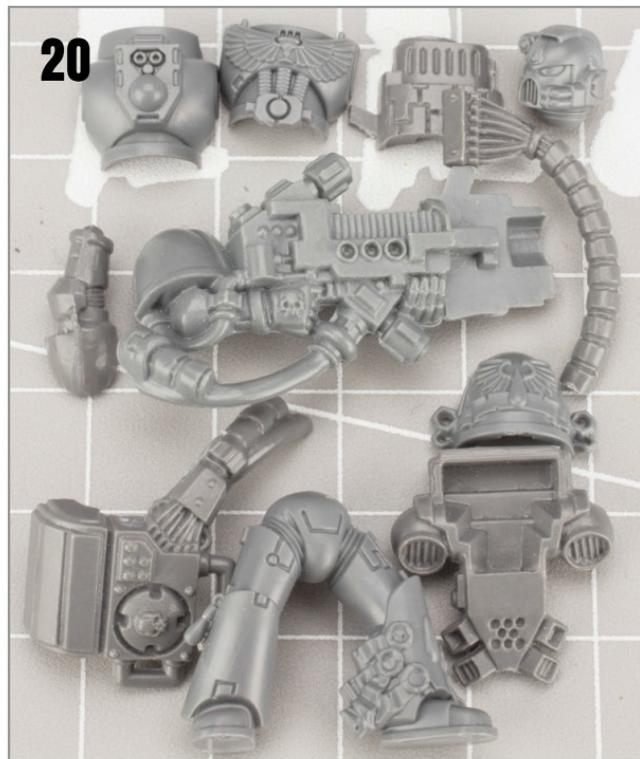
The Blood Angels also field lots of bikers, so consider saving a few components from your Tactical squad to convert them (19). This biker has several Blood Angels components on him, including a chest piece (part 17), shoulder pads (parts 87 and 94), a haloed backpack (part 41), an arm (part 66E) and a flamer (part 111).



## DEVASTATOR MARINES

How about combining Blood Angels Tactical squad parts with Space Marine Devastators? Again, pretty much all the parts are compatible (20) but try to avoid using some of the more elaborate chest plates. There are two reasons for this: if they're covered in detail they make fitting the guns to the bodies harder. There's also not much point using a fancy piece of armour when it'll be hidden behind the gun. This Devastator uses a head, body, legs and shoulder pad from the Blood Angels Tactical squad (21).

*Top tip: Remember, if you use Blood Angels parts on your Devastators, you'll have the Devastator bodies and legs spare to make Tactical Marines.*



## USING MULTIPLE KITS

Of course, you could go totally bits-mad and combine parts from several different kits, such as the Tactical squad, Assault Marines and Death Company (22). The torso with the jump harness comes from the Assault squad box, while the running legs and jump pack

come from the Death Company set. All the other components are spare bits from the Tactical squad box, including the hand flamer (part 109) and the laurel-wreathed helmet (part 28), a classic look for Assault Marine Sergeants.



The Space Marine next to him (23) uses the kneeling legs from the Space Marine Command squad and the studded shoulder pad from a regular Tactical squad. The studded shoulder pad was once a key feature of Mark VI armour, so it fits well with the solid greaves and pointed Corvus-pattern helmet (part 33).



So what are you waiting for? Grab your Fine Detail Cutters and plastic glue and start kit-bashing some Blood Angels!

# PAINT SPLATTER

**Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at how to paint the backbone of the Blood Angels Chapter, its Tactical squads.**

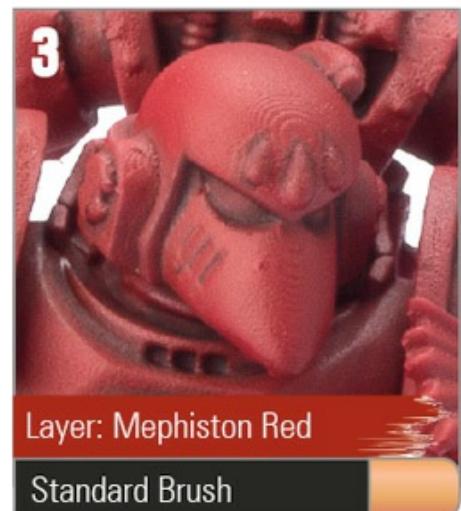
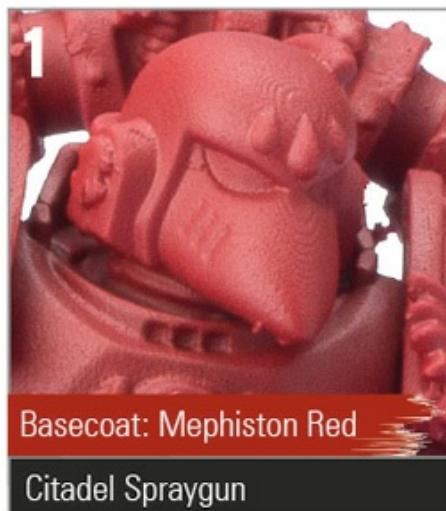


The Blood Angels are a shining example of the Space Marines, unflinchingly loyal to the Emperor and the Imperium. They take exceptional pride in their armour and equipment. Because of that, we used the bright, rich tone of Mephiston Red for our basecoat (over a Chaos Black undercoat).

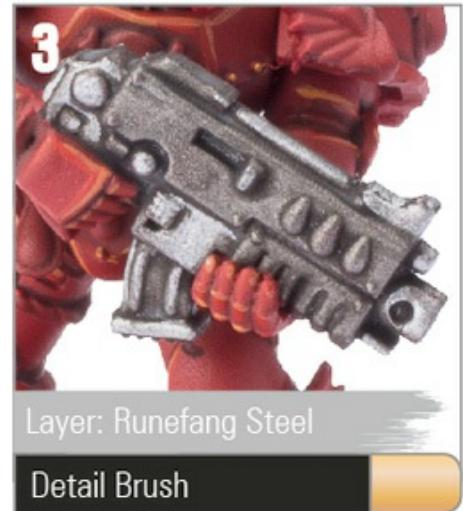
We found it saves time to assemble several squads at once, and then basecoat them together to save time with spraying, especially if you are painting lots of models. When that basecoat is dry, paint Agrax Earthshade into the recesses and around the raised details, such as purity seals and armour joints, to provide depth, definition and a natural sense of shade. Try and be precise with this initial wash (Stage 2 in the power armour

example on the right), since it makes things much faster when you go on to the layering. A small tip like this can save you plenty of time in the long run.

## Power Armour

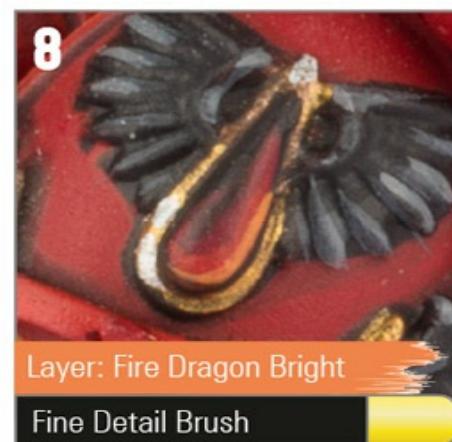
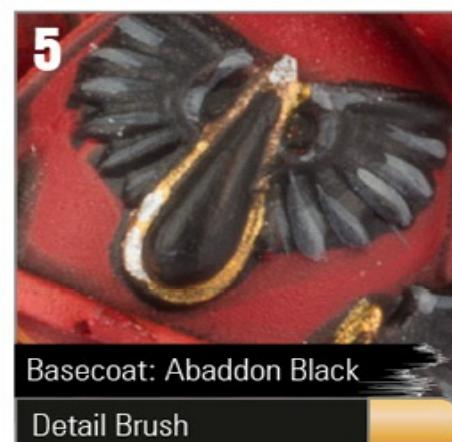


## Bolter



What you will notice about the way we have painted the details – such as gems and even the bolter – is that they are always painted from the outside in. So with the gem, paint the gold first, then the inner gem second. With the bolter, it's the silver first, then the black casing. The reason for this is that working inwards helps keep your work tidy. Imagine if you painted the gem first, and then had to try and neatly paint a gold border around it without ruining all that detail work? Hard-earned experience says outside first and then work in.

## Blood Drop



## Parchment



Basecoat: Rakarth Flesh  
Standard Brush



Wash: Agrax Earthshade  
Wash Brush

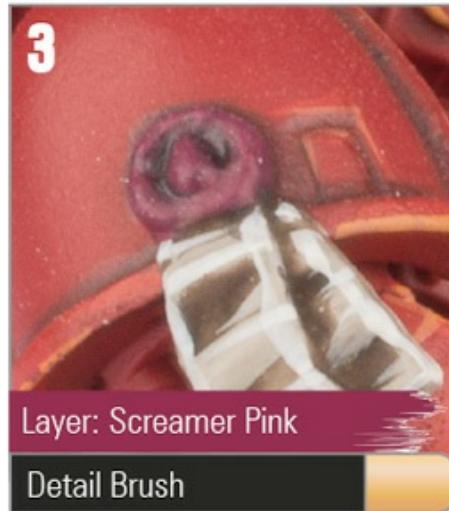


Layer: Rakarth Flesh  
Detail Brush



Layer: Pallid Wych Flesh  
Fine Detail Brush

## Wax Seal



## SONS OF SANGUINIUS

Sons of Sanguinius is a 176-page painting guide dedicated to the Blood Angels Chapter, and their successors, the Flesh Tearers. Within it you'll find guides for painting everything from Tactical Marines to Dreadnoughts, Librarians to Death Company. It is easily the most complete and comprehensive Blood Angels painting guide ever produced, and it is available this week.

## BLOOD ANGELS HELMET COLOURS

Blood Angels follow the Codex Astartes, but there are differences in the way they mark their units. Tactical Marines wear red helmets, Assault Marines wear yellow, Devastators wear blue and 1st Company Veterans (in power armour) gold.



*Next week: a pair of unlikely allies...*

# 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 the Blood Angels and a massive dragon take centre stage.**

## ORIGINS OF THE BLOOD ANGELS

### A LIVING HELL, THE BIRTHPLACE OF HEROES

The Blood Angels recruit their aspirants from the rad-choked moons of Baal, known as Baal Prime and Baal Secundus. These youths are taken from among the people known as the Pure Bloods, or the Blood, a hardy and tough caste of humans who have survived on the inhospitable surface, despite attacks by mutant packs, cannibals and the horrifically dangerous atmosphere. Though pure of heart, and unsullied by mutation, all bear scars and signs of disease and their bodies are stunted by malnutrition and radiation exposure.

This might seem like a sorry lot for a noble Chapter of the Adeptus Astartes to draw its recruits from, but in millennia long past Sanguinius led the Blood as a god-king, and even now his sons do not forsake them. An aspirant to the Chapter must first prove himself by crossing the rad-desert to reach the Place of Challenge, where they can compete for a place in the sky chariots, and their first true steps into the Blood Angels Chapter.

This humble beginning breeds a type of warrior who is both used to hardship and willing to accept change. And change they must, if these stunted, ugly mortals are to become the glorious, golden sons of the Primarch Sanguinius.



## BLOOD RITES

### THE GREAT CHANGE

When a Blood Angels aspirant is selected from Baal Prime or Secundus, they are rigorously tested before being taken to a vigil within the great chapel of the Chapter. Here they imbibe a draught from the Blood Chalice and then, as sleep overcomes them, great change begins.

The sleeping aspirants are sealed within great golden sarcophagi, wherein their bodies are enhanced, implanted with the gene-seed of the Chapter, fed a potent mix of nutrients and implanted with the many new organs bestowed upon a Space Marine.

Though this process is incredibly dangerous – many aspirants cannot cope with the physical change and die – those who do not reject the gene-seed and surgeries will eventually emerge from their slumber utterly changed. Their bodies are now tall, muscular and beautiful, echoing the angelic visage of Sanguinius himself, a visage which is mirrored in the essence of the Primarch's noble character which has distilled upon their soul during their long sleep.



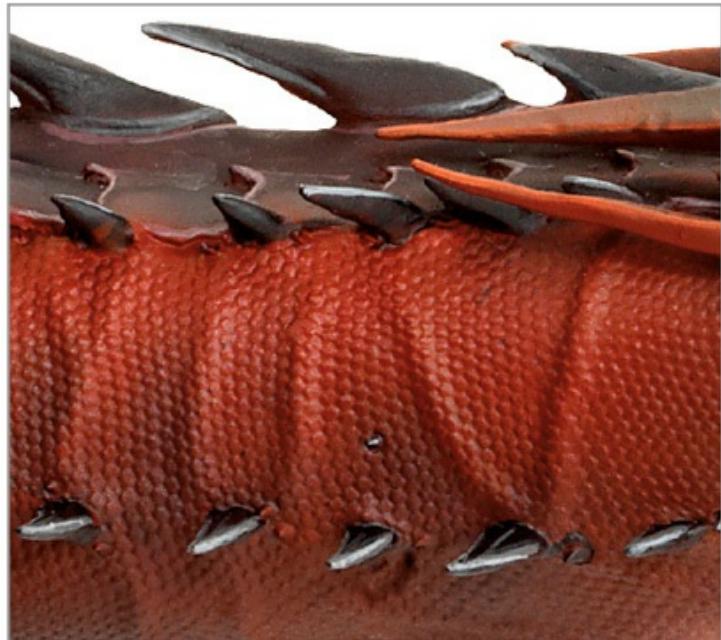
# THREE THINGS NOT TO MISS ABOUT SMAUG

We were spellbound by the Smaug model when it was hauled into the White Dwarf bunker by a team of horses. Here are three things that blew our mind:

1. The Treasure Hoard. Never before have we seen such an amazing (or vast) treasure trove recreated on a miniature. It includes thousands and thousands of tiny gold coins, along with goblets, platters, treasure chests and one tiny Arkenstone.

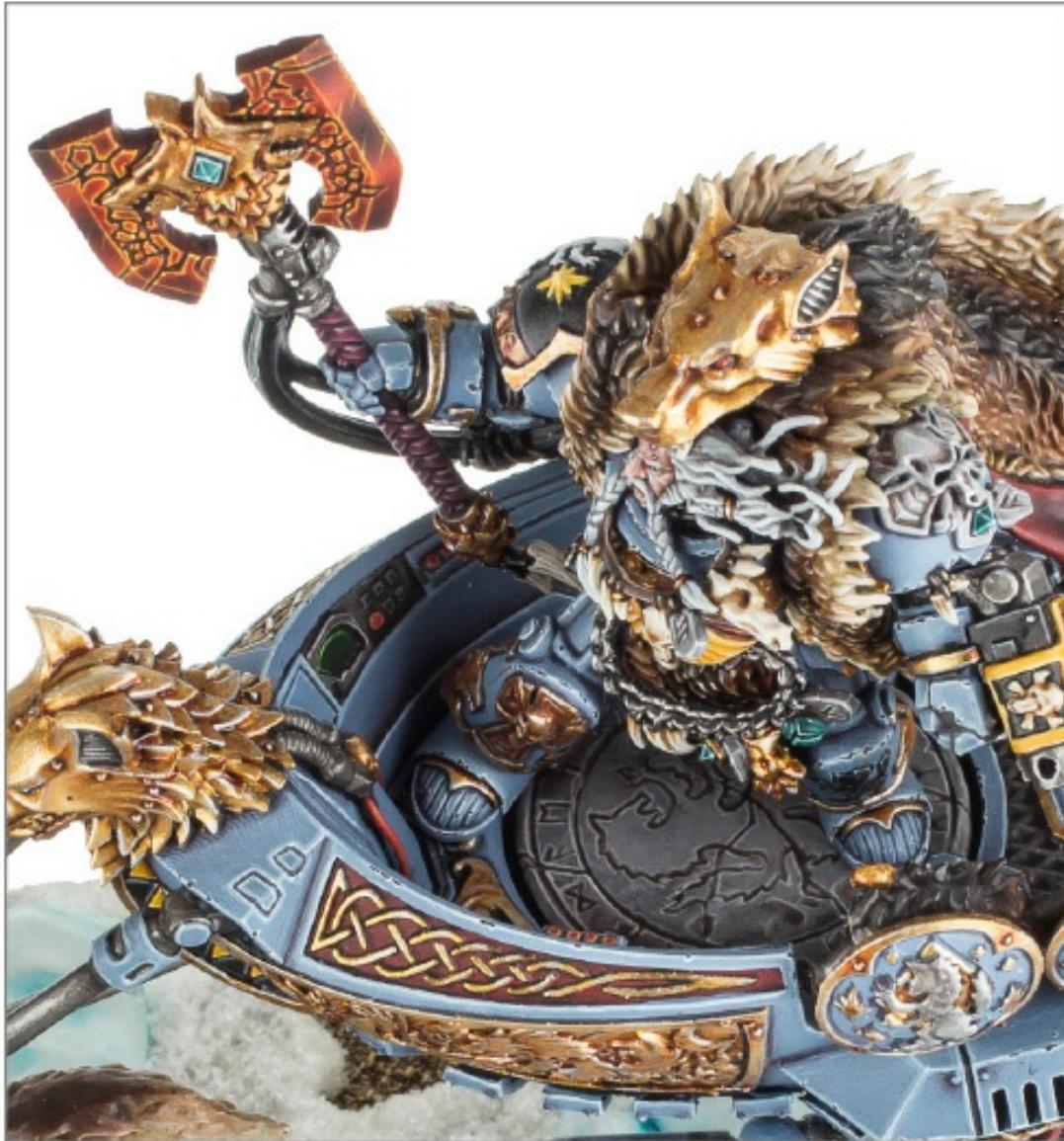


2. Dragon Hide. Smaug might be massive, but he is detailed to an incredible level, with a finely-textured scale hide. A keen eye can also spot the wound on his breast where the Black Arrow once struck him.
3. Evoking the excitement. Bilbo Baggins's confrontation with Smaug was one of the most thrilling scenes ever, and this model captures the moment perfectly.



# WEAPON OF THE WEEK: THE AXE MORKAI

Although the origins of the Axe Morkai are perhaps a little suspect (Logan Grimnar did prise it from the cold dead hands of a Chaos Champion moments after he ended its life), none can deny how effective it has been for the Old Wolf in battle. A massive, glowing battle axe capable of hacking through pretty much anything, the Axe Morkai is the stuff of legends. It also looks brilliant, with cracks and scars opening up along its blade as the roiling essence of the weapon strains against the binding placed upon it when it was reforged. Controversial? Yes. Brilliant? Absolutely.



# READER'S MODEL OF THE WEEK

Our Reader's Model this week is a Land Raider Achilles, built and painted by Luther Davies.

You'll notice that Luther's Land Raider bears Blood Angels iconography, but that it's painted black rather than red. That's because it carries Luther's Death Company into battle, and it's adopted their predominantly black colour scheme to signify its battlefield role. To avoid the whole tank being painted black, Luther has painted the weapon shields red and added yellow object source lighting around the lenses and lights.

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](mailto:team@whitedwarf.co.uk)

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



# BIT OF THE WEEK: HEART IN THORNS

This banner top, a heart wrapped in thorns, is taken from the Eternal Guard kit. Following the shocking events in Warhammer: Khaine, it's perfect for using on other units of Elves, especially those protecting the Everqueen...



# **CODEX: APOCRYPHA EXTRA**

**Notes from the worlds of Warhammer. This week: successors.**

## **CRIMSON FISTS**

One of the most famous Second Founding chapters, the Crimson Fists trace their line from the Imperial Fists and their first Chapter Master, Alexis Pollox. Few Chapters have earned a reputation that rivals that of the Crimson Fists, both in terms of victories won and their steadfast nature. Recent years have been appallingly cruel to these noble sons of Dorn, however, as Waaagh! Snagrod not only assailed their home world, but a chance accident practically destroyed the whole Chapter. Since then, the Crimson Fists have become a byword for stoic resilience and determination as they fight to rebuild themselves.

## **ANGELS OF ABSOLUTION**

Among the ranks of the Unforgiven, the Angels of Absolution are unusual. They consider themselves unblemished by the actions of their ancestors. Their quest to hunt and destroy the Fallen, unlike others of the Dark Angels successors, is an act of holy justice rather than an attempt to gain forgiveness for the sins of their forebears.

## **SILVER SKULLS**

One of the stranger successor Chapters to the Ultramarines, the Silver Skulls have a history of accolades and honours that are relatively typical of their peers. What sets them apart is their obsession with the art of prognostication. In fact, the Silver Skulls are so involved with reading the future before committing to a battle that they have been known to withdraw completely if the auguries are not good. The contrasting side of their portent reading, is the knowledge that if the fates are favourable nothing can stay their hand.

# WAR IN THE EMPIRE

The White Dwarf hobby room became the scene for an epic battle this week between the Undead Legion of Mannfred von Carstein and the valiant defenders of Ostermark led by Karl Franz. Advancing through a barrage of bullets, cannonballs and badly-aimed rockets, the Undead army set about hacking (albeit slowly and silently) the Empire State Troops apart. Though both armies were badly mauled, the turning point occurred when Mannfred von Carstein got the better of Karl Franz in combat and hacked him from his saddle. Deathclaw subsequently went berserk and tore up half a unit of Grave Guard. They got back up the following turn.



# 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](mailto:team@whitedwarf.co.uk)**



## ARE WE THE BADDIES?

I was wondering why Space Marine Chaplains have skull faces, since it makes them look like they are baddies. They aren't though, are they?

- Name not supplied (coward)

## GROMBRINDAL SAYS

While I agree they aren't the friendliest of fellows, the Chaplains really aren't the bad guys, at least, not if you are a fellow Space Marine.

Within the Space Marine Chapters Chaplains exist to ensure the spiritual strength of the battle brothers around them, and to exhort them to greater feats in battle. The skull face comes into their role because Chaplains are also the embodiment of the Emperor's will,

and the death that awaits his foes. Originally the Chaplains were created in the wake of the Council of Nikea, as a means to ensure the prohibition on psykers within the Legions that remained. Oh how times have changed.

- Grombrindal

# WHITE DWARF'S REGIMENTS OF RENOWN

Designated the 'Veiled Threat' by Imperial logicians, this Necron force has been sighted repeatedly and with increasing frequency in the ongoing fighting between Astra Militarum, Ork and Necron forces in the Ultima Segmentum.

Although their aims and motives remain uncertain, these Necrons, known to hail from the resurgent Oroschk Dynasty, have recently been heavily engaged against Orks of the Deathskulls Clan. In a bloody engagement against Warboss Krunch 'Ead-stompa near a Necron tomb complex on Kavardia, the Veiled Threat inflicted staggering casualties on the greenskin horde. Bloodied and bruised, the Orks were denied access to the tomb complex. Their charred bodies still litter the silent sands of the tomb world.



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