

THE DWARF

ISSUE 50
10 JANUARY
2015



WARHAMMER: THANQUOL
THE END IS NIGH!
BEHOLD THE RUIN OF THE WORLD AS THE SKAVEN RISE

WHITE DWARF

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ISSUE 50
10 January 2015



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OPENING SALVO

The Skaven's moment has come: with the Warhammer world deep into the End Times and on the cusp of annihilation, the vile ratmen boil forth from the deep places of the world to make their ruinous mark. And who better to lead them than the infamous Thanquol, now up for pre-order as an astonishing new plastic miniature atop the hulking Boneripper? (And you thought you were already spoiled for choice with the Verminlords...)

Accompanying this fabulous new kit is the latest instalment in the End Times books, Warhammer: Thanquol. if you're still reeling from the events of Warhammer: Khaine, then take a deep breath; this one is stuffed with cataclysm. Also in this White Dwarf you'll find a handy End Times timeline, putting all the things that have happened so far in order. It's quite the read and we hope you enjoy it... along with the rest of the issue!



THANQUOL AND BONERIPPER

The outcast Grey Seer known as Thanquol is a self-serving opportunist, determined to rise to the pinnacle of his society through cunning, deceit and an uncanny ability to always land on his feet. As the End Times approach, Thanquol's ascendancy finally begins...



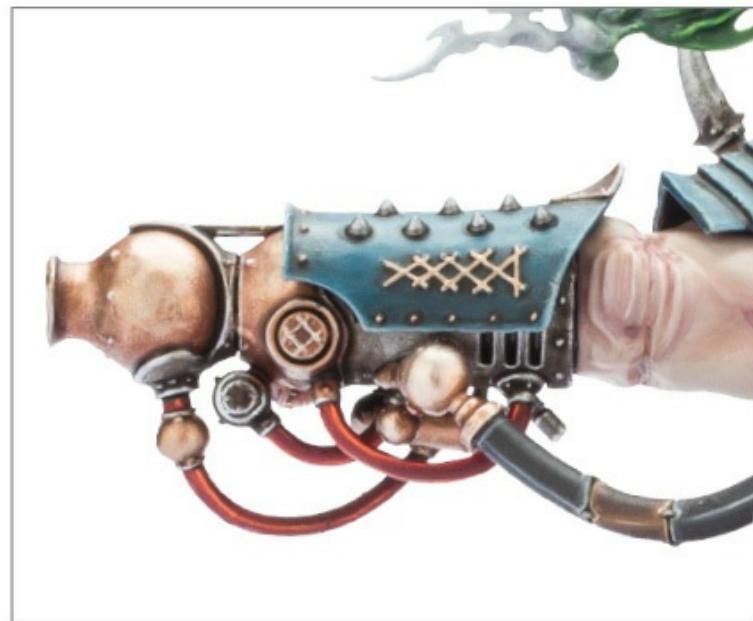
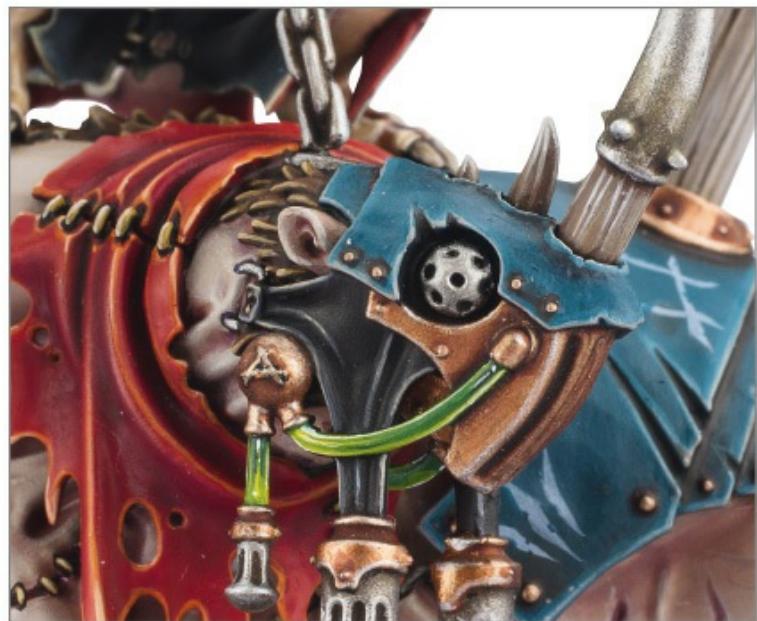
Grey Seer Thanquol is a Skaven famous for all the wrong reasons. Time and again he has orchestrated cunning schemes to topple the realms of Men or Dwarfs; time and again he has been thwarted. Yet Thanquol continues to scheme. A combination of luck, the favour of the Great Horned Rat and a natural flair for passing the blame has helped him escape the many threats and promises of retribution made against him.

Throughout his misadventures Thanquol has been accompanied by a hulking and very stupid Rat Ogre named Boneripper. This has actually been a succession of Rat Ogres,

Thanquol adopting a new, improved model (often incorporating parts of the old) each time one of his bodyguards meets with their inevitable grisly fate.

This brand new plastic kit brings us the latest incarnation of Grey Seer Thanquol and Boneripper. Already a sizeable Rat Ogre, Boneripper has been moulded and reshaped by the Verminlord Skreech Verminking, transformed by the rat daemon into a four-armed wall of flesh and muscle, a hideous abomination putting even Clan Moulder's most ferocious beasts to shame. Boneripper has been further augmented by the Warlocks of Clan Skryre, clad in plates of thick armour and equipped with an arsenal of warpfire projectors or warpfire braziers fuelled by a vast warpstone generator on his back. Needless to say, Thanquol is delighted. Thanquol's own powers have swollen, too, his horns turned to pure warpstone, his tatty robes billowing in the winds of magic that swirl around him.

Thanquol and Boneripper are the epitome of the Skaven race; a blend of dark sorcery, rat-like savagery, nightmarish ingenuity, imminent ruination and high-tech, semi-magical, virtually unfathomable weaponry. We're sure you'll agree that this new kit does all of that magnificent justice.



Left, Boneripper is an especially massive Rat Ogre, shaped by Skreech Verminking himself and armed and armoured by the maniacal engineers of Clan Skryre. The model comes with a choice of two heads, including this one wearing a strange warpstone-filtered gas mask.

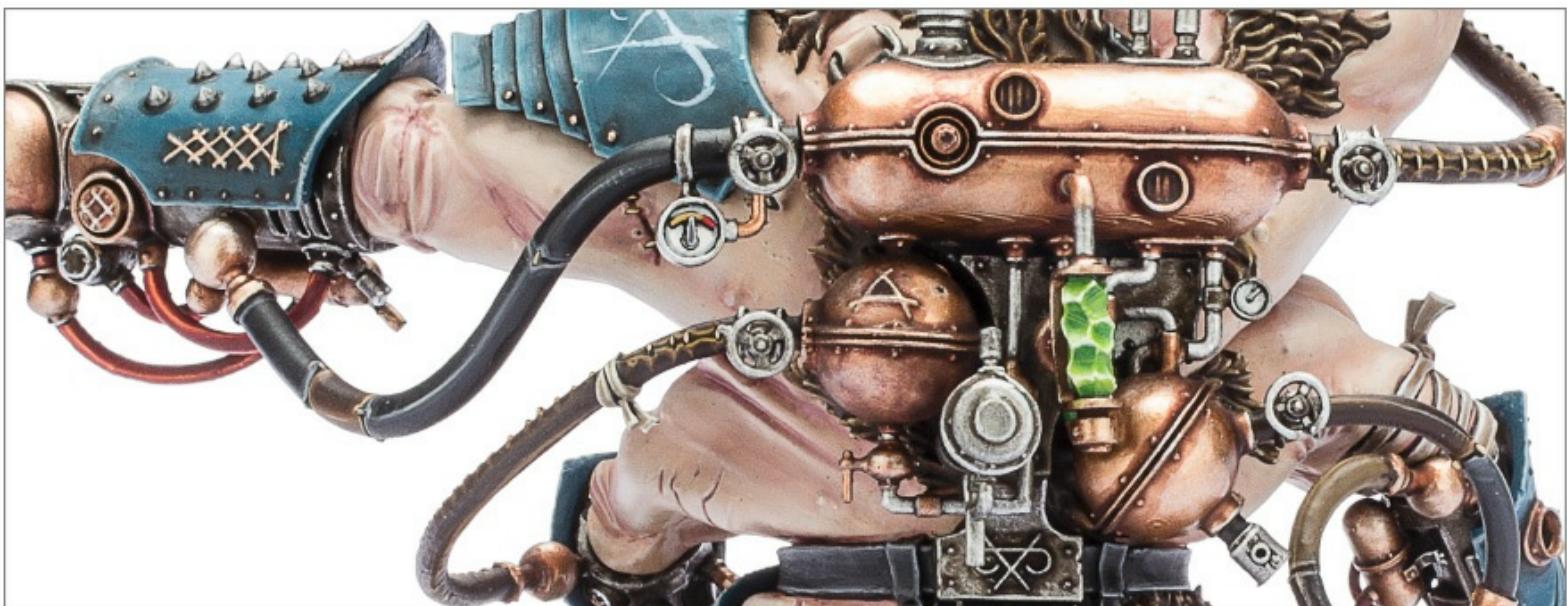
Right, Boneripper's standard armament is a quartet of warpfire projectors. These hurl torrents of boiling warpflame, a volatile mix of burning chemicals and warpstone that renders armour all but useless and sears through flesh with rapacious ease.



Left, Grey Seer Thanquol has developed an intense addiction to warpstone, greedily consuming it to fuel his dark sorcery. Many Skaven who risk consuming warpstone find their inner organs horribly mutated, and die in intense agony. Thanquol, on the other hand, has simply found his magical powers enhanced and his long, curling horns gradually twisting and changing into crystallised spurs of warpstone.

Thanquol also wears a specific claw-mark rune, an altered version of the Great Horned Rat's own. This is Thanquol's own rune, a sure sign of the Skaven god's favour. As the ratmen unite in the End Times, this new rune is an increasingly common sight.

Right, Boneripper has been rebuilt many times, even before Skreech Verminking bestowed upon him the ultimate recreation shown here. Not only has Boneripper's physical form been enhanced, combined with parts taken from unmentionable sources, but it has also been augmented with mechanical elements, including this warpstone powered leg.



Above, Mounted on Boneripper's back is a complex furnace generator that powers his weapons. This pumps volatile fuel into the warpfire projectors and braziers which Boneripper uses upon the enemy.



Above, Boneripper can also be armed with warpfire braziers, deadly bone-breaking weapons that surround the pair in a thick cloud of lethal, poisonous smoke.



WARHAMMER

THANQUOL

As Archaon's vast hordes descend from the north and Ulthuan sinks beneath the sea, the Skaven Clans rise up once more to claim the world for their own. Yet one among their number, the notorious Grey Seer Thanquol, has other plans...



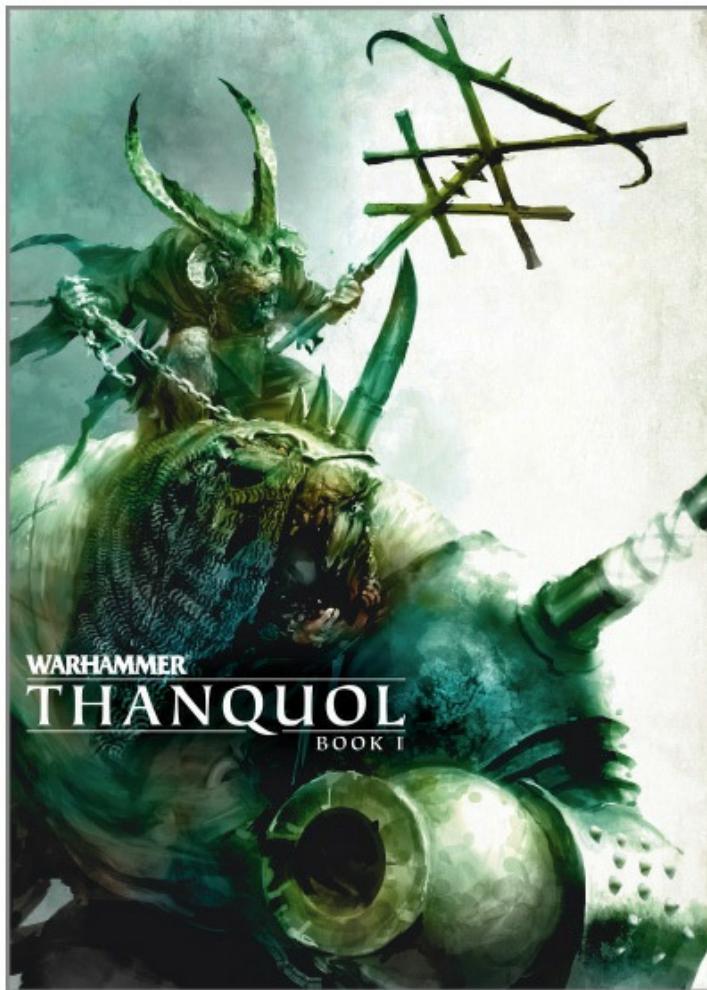
Prepare yourself for the most harrowing book of the End Times so far. If you thought the events that take place in Warhammer: Khaine were shocking, wait until you read Warhammer: Thanquol.

Deep beneath the surface of the world, the Skaven have been preparing for the Great Uprising – the day they claim the world in the name of the Horned Rat. Having despoiled Tilea and Estalia, however, the Skaven have fallen into old habits and the entire race sits on the brink of civil war (again). As war rages above, the Grey Seers and the Greater Clans enact their own plans to bring about the ruination of the world. But one amongst them has his own ideas. Having summoned Skreech Verminking, the most powerful

Verminlord of all time, Grey Seer Thanquol begins to put his own diabolical plan into motion...

As you'd expect from the Skaven, Warhammer: Thanquol is full of cataclysmic events that will leave you shocked by their savagery. The Empire is closer to destruction than it could possibly imagine, and the Skaven's ancient rivals the Dwarfs know only too well how close their own fate looms. The only relief from the never-ending violence and destruction is the dark humour that runs through the two books. Every now and again you catch yourself laughing at the absurdity of it all. Then you realise it's really going to happen, that it's not a ridiculous ploy and that the Skaven could well take over the world – or destroy it in the process.

Alongside the story presented in Book I, there's also a host of excellent new gaming material in Book II. It features rules for the new Skaven units, including the Verminlords and Grey Seer Thanquol, plus new rules for fighting in the overgrown depths of Lustria. There are also six narrative scenarios presented in the book, following the all-out assault by Clan Pestilens on Lustria, the ongoing three-way war beneath Karak Eight Peaks and the final battle of Nuln. Yet these epic events are nothing compared to what takes place in the book's concluding chapters. The world is ending, and the Skaven will have their piece of it. Make sure you get yours too.



left, Book I features the artwork for Thanquol and Boneripper. Within you'll find the

history of the Skaven involvement in the End Times so far.

Right, The scheming Grey Seer also graces the front cover of Book II, this time in miniature form. Inside you'll find all the rules for the new Skaven units plus new scenarios.



Above, The books are filled with stunning new artwork, like this piece featuring the battle of Itza.

NARRATIVE SCENARIOS FROM CHAPTER 1



THE MISTS OF XLANHUAPEC

The third temple-city to be attacked by the skaven was Xlanhuapac. Having successfully traversed the mists surrounding the temple-city, the skaven army prepared to overwhelm its defenders. The battle was fought in the wide, open streets and plazas of the city. The slain mage-priests that resided at Xlanhuapac were still recovering from the effects of deflecting the meteors that had rained down upon the continent. Unable to play any part in the battle, many were slain by the hordes of skaven that had invaded their city even as they slumbered.

THE ARMIES

Each player chooses an army to an equal points value agreed before the game. One player must take an army selected from Warhammer Lizardmen. The other player must take an army selected from Warhammer Lizardmen.

Skaven Army

The Skaven army must include the following unit if the model needed to represent it is available:

- 1 Plague Priest (Lord Blistrix)

The Plague Priest representing Lord Blistrix must be upgraded to a level

2 Wizard. In addition, he adds 1 to his Wizard level (so that he is a level 3 Wizard), and adds 1 to the Attacks and Wounds characteristics on his profile. He can take Magic items (including Clan Pestilens Reforged items and Scavenge-pile items) up to a total of 100 points, instead of only 50 points.

Lizardmen Army

The Lizardmen army cannot include any Skaven Mage-Priests (including special characters).

FIRST TURN

The Skaven army takes the first turn.

GAME LENGTH

The battle lasts for six game turns.

VICTORY CONDITIONS

Use victory points to determine the winner, as described in the Warhammer rulebook.

SCENARIO SPECIAL RULES

Ancient Temple-Cities (page 8), **Magic of the End Times** (see Warhammer: Khâd).

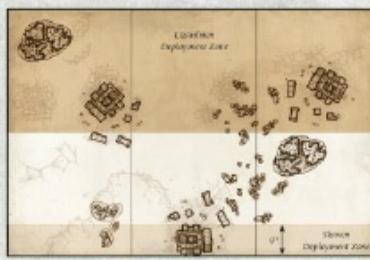
Slumbering Slann Mage-Priests

The victory points received for finding a hidden treasure (see page 8) are increased from 100 points to 00x100 points in this scenario – the ‘hidden treasure’ in this case is a Mage-Priest.

If a unit from the Skaven army discovers a Mage-Priest, they slay them rather than carry them off. This means that the Skaven player receives the victory points even if the unit is subsequently destroyed or flees the battlefield. However, units from the Lizardmen army have every model in a unit which discovered a Mage-Priest for the remainder of the battle.

THE BATTLEFIELD

The terrain on the battlefield consists of buildings, representing the temple structures within Xlanhuapac, and areas of open ground, representing streets and plazas. Ideally, this scenario should feature plenty of buildings, as it’s fought within the streets of the temple-city itself.



DEPLOYMENT

Roll-off to see which player picks the half of the table they will deploy in. Their opponent will deploy in the other half. Players take it in turn to place units on the table, using the alternating unit method of deployment described in the Warhammer rulebook.



Above, The six scenarios in Book II represent the major battles that take place in the narrative book.

WARHAMMER: THANQUOL LIMITED EDITION

Do you hear the call of the Horned Rat? You need this limited edition of Warhammer: Thanquol.



If you were excited by Warhammer: Thanquol, you need to get your claws on this limited edition. It includes all the great content of the standard edition, plus a whole lot more, all presented in a magnetically-sealed slipcase.

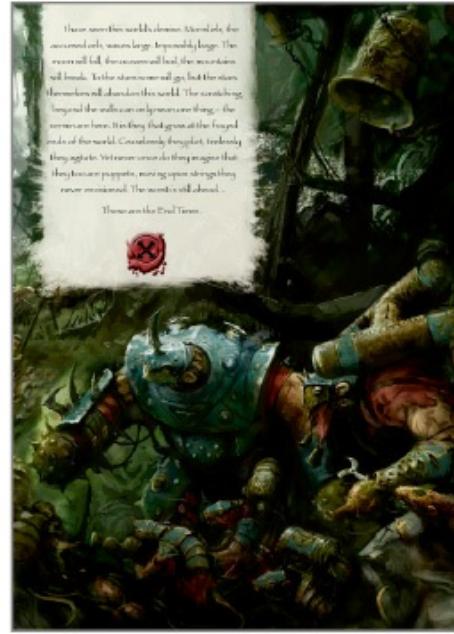
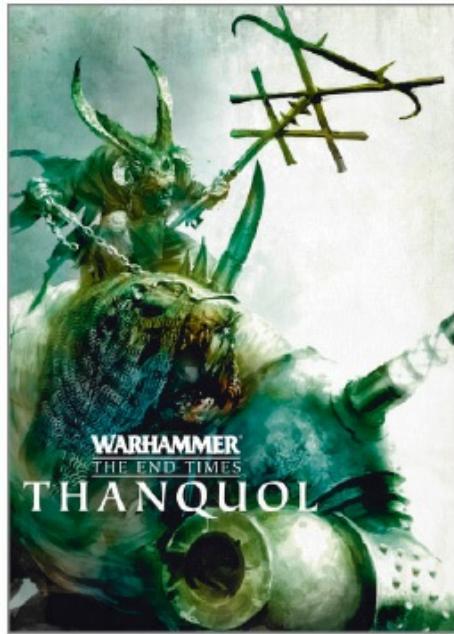
This limited edition includes an art folio containing seven exclusive art prints of the major characters in the book, plus a huge double-sided poster featuring a map of the World's Edge Mountains and a cross-section of Karak Eight Peaks. It's especially fun reading the progress of the Skaven in the book and tracking it on the map.

*This limited edition is limited to just 500 copies worldwide, available exclusively from
games-workshop.com. Warptokens not accepted.*



WARHAMMER: THANQUOL DIGITAL EDITION

The Warlock Engineers of Clan Skryre have also created a digital version of Warhammer: Thanquol.



THE GREATER CLANS

The four most powerful shadow-clans had ascended over all the Warlord Clans. Each had always maintained its own network of alliances and its own ever-expanding number of small-clans. With the Great Uprising to compare the surface world underground, and an empty seat on the ruling Council of Thirteen, it was a time of upheaval for the Under-Empire. Naturally, the amount of wars, double-deals and machinations had never been higher.



CLAN SKRYRE
Clan Skryre had always been the niche of the clans and their wealth grew by the day. By selling their weapons, powered weaponry, which blended arsenics with the arcane arts, they had become fabulously prosperous. It was they, more than any other clan, that gave life to the various plots to discredit the grey-seers. Clan Skryre's leader, Lord Morkhisor had never taken over Skavenlight and declared himself its rightful ruler. The next time, he insisted, it would be a permanent position.

With the grey-seers no longer able to purposefully siphon their influence, Clan Skryre had seized the prime position in the hierarchical play of power. Their closest ally was Clan Moulder, and recently the two had collaborated upon many projects.

Bolt Claws – Chief Warlock and overseer of Morkhisor, but had proven to be the best of the clan's weapons designers for hundreds of years – yet the role of creating the most important invention yet had not gone to him, but to his protégé. This had caused a rift between Bolt and the Clan Skryre leader. Tired of Bolt's plots, Morkhisor had sent the Chief Warlock to join the attack on the dwarfs at Ramsh Areal.

The Great Shredmaster Zingstall – A deviantly gifted inventor and collector, Zingstall had been given the title of Great Shredmaster and placed in charge of the Warpansen Project. With many warpengines, lightning-coiled resources and countless millions of slaves at his disposal – who could tell what the end result will be?

Zingstall himself had guaranteed his diabolical device would be many times more powerful than the great inventions of the past, such as the folded claws berserkers or the ill-fated quakescreams.

Great Warlock Skrithack – The rising star of Clan Skryre, it was Skrithack who had overseen the fall of the Tiberan city of Pavonia and the great slave-lake from the Barlands. Currently, the Great Warlock was leading the ongoing attack upon Nobis. His orders were to take that city's fingers, and to steal their resources, including blackpowder and a working steam engine, for the Great Shredmaster Zingstall.

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CLAN PERTHENS

Clan Skryre's greatest rival was the second most powerful of all the shadow-clans: Clan Perthens. Now more successful in creating small clans than the plager-worms of Clan Perthens, and more were less-trusted. The clan's leader was Arch-plaguelord Naglatch, and he would stop at nothing to further his snakes cult of corruption. Clan Perthens did not see their services as warlike, but gained aid wherever it would help their own cause. By taking command of the Lustra Campaign, Clan Perthens hoped to pacify that success into another concatenated bid to take control of the Council of Thirteen.

Lord Shred – The undisputed first of the plaguesards, Lord Shred was in total command of the operation in Lustra. Upon his orders, the devout and rabid followers of Clan Perthens prepared to unleash their greatest Plague War yet.

The Plaguehounds – As it is in the Book of Woes, there were seven plaguehounds, and their number would remain unchanged. With Great Clan Perthens' orders, each of the ones carried with it specific duties related to the post. Including their leader, Lord Shred, six of the seven plaguehounds were currently in Lustra. The whereabouts of the seventh, and what his role and title might be, was unknown – a cause of consternation amongst the other major-clans.

CLAN Moulder

Skewly, and with far more deliberation than the other-clan imagined, Clan Moulder had positioned themselves early where they wished to be. Although the banqueting they sold and taken over were short on cooking, the name did not hold true for the leader of Clan Moulder, Lord Vermukus, who in time of any of his top banquets, the sole Lord of Hell Pit, both Clan Skryre and Clan Perthens viewed the food-masters as their closest ally, a view Clan Moulder continued to propagate. As the second-wealthiest of all clans, they now were slowly building their legions of followers from the Warlord Clans.

Throt the Caulker – One of the elite Lords of Hell Pit, Throt had been assigned to aid Clan Skryre. Although his Clan's engineers were spent from time-armed Throt, he had learned much of science and sorcery from the Chief Warlocks. In return, he could not keep quiet about their breeding and breed-mating, finding such things beneath him.

Gronow – A Great Packmaster, Gronow had been sent to the City of Pillars – known by the dwarfs as Karkk Eight Peaks – in an attempt to make friends with Quirk Headbasher of Clan Marn. If a war erupted and Clan Skryre and Clan Skryre Gronow had been assigned to kill Quirk's camp. Should the need to eliminate him arise, the Packmaster had trained a single giant rat rigged with explosives to knock out the Clan Marn warlock.

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Prefer techno-wizardry to good old-fashioned claw-marks? Need to save the trees for fuel in the forges of Skavenlight? Then download this digital edition of Warhammer: Thanquol, available on iPad.

Like all our digital army books and codexes, Warhammer: Thanquol includes all the same great content as its paper counterpart, albeit with a few extra technological gubbins.

Images of models, for example, can be seen in 360° and include links to the products on the Games Workshop website. Illustrations can be rotated to fill the screen of your device, while the unit bestiary features quick links that pop up for all the unit's special rules, enabling you to skitterleap quickly between them in the heat of battle.

To find out more about Games Workshop eBook products and to download them, visit blacklibrary.com/games-workshop-digital-editions.



SKAVEN DICE

10 dice & Skaven dice tin

Fashioned from warpstone,* these Skaven dice are the key to conquering the world.



Every Skaven, from the mightiest Warlord to the lowliest Skavenslave, craves warpstone

and the power it brings... just like every gamer craves beautiful dice to bring them victory in their next battle. Behold, then, the glorious Skaven dice, fashioned from tiny chunks of warpstone fallen from the surface of Morrslieb! Each is a gleaming, semi-transparent cube with the symbol of the Great Horned Rat in the place of the one. There are 10 dice (each a 16mm cube) in the set, and they are presented in a fetching tin, decorated with Skaven icons and claw-markings. Don't forget, they are only available while stocks last, so scurry fast if you want them.

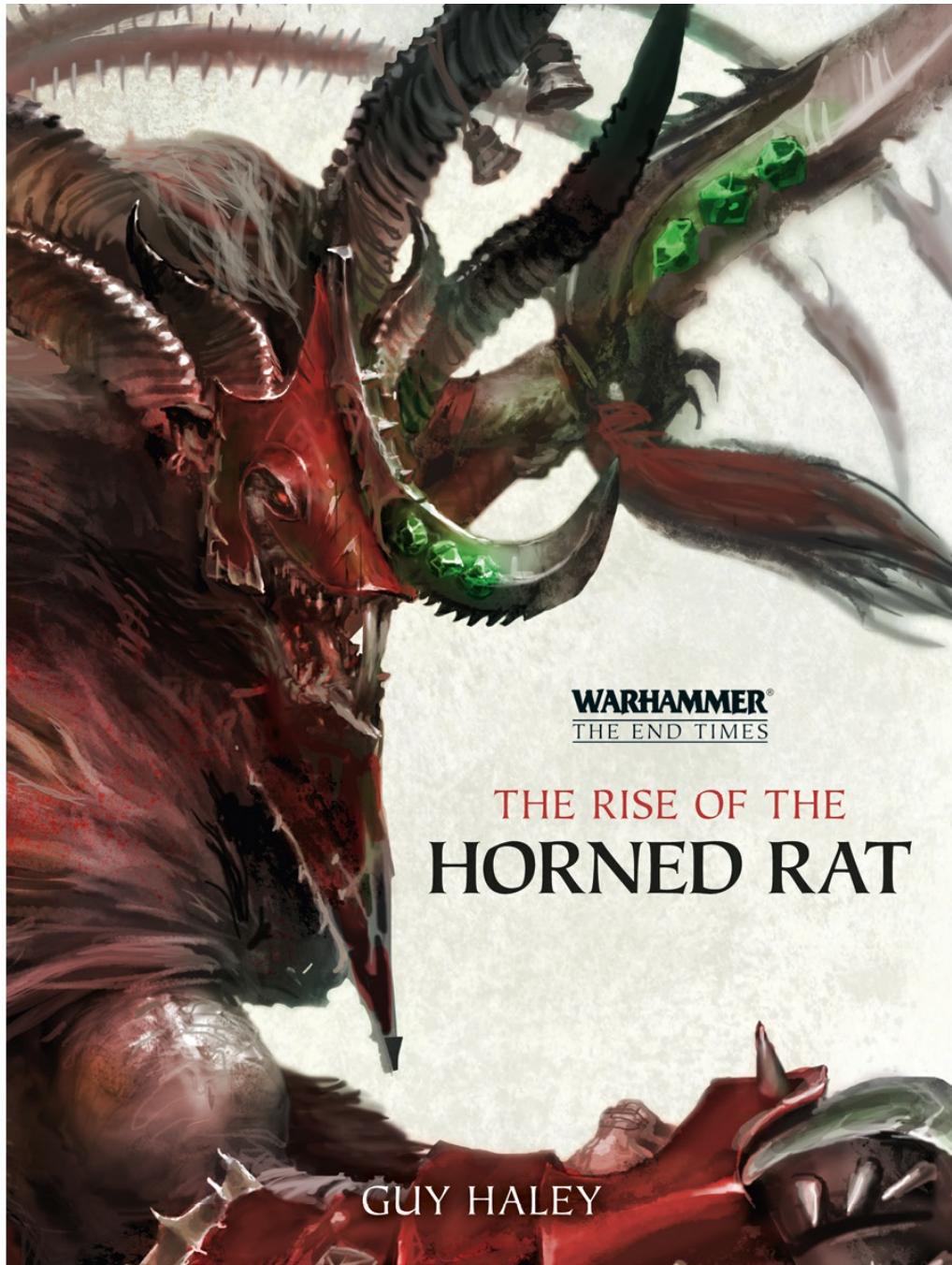
*Or, as it's known in our earthly realm, sinister green plastic.

THE RISE OF THE HORNED RAT

By Guy Haley

Hardback | 384 pages.

In the World's Edge Mountains, Dwarfs, Skaven and greenskins prepare themselves for war.



The Rise of the Horned Rat is the companion novel to Warhammer: Thanquol, delving into two of the events mentioned in the sourcebook – the battles for Karak Eight Peaks and Karaz-a-Karak.

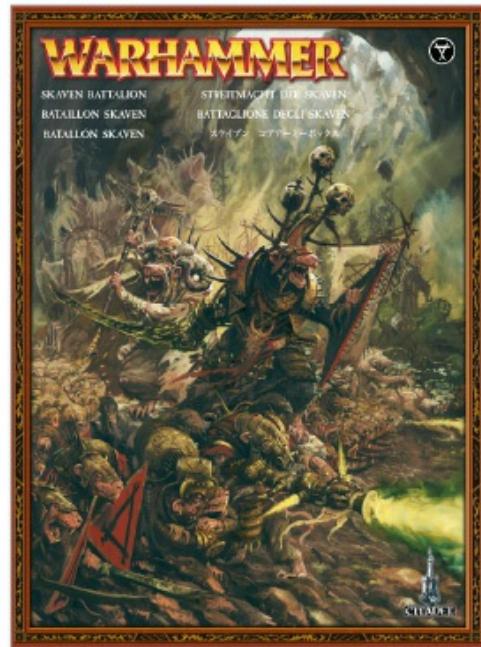
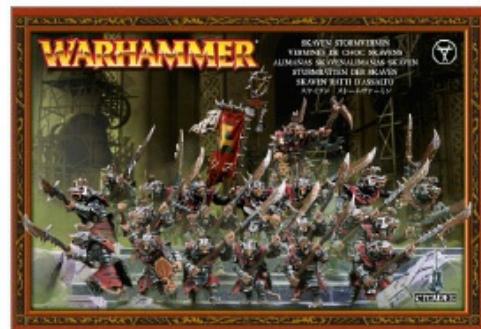
The main protagonist is the ever-popular Queek Headtaker, who simultaneously battles the Dwarf throng of King Belegar and the greenskin hordes of Skarsnik while surviving numerous assassination attempts. Grey Seer Thanquol also makes an appearance, putting Queek's story into context with the events taking place across the world. While both characters are highly entertaining throughout, it's the mysterious Shadow Council of the Horned Rat, the Verminlords, that steal the show. Whatever they're plotting, it's not nice.

FURTHER READING

Surely you have already scry-scryed the tale of Warlord Queek, Most Malevolent of Potentates, Sovereign of Mighty Mors, yes-yes? No? Scurry over to www.blacklibrary.com now to buy the novel Headtaker by claw-scrivener David Guymer. While you're there, download the Thanquol & Boneripper trilogy by C. L. Werner, now available as an eBook. You'll struggle to find a funnier, darker trilogy of Warhammer books than Grey Seer, Temple of the Serpent and Thanquol's Doom. Quick-quick, off now!

UNLEASH THE VERMINTIDE

Grey Seer Thanquol leads the Skaven up from the Under-Empire below to conquer the world beneath and the Verminlords enter the material realm. With a host of great new releases, and with the Skaven very definitely on the rise, why not join them?



If Thanquol and Boneripper have whetted your appetite to collect some ratmen, there are several good places to start. The Skaven Battalion provides 40 Clanrats, 20 Plague Monks, two Rat Ogres, three Pack Masters and six Giant Rats, the perfect starting point for a new army (perhaps led by Thanquol himself) – and make sure you check out The Island of Blood, probably the best way to start a Skaven army ever! Warhammer: Skaven provides everything you need to start collecting your army and getting it ready for use on the tabletop, so why not pick up a copy and begin your own terrible schemes...

The Skaven clans are as numerous as they are nefarious. Stormvermin from the warrior clans provide some effective infantry regiments for your teeming horde, while Clan

Moulder, masters of twisted flesh, provide rat-like monstrosities from Giant Rats to Rat Ogres and the horrifying Hell Pit Abomination. The Skaven are also, perhaps surprisingly, masters of dark technology, and Clan Skryre are responsible for war machines from the utterly insane Warp-Grinders and Ratling Guns carried by teams of Skaven to the massive Warp Lightning Cannons.

The Plague Monks of Clan Pestilens march to war, Plague Censer Bearers marching ahead of them, deadly Plague Furaces burning in their midst. But perhaps most powerful of all are the Grey Seers, like Thanquol himself, they are the prophets of the Great Horned Rat, and some amongst them march to war atop Screaming Bells, the dread altars of the Skaven. Now is the time, Children of the Great Horned Rat. Do you not hear the bells tolling for your enemies?

Check out the whole range at:

www.games-workshop.com/warhammer/skaven



THE CHRONICLE OF THE END TIMES

With the release of Warhammer: Thanquol, the fourth tome of the End Times, we got together all the books and compiled a timeline of all the major events so far. Several learned, well-respected and inconceivably witty scholars were driven mad in the process...

THE KEY OF DAMNATION: WHICH BOOKS WILL TELL ME MORE?

Sigmar's Blood



Nagash



Glottkin



Khaine



Thanquol



THE BEGINNING OF THE END

Late 2519 – Late 2522

Crowning of the Everchosen. Archaon is crowned the Lord of the End Times by Be'lakor.
He begins mustering the largest army ever seen.



The Grand Theogonist Volkmar despatches the Witch Hunter Gunther Stahlberg to investigate rumours of Mannfred von Carstein's return.



Mannfred von Carstein captures Aliathra, firstborn daughter of the Everqueen. Tyrion and Teclis venture to Nagashizzar to rescue her, but are unsuccessful.



Storms of Chaos intensify and the Realm of Chaos swells ominously. Daemons flood southward into the realm of mortals



The Phoenix King, Finubar the Seafarer, disappears. Daemons pour into Ulthuan.



Naggaroth is invaded by a Chaos horde led by Valkia the Bloody.



The Skaven overrun Tilea and Estalia.



With Finubar missing, Tyrion assumes rule of Ulthuan and begins the War against the Daemons. Imrik declares that Caledor will stand alone.



A High Elf army, led by Eltharion, departs for the Old World to search for Aliathra



Several Dwarf Kings counsel High King Thorgrim Grudgebearer to bar the Dwarf holds and leave the world to its fate. Thorgrim resists, supported by Belegar Ironhammer and Ungrim Ironfist.



Settra orders all the surviving Tomb Kings and their legions roused from their slumber. The assembled legions prepare for the defence of Nehekara.



The GREAT DARKNESS

Late 2522 – Mid 2523

The Great Darkness descends on Sylvania and the dead stalk freely across the land.



Mannfred announces his return with a letter to the Conclave of State, in the mouth of the slain Witch Hunter Gunther Stahlberg. The Crown of Sorcery is discovered missing from Altdorf's vaults.



Riders from Kislev arrive in Altdorf and inform the Emperor Karl Franz that Kislev has already fallen to invading northmen and Daemons. Troops march to reinforce the Empire's northern border.



Volkmar's Crusade. Volkmar the Grim leads an army into Sylvania to root out Mannfred von Carstein.



Battle of the Barrows. The Grand Theogonist's army battles Mannfred von Carstein's Undead horde at Castle Sterniente. The Men of the Empire are saved by the magic of Balthasar Gelt, who raises a great wall of faith against the Undead. At battle's end Volkmar the Grim is nowhere to be seen.





Balthasar Gelt begins work on the Auric Bastion.



The Battle of Quenelles. Louen Leoncoeur is defeated by his bastard son Mallobaude. Backed by Arkhan the Black, Mallobaude marches on Couronne, but is defeated by the Green Knight, who reveals himself as Gilles le Breton, founder of Bretonnia.



Following the Battle of Quenelles, a wounded Ariel is borne to the Oak of Ages, which soon begins to rot.



Alarielle ventures to Athel Loren to seek aid in the search for her daughter. Durthu counsels the Wood Elves that they must consent, but warns Alarielle there will be a price. An army led by Araloth departs Athel Loren for Sylvania



THE ACCURSED ALLIANCE

Mid 2523 – Late 2524

Arkhan the Black arrives in Sylvania, passing through Gelt's wall of faith, and, after a brief magical duel, concludes a pact with Mannfred von Carstein.



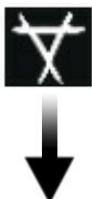
Warpstone meteors plummet towards Lustria. The Slann are rendered unconscious by their efforts to contain the catastrophe.



Clan Pestilens begins its invasion of Lustria.



Blood Beneath the Mountains. Warlord Queek Headtaker launches an attack upon Karak Eight Peaks by blowing up Karag Nar, one of the eight peaks.



Arkhan and Mannfred depart Sylvania, raising Gelt's wall of faith by the blood sacrifice of Lupio Blaze, a Knight of the Blazing Sun. Arkhan leads his army west towards Bretonnia; Mannfred heads south towards Mad Dog Pass.



Belegar resolves to face Queek deep within Karak Eight Peaks. As the two armies clash,

Skarsnik's Night Goblins enter the fray. Hard pressed, Belegar is forced to retreat, and collapses the ancestral hall behind him rather than cede it to the foe.



The armies of Chaos descending from the north finally overwhelm the Dark Elves. Malekith and the Black Council eventually decide to abandon Naggaroth, sailing east for Ulthuan.



The Twelfth Battle of La Maisontaal. Arkhan is victorious, aided by Heinrich Kemmler and Krell, and retrieves the staff Alakanash from La Maisontaal Abbey.



The Border Princes are almost completely overrun by the Skaven.



Slaughter at Skullreach Cavern. Mannfred defeats the Skaven Clan Mordkin and claims the Fellblade.



Neferata, aware of the pact between Mannfred von Carstein and Arkhan the Black, departs Silver Pinnacle at the head of a great host.





The Battle of Heldenhame. Mannfred and Arkhan seize Morikhane, the black armour of Nagash.



The Battle of Tlaxtlan. Tetto'eko calls down a great comet to smite the Skaven invaders.



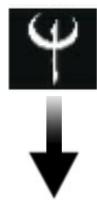
The Battle of Xlanhuapet. Though badly mauled, the Lizardmen defenders are eventually relieved by Kroq-gar's host.



Dark Tides. A plague wind crosses the Auric Bastion, ravaging its defenders. Aldebrand Ludenhof, Elector Count of Hochland, eventually orders the afflicted to be burned with the dead.



The Battle of Eagle Gate. The army of Caledor takes to the field alongside Malekith's Naggarothi host.



Hans Leitdorf rides to Altdorf to warn the Emperor that Mannfred is again at large. The Emperor departs northwards with the Reiksmarshal, Kurt Helborg, preferring to fight the

war there. Leitdorf meets with an Elven embassy and representatives of the Dwarfs and together settle upon a march on Sylvania.



THE RETURN OF NAGASH

Autumn 2524

Aliathra, Volkmar the Grim and six others are sacrificed in the Great Ritual. Nagash is resurrected.



THE RETURN OF NAGASH

Late 2524 – Early 252

Death at the Nine Daemons. The armies of Eltharion, Araloth and Hans Leitdorf converge on Sylvania but are not in time to prevent the Great Ritual and Nagash, Supreme Lord of the Undead, is reborn.



The Battle of Reaver's Mark. Tyrion kills the Daemon Tz'arkan and routs the Dark Elves.



The Battle of Skull Chasm. Neferata's Host of the Silver Pinnacle battles Goblins in the World's Edge Mountains. The arrival of Krell turns the tide decisively in favour of the Undead.



Teclis and Tyrion meet at Haladra. Tyrion accuses Teclis of betrayal. The meeting is watched by Araloth, who later enters Haladra to be met by the goddess Lileath, who offers him a portal to another realm...



Geheimnisnacht. Dead rise along the Auric Bastion. Fierce fighting ensues between the Empire's defenders, led by Karl Franz himself, the northlanders and the Undead there gathered.





The Defence of Alderfen. The Auric Bastion fails, close to the village of Alderfen, in Ostermark. Valten leads the defence against the Rotting Horde. Valten slays the Champion of Nurgle Festak Krann, but the defenders are nearly overwhelmed before Vlad von Carstein arrives and proves the Empire's unlikely ally.



Vlad gifts Balthasar Gelt the Revelations Necris, offering the Supreme Patriarch a window into the dark secrets of death magic...



The Battle of Valaya's Gate. The combined Undead legions of Neferata and Krell meet the Dwarfen throngs of King Kazador and Thorek Ironbrow. King Kazador is slain by Krell but Thorek Ironbrow leads the Dwarfs to a hollow victory and the Undead are, for now, repelled



The Battle of Akkerheim. The Auric Bastion continues to collapse. Balthasar Gelt raises the slain in its defence for the first time



Gelt's Folly. Balthasar Gelt, Supreme Patriarch of the Colleges of Magic, flees to Rackspire to join Vlad von Carstein after his use of death magic is uncovered and Gelt wrongly identifies Valten as a traitor



The Battle of the Blighted Isle. Tyrion takes up the Widowmaker against his brother's advice. Malekith's hosts are forced to flee and the Dark Elves' loyalties are split between the Witch King and Tyrion, now the avatar of Khaine



The Auric Bastion finally falls



THE INVASION BEGINS

Early 2525 – Mid 2525

The Battle of Heffingen. The armies of Karl Franz and Vlad von Carstein meet that of Crom the Conqueror, the first battle of what is soon to be revealed as a fully-fledged Chaos invasion. The armies of the Empire and Sylvania are undone when the Vampire Harkon appears, newly turned to Chaos, and apparently slays the Emperor Karl Franz. Ostermark is overrun within days.



The Slann awake to find many of their cities in ruins, but the Skaven's Great Uprising has been repulsed – for now.



A great darkness drifts south from Sylvania, and beneath it march the armies of Nagash, headed for the Land of the Dead and the waiting Settra.



Ku'gath Plaguefather appears to Archaon, presenting him with three Jars of Nurgle.



Archaon presents the Jars of Nurgle to the Glottkin, who provide one each to Gutrot Spume and Orghotts Daemonspew as the three armies of Nurgle set off for the south.





Teclis takes Malekith to the Chamber of Fire in the Shrine of Asuryan and bids him enter the flames...



The Shrine of Asuryan is split asunder and vanishes into the sea. War rages across Ulthuan.



Bereft of its greatest heroes, Karak Azul finally falls to the insidious Skaven.



Battle in the Great Vale. Queek leads a vast Skaven horde against Skarsnik's gathered greenskins in the Great Vale atop Karak Eight Peaks.



The Battle of Blight Water. Krell's army meets the Nehekharan army of Numas



The Battle of Zandri. Mannfred leads the Army of Sylvania against the army of Zandri.





The Battle of the Mortis Delta. Arriving from Lustria, Luthor Harkon defeats King Kalhazzar's fleet, afterwards pressing eastwards into the Land of the Dead.



The Battle of Nuln. Nuln falls to Grey Seer Thanquol, though not without a little help from the Verminlord Skreech Verminking.



Battle in the Temple of Ualatp. Mannfred battles King Behedesh. The Tomb King is eventually defeated when Helmut von Carstein stabs him in the back.



The Battle of Lahmia. Learning of Neferata's return to Lahmia, High Queen Khalida of Lybaras and High King Tharruk of Mahrak march upon their ancient foe.



Nagash arrives in Nehekara.



Aided by the Morghasts, Krell finally defeats King Phar's legions and marches on Khemri.





The First Battle of Khemri. Settra leads the vast armies of Khemri against the combined armies of Arkhan and Krell, defeating both.



Nagash enters the Black Pyramid and descends to the Underworld to fight Usirian, God of the Underworld. He defeats him and the souls of the dead are bound to the Necromancer Dieter Helsnicht.



Nagash kills Prince Apophas.



The Second Battle of Khemri. Nagash defeats Settra. The Tomb King is offered a place at Nagash's side. He declines and his body is shattered. Nagash raises the Black Pyramid into the sky. The city of Khemri is reduced to dust by the Great Necromancer.



A WORLD IN TURMOIL

Mid 2525 – Early 2526

Prince Imrik of Caledor captures Tiranoc and Eataine, trapping the fleets of Sea Lord Aislinn in the Sea of Dreams.



The Battle of Marienburg. The Glottkin's fleet reaches Marienburg. The Vampire Mundvard joins the city's defence but it proves hopeless.



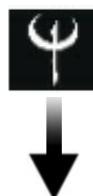
Clan Pestilens recommence their war upon Lustria



After weeks of fighting, Yvresse is abandoned by both sides in the Elven civil war. Saphery falls but the Tower of Hoeth remains untouched.



The Battle of Tor Yvresse. Tyrion re-emerges rejuvenated after months of convalescence, proclaiming himself the Phoenix King, Morathi riding alongside him as his consort. Tyrion defeats Imrik's forces, captures Cothique soon after, and immediately marches upon Saphery, reversing months of gains for Caledor.



The Battle at Lake Calliana. Tyrion and Imrik meet in battle. Imrik is defeated and survives thanks only to the personal sacrifices of three of his household knights. Tyrion's eventual victory in the civil war now seems inevitable but Tyrion all but halts his campaign and the war for Ulthuan, for now, cools...



Gutrot Spume's plague fleet makes landfall on the coast of Nordland



Battle of the Drakenwald. Gutrot Spume's army makes its way through the Drakenwald, greenskins dogging his every move.



The Maggoth Lords cross the Gulf of Kislev in the *Vulfbite* and disembark near Erengard. The embattled Kislevites choose not to engage them.



The Maggoth Lords cross the Middle Mountains, seeking reinforcements at Brass Keep.



Vlad von Carstein, returning from the Auric Bastion, discovers evidence of the Maggoth Lords' incursion in the forest surrounding the Stir Road.





Midsummer. The twin moons clash in the heavens. The Beastmen rejoice and perform many dark rituals.



The Maggoth Lords ride down from the Middle Mountains leading a small force from Brass Keep, cutting through the Ostland forests, headed for Talabheim.



In Tyrion's stead, Korhil continues to persecute the war against those loyal to Malekith, entering the plains of Eataine and marching upon Lothorn itself. Malekith and the Dragon Knights of Caledor rout Korhil's forces and a stalemate ensues in the war for Ulthuan



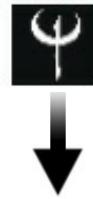
The Battle of Talabheim. The Maggoth Lords devastate the city and refugees flee for the safety of Altdorf.



Prince Torhaeron attempts to assassinate Malekith. He is cut down by Caradryan, now Captain of the Phoenix King's bodyguard.



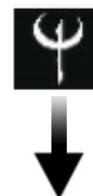
The Battle of Withelan. Tyrion's army marches on Avelorn in search of Alarielle. When they arrive at Withelan, they find her surrounded by a host of Wood Elves and tree spirits led by Araloth, Orion and Durthu. Orion is slain by Tyrion while Alarielle and Morathi engage in a sorcerous duel. Tyrion is eventually defeated.



The Everqueen pledges her allegiance to Malekith as the Phoenix King



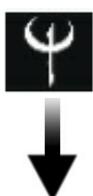
Korhil finally betrays Tyrion and steals the Widowmaker, intending to take it to Hellebron to be unmade. His plan ultimately fails.



Hundreds of Kurgan wolf ships head south across the Sea of Claws.



The armies of Tyrion and Malekith clash repeatedly over the next few months. Despite winning many battles, Tyrion refuses to fight Malekith in combat. Alith Anar still refuses to choose a side.



Teclis advises Malekith that their only chance for victory lies in the destruction of the Great Vortex.





The forces of the Glottkin, Gutrot Spume and the Maggoth Lords converge on Altdorf.



The armies of the Phoenix King and the Avatar of Khaine clash on the Isle of the Dead.
The Elven dead rise up to fight for both sides. Alith Anar at last chooses a side.



The Great Vortex disintegrates, the Winds of Magic racing out across the world. Teclis binds three of them to himself, the Everqueen and Malekith.



Ulthuan sinks beneath the sea. Elves of all kinds flee through the worldroots to Athel Loren. Malekith is crowned Eternity King by Lileath.



Nordland scrollbearers reach the ruined Altdorf with news of an armada of wolf ships sighted in the Sea of Claws and Karl Franz realises that Archaon's invasion has begun.



The Battle of Karak Kadrin. Ikit Claw's siege of Karak Kadrin sees the hold contaminated by poison wind when Ungrim Ironfist sallies out against his foe.



THE END IS NIGH

Early 2526 – Early 2527

The Last Battle of Itza. The Morskittar engine is activated in Skavenblight and, in Lustria, the city of Itza is devastated by warpstone meteors. The Slann begin the Great Exodus.



The war for Karaz-a-Karak. Karaz-a-Karak comes under siege from a vast Skaven army led by Queek Headtaker and Ikit Claw.



The Battle for Middenheim. Valten leads the defence of the City of the White Wolf in what looks certain to be the decisive battle in the fight for the Empire and the Old World...



THE FALL OF ALTDORF

Autumn 2525

Vlad von Carstein and Louen Leoncoeur ride to Altdorf's aid. The Glottkin are defeated, but the city is razed to the ground and Karl Franz barely escapes death.



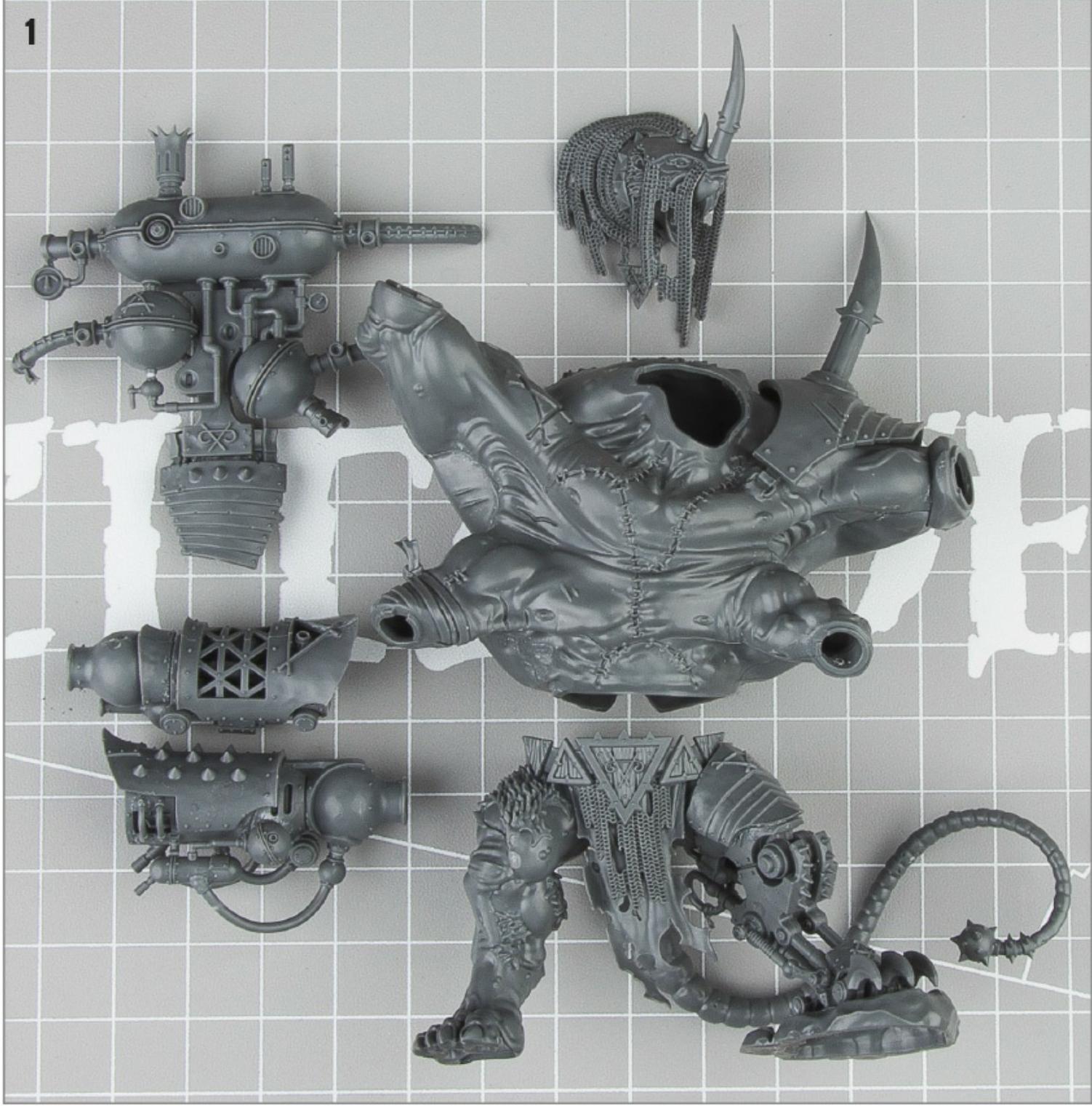
SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. With so many large models coming out at the moment, we decided to take a look at how to get the most out of them, from building and assembly tips to working with resin.

FOLLOW THE INSTRUCTION MANUAL

Every large kit comes with a construction booklet showing the best way to assemble a kit to completion. In the case of Boneripper, the assembly guide suggests building his torso as one sub-assembly, his legs as another, his backpack as a third, and so on (1). It's good practice to build a kit this way as it gives the Plastic Glue time to set on one sub-assembly while you work on the next.

Top Tip: If your kit has loads of components, only cut them off the sprue when you need them. All the parts are numbered on the frame, making them much easier to identify, ensuring you use the right parts in the right place.



RIDERS, DISMOUNT!

Occasionally you'll get a large kit that features one model riding or standing on another. Thanquol and Boneripper, for example, the Glottkin, or the Chaos Warshrine. Where this is the case, it's often a good idea to paint the riders separately. Not only does it make them easier to hold, but it also means you can paint the larger model without the rider getting in the way. To paint the rider, lightly glue them to a spare base using Super Glue: Thin (2) or pin them to a cork (see our tips on pinning).

2



For the mount, make sure you put a couple of lumps of adhesive putty where the rider's feet or body will go (3). This will ensure the contact points are kept free of paint so you can glue the two parts together properly. Plastic Glue works by melting plastic, not paint, so always ensure your sub-assembly contact points are paint-free before you apply your glue.



DON'T BE HASTY

As mentioned above, Plastic Glue works by melting plastic together. Only a small amount is required and, the more you use the longer it will take to set. Five minutes is normally long enough for most parts to bond, but we'd suggest leaving larger parts for at least 20 minutes before you work with them again. For large components (like Boneripper's arms), it's a good idea to rest the part on something sturdy while the glue sets (4).



UNDERCOATING

Tanks are normally easy to undercoat due to their boxy nature. Attach them to a spray stick with a strip of adhesive tape and spray away! Large monsters are often a little harder to work with due to their limbs, heads, wings and so on. Instead of a spray stick, we'd suggest wearing a latex glove and holding the base of the model. That way you can turn it to any angle you like and ensure the spray gets into all the nooks and crannies without turning your hand black (5).

Top Tip: Always rotate your model when undercoating and keep the spray can vertical. If you tilt a spray can or turn it upside down, the paint and propellant inside won't mix properly and your undercoat will come out patchy.

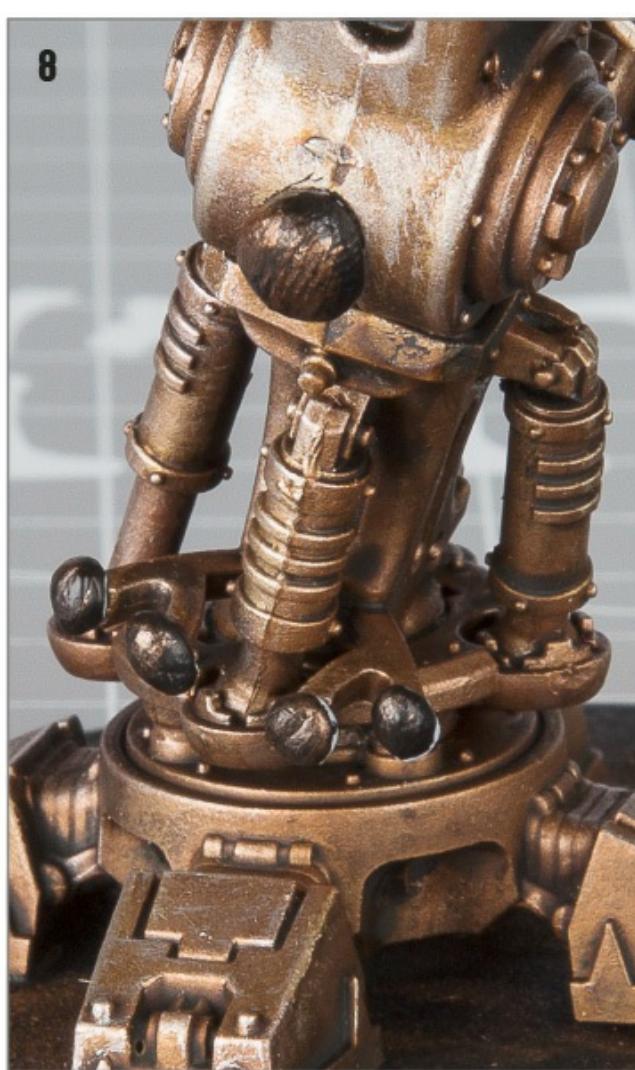


PAINTING IN SUB-ASSEMBLIES

Some models, such as Nagash, are so detailed you may want to paint them in sub-assemblies. If you're planning to paint a model this way, make sure you mask off the contact points and mount all the separate parts so you can paint them more easily (6). To avoid making extra work, dry fit the parts before you undercoat them so you know what bits you won't need to paint. The inside of Nagash's robes behind his waist, for example, are impossible to see when the model is assembled, so there is little point painting them.

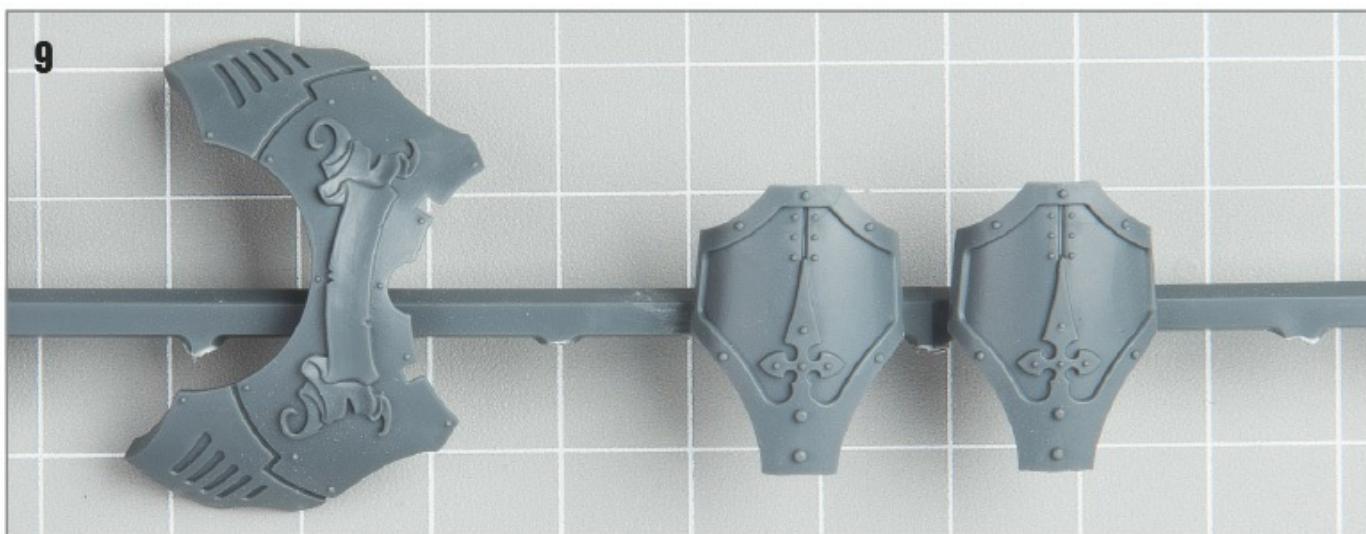


One model that really benefits from being painted in sub-assemblies is the Imperial Knight, as its skeleton is much easier to paint without the carapace on. Assemble the kit as normal, but leave the armour panels off (7), being sure to mask off the contact points with adhesive putty. With the skeleton undercoated, you can then basecoat, wash and drybrush it to your heart's content (8), safe in the knowledge that you're not getting any paint on the armour panels...



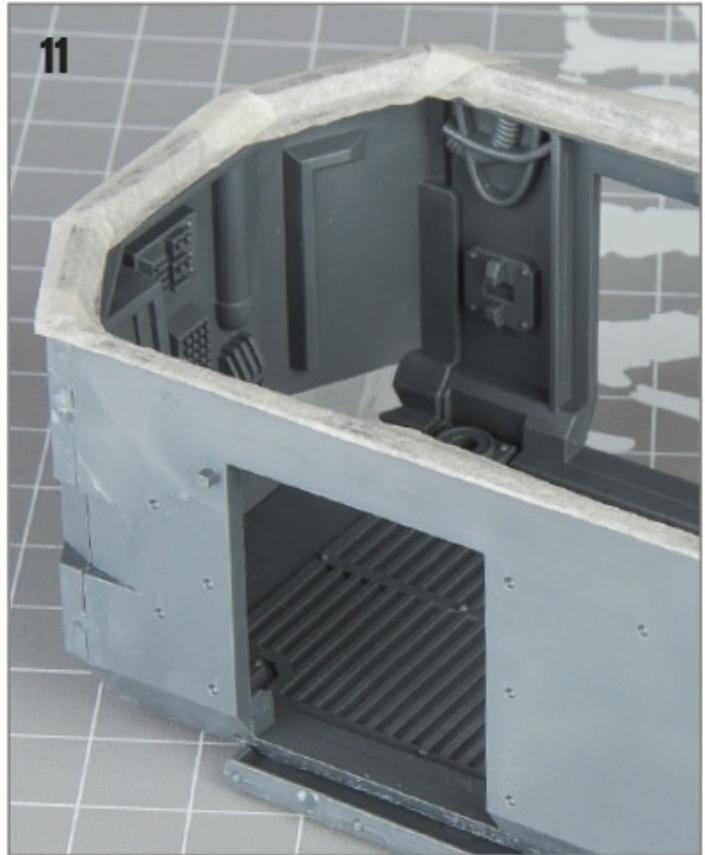
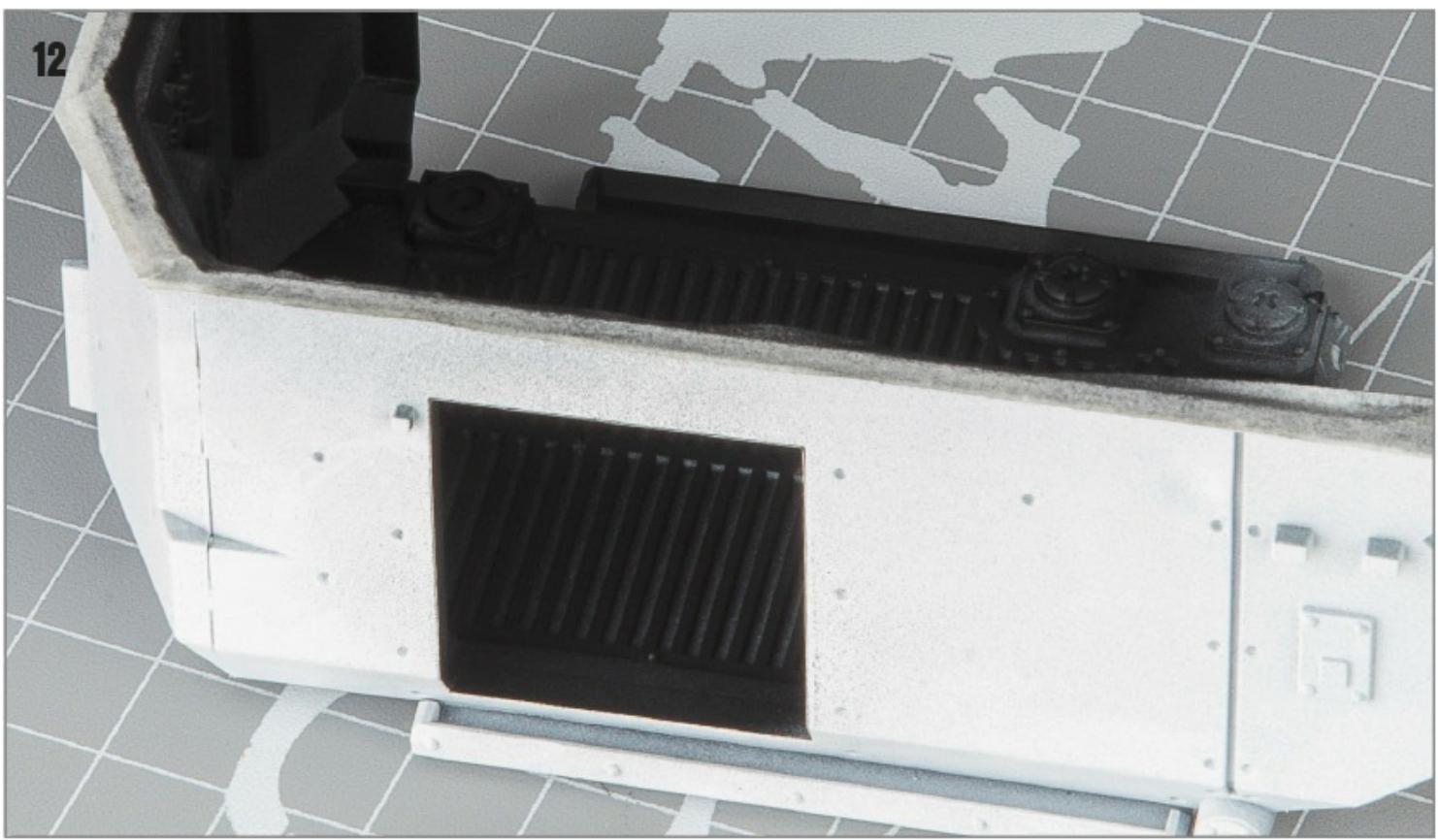
...which are all stuck to a spray stick ready for undercoating (9). Make sure you undercoat the backs of the components, too, as some of them will be visible through the Knight's skeleton.

Top Tip: When undercoating components that require both sides to be sprayed, spray the back first (with adhesive putty over the contact points), leave it to dry, then turn it over and spray the front. That way you can avoid getting adhesive residue on the forward-facing areas.



IT'S WHAT'S INSIDE THAT COUNTS

Kits such as tanks and flyers often have interior details such as seats, control panels and weapon racks. It may seem obvious, but trying to paint the interior after the kit's been assembled isn't easy. If you want to paint the interior, plan out your sub-assemblies before you apply any glue (10). That way you can see how the kit goes together and how easy it will be to get to the details. You can then mask off the contact points (11) and undercoat the model as normal. You may even want to undercoat the interior a different colour to the exterior. In this case, Chaos Black on the inside, Skull White on the outside (12).

10**11****12**

CUT DA LUGS OFF!

Some large models, such as the Gorkanaut (or possibly Morkanaut), the Riptide and the Wraithknight have small plastic tabs on some of their leg joints (13). Technically known as 'lugs', they help you locate the components properly when you're gluing them together.

13



14



However, these kits are designed in such a way that, should you cut the lugs off, you'll get loads of extra movement out of the limbs, enabling you to build them in lots of different poses. Simply snip the lug off with a knife (14) and tidy up the plastic with a file as normal. Before gluing the parts together, use adhesive putty to test out your new pose. You don't want to end up with a wonky Riptide.

WORKING WITH RESIN

Large resin kits, such as those available from Forge World (or a certain very large dragon) often require a little more work.

We always advise washing resin kits, as the release agent used in the moulding process may still be present. Place the components in warm, soapy water for about 10 minutes before using an old toothbrush to gently clean the parts (15). If you notice any warped or slightly bent parts at this point, immerse them in hot water for five minutes and then carefully bend them back into shape (16).



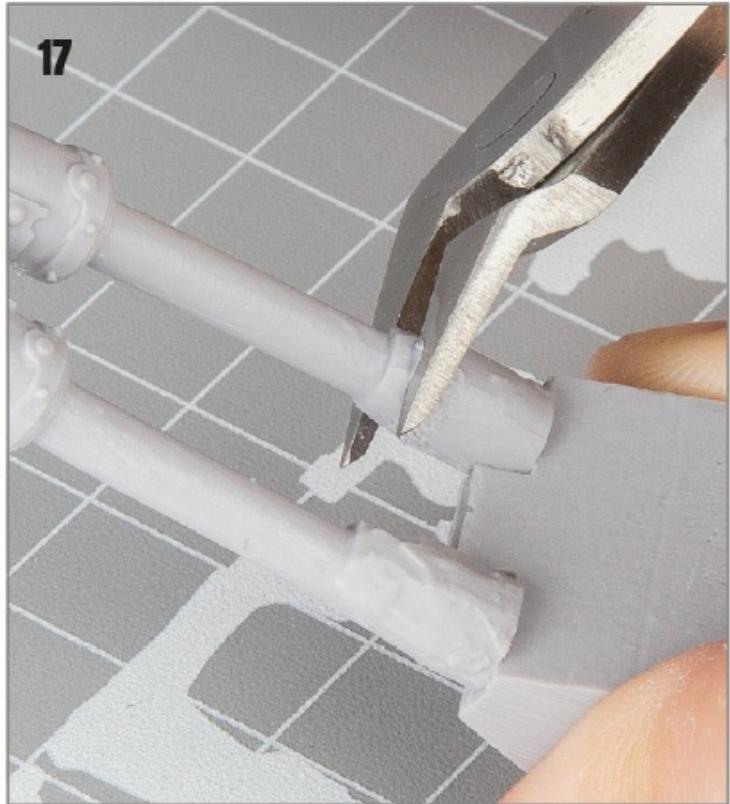
15



16

Due to the casting process, some parts may come with chunks of excess resin attached. If they're thinner than 5mm you can use a pair of Fine Detail Cutters to remove them (17). A junior hacksaw is best for anything larger. Occasionally, a resin component may have a mouldline on it. Like plastic kits, a Mouldline Remover is the perfect tool for getting rid of them (18).

17



18



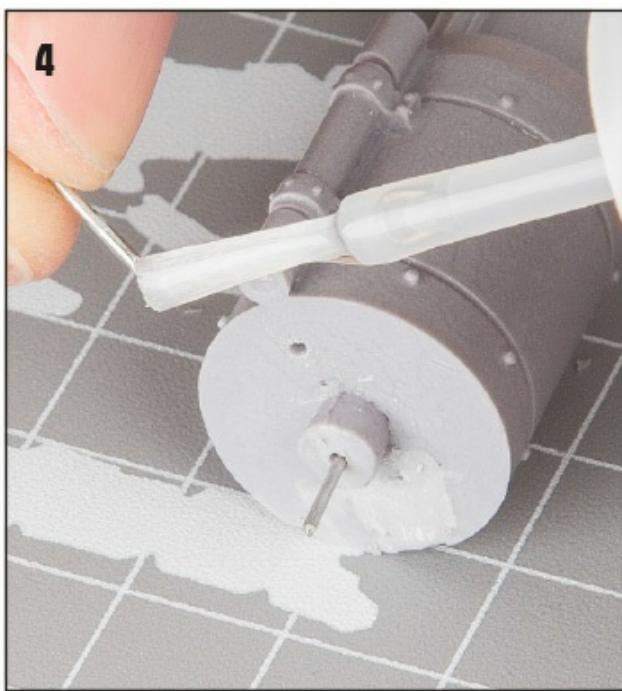
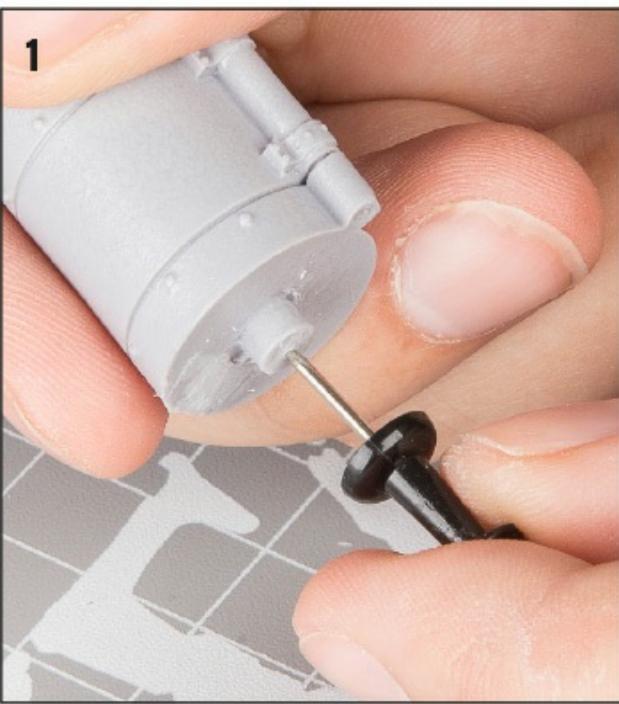
You can find more tips on working with resin at www.forgeworld.co.uk



PINNING LARGE MODELS

Nowadays, most large kits are made of plastic and can easily hold their own weight. However, there may be times when you want to strengthen the join between two components, especially if you're working with a large resin model.

Before drilling, use a drawing pin to make a pilot hole (1). With the 2mm drill bit fitted, slowly drill into the model, making sure the drill bit is kept straight to avoid snapping it (2). There's no rule for how deep to drill. The larger the component, the deeper you should go – we suggest at least 1cm. You may even want to use more than one pin for extra strength (3). For the pins, use a thin metal rod cut to length with a pair of cutters (NOT Fine Detail Cutters). Use Super Glue: Thin to stick it into one of the holes (4). Once the glue is dry, push the other part onto the pin. If it's too long, cut it down and try again. Stick the second component into place using Super Glue: Thick.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. There's no surprise this week: it's the venerable Grey Seer Thanquol and his bodyguard Boneripper.



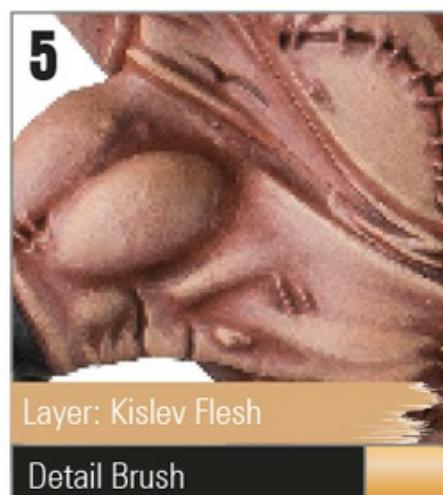
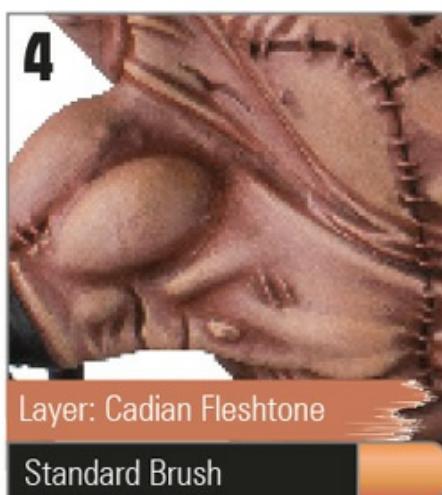
Thanquol and Boneripper are two of the most iconic characters in Warhammer and, despite their villainous ways, also two of the most loved.

When painting this devilish duo, the Studio army painters kept Thanquol separate from Boneripper, just like we suggest in Sprues and Glue on page 18. Not only does it make Boneripper easier to paint (especially if you're drybrushing his armour), but it also makes the tiny details on Thanquol easier to get to.

Both were undercoated with Chaos Black spray to add depth and easy shading to the recesses of the two models, especially around Boneripper's mechanical parts.

Of particular note is the blue colour scheme chosen for Boneripper's armour and Thanquol's helm. While Skaven armour can be painted any colour, this cold blue was chosen for two reasons. Firstly, it offsets the warm pinkness of Boneripper's skin and the reddish tint of his mechanical parts. Secondly, it marks the two characters out as being separate from the Skaven Clans. Clan Pestilens tend to wear green, Clan Skryre and Clan Mors wear red, Clan Eshin and Clan Rictus wear black, and so on. Blue is Thanquol's own colour and, over the next few weeks, you'll no doubt see more of his blue-clad warriors. Green and red were used as the two spot colours on the model, green for warpstone and red for cloth and cables.

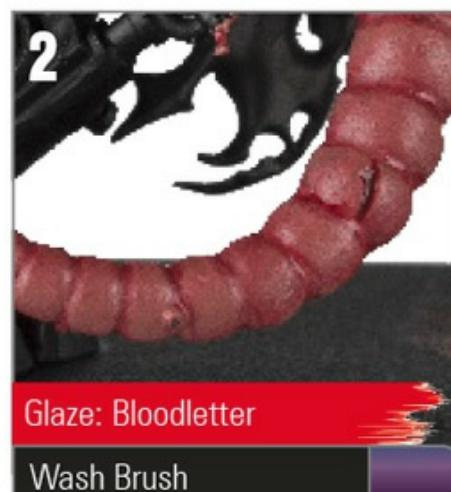
Skin



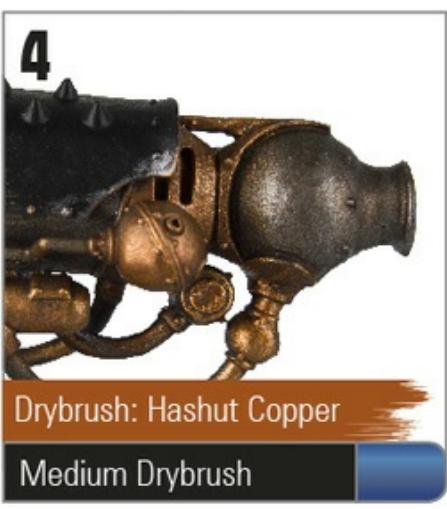
Fur



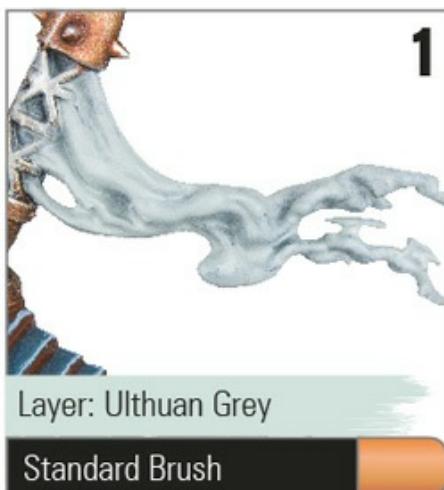
Tail



Metal



Smoke



The easiest way to paint Boneripper is to paint his skin first, as it's the largest area of the model. The key to painting such a large area of skin (a tip that can be applied to other fleshy models such as Giants, Ghorgons and Ogryns), is to keep your paint watered down. A drop of water added to the paint on your palette will help you apply it more smoothly. It may take an extra layer of paint to get an even coat but, as we always say, two thin coats are better than one thick one. After the skin, paint the metal, then the armour, then the tiny details last.

Chainmail



The prized glory of every Verminlord is his regal crown of horns, and Skreech Verminking has an especially grand set curling from his brow. By drybrushing these for stages 3 to 5 you build up great tones, and the final drybrush acts as a guide for the highlight you add in the final stage. When you are doing drybrushing like this, work your brush in the direction that goes with the ridges, so that the recesses stay free from paint.

Another feature of Lord Skreech is the warpstone set into his doom glaive and the bracelet on his wrist. Warpstone is a hard, shiny surface and you can reflect this in your painting by keeping the edges on your highlights hard. The best way to do this is to use a Fine Detail Brush, and carefully trace the natural lines on the model – if you look at the examples on the left, the layers in stages 3, 4 and 5 are all very accurate. Don't load your brush with too much paint, and follow the sculpted lines carefully. The same principle applies when painting the runes set into Skreech's armour. The Warpstone Glow in stage 1 should cover the area around the runes a little, but stages 2 and 3 should be as precise as you can manage.

Armour



1 Basecoat: Stegadon Scale Green

Basecoat Brush



2 Basecoat: Mournfang Brown (recesses)

Standard Brush



3 Layer: Thunderhawk Blue

Detail Brush



4 Layer: Fenrisian Grey

Fine Detail Brush

Bandages



1
Basecoat: Rakarth Flesh

Standard Brush



2
Wash: Agrax Earthshade

Wash Brush



3
Layer: Karak Stone

Detail Brush



4
Layer: Screaming Skull

Fine Detail Brush

Wood



1
Basecoat: Rhinox Hide

Basecoat Brush



2
Drybrush: Gorthor Brown

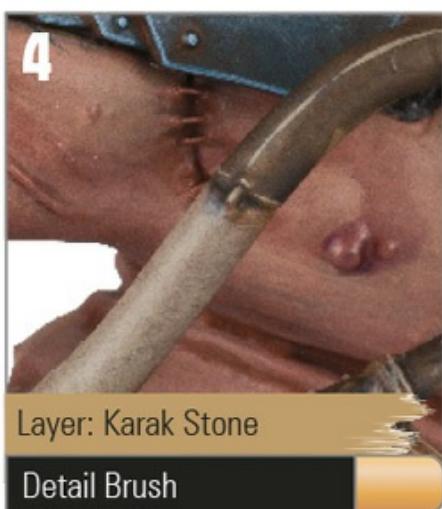
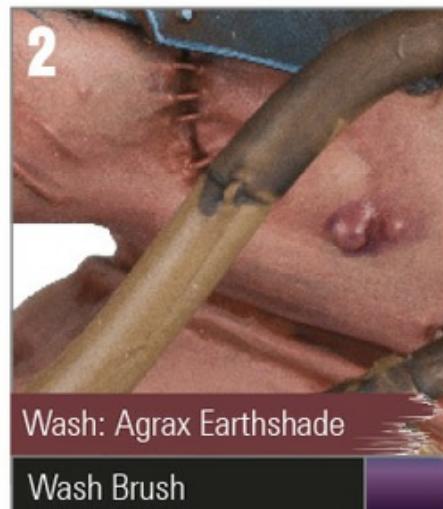
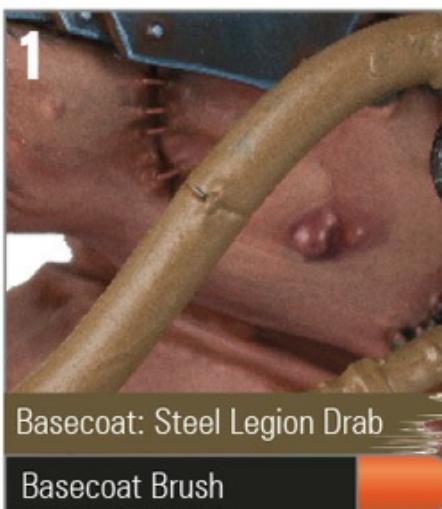
Medium Drybrush



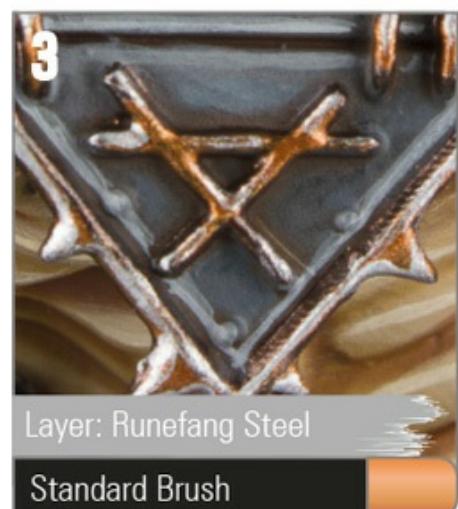
3
Layer: Baneblade Brown

Detail Brush

Tubes



Brass

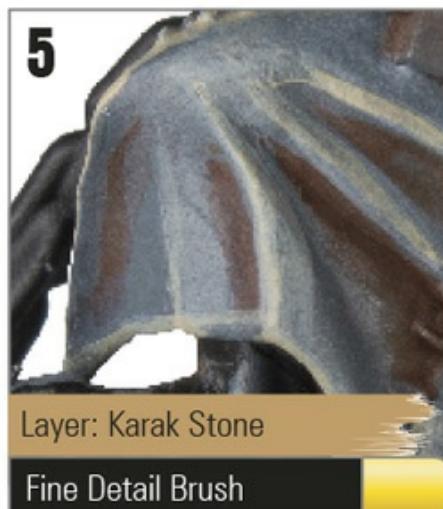


Thanquol was painted from the inside out, meaning his skin and fur were painted first, then his robes, then finally his trinkets and horns. This makes it much easier to apply the next colour, as you're not trying to paint between or past areas you've already painted.

You'll also notice that Thanquol's skin is painted using slightly different stages to the ones used on Boneripper. This is because Thanquol is a small, warpstone-addicted rat, not

a hulking monster like Boneripper. A paler complexion also works better next to his white fur.

Grey Robes



Red Robes



Basecoat Brush



Wash Brush



Standard Brush

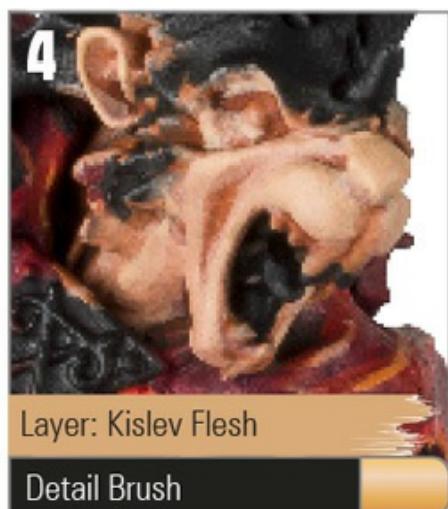
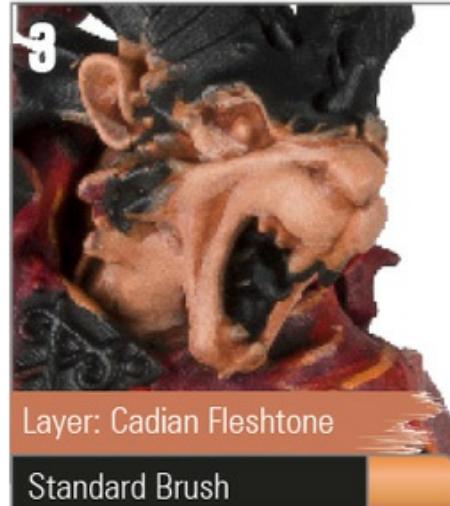


Detail Brush



Fine Detail Brush

Skin



Warpstone



Fur



THE RULES THANQUOL AND BONERIPPER

Riding high upon the muscular shoulders of Boneripper, Grey Seer Thanquol is able to rain spells of death and destruction down upon his foes, safe in the knowledge that any who stray too close must contend with his mighty guardian. Here we present their rules.



WHICH WEAPON?

Probably the biggest choice you have to make when it comes to Thanquol and Boneripper is which weapons to arm the massive Rat Ogre with. The warpfire projectors are devastating ranged weapons and will destroy regiments of Orcs, Empire State Troops and even Chaos Warriors, and they can operate in defence too, as a Stand and Shoot reaction. The warpfire braziers, on the other hand, are your best bet against big monsters, such as the Glottkin, Dragons or even Nagash. Choose carefully...

Thanquol and Boneripper are the most powerful (mortal) champions of the Skaven race, a gigantic monster and a powerful wizard. They are a threat to any enemy, from powerful monsters to massed enemy regiments. You'll find their rules opposite and here are our top tips for using this cunning duo in your games.

Crush the Manthings. Don't be shy about getting into fights, Boneripper can hold his own. If combat is your thing, consider the warpfire braziers. These can pummel and pulverise even the biggest and best enemies you meet.

Zzap-zzap die. Thanquol can bolster his spells with lots of warpstone tokens, with no risk like other Grey Seers. So, be bold with those casting attempts.

Burn-cook them. Warpfire projectors make easy work of enemy regiments, so get into range and set them ablaze – if any survive, you can Stand and Shoot against them should they charge you. No mercy!

Indestructible. Don't forget how hard to kill the pair are. They have the protection of the Horned Rat, and if they are injured, they have a chance to heal wounds.

THANQUOL AND BONERIPPER

650 POINTS

Thanquol and Boneripper	M	WS	BS	S	T	W	I	A	Ld	Troop Type
	6	4	3	6	5	8	5	6	7	Monster (Special Character)

Thanquol and Boneripper can be included in a Skaven army. Their points cost counts towards your Lords allowance. You may not take Thanquol and Boneripper from Warhammer: Thanquol in the same army as Thanquol and Boneripper from Warhammer: Skaven.

Thanquol and his mount, Boneripper, have a combined characteristics profile. They are treated as a single model with an armour save of 6+ for all rules purposes.

MAGIC:

Thanquol is a Level 4 Wizard. He uses spells from the Skaven Spells of Ruin or Plague (see Warhammer: Skaven) in any combination. Thanquol can choose to substitute any one of his spells for the Dreaded Thirteenth Spell.

EQUIPMENT & OPTIONS:

Warpfire projectors (see below). May replace warpfire projectors with warpfire braziers (see below) at no cost.

SPECIAL RULES:

Large Target, Terror, Unbreakable.

Blessings of the Horned Rat: Thanquol and Boneripper have a 4+ ward save.

Boneripper's Warpfire Projectors: If Boneripper is equipped with warpfire projectors, he can make two warpfire projector attacks in each of his Shooting phases. These attacks are completely resolved one at a time, and may be directed at different targets if desired. In addition, he re-rolls all failed To Wound rolls when shooting with these weapons.

Warpstone Addiction: Thanquol does not suffer a Wound if the result of a warpstone generated power dice roll is a 1.

MAGIC ITEMS:

Staff of the Horned Rat: Arcane Item. The bearer adds 1 to the result of any casting roll for a spell from the Skaven Spells of Ruin or Plague.

Warp-amulet: Talisman. Roll a D6 at the start of each of the controlling player's turns. On a roll of 5+ the bearer recovers 1 Wound that was lost previously in the battle.

Warpstone Tokens: Thanquol starts the battle with D6+2 warpstone tokens (see

Warhammer: Skaven).

WARPFIRE BRAZIERS

Range:
Combat

Strength:
+1

Special Rules:
Flaming Attacks,
Multiple Wounds (D3),
Storm of Attacks
Warp-fumes,
Warpstone Weapon

Storm of Attacks:

A model equipped with warpfire braziers can re-roll all failed To Wound rolls in the Close Combat phase (including Impact Hits and Stomps). However, it never benefits from the Extra Attack special rule for having more than one close combat weapon.

Warp-fumes:

At the beginning of any round of close combat in which a model equipped with warpfire braziers is engaged in combat, all models (friend or foe) in base contact with that model must pass a Toughness test or suffer a single Wound with no armour save allowed.

Warpstone Weapon:

Warpstone Weapons and attacks made by them count as magical.

WARPFIRE PROJECTORS

Warpfire projectors are fired as a single fire thrower. Place the template touching any of the model's barrels. Warpfire projectors have the following profile:

Range:
n/a

Strength:
5

Special Rules:
Flaming Attacks,
Multiple Wounds (D3),
Move or Fire,

Quick to Fire,
Warpstone Weapon,
Wildly Off-target

Warpstone Weapon:

Warpstone Weapons and attacks made by them count as magical.

Wildly Off-target:

Do not roll on the Black Powder Misfire chart if the warpfire projector misfires. Instead, the weapon inflicts D6 automatic hits on the closest friendly unit in the firing unit's front arc that is within 12". If there are no eligible friendly units, the warpfire projector simply does not fire this turn.



THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at rampaging rats, a mega Ork, a green monkey and the Winds of Magic. Phew!

THANQUOL AND BONERIPPER

DIGGING DEEPER INTO THE HISTORY OF A MONSTER

The original Thanquol and Boneripper were released almost 21 years ago, making them two of the most venerable special characters in Warhammer. Their latest incarnations are a blend of new and old Skaven, enhanced and massively embiggened (a technical term) by plastic (and warpstone!) technology.

Thanquol has changed significantly, though, weirdly, not at all in many ways. He still carries warp scrolls at his waist, wears an armoured helm and a triangular pendant around his neck (albeit now with his own rune on it). He even carries his staff aloft like the old model, though, again, the rune on top has changed for his own claw-marked rune. The major differences on the model are Thanquol's horns, which have turned to Warpstone due to excessive consumption, and his face, which now appears a lot more rat-like. He's also a lot more dynamic, his tattered robes billowing out behind him. It's just one of the many benefits of making a model in plastic. He actually comes in nine parts, but you'd be hard-pressed to figure out where the joins are.

Boneripper has also changed a great deal, bulking out considerably, gaining a fourth arm (a 33% increase) and a veritable arsenal of weapons. Yet look beneath the fleshy bulk and you'll see many nods to his previous iterations: the horned shoulder pad, the chainmail cowl (with head-spike) and the spiked ball on his tail are all nods to his original model. He even has a Skaven rune carved into his shoulder in the same place as the first model. The mechanical leg and the warpfire thrower are similar to those of Boneripper's second incarnation, a reanimated skeleton upgraded with mechanical parts by Clan Skryre. Interestingly, the new and improved Boneripper shares many visual links to that great clan, his weapons a much larger version of those carried by Warpfire thrower teams. Even his segmented armour is familiar – take a look at Ikit Claw's armour if you're in any doubt.



BONERIPPER

Ever since his very first adventure in the Gotrek and Felix novel Skavenslayer, Grey Seer Thanquol has been accompanied in his endeavours by a succession of Rat Ogre bodyguards, each one known as Boneripper.

Boneripper I was killed by Gotrek Gurnisson, with his axe, in Nuln.

Boneripper II was killed by Felix Jaeger with a bomb during the battle of the Lonely Tower.

Boneripper III was slain by Gotrek with the aid of Snorri Nosebiter.

Boneripper IV was slain by Lord Skrolk.

Boneripper V was slain by Deathmaster Snikch.

Boneripper VI was a Clan Eshin Rat Ogre, wounded in Lustria and later eaten (regrettably) by Thanquol.

Boneripper VII was the reanimated corpse of the first Boneripper, stolen from the Nuln museum where it was on display and rebuilt by Clan Skryre Warlock Engineers.

And so on...

This Boneripper, possibly the dreaded thirteenth incarnation, is Thanquol's most powerful yet.

A DIG-SCRATCH INTO WARHAMMER: THANQUOL

Up until now the Skaven have been widely overlooked as a serious threat to the Warhammer world. Upon opening Warhammer: Thanquol, you'll quickly realise that's not the case.

What's truly terrifying is the level of scheming the Skaven get up to and how their most ludicrously destructive ideas are, to the perpetrators, just everyday plans. You thought Balthasar Gelt's Auric Bastion was impressive, or that Teclis's plan to open the Great Vortex was crazy? Wait until you find out what the Skaven are up to. Suffice to say, a lot of man-things, beard-things, green-things, lizard-things and frog-things die. The scale of the carnage is unprecedented.

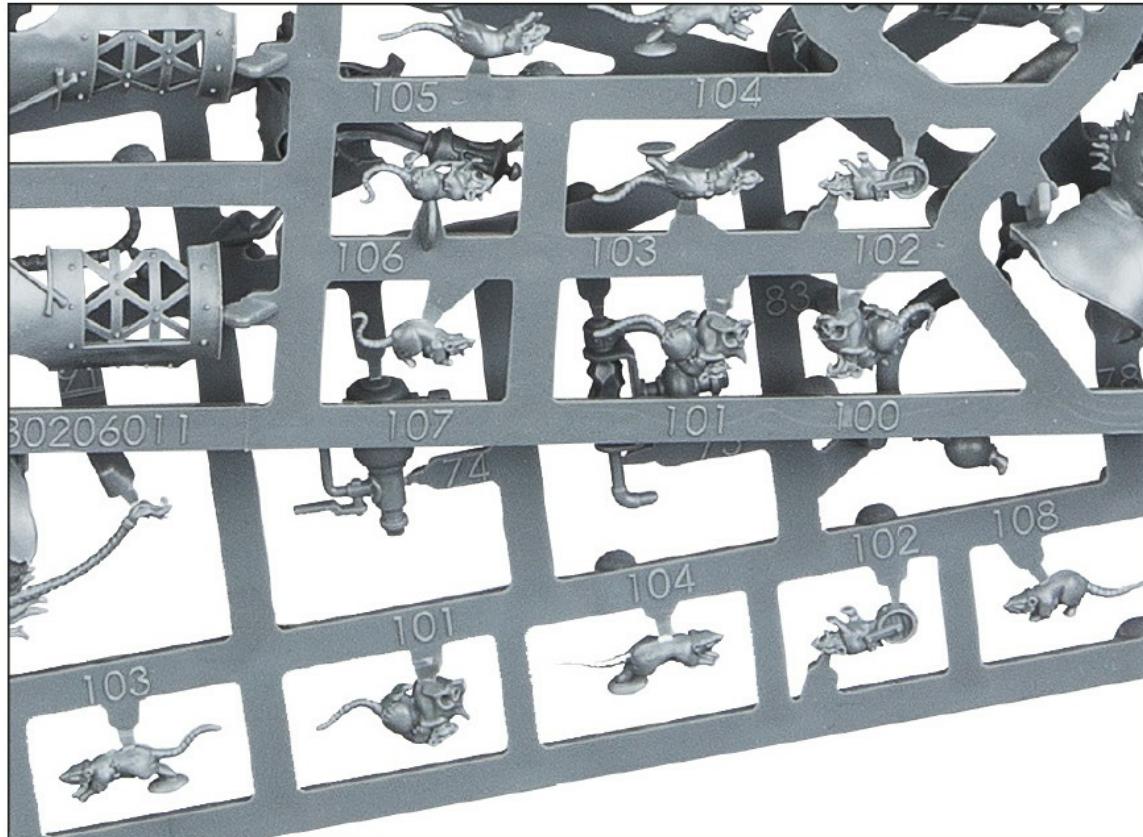
So what does this all mean? Simply this: with such power at their claw-tips, could the Skaven be the deciding factor in the greatest war of all time?



THERE'S A RAT IN MY KITCHEN

If you look closely at the great new Thanquol and Boneripper, you might notice the tiny rats scurrying around Boneripper's feet. There are actually 21 of these included in the kit, including one pair pushing a lump of warpstone, and the already legendary 'wheel rat'. It's

like a Bit of the Week extravaganza all on one sprue. Not only are these furry extras perfect for adding to the bases of this or any other Skaven model, but they could equally well be stuck to bases and used as warpstone tokens or other battlefield markers, or even secreted around your opponents' houses in ominous warning of what is surely soon to befall them...



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: channelling the Winds of Magic.

THE LUMINARK OF HYSH

Casting spells is far from the only way to harness the tempestuous power of the Winds of Magic. The Luminarks of Hysh are unusual contraptions, a strange combination of engineering and magic. Each Luminark consists of an array of enchanted mirrors and aether-lenses, which are used to focus the power of Hysh, the Wind of Light, into a soul-shattering beam of incandescent light.

THE CELESTIAL HURRICANUM

Empire Wizards of the Celestial Order use the Hurricanums to channel the Wind of Azyr. As the vast orrery spins around, magic is drawn into the Orb of Sorcery held at its heart. By aligning the orrery, the acolytes can summon shards of ice, lightning bolts and even fiery meteors from the sky.

WARP GENERATOR

Ikit Claw, the master Engineer of Clan Skryre, wears a huge warp generator on his back. By siphoning the Winds of Magic, Ikit can power his suit of iron armour and his magical halberd known as the Storm Daemon. While its power levels fluctuate (much like the Winds of Magic themselves), the generator can absorb phenomenal amounts of power, turning Ikit Claw into a thrumming conduit of magical energy.

WINDCATCHER PRISM

Created specifically to harness the ascendent Wind of Magic in Storm of Magic, the Windcatcher Prism draws magical energy to it, imbuing the bearer, and his immediate allies with anything from flaming swords and molten bullets to a cloak of impenetrable shadow.

WEAPON OF THE WEEK: KURT HELBORG'S RUNEFANG

'Grudge Settler' is the Runefang of Solland. Unlike the other Runefangs, it is not held by an Elector Count, the province of Solland having been devastated in a war against the Orcs and absorbed into the neighbouring province of Wissenland, but instead entrusted by the Emperor to a chosen hero of the Empire – most recently, Kurt Helborg. But with Helborg not faring so well in the Fall of Altdorf, who will it be entrusted to next? Indeed, where is it...?



HOW DID THEY DO THAT?

You may recall the ghostly Elves we featured a few months ago. Well, we've received several emails asking how they were painted. Simply, is the answer. They were undercoated Skull White and the details (skin, hair and weapons) painted. A wash of Temple Guard Blue and Lahmian Medium was then applied over each model and highlighted with Administratum Grey and White Scar. A Guilliman Blue glaze finished them off.



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



NOT THE HARDEST HITTERS

Oi, stunty, answer me this: if the Tau are so great with technology, why can't they invent something to make themselves better at fighting in combat?

- Shas'o Harry Foreman

GROMBRINDAL SAYS

Wow, you certainly know how to make friends, don't you? Consider your name entered into my Book of Grudges. No one calls me stunty...

However, I am willing to answer your question (this time). The Tau believe that close combat is a violent and messy affair, the sort of fighting that only savages get involved in. Savages like dirty Orks. They feel the honourable way to fight is at range, using guns to hunt their foes so they don't bloody their hands. That's why they haven't invented something to boost their combat prowess – they simply don't want to. I'm sure if they got their little blue hands on an axe, they'd soon change their minds.

- Grombrindal

READER'S MODEL OF THE WEEK

When it comes to readers' contributions, you really can't go far wrong with a nicely-painted Ghazghkull Thraka.

This excellent rendition of the infamous Ork Warlord was painted by Chris Mason, who used weathering powders on the black armour to make it look suitably rusty and weather-worn. Of particular note is the poster beneath Ghazghkull's feet which has 'Let's go... Cadia' written on it. Clearly the Cadian war effort is going well, then. Or, more likely, the prophet of Gork and Mork is stompin' all over them. Take that, humie scum!



If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:
team@whitedwarf.co.uk



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

BREAK OUT THE BIG GUNS (AND THE BIG BRUSHES!)

Preparations for the upcoming End Times campaign continue apace in the bunker. With so many stunning new – and very large – models to tackle, it’s been big brushes all round. Paint Splatter is the perfect starting point but don’t forget there are a host of great painting videos on the Games Workshop website – including all the new End Times models. Just navigate to the relevant product and look for the painting videos. We’re sure you’ll find them as useful as we did.



BIT OF THE WEEK: POWDER MONKEY

Powder Monkey – or Power Monkey, as he's sometimes known – is found on the Empire Handgunners sprue. He's sort of like a familiar for blokes with guns. Why should Wizards have all the fun? In fact, rumour has it, he used to be one.



WHITE DWARF'S REGIMENTS OF RENOWN

The Legion of the Damned are warriors of legend, regarded by some as the physical manifestation of the Emperor's wrath, by others as a psychic abomination. Whatever they actually are, they appear where they're most needed, wreathed in ethereal flame to fight alongside the Emperor's armies. When victory is assured, they disappear once again, their hellish appearance but a memory to the survivors. This unit was caught on vid-capture fighting alongside a strike force of Imperial Fists on the Hive World of Formanton IV, where they battled against the forces of the arch-enemy. Their black armour and weapons glow with the intense heat of the fire that engulfs them, their eyes glowing an eldritch blue in their skull-like face-masks. The vid shows them vanishing just as rapidly as they appeared..





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ISSN 2055-2653

Product code: 60659999050



