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THE
HOBBIT
THE BATTLE OF THE FIVE ARMIES
STRATEGY BATTLE GAME



NEW CODEX

THE NECRONS AWAKEN

THE ANCIENT RULERS OF THE GALAXY RETURN TO RECLAIM WHAT WAS THEIRS!

WHITE DWARF™

ISSUE 52
24 January 2015



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OPENING SALVO

The Necrons have awoken and they don't like what they see: a galaxy overrun by humans, Orks, Tyranids, Tau and more. What better time, then, to re-conquer what was once theirs with a brand-new Codex?

And what a Codex it is, stuffed to bursting not only with datasheets for all available Necron units, but also thrilling stories and background, heraldry guides and a new way to organise your army – the Necron Decurion. We tell you all about it in an in-depth feature. Also in the issue there's a Paint Splatter dedicated to the imposing new Necron Overlord, and a brand-new exclusive scenario for *The Hobbit: The Battle of the Five Armies* strategy battle game.

Now, if you'll excuse us, we need to mobilise our metal legions to purge the galaxy of organic life. Until next week!



NECRONS

NECRON OVERLORD

Necron Overlords are second only to the Phaeron in the Necron dynastic hierarchy, supremely powerful individuals who rule entire planets and command countless undying legions. Implacable, soulless warriors, it is by their will that worlds are conquered.

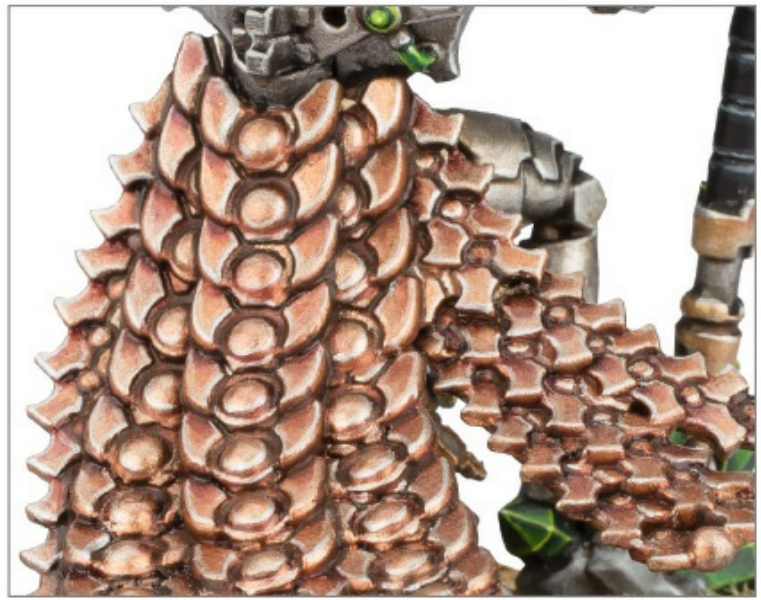


Unknowable aeons ago the Overlords were living beings, rulers of the Necrontyr dynasties. Following the harrowing experience of bio-transference, they were changed forever, their mortal bodies replaced with living metal skeletons. As rulers and military commanders they retained their skills and knowledge but, in a cruel twist of fate, they also retained their memories of being a living creature.

Fuelled with rage and hatred for the mortal denizens of the galaxy and driven by an unquenchable desire to re-establish the Necron dynasties of old, Necron Overlords are fearsome war leaders. Taller even than a Space Marine, their metal bodies can sustain damage that would slay a mortal warrior outright. Even total dismemberment is not a guarantee of their demise, their body parts reassembling to rise again at the head of their legion.

While most Necrons are austere living metal automatons, the Necron Overlord marches to war in his regal raiments, a gilded crown welded to his leering metal skull and a flowing metal cape hung from his carapace. In his right hand he wields a curved warscythe fashioned from unfathomable alloys, its blade capable of slicing through flesh and armour as if they were not there. In his other hand, the Overlord holds aloft a resurrection orb, an inscrutable device that enables him to reanimate fallen Necrons, even in the heat of battle.





Left: The Necron Overlord carries a viciously-curved warscythe with Necron glyphs carved into its glowing surface.

Right: A segmented living metal cape hangs from the Overlord's waist, a sign of his status and power.



Left: The Overlord wears a golden crown, a glowing sphere of energy mounted on his forehead, much like those worn by the Triarch Praetorians. In the middle of his chest he wears the Ankh of the Triarchs, a hieroglyph worn by all Necrons to remind them of their duty to the Silent King.

Right: The Necron Lord's carapace has been significantly upgraded, enhancing his strength and resilience. Moulded directly around his metal spine, its arched crest and energy converters are as much a sign of the Overlord's status as they are a form of protection.

THE WHITE COUNCIL – VANQUISHERS OF THE NECROMANCER OF DOL GULDUR

The White Council is an assembly of the wise and powerful of *Middle-earth*, and the foremost bulwark against the rising power of *Sauron*. When *Gandalf the Grey* falls foul of the Necromancer of *Dol Guldur*, it is the White Council who come to his rescue.



Gandalf the Grey's attempt to investigate evidence of the Necromancer of Dol Guldur ended in disaster. His worst fears were realised and he became the prisoner of the resurgent Dark Lord. When all seemed lost, however, the White Council came to rescue their friend and cast the down the Dark Lord and his minions. The White Council – Vanquishers of the Necromancer of Dol Guldur faithfully captures the heroic trio in Citadel Finecast. Saruman the Wise brandishes his staff of power, his robes and hair whipping around him as he prepares to strike. Galadriel has taken upon herself a war aspect, her raiment ragged and torn and billowing upon an eldritch breeze. Elrond appears a master of battle, every inch the warrior lord who stood against Sauron in ancient days.



THE HOBBIT: THE BATTLE OF THE FIVE ARMIES™

RADAGAST™ THE BROWN RIDING GREAT EAGLE

When all seems lost in The Battle of the Five Armies, hope is reborn as *Gwaihir* the Windlord leads his feathered host to join the fray. Among these mighty Great Eagles rides *Radagast the Brown*, eager to lend his aid to the Free Peoples' struggle.



The Great Eagles have been the saviours of the Free Peoples time and again throughout the history of *Middle-earth*, but never have they been more welcome than at the culmination of The Battle of the Five armies, as the Windlord led them into battle against the legions under Azog's command. This regal flight of giant birds of prey was joined by *Radagast the Brown*, a Wizard noted for his affinity with nature and a love of noble animals, and the iconic image of the bumbling Wizard sat upon the back of the giant eagle has now been recreated in Citadel Finecast. *Radagast the Brown* is perched between the Great Eagle's mighty wings, holding onto his crumpled hat for dear life, leaning back on his mount in an effort not to overbalance. The Great Eagle itself is in the midst of a diving attack, wings unfurled in the moment before it crushes its victim into the ground.

NECRONS

CODEX: NECRONS

Aeons ago the Necrons ruled the stars, an undying race who once warred against gods in their quest for dominance. Endless conflict forced them into hibernation, an age-long exile spent in slumber, but now they awaken again, and the galaxy will feel their wrath.



The Necrons are among the most ancient races in the galaxy, once the mightiest empire to inhabit the stars. For all their power, however, they were short-lived, a trait that made them bitter and warlike. A pact forged with jealous gods granted them immortality, but at a terrible cost, their souls forever entombed in undying metal bodies. After countless millennia of endless, spiteful wars and betrayals, the Necrons retreated to their tomb worlds, determined to outlive their foes. In the latter years of the 41st millennium the Necrons have awoken to find the galaxy overrun by new races. The only recourse is to eradicate them – all of them.

Codex: Necrons is the essential guide to these arrogant aliens, a 120-page book detailing their fall and rise, and the dread military power they have at their disposal. Within it we are introduced to the Necron dynasties, such as the all-powerful Sautekh and their rivals of the Mephrit and Nihilakh Dynasties, as well as cults and organisations that define Necron society. Rich background history sits alongside diagrams explaining the organisation of Necron armies and illustrations that give you more detail on the dynastic glyphs worn by the Necrons. As you might expect, the Codex also has all the rules you need to unleash them in your games – including the formidable Decurion Detachment which provides a new way of collecting and using your army, Warlord Traits, C'tan powers to bring the star gods to life on the tabletop and characteristic Necron formations such as the Annihilation Nexus and Judicator Battalion.



Left: The cover of Codex: Necrons shows an Overlord clutching a glowing resurrection orb.



Right: Amazing new artwork sheds a light on just what a Necron invasion might look

like – the sky choked with Necron Night Scythes as Necron Immortals advance.



Above: A bulging showcase section displays the best of the Studio's Necron collection in stunning detail, and contains ideas and inspiration for collecting and painting your own Necron army.

CODEX: NECRONS CRYPTEK EDITION

Limited to 1,000 copies worldwide

For the most dedicated Necron collectors, we present the awe-inspiring Cryptek Edition.



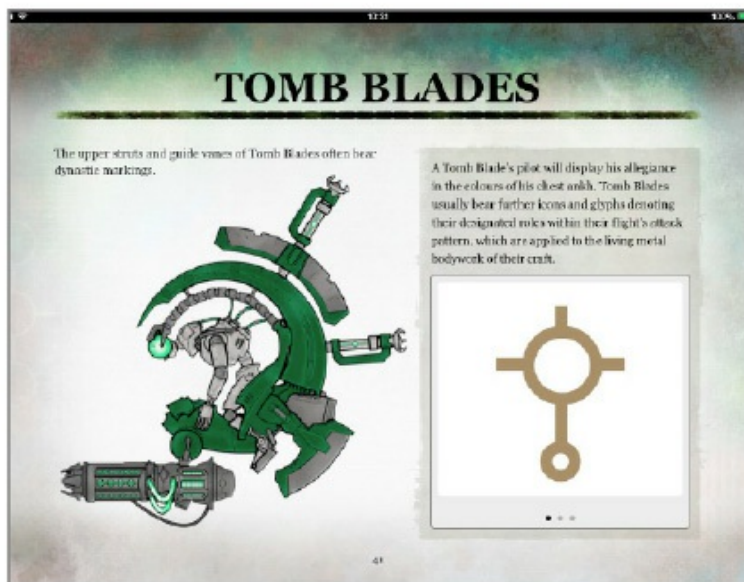
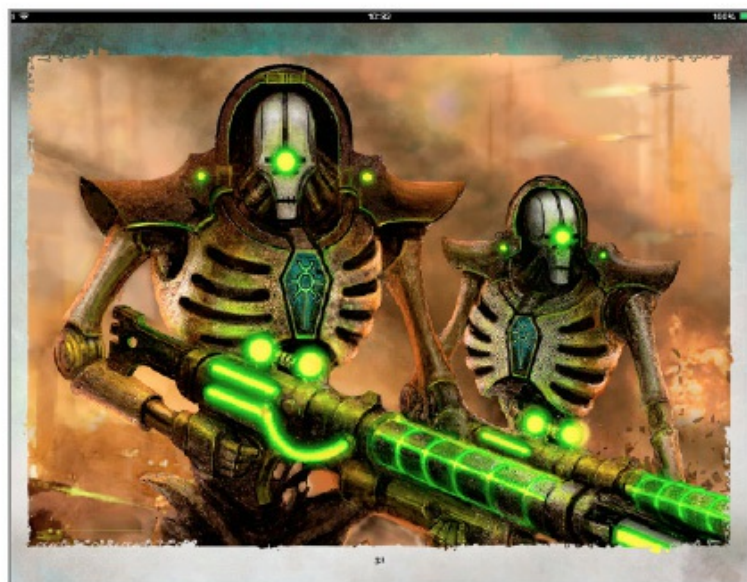
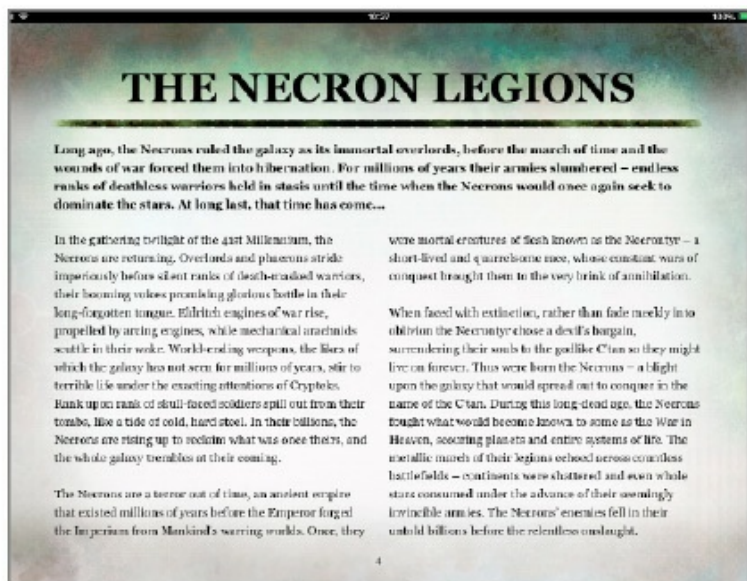
The Crypteks are the masters of the Necrons' arcane technology and creators of unspeakable wonders, and the limited edition of Codex: Necrons is more than worthy of their name. The Codex is contained in a rigid two-part outer case, with a die-cut Ankh of the Triarch in the centre. Inside, the cover is presented with an amazing finish only available in this edition (the brilliant green artwork, with spot varnish and debossed details, is even visible through the cutaway in the outer case). The case also holds a folio containing a map with the new Necron Decurion formation on the back, along with six

metal objective markers and a tuck box loaded with 22 double-sided datasheets, handy reference cards covering the units from the Codex.

CODEX: NECRONS IPAD EDITION

Available for iPad

As befits the techno-arcanists of the Necron Empire, you can also download the Codex for your iPad.



Note: These are work-in-progress pages and may differ slightly from the finished product.

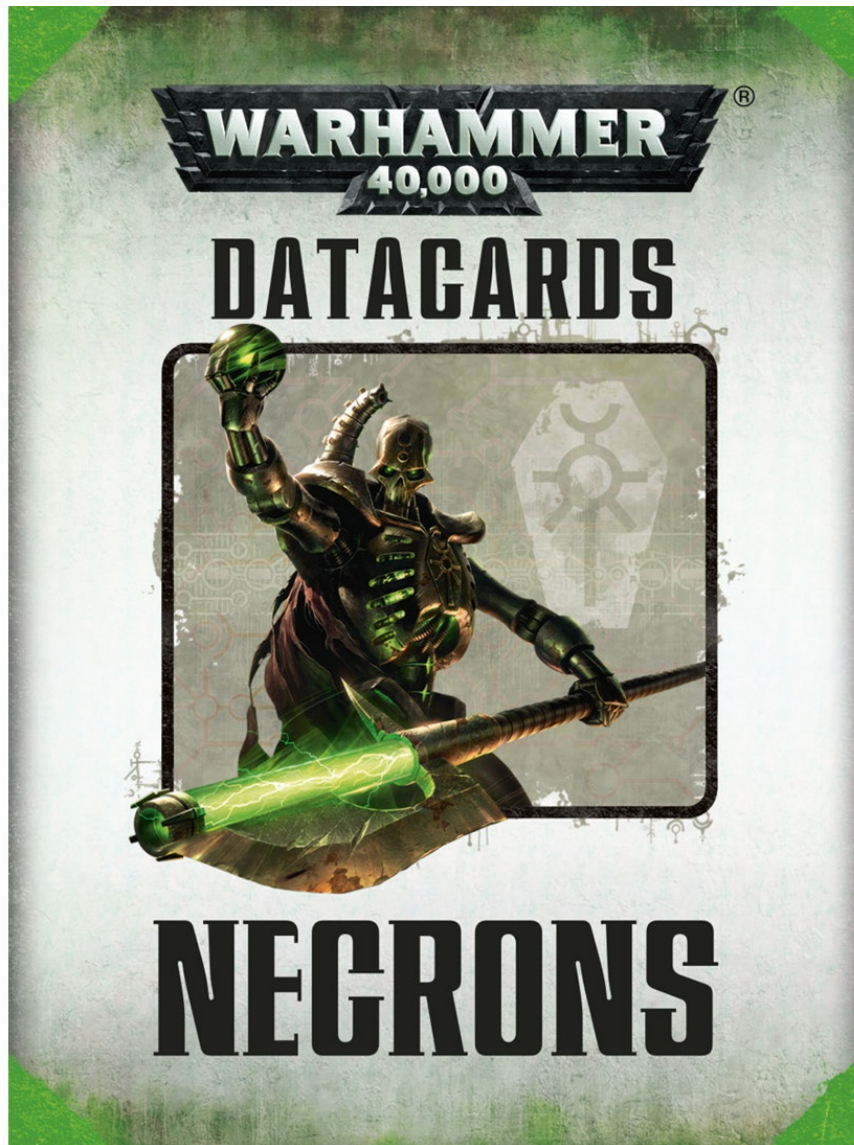
If you prefer your Codexes loaded onto your iOS device, then the digital edition of Codex: Necrons should be enough to get your reanimation protocols firing on all cylinders. It

contains the same great content as the standard paper edition of the Codex, along with the functionality we've come to expect from Games Workshop's digital editions, with cross-references to make information easier than ever to find and pop-up glossaries to explain rules when you need them. It even has a digital force requisition to help organise your collection for war. All of the artwork and photography from the standard edition can be viewed harnessing the high-resolution capabilities of your iOS device, including art, photos, 360° rotations of models and much more.

DATACARDS: NECRONS

6 Powers of the C'tan cards & 36 Tactical Objectives

Unleash the power of the C'tan, and keep track of your objectives with these Necron Datacards.



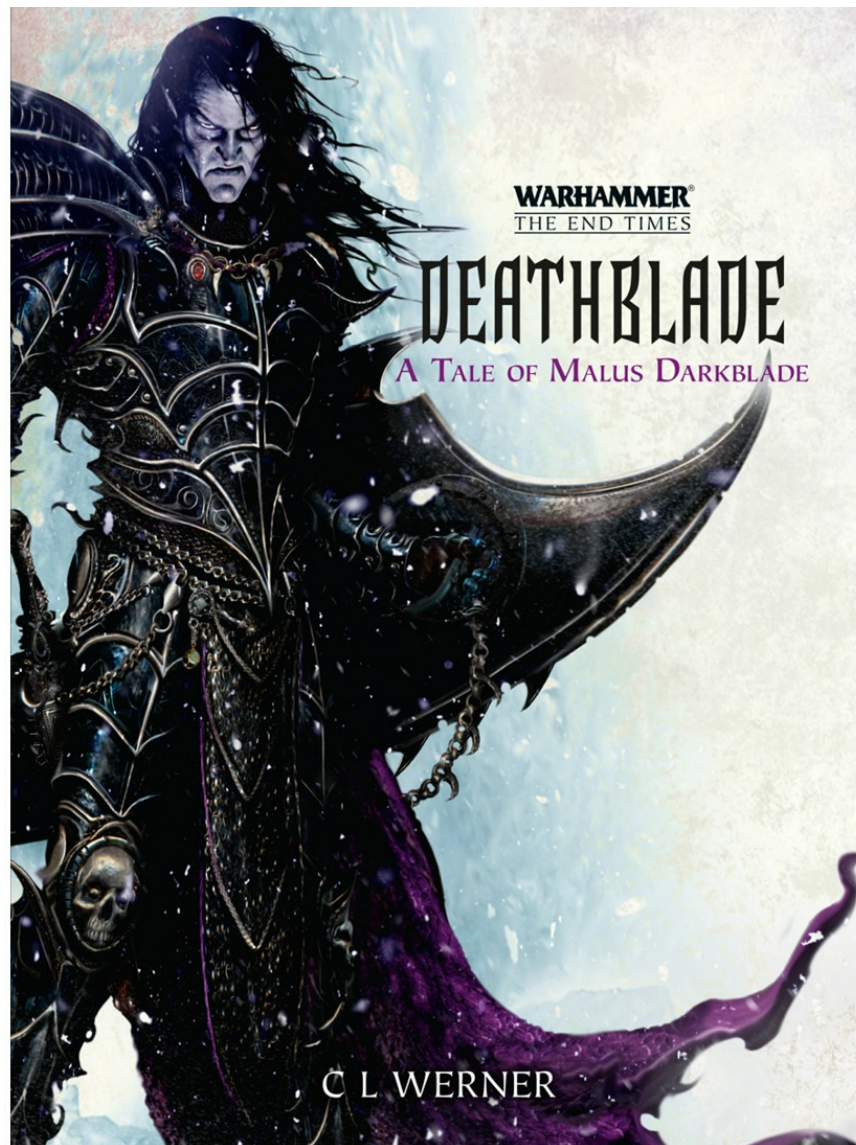
Presented in a sturdy cardboard box, Datacards: Necrons is a complete set of 36 Tactical Objectives for your Necron army, including the six Necron-only Tactical Objectives found in the new Codex, and six cards for the Powers of the C'Tan, along with an explanation of how to use them in your games.

These new Datacards add tremendous flavour to your battles; objectives such as 'Dust and Ashes' and 'Thrall of the Silent King' could be plucked fresh from the stories while the Powers of the C'tan let you play star god on the battlefield. Clutching these in your metallic fist is a very satisfying feeling – just unleash one Transdimensional Thunderbolt or Antimatter Meteor to see why...

DEATHBLADE

By C. L. Werner
Hardback | 352 pages

Malus Darkblade is one of the most ruthless, treacherous and ambitious Dark Elves of all time. He is also the unwilling host of the Daemon Tz'arkan. Having plotted and murdered his way to the top of Druchii society, Malus Darkblade now has but one ambition: to kill Malekith and rule the Dark Elves.



This action-packed, gore-saturated novel ties in perfectly with the End times novels (particularly The Curse of Khaine) and follows Malus as he leads Malekith's armies to Ulthuan. From the siege of Eagle Gate to the Battle of Reaver's Mark, Malus plots and schemes his rise to power, while simultaneously holding back the power of Tz'arkan. But what part does the Sorceress Drusala have to play in proceedings...?

FURTHER READING

If you're into Dark Elves there are plenty of books from the Black Library to slake your thirst for violence and treachery. The five-part Malus Darkblade series is a great place to start and is available as an eBook bundle from the Black Library website. Also available as an eBook is the Sundering trilogy from the Time of Legends series, which follows Malekith's bid to claim the Phoenix Crown. And, on that note, make sure you pick up *The Curse of Khaine*, the third novel in the End Times series and the perfect companion to *Deathblade*.

For more information visit: www.blacklibrary.com



THE END TIMES EBOOKS

Available in ePub and MOBI formats

The reign of eBooks continues this week with digital releases for all four books of the End Times.



Unless you've been banished to the Badlands for the last few months, you'll know that the End Times are very much upon us. While this may be cataclysmic news for the Warhammer world, the good news is that the four books of the End Times – Nagash, Glotkin, Khaine and Thanquol – are now available as eBooks.

These mighty tomes have been magically rendered by digital sorcerers into fantastic eBooks, enabling you to carry them easily to and from your battles and read them wherever you go, from cosy living room to chilly train station. Not only do they include the full, unabridged background of their paper counterparts, but they also contain all the illustrations and rules, too. Truly the eTimes are upon us!

[DIGITAL_EDITIONS]

These and other Games Workshop Digital Editions are available from



THE TOMB AWAKENED

Start your Necron army or add to an existing one with this great-value boxed set containing a Necron Overlord and a host of deadly Necron units.



When a Necron tomb awakens, it's the Necron Overlord who emerges first, his Immortal bodyguard marching alongside him as he prepares to conquer the stars.

This all-plastic boxed set includes 21 miniatures, all of them with optional extras or alternative builds. The ten Immortals in the box can be built with gauss blasters or tesla carbines, for example. Alternatively, you can build them as Deathmarks, the assassins of the Necron race. Or why not build five of each? Similarly, the Triarch Praetorians come with a number of weapon options and can also be built as the sinister Lychguard, while the Catacomb Command Barge can be assembled as an Annihilation Barge (as shown to the left), enabling you to use the Necron Overlord on foot. The Canoptek Wraiths and the Triarch Stalker also come with weapon options, including the deadly heat ray and the particle shredder.

RAISING THE LEGIONS

Want to raise your own undying legion to conquer the galaxy? Or are you a Phaeron of your own dynasty looking for reinforcements? Whether you're new to the Necrons or a seasoned veteran, there are loads of plastic and resin kits available to help you build your legion.

The Necrons have awakened, returning to find a galaxy they once ruled overrun by lesser races. Their former empire they would reclaim, and with a new Codex and new plastic Necron Overlord released this week, now is the perfect time to join them. The Imperium may have precious little idea of just how organised a threat the Necrons are but with the new Necron Decurion Detachment, there's no need for you to be baffled! Make sure you take a look at our feature on page 14, and check out some of the awesome Necron range below.

At the heart of the Decurion – the relentless, indefatigable battleforces of the Necrons – is the Reclamation Legion: a minimum of two units of Necron Warriors, an Overlord, and at least one unit each of Immortals and Tomb Blades. (See page 20 for more on this.)

The Necron range offers a host of extra kits to support this sturdy core of your army. Monoliths provide transport for your warriors, while the Triarch Praetorians and Lychguard (built from the same kit) provide some supremely powerful protection for your commanders.

The Necrons are ancient masters of arcane, supremely powerful technology, as their armies testify. Why not pay homage with an Obelisk, silent guardians of the tomb worlds and war machines capable of immense destruction, or a Tesseract Vault – prison to an enslaved star god!



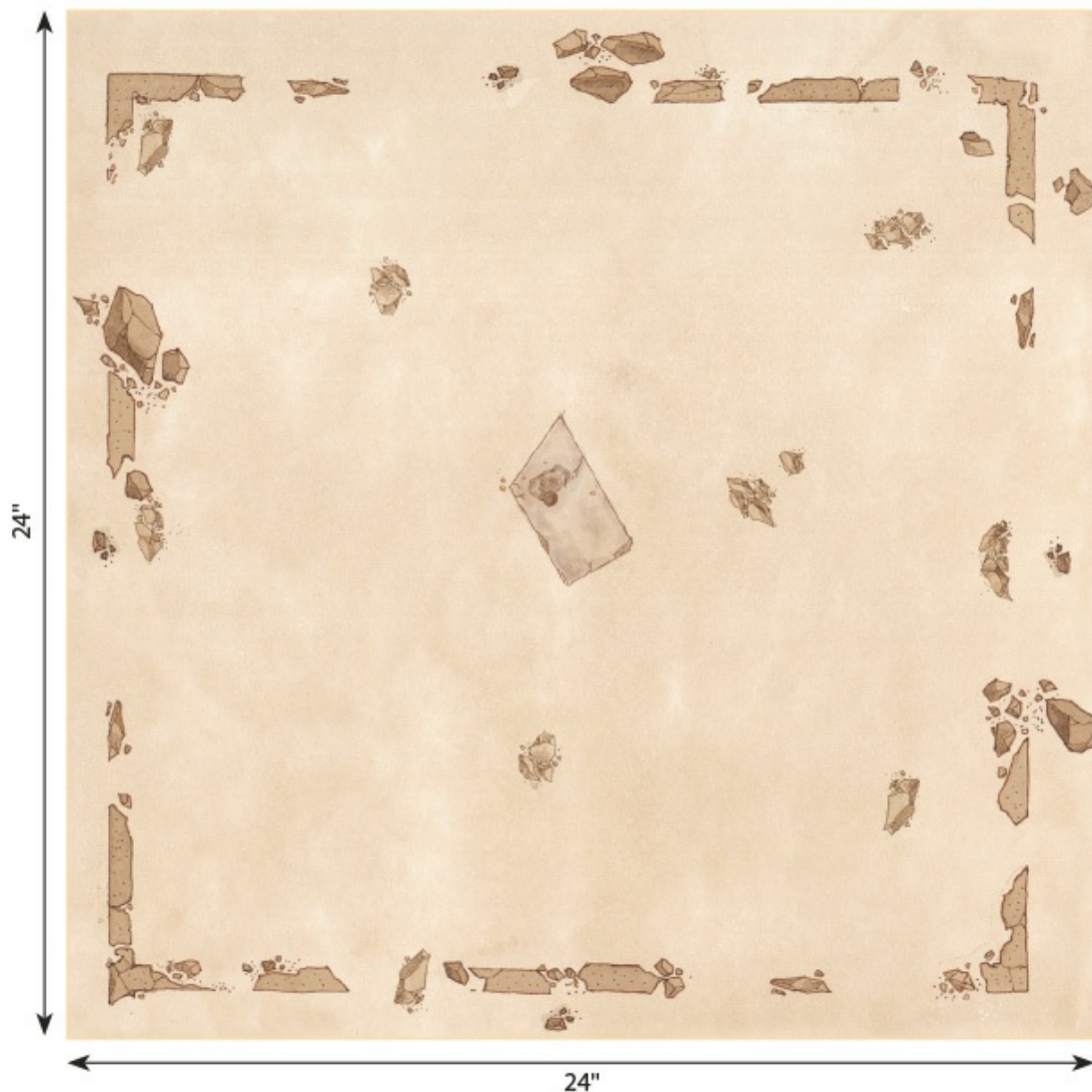
RULES OF ENGAGEMENT

With the release of The White Council this week, and with *Gandalf the Grey* on the verge of *death in Dol Guldur*, we thought it was time to give The White Council the chance to live up to their name and vanquish The Necromancer of *Dol Guldur* in this exclusive scenario.



The fall of the NECROMANCER

Gandalf the Grey lies broken by Sauron's terrible power and, were it not for the timely intervention of Galadriel, the Grey Pilgrim would doubtless have perished. But as the Lady of Lothlórien carries the tortured form of the Wizard to safety, she is beset by the dreaded Nazgûl. The Necromancer of Dol Guldur, it seems, is unwilling to give up his prize so easily...



LAYOUT

This battle is fought on a 24" x 24" board that represents a dark, oppressive cloister at the heart of Dol Guldur, the Necromancer's malevolent stronghold in the south of Mirkwood. Though quite large, the area is sparse, with the notable exception of an ornate statue on a plinth near its centre, which bears one of the lost Palantíri.

STARTING POSITIONS

Gandalf the Grey is placed prone in the centre of the board, with Galadriel, Lady of Light

standing next to him in base contact. All other models are held in reserve and will be available later in the game as reinforcements. Players are free to move these models onto the board from any table edge. The Evil player begins the first turn of this scenario with Priority.

OBJECTIVES

The White Council are seeking to rescue Gandalf the Grey and rid Mirkwood of the Necromancer's evil presence once and for all. If the White Council is able to destroy the Necromancer before they are wiped out and escape the board with Gandalf the Grey on the back of Radagast the Brown's sleigh, then the Good player wins. If the Good player is able to achieve only one of these objectives, then the game is a draw. Any other result is a victory for the Evil player.

PARTICIPANTS

Good Models: *Elrond*, Lord of the West; *Galadriel*, Lady of Light; *Saruman* the Wise; *Gandalf the Grey* and *Radagast the Brown* on sleigh.

Evil Models: The Necromancer of *Dol Guldur*; the Witch-king of Angmar and 8 Ringwraiths.

Designer's Note: Profiles for the Good models can be found in *The Hobbit: An Unexpected Journey*™ Strategy Battle Game and *The Hobbit: The Battle of the Five Armies*™ expansion, whilst profiles for the Evil models can be found in the *Mordor* sourcebook.

SPECIAL RULES

A Gathering of Might. The Evil player may bring on D3 Ringwraiths each turn until all nine have entered play. The Necromancer of *Dol Guldur* arrives the turn after the last Ringwraith. The Good player may bring on *Elrond*, Lord of the West on Turn 2, *Saruman* the Wise on Turn 3 and *Radagast the Brown* on Turn 5.

By a Thread. Gandalf the Grey's life hangs in the balance. He is unable to move or perform actions of any kind, nor can he be targeted or attacked by the Evil player. Only *Radagast the Brown* can move *Gandalf the Grey*, treating him as a Heavy Object as described in the main rules manual. He may drag his fellow Wizard onto his sleigh, at which point *Gandalf the Grey* will count as Radagast the Brown's passenger. The Evil player may still target *Radagast the Brown* with close combat strikes or magical powers.

The Will of the Necromancer. Empowered by their master's presence, the Nazgûl can maintain a strong grip on their corporeal forms. The Witch-king of Angmar begins the game with no Might points, 20 Will Points and no Fate points. Each Ringwraith begins the game with no Might points, 12 Will points and no Fate points. These models may expend their Will points in the same manner as Fate points.

One of Purpose. See page 195 of *The Hobbit: An Unexpected Journey* rules manual.

DESIGNER’S NOTES

This Scenario pits some of Middle-earth’s greatest heroes against its deadliest villains in a battle that will rule the fate of many. This clash can be made all the more cinematic by calling plenty of Heroic Duels for added drama.



NECRON DECURIONS

The Decurion is the principle military formation of the Necron Dynasties, used to slaughter their foes since the dawn of time. Boasting phalanxes of automaton warriors and supported by swathes of war machines, it is an implacable force of destruction.



Considering the Necrons' appearance and the automaton nature of their soldiery, the casual observer could be forgiven for believing them to be a dull-witted and inflexible military force. Their use of attrition to grind the enemy down, eradicating defenders with waves of self-repairing, metallic killers is well documented. Such a viewpoint, however, does not take into account the staggering intelligence of the upper echelons of Necron society, for the Phaerons, Regents, Overlords and Lords have (with a few notable exceptions) survived the intellectual degeneration of the bio-transference process – which rendered the overwhelming majority of the Necron race into robotic mind-slaves – relatively intact. Confined, as they are, to metal bodies, the Necron nobility have lost none of their appetite for war and the cruel and bitter nature that defined them in their ancient

struggle. Rather than leaving them slow and unthinking, being stripped of the distractions of the flesh has given a great many of the Necrons' Phaerons, Nemeros and Overlords a razor-sharp focus: they have become utterly obsessed with restoring their lost empire, whatever the cost may be.

Aeons ago, when the Necrons waged their War in Heaven they developed a system of warfare that has remained largely unchanged since, in spite of the millions of years that their race slumbered. The foundation stone of this is the Decurion, a flexible military formation that has been proven in unnumbered battles.

The principles of the Decurion are recorded in the ancient war-hieroscripts of the Necrontyr (the forebears of the Necron race) and preserved in the databanks so jealously guarded by the Crypteks. They are a mix of tradition, stemming from status and perceived positions of honour within the Necron dynasties, and tactical expediency. The Decurion is so central to the Necron legions that every Lord, Overlord and Phaeron understands it intimately, and has utilised it in the bloody battles against the Old Ones and Eldar during the War in Heaven.

A Decurion is formed around a Reclamation Legion, led by a noble of Overlord status or above and consisting of the Warriors, Tomb Blades and Immortals of his dynasty. This Reclamation Legion is then joined by a selection of the more esoteric Necron elements that the Overlord's dynasty can call upon, such as Deathbringer Flights or Destroyer Cults. For minor engagements, prideful Overlords will select only a small army to lead to battle, while in wars of annihilation, they will unleash their full might.

Even the smallest Decurion is a significant strike force, with around 30 Necrons within the Reclamation Legion and a lesser ancillary unit of five Deathmarks or Flayed Ones – ideal for minor missions, where overwhelming strength is neither required or appropriate. Full-sized Decurions boast several hundred Necron Warriors, Immortals and Lychguard, accompanied by formidable war machines and bolstered by the presence of an enslaved star-god. Deployments such as these have the power to smash a Space Marine Battle Company asunder, eradicate Imperial Guard regiments or stop an Ork Waaagh! in its tracks.

THE TRIARCH

In ancient days the Necrons were governed by a ruling council of three, known as the Triarch. This triumvirate consisted of three Phaerons, the chief of whom was known as the Silent King.

It was the last Silent King, known as Szarekh, who brokered the Necrons' bargain with the C'tan, and in so doing both saved and doomed his race. Following the Great Sleep, the Triarch is no more, although rumours abound that the Silent King still lives and pursues some hidden agenda even now.

RANKS OF THE NECRONS

The leadership of the Necron race can be described as a royal court, each ruled from the dynasty's crownworld.

Phaeron

The leaders of the Necron dynasties are known as Phaerons – beings of immense physical power.

Regent

Every coreworld, and most fringeworlds, within a dynasty are governed by a regent, who is in effect a high-ranking Overlord.

Overlord

These Necron nobles also form the royal courts on each world. A Necron must be of at least Overlord rank or above to lead a Decurion.

Lords

Lesser Necron nobility, Lords are often used to command small Necron detachments.

Nemesor

A special military rank, a Nemesor is a Necron general charged with commanding vast dynastic legions.

THE DYNASTIES

The once glorious Necron race was formed of dynasties, with names such as Sautekh, Charnovokh and Ogdobekh. The largest of these saw thousands of worlds prostrate themselves in fealty to the Phaerons who ruled them, and each, even the smallest, possessed staggering power. Since the Great Sleep many of the dynasties are gravely diminished, their glory faded and many of their coreworlds lost. Even so, many hundreds of powerful dynasties survived, and more awaken all the time.



Solar killers, the Mephrit Dynasty once snuffed out suns in their wrath. Now fully awakened, they are eager to wield such power again.



Novokh is known for its Warriors, who once daubed themselves in the blood of the fallen. Aeons later, their armour echoes their past.

THE SAUTEKH DYNASTY

The Sautekh Dynasty is the greatest of the re-emerging Necron powers, an empire that spans a vast swathe of the galaxy and continues to bring more worlds to heel. Sautekh is ruled by the tyrannical grip of its Phaeron, Imotekh the Stormlord, a Necron of immense power and incredible cunning. With ruthless efficiency Imotekh has subjugated all of the Overlords of his dynasty who refused to fall into line with his ambitions, and exterminated entire systems that have resisted his will. Sautekh's dominance was not always so united, however. When he first awoke, Imotekh saw a dynasty riven by infighting – something he rectified with alacrity.

The holdings of the Sautekh Dynasty are so vast and widespread that many races assume that it represents the Necron race as a whole. Imotekh cares not for how lesser races perceive the Necrons, nor for the ire his actions cause. His only focus is on seeing the Necrons return to primacy within the galaxy.



All Necron Warriors wear the colours of their dynasty, which for Sautekh is the burnished silver and brilliant green favoured by Imotekh. Further to this, each phalanx bears markings to distinguish it, in the form of a stylised element of their dynastic glyph.

DYNASTIC ELITES

The higher a Necron's place within a dynasty, the more elaborate and complex its markings will appear. Phaerons will, of course, be the most ostentatious, and the grandeur of a Necron's apparel will reflect their masters to some extent, drawing on the colours of the dynasty and dynastic glyphs to provide honour markings.

Although only the higher echelons of the Necron dynasties possess the intellect to be vain about such things, an Overlord will see the appearance of his underlings as a point of pride.



Immortals bear the same style of glyphs as Warriors. Many also wear a distinctive honorific band that runs from the nose to the crown of the skull.



SUMMONING YOUR DECURION

Codex: Necrons introduces the Decurion Detachment as a new way of organising your army. If you look at the organisation chart for the Decurion Detachment on the right, you can see just how to arrange the models in your collection into a Necron force that fully captures their ominous, machine-like organisation and threat. It's also a pretty handy collecting guide, too. If you already have some Necron models (or fancy starting an army), the Decurion Detachment chart lays out exactly what you can include in your Decurion. Using this as your guide you can select the models you want in your force while staying true to millions of years of Necron history, crafting an army that evokes the military prowess of an ancient dynasty.

Within a Decurion, there's plenty of flexibility and room to reflect your own dynasty's idiosyncracies. An army from the Sautekh Dynasty might have Nemesor Zahndrekh, or even Imotekh, as its leader and would traditionally feature a versatile mix of units. By contrast, the bloodthirsty Necrons from the Bone Kingdom of Drazak have been afflicted with more incidences of the Flayer virus than any other, and one would expect to see at least one unit of Flayed Ones within any Decurion from that ominous crownworld. Likewise, the Mephrit Dynasty is notoriously leaderless, its Phaeron assassinated by the Eldar and its Overlords vying for power. A Decurion Detachment from the Mephrit Dynasty would surely boast numerous Necron Lords and Overlords, each hoping to eke some advantage from their deeds upon the battlefield.

Over the page we've constructed a Decurion using the Studio collection – a Sautekh Dynasty Decurion led by none other than the dynasty's foremost general, Nemesor Zahndrekh, overseen by Imotekh the Stormlord. Ready to commence a war of annihilation on his foe, Zahndrekh has summoned a formidable Decurion, complete with phalanxes of Warriors, Immortals and even a captive star-god.



Core



Auxiliary



Command





Reclamation Legion (1+)

1 Overlord 1

0-2 units of Lychguard

1-4 units of Immortals

2-8 units of Necron Warriors

1-3 units of Tomb Blades

0-3 Monoliths



Royal Court (0-1 per Reclamation legion)

1 Overlord 1/Imotekh the Stormlord

1-3 Lords 2

1-3 Crypteks 3

1-10 choices per Reclamation Legion



Destroyer cult

1 Destroyer Lord

3 units of Destroyers

0-1 units of Heavy Destroyers



Judicator Battalion

1 unit of Triarch Stalkers

2 units of Triarch Praetorians



Annihilation nexus

2 Annihilation Barges

1 Doomsday Ark



Flayed Ones

1 unit of Flayed Ones



Deathmarks

1 unit of Deathmarks



Canoptek Harvest

1 Canoptek Spyder

1 unit of Canoptek Wraiths

1 unit of Canoptek Scarabs



Star-God

1 C'tan Shard of the Deceiver, C'tan Shard of the Nightbringer, Transcendent C'tan or Tesseract Vault



Living Tomb

1 Obelisk

0-2 Monoliths



Deathbringer Flight

2-4 Doom Scythes

1 A Catacomb Command Barge, Nemesor Zahndrekh, Trazyn the Infinite or Anrakyr the Traveller may be taken in place of an Overlord.

2 Vargard Obyron may be taken in place of a Lord.

3 Illuminor Szeras or Orikan the Diviner may be taken in place of a Cryptek.

ROYAL GIDRIM DECURION OF THE SAUTEKH DYNASTY

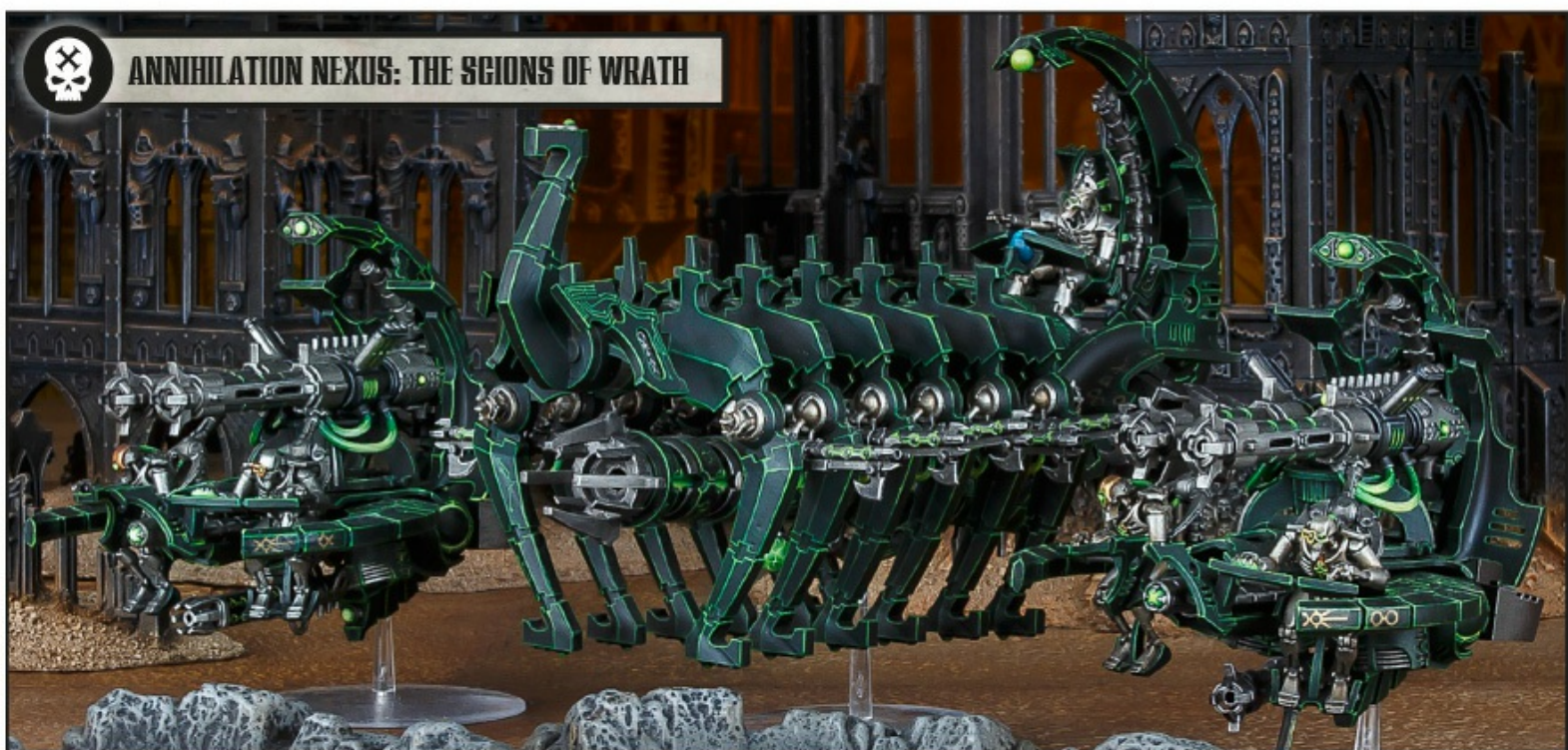




STAR-GOD: THE DEATH OF SUNS



ANNIHILATION NEXUS: THE SCIONS OF WRATH





ROYAL COURT: THE STORMLORD'S COTERIE



CANOPTEK HARVEST: THE DRONES



DESTROYER CULT: THE HERALDS OF OBLITERATION



THE RULES RECLAMATION LEGION

The heart of the Necron Decurion is the Reclamation Legion, solid and dependable phalanxes of Necron Warriors and Immortals backed up by Tomb Blades, all commanded by an Overlord. A well-led Reclamation Legion is all but unstoppable.

Having looked at the awesome new Decurion Detachment (and if you haven't read our feature yet, page 14 really is the place to start), we thought we'd take a look at the Reclamation Legion, a new formation from the Codex which offers a handy core for your Decurion. The Reclamation Legion is built from a solid wedge of durable Necron infantry and Tomb Blades, with the option for up to three Monoliths. The Reclamation Legion can lay down a withering, overwhelming wall of gauss and tesla fire, all the while advancing upon the foe as steadily as the march of death itself. Here's how to unleash it in your games:

Reclaiming the dynasty. As you can see, the Reclamation Legion is big – so large, in fact, that it could be your whole army in smaller games. In this case, all the units in the Reclamation Legion get the special rules listed on the right. The second way to use the Reclamation Legion is to add it, as a stand-alone formation, into a Battle-forged or Unbound army. This is great if you also own a few extra Necron units, such as a Tesseract Vault or Doom Scythe and you want to use all your models. The units in the Reclamation Legion still get all their abilities, and you get to use more units in your game. Everyone wins.

The third and undeniably most satisfying way is to unleash your Reclamation Legion as the lynchpin of a wider Necron Decurion Detachment. Doing this gives you the most characterful and well-organised army possible, and also provides a host of great abilities.

Unleash the Legion. Everything within the Reclamation Legion formation gets three new rules: Move Through Cover, Relentless and Enhanced Reanimation Protocols. Each of these abilities gives your Necrons a little something extra:

Relentless. Essentially this special rule enables your models to stride forwards and fire their weapons at full effect, even with heavy weapons, so it tends to be the sort of thing that squads with heavy weapons get excited about. At first glance, since Necrons don't have them, it seems a bit of a curious addition, but it does have one tremendous advantage: your units will be able to fire their weapons at full effect and then assault (normally units who have used Rapid Fire weapons can't launch a charge). This doubles your attacks in the first round, so it's almost always worth being the aggressor.

Move Through Cover. This handy special rule is often underrated (let's face it, nothing gets blown up), but don't be too hasty – it lends your army an edge in the Movement phase and that's no bad thing. It also means you can cling to cover and get tremendously useful Cover saves without being slowed down.

Enhanced Reanimation Protocols. This is the golden bonus for the Formation – all units in the Formation within 12” of your Overlord re-roll 1s for Reanimation tests! Something worth singing and shouting about. Keep your force together, in cover, and you won't go far wrong. The only way to make this even more devastating is to check out the bonus they get if they are part of a Decurion Detachment.



RECLAMATION LEGION



In the cold heart of every tomb world slumber tarnished metallic ranks of skull-faced Necron soldiers. These are the Reclamation Legions of the coreworlds, and it is from their number that the Overlords assemble their armies of conquest. When the Necrons march to war, the legion is the instrument of their wrath – ranks of lock-step Necron Warriors and towering Immortals in thrall to a single powerful Overlord. Tomb Blades range ahead of the army seeking out resistance, while the implacable advance of a Monolith anchors the legion and provides it with both heavy weapons support and a shimmering conduit back to the Necrons' tomb world. The sheer firepower of a single such force is more than enough to reduce an enemy army to ash – a task which the legion's warriors perform with a chilling, inexorable efficiency.

FORMATION:

- 1 Overlord **1**
- 0-2 units of Lychguard
- 1-4 units of Immortals

2-8 units of Warriors

1-3 units of Tomb Blades

0-3 Monoliths

1 Nemesor Zahndrekh, Trazyn the Infinite, Anrakyr the Traveller or a Catacomb Command Barge may be taken in place of the Overlord.

RESTRICTIONS:

None.

SPECIAL RULES:

Move Through Cover

Relentless

Enhanced Reanimation Protocols:

You can re-roll Reanimation Protocols rolls of 1 for the Overlord from this Formation (or the model taken in place of the Overlord) and units from this Formation that are within 12” of him.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week it's two Necron Overlords from the Sautekh and Novokh Dynasties.

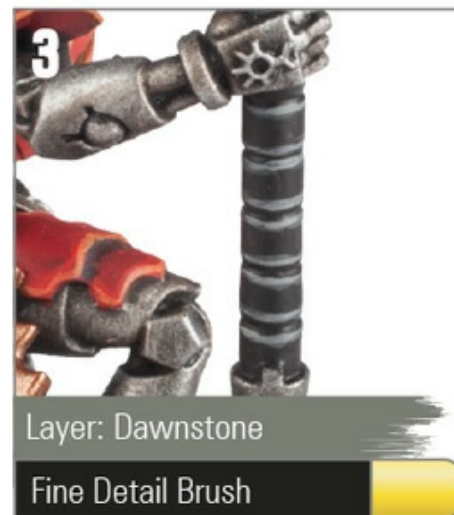
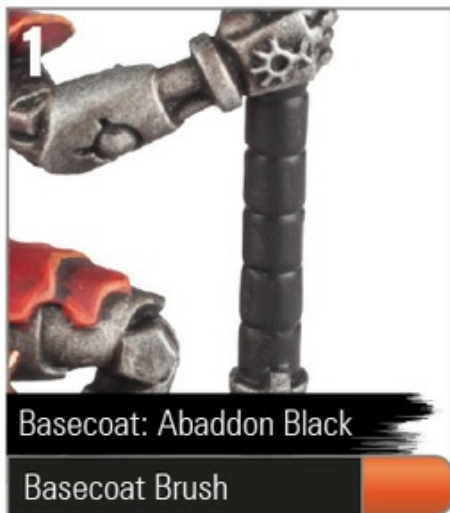


These two Necron Overlords were both painted to join existing Studio collections, so the stages shown to the right are perfect for painting an entire army of Necrons.

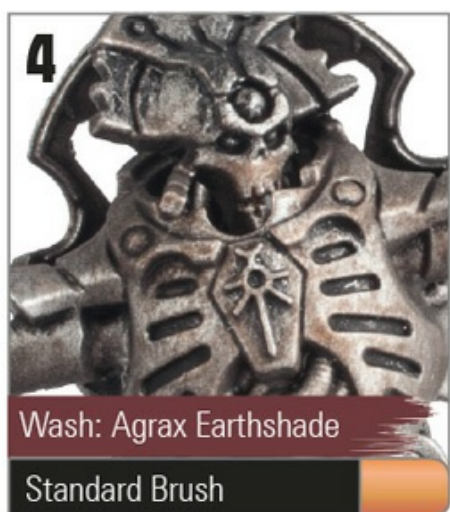
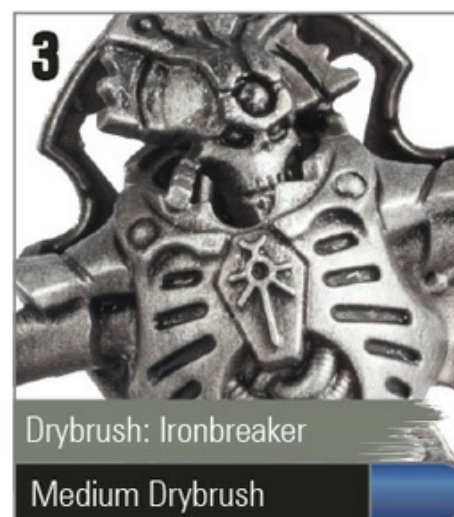
When building the Necron Overlord, it's worth following the assembly guide in the pack. Pay particular attention to the cloak, which needs to be assembled before it's attached to the body.

The living metal armour of the Sautekh Dynasty is an austere silver and really benefits from drybrushing, a technique invented for Necrons (or so they would have us believe). However, should you wish to edge highlight every armour panel, simply apply Ironbreaker as a layer and use Runefang Steel instead of Necron Compound for the edge highlight.

BLACK



Living Metal



The Necron Overlords of the Novokh Dynasty have some of their living metal armour painted red or white, the colours of their dynasty. Indeed, the more colour there is on a Novokh Necron, the higher his rank, so we've painted large areas red and white on this Overlord model.

A useful tip when painting Necrons is to change your paint water regularly as the tiny flecks of metal in the metallic paints will contaminate the water and make your other colours sparkly. Paint all the metallic areas first, refresh your water pot and then paint all the non-metallic bits.

Green Weapons



Gold Crown

1



2



3



4



5



Gold Cloak



Red Armour



White Armour



THE RULES

THE WHITE COUNCIL AND RADAGAST THE BROWN ON GREAT EAGLE

This week the ongoing fight against the legions of the Dark Lord is bolstered by the addition of four new Good Heroes, Radagast the Brown on Great Eagle, and The White Council featuring Saruman the Wise, Galadriel, Lady of Light and Elrond, Lord of the West.

AN ALLIANCE OF HEROES

Individually the models released this week are incredibly useful, but they are even stronger when supporting one another and showing the strength of their natural allegiance. For instance, *Galadriel*, Lady of Light, can use Fortify Spirit to give each of her allies serious protection from enemy magic (one at a time, mind you) – this means that they can use their Will points casting spells against the enemy, rather than holding on to them to ward off the likes of the Nazgûl or Shamans.

A popular Good force consists of The White Council shown here, along with *Radagast the Brown* (either on his Sleigh or Great Eagle) and *Gandalf the Grey*. Not only is this truly characterful, but the Grey Wizard's ability to replenish Will points to his allies (except *Saruman*) make them even more potent, and the power of the two Wizards casting Sorcerous Blast side-by-side is deadly.

The four Heroes released this week are all powerful magic users. Each of them also benefits from a distinctly different style on the tabletop. Here are our top tips to unleashing their full power in your battles.

Radagast the Brown Riding Great Eagle. Riding upon this powerful bird of prey, *Radagast the Brown* is one of the hardest-hitting Heroes the forces of Good have at their disposal. Such is the Great Eagle's power that it can bowl over enemies if it bests them in a fight, and peck them to death with a beak that could shatter an Orc's skull. This pair's speed enables them to hunt down high-value enemies. Cast Immobilise on your victim before charging (and slaughtering) them in close combat. With your foe defeated, consider flying away out of range of a counter-attack, before re-entering the fray – the last thing you want is for *Radagast the Brown* and his mount to get bogged down against too many enemies at once. You are always better off attacking a few foes at a time.

One final tip – without his staff (he's given it to *Gandalf the Grey*, you see) *Radagast the Brown* only has limited Will points to spend, so hold on to them for critical situations like

Immobilising a crucial target as discussed above or healing your Great Eagle when it's wounded.

Elrond, Lord of the West. *Elrond* combines prodigious magical ability with the combat prowess of an Elven lord – his ability to use a Heroic Strike every turn means that beating him in a fight is going to be hard work. The best tip for him is to get into combat as quickly as possible. Because he causes Terror, enemies will be reluctant to charge him, so you should be able to wade through the foe, hacking off heads while they dither about. If you face an enemy cavalry force, use Nature's Wrath to blast them to the ground – nothing halts a thunderous advance like being blown out of the saddle by magic!

Galadriel, Lady of Light. The war aspect of Lady *Galadriel* is truly terrifying: her mere presence is enough to cause Evil models to quail. When using *Galadriel*, keep her right at the heart of the fighting where her War Aspect can have the greatest effect on the enemy, and the Light of Eärendil will shield her allies from enemy shooting. While she can fight in close combat (and it would be a waste for her to shy away from a scrap), always remember Galadriel's main purpose is to support her allies by reducing the Courage of the enemy force – this ability can win games if you can break the foe. A good secondary tip with her is to use Fortify Spirit on friendly heroes at the start of the game if the enemy has Wizards or *Nazgûl* in their force. Consider channelling this ability should you cast it on *Galadriel* herself.

Saruman the Wise. Possibly the most formidable magic user in *Middle-earth*, *Saruman* is able to cast his powers with very low rolls, and has a better range than most. Use Command to disrupt enemy models (try isolating banner bearers) and Sorcerous Blast to smash holes in enemy formations. Thanks to the Lord of the Istari rule, you can re-roll a dice when casting (and resisting) magical powers. If you use more than one dice when making Casting rolls, always re-roll the lowest, just to give yourself the best chance of getting a 6.

Radagast the Brown riding great eagle
Wizard, 210 points

By aiding The White Council in rescuing Gandalf the Grey from his imprisonment in Dol Guldur, Radagast the Brown has proven himself a valuable ally in the fight against Sauron’s growing might, and even offers Gandalf the Grey his staff before departing to seek his avian allies.

	Mv	F	S	D	A	W	C		M	W	F
Radagast The Brown	6"	5/4+	4	5	1	3	7		3	6	3

WARGEAR

Dagger.

SPECIAL RULES

Master of Birds. *Radagast the Brown* is frequently accompanied by flocks of birds that act as his eyes and ears.

Radagast the Brown is always assumed to have Line of Sight to any point on the battlefield.

One with Nature. *Radagast the Brown* has a strong connection with nature and so is able to blend in with his surroundings and is used to travelling through all manner of wilderness.

Whilst on foot, *Radagast the Brown* may move through areas of difficult terrain without penalty and is always considered to be wearing an Elven cloak.

MAGICAL POWERS

Aura of Dismay

Range: self

Casting: 5+

Immobilise

Range: 12”

Casting: 3+

Nature’s Wrath

Range: -

Casting: 4+

Panic Steed

Range: 12”

Casting: 2+

Renew
Range: 12”
Casting: 3+



Great Eagle

Great Eagle, Monster

Radagast the Brown has long been friends with the majestic Great Eagles that dwell amid the peaks of the Misty Mountains. In the Battle of the Five Armies, he led the Eagles to war from the back one of their number.



Mv	F	S	D	A	W	C
12"	7/4+	6	8	2	3	5

Whilst Radagast the Brown is mounted upon a Great Eagle, it counts as a Monstrous Mount.

SPECIAL RULES

Fly, Terror.

Noble Beast. A Great Eagle is a wise and perceptive creature.

If *Radagast the Brown* dismounts, the Great Eagle automatically passes its Courage test to stay and fight.

Galadriel, Lady of Light
Elf, 125 points

Born in Valinor into one the great houses of the Noldor even before the First Age began, Galadriel is amongst the eldest and mightiest of her kind. She has long opposed Sauron's attempts to subjugate the Free Peoples, and helped to found The White Council to that end. Now she sets forth towards Dol Guldur to challenge the Dark Lord in person.

	Mv	F	S	D	A	W	C		M	W	F
Galadriel	6"	6/3+	3	3	3	3	7		3	6	3

WARGEAR

Nenya. This unobtrusive ring is one of the Three Elven Rings.

Galadriel, Lady of Light can re-roll her dice when using Fate points.

SPECIAL RULES

Terror, Woodland Creature.

The Lady of Lothlórien. Whilst Lothlórien endures, *Galadriel* commands great power.

Galadriel, Lady of Light can expend a single point of Will each turn without depleting her own store.

The Light of Eärendil. *Galadriel* bears the Star-glass, a phial filled with water from her fountain and the light of the Evening Star.

Shooting attacks directed against *Galadriel*, Lady of Light, or any model within 6" of her will only hit on a To Hit roll of a 6.

War Aspect. When roused to wrath, Galadriel's fury is truly terrifying to behold.

All enemy models within 6" of Galadriel, Lady of Light suffer a -1 penalty to their Courage. Furthermore, Galadriel, Lady of Light never counts as unarmed.

MAGICAL POWERS

Banishment

Range: 12"

Casting: 3+

Fortify Spirit

Range: 12"

Casting: 2+

Elrond, Lord of the West
Elf, 180 points

Elrond is the master of Rivendell and a senior member of The White Council. He fought against Sauron during the Last Alliance of Men and Elves, and was present when Isildur cut The One Ring from his hand. He has long feared that Isildur’s failure to destroy it would one day haunt the Free Peoples. It would appear that day has now come.

	Mv	F	S	D	A	W	C		M	W	F
Elrond	6"	6/3+	4	7	3	3	7		3	3	3

WARGEAR

Heavy armour and Elven blade.

Vilya. This beautiful Elven ring contains great power from an ancient time.

Elrond can re-roll his dice when using Fate points.

SPECIAL RULES

Terror, Woodland Creature.

Champion of the Free Peoples. *Elrond* has ever opposed Sauron’s power, and many of the Dark Lord’s lieutenants have fallen by his hand.

Elrond, Lord of the West may call a Heroic Strike every Fight phase without expending Might.

MAGICAL POWERS

Nature’s Wrath

Range: -

Dice Score: 4+

Renew

Range: 12”

Dice Score: 3+

Saruman the Wise
Wizard, 170 points

As head of The White Council, Saruman the Wise has the final say in sanctioning any actions its members make. Though he had previously opposed moving openly against The Necromancer of Dol Guldur believing him to be no real threat, recent events have forced him to take action.

	Mv	F	S	D	A	W	C		M	W	F
Saruman the Wise	6"	5/4+	4	5	1	3	7		3	6*	3

WARGEAR

*Staff of Power.

SPECIAL RULES
Resistant to Magic.

Voice of Curunír. It is said that Saruman’s greatest power is his voice.

Saruman the Wise’s Stand Fast! rule has a range of 12” and, unlike other Heroes’ Stand Fast! rolls, can affect other Heroes.

Consuming Rivalry. The head of The White Council resents *Gandalf the Grey*, and often sees him as a nuisance.

Saruman the Wise will never move as part of a Heroic Action called by *Gandalf the Grey*, nor will he accept *Gandalf the Grey’s* aid in the form of the Strengthen Will spell – if *Gandalf the Grey* casts this magical power on *Saruman the Wise*, it has no effect.

Lord of the Istari. *Saruman the Wise* is the most powerful of the five Wizards sent to Middle-earth, and is the leader of their order.

Saruman the Wise can choose to re-roll one dice when making Casting or Resist tests.

MAGICAL POWERS

Aura of Command

Range: self
Casting: 2+

Command

Range: 18”
Casting: 3+

Immobilise

Range: 18”

Casting: 2+

Sorcerous Blast

Range: 12"

Casting: 4+



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 ancient artefacts, noble dynasties, C'tan powers and a scary drill.

UNLEASH THE STAR GODS

A LOOK AT THE NEW C'TAN POWERS

The new C'tan powers have caused quite the stir in the White Dwarf bunker – the hobby room has resounded to the sound of rolling dice (and dubious sound effects) as we've tried them out. Your C'tan – whether it's a Transcendent C'tan, the Nightbringer, the Deceiver or even a C'tan locked within a Tesseract Vault – can manifest one of the Powers of the C'tan each turn. In the shooting phase you simply pick a target, then roll a dice (or pick a card from your deck, if you have the Necrons Datacards set), then let the fireworks happen. The random nature of the powers represents the capricious star gods and their unwilling position as slaves to those they once used as pawns.

As for the powers themselves, they are an amazing mix of pyrotechnical devastation, from the ground-ravaging Seismic Assault to the pillars of eldritch flame that accompany a Cosmic Fire. Each can be manifested in two different ways, depending whether it is manifested by a C'tan shard or by a C'tan ensnared within a Tesseract Vault. While the powers of the former are deadly, the latter are truly apocalyptic. When a Tesseract Vault unleashes its coalescent power everything from terrified Grots to super heavy battle tanks needs to take drastic action.

If you're like us, and think that the idea of dragging an enslaved star god into battle is cool, you're going to love this.



THE CURSED

THE FLAYER VIRUS

When the Necrons were bound into their metallic bodies, some were stricken with a terrible curse, a hunger for flesh that has driven them to insane acts in their efforts to sate an appetite that can never be filled. These ghoulish Necrons are outcasts, banished to pocket dimensions where they wait until there is a chance to join battle – which they do in the most grisly of fashions, wearing the flesh of those they slay as macabre trophies.

DESTROYER CULTS

Not all Necrons awoke from the Great Sleep quite the same as they entered it. For some (such as Nemesor Zahndrekh) the changes wrought by time were harmless enough, but for others it caused a terrible change. The Destroyers have been corrupted to the extent that they now exist only to kill the living. Unlike other Necrons, who long for a return to their past physical form, the Destroyers yearn only to eradicate all life, modifying their bodies to become even deadlier weapons.

DESIGNERS NOTES EXTRA: DYNASTIES

NECRON DYNASTIES

The reawakened Necrons belong to numerous ancient dynasties, and the new Codex: Necrons presents their colour schemes and glyphs in more detail than ever before. Here are a couple of our favourites:

MEPHRIT DYNASTY

The Mephrit Dynasty was always a significant power and a formidable asset to the Necron Empire during the War in Heaven. When Hive Fleet Leviathan invaded the Cryptus System, the Mephrit Necrons on the coreworld of Perdita were prematurely awoken...

NIHILAKH DYNASTY

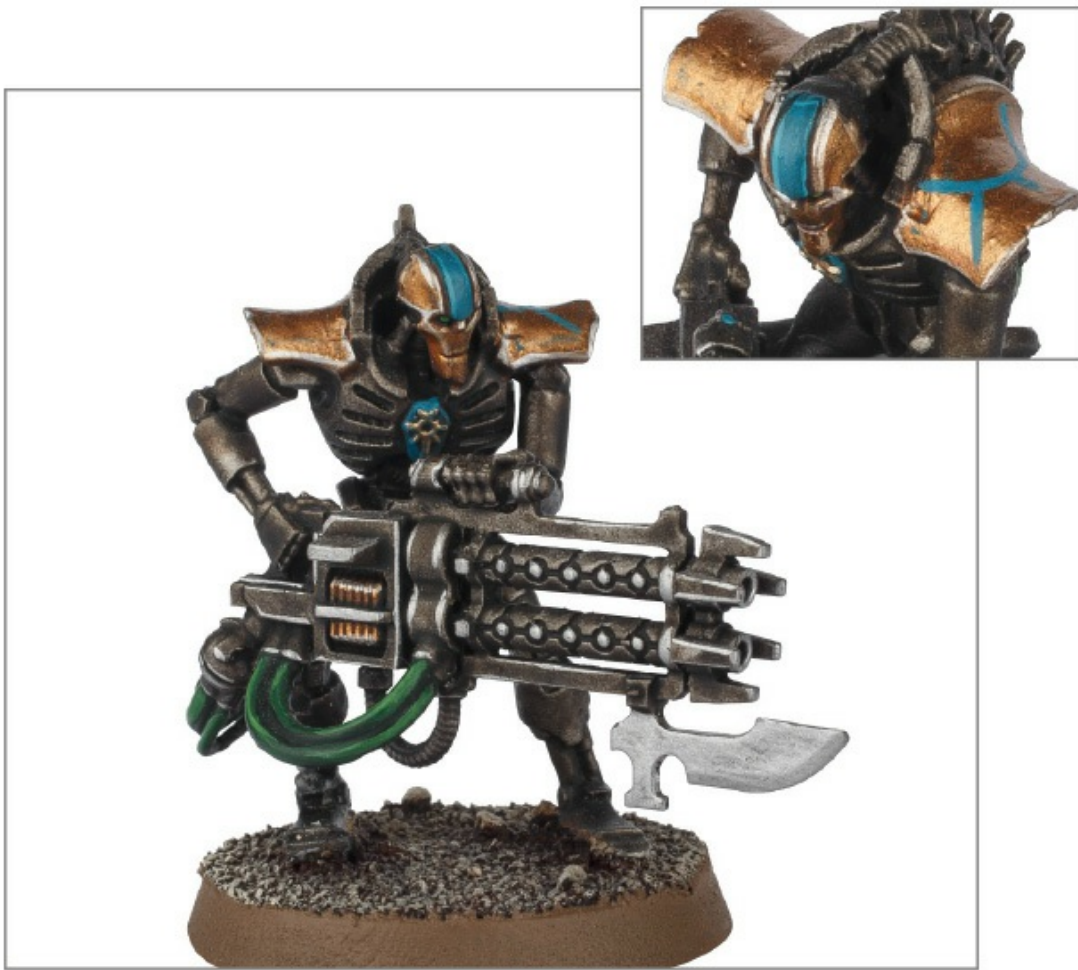
Famed for their wealth, the Nihilakh Dynasty were also renowned for the jealousy with which they guarded their domain. In the 41st Millennium, their defence is just as zealous. Even now they maintain a strict military hierarchy, always respecting tradition in their glyphs and heraldry.



Zarathusa the Ineffable is the Overlord of Perdita, custodian of the Magnovitrium solar array. Though largely unscathed, he has awoken from the Great Sleep with a serious thirst for power.



The Deathmarks of Mephrit are still looked down upon, but Zarathusa in particular is willing to utilise them – his magnified delusions of grandeur making him overlook their reputation.



As chosen soldiers, the Immortals of the Nihilakh Dynasty are ostentatiously decorated, precious metals shrouding their shoulder carapaces and glyphs marking out their legion.



The Triarch Praetorians are keepers of Necron tradition, determined to restore the race to glory. In a dynasty that keeps to tradition as keenly as the Nihilakh, they hold an honoured place.

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: heroes of the Necron Empire.

THE STORMLORD

When he awoke from the Great Sleep, Imotekh was but another Overlord within the Sautekh Dynasty. The ruling Phaeron of his dynasty had died during hibernation and, with his crownworld in disarray, Imotekh came to the fore. As well as being a cunning tactician and schemer, Imotekh can call upon a mysterious arcane technology to fill the skies with billowing clouds and bolts of emerald green lightning. In less than 200 years, Imotekh has led the Sautekh Dynasty to reclaim 80 worlds, with many times that number of alien worlds subjugated and turned into vassals for his empire.

VARGARD OBYRON

The ominous Vargard Obyron is the chief protector of Nemesor Zahndrekh, the insane military genius who commands the armies of the Sautekh Dynasty. He is a staunch and unflinching guardian, who defends his charge without hesitation or thought of reward, for Obyron will stop at nothing to keep Zahndrekh safe from rivals at court and enemies on the battlefield.

TRAZYN THE INFINITE

Known as the Archeovist of the Solemnace Galleries, Trazyn has developed an obsession with preserving and collecting history – filling the vaults of his demesne with treasures, relics and even real-life subjects (including, for instance, the retinue of an entirely too inquisitive Inquisitor). His goal is to preserve everything in the galaxy worth saving and he is willing to raze entire worlds to the ground in the effort to collect one more trophy or bauble to add to his bewildering museum.

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



BIG GUNS NEVER TIRE

Dear Grombrindal, I'm an artillery enthusiast and I'd like to know if there have been any battles in Warhammer or Warhammer 40,000 where a vast number of cannons were used?

- Master Engineer Erwin Blonk

GROMBRINDAL SAYS

Ah, a real question for a change! We Dwarfs know plenty about cannons.

According to the historical documents in my library, the Battle of Tallarn during the

Horus Heresy was the largest tank battle of all time, involving over one million Imperial and Traitor tanks. Then there's the Siege of Vraks, which kicked off with ten years of ceaseless artillery fire.

My favourite artillery battle, though, was the Battle of a Hundred Cannons, whereby the throng of Zhufbar united with an Empire army from Nuln to pound a horde of Orcs, Goblins and Ogres as they tried to get into the beloved city.

- Grombrindal

READER'S MODEL OF THE WEEK

As the End Times continue, Eoghan Errity painted this Dwarf Gyrocopter to add to his bearded throng.

Eoghan painted the pilot separately so he could paint all his little details, assembling the cockpit around him when he was done. Once he'd finished the hull, Eoghan applied chips and scratches to the paintwork using a sponge and a mix of Dryad Bark and Abaddon Black, giving the Gyrocopter a battle-damaged look. The final touch was to embed a spare bomb from the Gyrobomber in the base, a lucky miss for the Dwarfs' foes.



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.

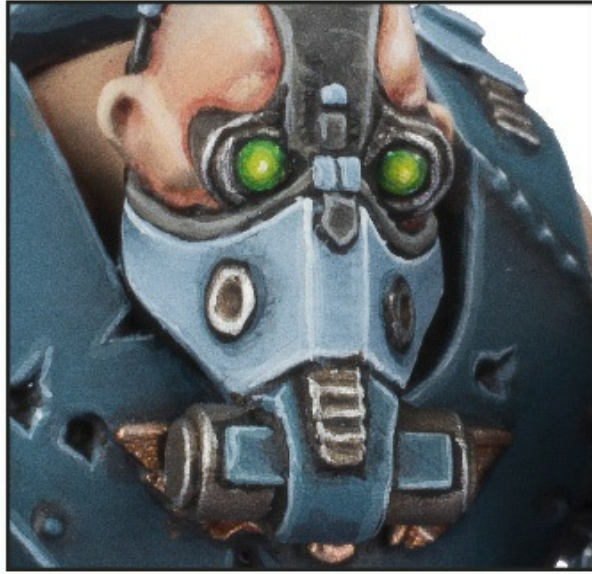
WEAPON OF THE WEEK: CENTURION SIEGE DRILL

Of all the weapons used by the Adeptus Astartes, the Centurion siege drill is surely one of the most dangerous. A massive, toothed destroyer of walls, it's designed for tearing open bunkers, barricades and armoured vehicles, but works equally well on infantrymen and xenos scum. Indeed, a quick jab from a Centurion should see most targets reduced to mulch in seconds. Oh, and there's a flamer strapped to the back... you know, just in case.



BIT OF THE WEEK: GAS MASK

Bullgryns are big but gormless creatures. Give them a respirator mask and a pair of night-vision goggles, however, and they become a whole lot creepier. It also means you can no longer smell their breath, which is a handy bonus...



DID YOU KNOW?

...not every Necron power source is green? Necrons of the Thokt Dynasty, for example, draw their power from the void rifts of the Hyrakii Deeps, giving their weapons a blue glow heavy with radiation. The warriors of the Mephrit Dynasty draw their power from captured suns, making them burn a bright orange. To achieve this look on your Necrons, simply glue in the green rods before you undercoat your models and paint them the colour of your choice.



ANKHS AND GLYPHS

The new Codex: Necrons reveals loads about their organisation and insignia. We were struck by one particular gem: on the metal chest of every Necron sits the Ankh of the Triarch. It represents the three rulers of the Necron race – the Triarch, of which the Silent King was the most powerful. For most Necron Overlords and Phaerons, the Ankh is considered inviolate, a constant reminder of a Necron's duty to their race.

Some, however, see it as an echo of a long-dead age and replace it (some might say presumptuously) with their own dynastic glyph. Imotekh, the Phaeron of the Sautekh Dynasty, has replaced the Ankh on his chest with his own dynastic glyph, as have members of his royal court, such as Nemesor Zahndrekh and Vargard Obyron. Another individual who wears his own glyph is Trazyn the Infinite, though his dynastic heritage remains a mystery (if he even knows it himself).



WHITE DWARF'S REGIMENTS OF RENOWN

A few weeks ago the Tyranid Splinter Fleet codenamed Calth Strain Epsilon was making significant ground on the Imperial world of Kavardia, slicing their way through a battleforce of Space Wolves in their bid to consume the planet. Following in the wake of their success, the Hive Mind sent a Haruspex known as the Omniphage planetward to finish off what its other minions were unable to stomach.

Like all Tyranids in Calth Strain Epsilon, the colour scheme for the Omniphage was inspired by the Court of the Nephilim King, a splinter fleet from the Invasion Swarms painting guide. Many Imperial Guardsmen claim that the distinctive carapace markings take on the shape of the viewer's worst nightmare – if you look carefully at the top of the Haruspex, you can see your imminent demise.





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