

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 56

21 FEBRUARY 2015

UNITING THE KINDRED
WAGING WAR WITH HARLEQUINS,
ELDAR AND THEIR DARK KIN

PAINTING
GUIDE
INSIDE!

NEW MINIATURE

DEATH COMES WITH A SMILE

WOE BETIDE ALL THE ENEMIES OF THE HARLEQUINS – THE DEATH JESTER OPENS FIRE!



WHITE DWARF™

ISSUE 56
21 February 2015



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OPENING SALVO

Two new plastic characters are unleashed this week, and provide the perfect addition to Harlequin armies everywhere. The Death Jester and Shadowseer are glorious centrepiece characters just begging to be lovingly painted and put to war, and we've got the rules for both (plus a Death Jester-centric Paint Splatter) in this issue. With the Harlequins Codex on sale this week too, devotees of Cegorach everywhere should be in raptures.

'Lovingly painted', of course, includes spending a bit of care and attention on the base of your model, and so later in this issue we're proud to present the ultimate guide to basing your miniatures in a special edition of Sprues and Glue. Never again will you be satisfied with mere paint and flock – tip-top base-work really helps show your painted miniatures off in the best way possible. Enjoy the issue and see you next week!



HARLEQUINS

SHADOWSEER

Powerful psykers all, Shadowseers play the roles of fate and fortune in the great dances of the Harlequins. Using their precognitive abilities, they sow fear and confusion amongst the enemy ranks, their psychic projections amplified by mind-altering hallucinogens.



As the spiritual guides of the Harlequins, Shadowseers are enigmatic and mysterious individuals. Though not affiliated to a Troupe, they perform alongside them as part of a masque, using their psychic powers to subtly enhance a performance. In battle, however, the Shadowseer turns his psychic might upon the enemy, invading their minds and souls to cause terror and mayhem.

Like Eldar seers of old, the Shadowseer wears long robes, his head covered by a long cowl weighted with sun and moon trinkets. Further curios hang from his belt, including two Harlequin masks and mysterious pouches, while in his left hand he wields a miststave – both a mark of office and a potent close combat weapon.

To augment his prodigious psychic skills, the Shadowseer wears a fluted creidann grenade launcher that fires hallucinogenic cartridges, while his Harlequin mask is disturbingly blank and impassive. That is, until an unsuspecting victim gazes into it and sees a distorted reflection of their future self. This disturbing vision, combined with the narcotic gas, leaves most foes incapable of defending themselves against the Shadowseer, who can be seen here leaping from an arch of fallen Eldar masonry. This plastic kit also comes with two weapon options: a shuriken pistol and a neuro disruptor for dealing with heavily-armoured targets.





Left: A Shadowseer never removes their mask, not even within their masque. Though apparently featureless, in battle the mirror-like mask portrays a twisted reflection of those who look upon it.

Right: The Shadowseer's belt is mysteriously hung with Harlequin masks...



Left: The creidann grenade launcher is unique to the Shadowseer. During performances it fires hallucinogenic gas canisters into the audience to enhance the sensory experience. In battle, the Shadowseer uses his formidable psychic talent to magnify the effect, leaving enemy warriors disorientated, terrified and easy prey.

Right: The miststave is the Shadowseer's sign of office. Its tip is a totem of the Laughing God, the front a laughing face, the back a grinning skull.

HARLEQUINS

DEATH JESTER

Death Jesters are the embodiment of death, skull-faced warrior-dancers who take great delight in ending the lives of others in new and horrific ways. The act of murder is, to them, a fine art, an ironic comedy and a necessary duty all rolled into one.



As befits their role within the Harlequin masques, Death Jesters wear sombre black holo-suits, their armour fashioned – according to the myths – from the bones of their

predecessors. Hung with bells, horns, claws and trinkets, they portray death in the great dances, performing death-defying stunts and ‘reaping’ the other Players when their character expires.

In battle, a Death Jester harvests his foes with a shuriken cannon, a heavy weapon wielded with the precision of a surgical tool. Normally confined to weapon platforms and vehicles, the Death Jester wields the huge cannon with ease, a mechanical arm mounted on his back supporting the gun while his flip belt enables him to leap great distances – gun in hand – with impossible grace. Indeed, this new plastic miniature has been sculpted having just leapt onto a fallen spar of Eldar masonry, his long coat and pennant-edged cowl billowing behind him as he crouches, ready to fire on a new target. If you look carefully, you can even see signs of the Death Jester’s arrival, a trio of shuriken rounds embedded in the stonework beneath his feet.

Death Jesters delight in the dark humour of their role, a fact conveyed by their leering masks. This kit comes with two: a stark, stylised skull and a split mask featuring an alabaster face with a lunatic grin on one side and a rictus skull on the other.





Left: Despite its size, the shuriken cannon is a relatively light wraithbone construct made easy to carry by the supporting arm mounted on the Death Jester's back.

Right: The Death Jester's cowl is hung with tiny horns and skull trinkets, an indication of his morbid sense of humour.



Above: The combination of long coat, flared holo-suit and flamboyant cowl with upturned collar make the Death Jester instantly recognisable, even when not carrying his signature weapon. From the back you can see the level of movement in the kit, each layer of clothing a separate component to give the model that heroic cape-billowing-in-the-wind look.

FOCUS ON...THE GREAT PLAYERS

Harlequins are unusual, even by Eldar standards, their actions, motives and attitudes inscrutable to all but the most learned of their race. Yet among their colourful ranks stand three even more bizarre players: the Death Jester, Shadowseer and Solitaire.

Each of these specialists has their own distinctive look. The Death Jester is arguably the most outlandish of the specialists, combining a sinister skull mask, skeletal armour made from the bones of his predecessors, an immense shuriken cannon and a billowing coat and outrageous domino suit. Yet his peculiar wardrobe is all part of the role he plays in the great dances, reflecting the terror of war in all its excessive glory and the often ironic, darkly humorous nature of impending death, the comic relief before the final curtain comes down.

The role of the Shadowseer is rife with dual meanings. They represent both fate and fortune, suggesting they know the future, but that luck or chance (or the whim of Cegorach) may change it. Their faceless helms convey their anonymity when narrating the great dances, yet in battle they project horrific visions into the minds of their foes. The creidann launcher on their back is similarly dual-purpose, being used as pyrotechnic equipment during a performance and a deadly weapon in battle. It's a mark of a Shadowseer's skill that they can finely tune it between entertaining and utterly lethal.

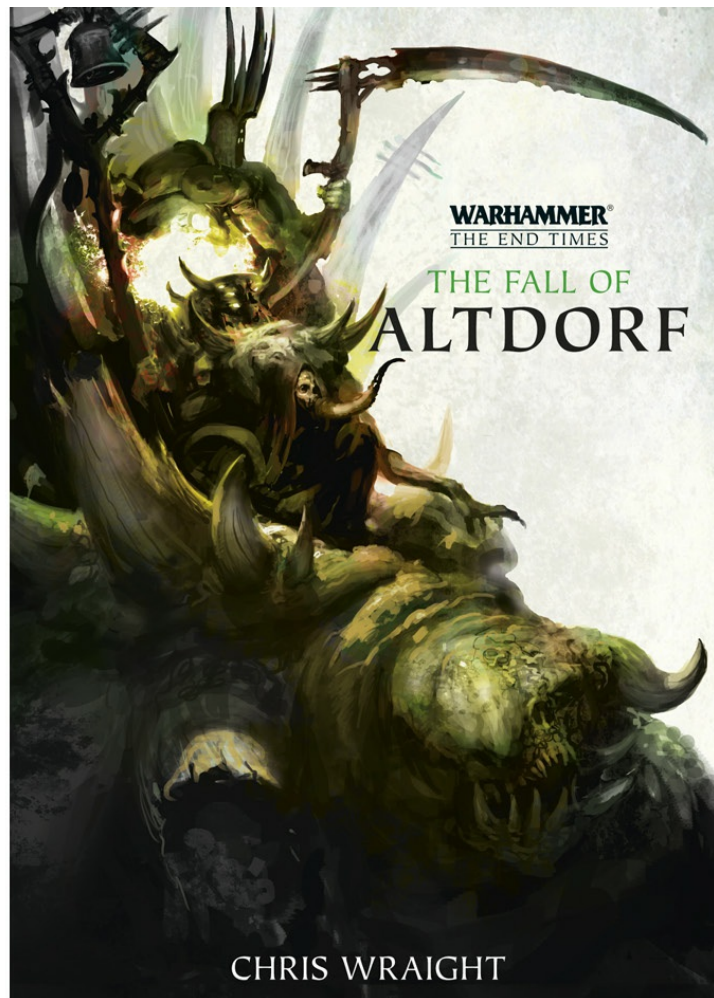
The Solitaire – the most secretive of all the Harlequins – is totally enrobed in his long coat, eschewing the brightly-coloured holo-suit common to other Players in favour of a darker, more austere suit that mirrors the plain clothes he wears when living amongst other Eldar. Only his mask gives away his role in the Dance Without End, the unmentionable She Who Thirsts. Reviled not for who he is, but for who he represents, the Solitaire lives outside the masque, a constant loner.



END TIMES: FALL OF ALTDORF

By Chris Wraight
Paperback | 384 pages

Missed out the first time? Never fear, the Glottkin are back in a swanky new paperback edition.



The Fall of Altdorf is the second book in the End Times series, following on from *The Return of Nagash*, and ties in to Warhammer: Glottkin, recounting the tale of the invasion of the Empire by Nurgle's chosen sons, the Brothers Glott.

Without spoiling the story for you (if you don't know it already), this novel pits the greatest heroes of the Empire, Bretonnia and Sylvania against the forces of Nurgle. As the title suggests, the novel is centred around the siege of Altdorf, and the battles that take place in its plague-ravaged streets are some of the most visceral we've ever published. Many grand moustaches and feathered hats meet their end in this novel. Keep some tissues on standby; the end's especially profound.

FURTHER READING

There are currently four novels in the End Times series: The Return of Nagash, The Fall of Altdorf, The Curse of Khaine and Rise of the Horned Rat. The first two are already available as paperback editions with the others on the way in the near future. Keep your eyes on this space for more information. In the meantime, pick up The Return of Nagash and The Fall of Altdorf and immerse yourself in the End Times.

ARCHAON: LORD OF CHAOS

By Rob Sanders
Hardback | 416 pages

Archaon must seek the Treasures of Chaos if he is to claim the mantle of Lord of the End Times.



The second part in Rob Sanders duology on Archaon, *Lord of Chaos* follows on from where *Archaon: Everchosen* left off, as the former Templar of Sigmar pursues his destiny as the Champion of the Dark Gods. But Archaon's path is fraught with danger, for many covet his promised glory, and monsters and adversaries stand in his path, greatest of whom is Be'lakor, a Daemon Prince who will stop at nothing to claim the Crown of Dominion for himself.

Archaon: Lord of Chaos is a sweeping epic (with a staggering 416 pages) that marches us inexorably towards the End Times. It's hard not to pull for the novel's anti-hero and his unlikely cast of allies as they face insurmountable odds. Despite his evil nature, you'll want him to succeed.

REINFORCE YOUR MASQUE

The Harlequins do not stand alone in their fight: both the Eldar of the craftworlds and the Twilight Kin of Commorragh will answer the call to arms when the masques summon them. There are loads of great kits if you want to add some allies to your Harlequin force.

The Harlequins are more than wandering warriors on a quest to thwart the powers of Chaos – they are also essential to the culture of the entire Eldar race, spanning the chasm of acrimony that divides the Eldar of the craftworlds and the Dark City. When a masque prepares for war against a foe they cannot defeat alone, they will call upon their kin, sometimes summoning those to whom they are geographically or spiritually closest while at other times they will seek out specific allies – perhaps demanding certain weapons or war machines to aid their cause.

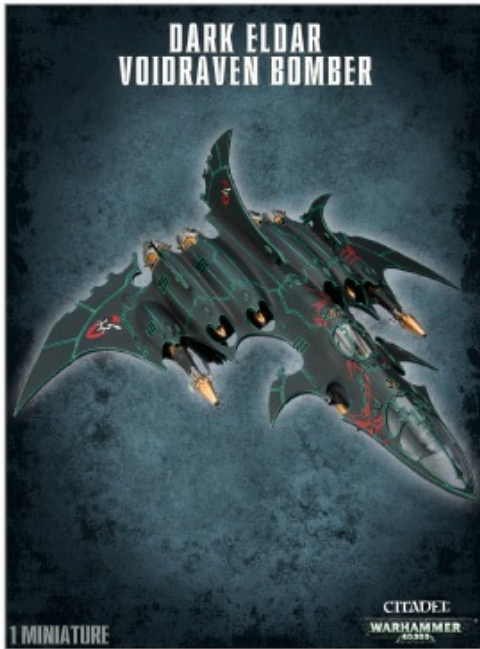
Should a Harlequin masque call upon the craftworlds for aid, they will be rewarded with the presence of the Aspect Warriors and Guardians, and the Eldar Battleforce is the perfect way to supplement a burgeoning masque. A core of reliable troops can add much-needed weight to the super-skilled (but often outnumbered) Harlequins. Should they require a more durable presence, they can always seek the aid of the honoured dead, bolstering their hosts with the stoic and resilient Wraithguard or the towering, indomitable form of a Wraithknight.

From Commorragh come many warriors whose special talents would also benefit the masques – from the fearless Wracks and the Talos Pain Engines, which can absorb frightening amounts of damage, to the Voidraven Bomber, which can unleash devastating firepower from the skies, and plenty more besides.

Below you can see a selection of the models available in the Dark Eldar and Eldar miniatures ranges. There are loads more to collect and add to your army, so to see the full range, get online to:

www.games-workshop.com





UNITING THE KINDRED

The Harlequins are far more than mere warriors or performers – they act as the spiritual bond between the sundered kindreds of craftworld and Commorragh. As such, they make natural allies of both the Eldar and the Dark Eldar, as we explore in this very feature.

CALLING UPON THE CRAFTWORLDS



The Masque of the Veiled Path are known as manipulators, achieving their aims by any means necessary. It was they who caused Prince Yriel of Iyanden to take up the Spear of Twilight. Even after the tragedy which befell the craftworld, and the sorrow it caused, the Eldar of Iyanden do not hesitate to answer their call to arms – providing legions of automatons to march into war alongside the Veiled Path.

The Harlequins represent one of the most enigmatic parts of the Warhammer 40,000 background. They are brightly-clad heroes who fight a terrible – and some might say doomed – war against Slaanesh and Chaos in an effort to redeem their race. This calling takes them across the stars to far-flung battlefields and pits them against every conceivable foe. It also makes them potential allies for a number of Warhammer 40,000 armies, but none more so than their brethren who ply the stars aboard the craftworlds and those who hide from prying eyes deep within the webway. Perhaps more to the point, the Harlequins' mysterious mission means they themselves have more than occasional cause to seek allies of their own. Allying with other Eldar in this way offers much – the chance to create a characterful force steeped in the mysteries of the Eldar's past, the opportunity to assemble an alliance designed to crush the enemy on the battlefield, and

perhaps most enjoyable of all, the chance to unite the disparate Eldar armies.

Below you can see an army comprised of Harlequin and Eldar forces. The Harlequins are drawn from the Masque of the Veiled Path, featuring a Harlequin Masque Detachment: three Troupes of Harlequins, two squadrons of Skyweavers, a Voidweaver, a Death Jester and a Shadowseer. This compact strike force is capable of running amok in close combat; it's also very fast moving, especially with the Rising Crescendo special rule, granted to all the units in the Masque Detachment. But it lacks a little in terms of heavy firepower and durability. That's where Craftworld Iyanden comes in...

Craftworld Iyanden is known for the horrific losses it suffered at the hands of the Tyranids, and consequently for fielding large numbers of automaton ghost warriors. This not only provides the Harlequins with some sturdy allies, but in the example here also plays right into the history Iyanden shares with the Veiled Path, who claim the dubious honour of having baited Yriel, the saviour of Iyanden, into drawing the Spear of Twilight.

To supplement the Masque Detachment already included in this army, we've added a detachment of ghost warriors, chosen using the Iyanden Codex Supplement. The presence of the Spiritseer means that Wraithguard can be taken in larger numbers, so two squads of the walking dead march into battle. A pair of giant Wraithlords further bolster the army, giving them a couple of units that, whilst far slower, can be relied upon to deal out horrific damage both at range and in close combat.

An army such as this need only be the beginning, of course – you could expand the masque by adding to the Troupes (perhaps mounting them in Starweavers or simply bolstering their numbers), add more Skyweavers and Voidweavers, or bring in the help of more Shadowseers, Death Jesters and even a Solitaire. From the craftworld side of things, the deadly power of a Wraithknight would give the army the ultimate killing machine, while Fire Prism grav tanks or a Hemlock Wraithfighter can rain death on the foe.

YRIEL'S DOOM

As the fate of Craftworld Iyanden hung by a thread and the endless Tyranid swarms of Hive Fleet Kraken threatened to overwhelm the Eldar completely, help arrived from an unexpected quarter. The Corsair Prince, Yriel, returned with his fleet of Eldritch Raiders. Their coming turned the battle's tide, but perhaps the single biggest factor in Yriel's victory was the drawing of the Spear of Twilight. This baleful weapon has a heavy curse upon it and once removed from its stasis chamber within the Shrine of Ulthanash, it cannot be set aside before death.

In the fighting that followed, Yriel bested several of the Hive Mind's greatest warriors in personal combat, but many have questioned why a great noble of such status would draw a weapon that will claim his life. The answer to this lies with the Masque of the Veiled Path, who manipulated him into this fateful duty. For what reasons, they will not say.

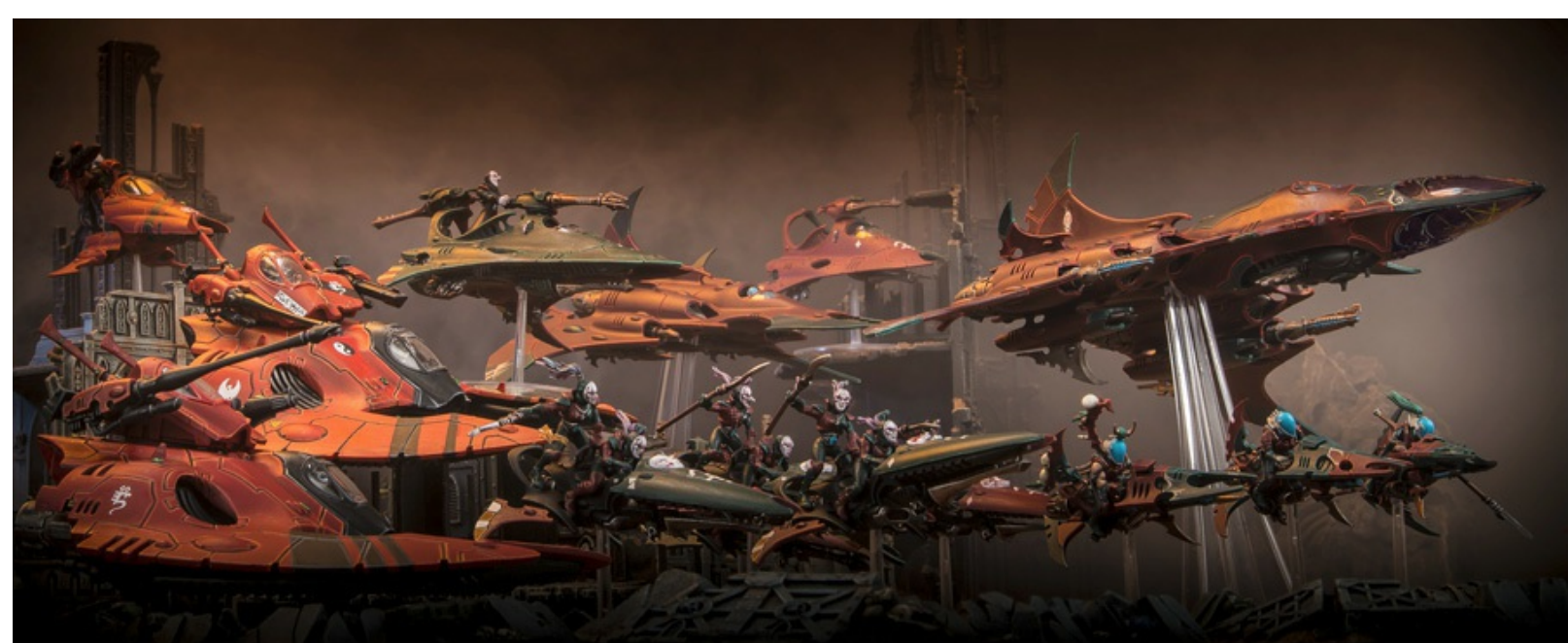
BRIDGING THE DIVIDE

On this page you can see an allied Eldar army, uniting the forces of Craftworld Saim Hann, the Masque of the Dreaming Shadow and the Kabal of the Flayed Skull. Each of these is a compact but highly mobile attack force with an emphasis on flying and skimming models.

The army shown here is an Unbound alliance that seizes on the brilliant image of a skyborne host of Eldar, brought together by the Masque of the Dreaming Shadow to fight against some terrible foe. The Harlequins form a binding link between the disparate parts of the Eldar race, and this gives you a great reason to use them to unite armies from the other two Eldar factions. The background has plenty of such examples, too – usually drawn from periods of dire circumstance when the Harlequins have rallied their kindred to battle against a terrible foe such as the scions of Slaanesh or the Necrons. Such examples make for great stories and deadly armies.

In the army shown here, we've drawn on Saim Hann for its hard-hitting skimmers. Falcon Grav Tanks combine durability with great firepower. In another wing of the army, the Kabal of the Flayed Skull, notorious braggarts who claim to be the finest airborne warriors in the galaxy, bring powerful supersonic support with the likes of the Voidraven Bomber and Razorwing Jetfighter. Between these two are the Harlequins, with a vanguard of Skyweavers covering the advance of a Voidweaver and a Starweaver carrying a Harlequin Troupe.

The great thing about alliances such as these is that they allow you to both dig into the background and unite your force through painting. Our example is unified by the rich reds of the armour and vehicles. If you wanted to go further, you could make use of common symbols, drawn from the runes of the Eldar. Whether you want to create an all-slaying mega-army, or a themed army united in some desperate cause, the choice is yours.



Above: A combined force of Eldar, Harlequins and Dark Eldar swoop into battle, united in their cause by the Masque of the Dreaming Shadow. This force, drawn from three distinct armies, is able to call upon the best of each – the durability and lethal firepower of the Craftworld Eldar, the swift assault troops of the Harlequin masques, and the lightning fast, utterly devastating weapons of the dark kin.

MERGING THE PATHS

Here is a perfect example of how you can link your forces not only thematically, but also with a coherent colour scheme. Both the Masque of the Twisted Path and the Eldar of Craftworld Telennar go to war in bright oranges – and they look fantastic alongside one another. It's well documented that the Twisted Path have an affinity with the Eldar of Telennar, for while the masque has been known to spirit victims away into the webway (never to be seen again), this never happens on Telennar – some say it is because the souls on that craftworld are too dark...

Codex: Harlequins and Warriors of the Laughing God are filled with examples of different masques, so there are lots of colour schemes you can draw on when painting your own models. Don't feel you have to stick to one of the established masques. Why not create one of your own to match your Eldar or Dark Eldar army?



PARADE GROUND

As the End Times unfold, the Warhammer world is being irrevocably changed. Here we present a gallery of Warhammer miniatures, painted to participate in the action and excitement of the End Times.

ALARIELLE, INCARNATE OF LIFE

When the final war for the Phoenix Crown reached the shores of Ulthuan, Alarielle found herself caught between duty to her people and her love for Tyrion, who had fallen firmly into the grip of Khaine and had become the locus for an evil as destructive as the threat of the Witch King had ever been.

In those dark times it was the presence of the Everqueen that buoyed the flagging spirits of the Elves of Ulthuan and Athel Loren, and Alarielle became a rallying symbol, one that helped to banish even the distaste at the High Elves' newfound alliance with Malekith.

At the battle of Withelan, Alarielle stood as the embodiment of Elven glory in the face of Tyrion's bloodlust, a radiant symbol of defiance against the frenzied followers of Khaine. Around her rallied such heroic names as Durthu, greatest of the Treemen, Araloth of Talsyn, Daith the smith, and Orion, King in the Woods, who sacrificed his life to protect Alarielle.

But it was during the great battle on the Isle of the Dead that Alarielle's destiny was finally revealed, as a portion of the swirling winds of magics released from the vortex passed into her and she was reborn as the Incarnate of Life.





Left: Alarielle still wears the ceremonial crown of the Everqueen – for while she is more now than she was, to her people she is a beacon of stability and order. And so she must remain, despite the marriage to her long-time foe, Malekith.

Right: Where Alarielle treads, new life magically springs up. Saplings burst through the dead ground and flowers blossom in defiance of entropy.

FESTUS EMPOWERED

For the one-time healer and apothecary, Festus the Leechlord, the End Times have proven to be an opportunity to indulge his obsession for creating, unleashing and testing endless diseases and malaises. Long had Festus craved the attention of his patron, Nurgle, working tirelessly to please him by fashioning a potion that would enable the Garden of Nurgle to spill into the material world.

Although he could not have known it at the time, the journeyman Festus had long been guided by the subtle hand of one of Nurgle's most powerful servants, Ku'gath Plaguefather. As the forces of Nurgle unleashed their attack on Altdorf, Festus and Ku'gath finally went to war together – to claim the world of the mortals for their master. This was to be Festus's greatest triumph, as he butchered the former king of Bretonnia and sawed the head from his shoulders, brandishing it as an offering to the plague god.

Festus might well have succeeded in his plans to completely overrun the city and smash its last bastion, the Temple of Shallya, had it not been for the timely intervention of Vlad von Carstein. In a brutal fight, it appeared at first that Festus had triumphed over the mighty Vampire Lord, but in the moment of his victory Festus was thwarted by the power of the Carstein Ring as Vlad overcame death once again. Overwhelming the corpulent Festus, Vlad impaled him with a wooden stake that utterly destroyed the Leechlord. Eagerly, Nurgle spirited his soul away for some future purpose.



Left: Festus's face is swollen and diseased, his flesh torn by boils and pustules. But he cares not – Father Nurgle's blessings are such that Festus feels no pain from the pestilence ravaging his fleshy shell...

Right: ...sadly the same cannot be said of the victim carried upon his back. None but Festus can say how long this poor soul has lain dying, the victim of a cruel experiment.

As you can tell from Paul's models, he doesn't limit himself to just using Ork kits. "With so many plastic kits out nowadays, there's plenty of material for conversions," laughs Paul. "I look at every new release, no matter what army it is, and ponder how I could turn it into something Orky. The concept is the easy bit, it's getting the parts to fit together that's difficult!"

Paul also has a distinctive painting style, a rough and ready look that suits the weld-it-don't-paint-it attitude of his Meks. "I use Warplock Bronze, Leadbelcher and a wash of Typhus Corrosion for all the metalwork, followed by a grimy layer of watered-down Mournfang Brown in the recesses. I then use Runefang Steel and Necron Compound for the highlights." When asked about the occasional patches of colour, Paul says, "I paint them on afterwards, then cover 'em in dirt and blood. It's simple but effective."

KRULGAX THE REPUGNANT

As the unbridled power of Chaos swept southward and the scions of Nurgle spearheaded the attack into the heart of the Empire, many of Father Nurgle's greatest champions led the way. One such was Krulgax, a hulking Great Unclean One who serves as Nurgle's equerry within the realm of Chaos.

Krulgax's nature is quite at odds with his horrific appearance, for despite the maggot-ridden folds of cancerous flesh and bloody, weeping sores, Krulgax is a merry creature. As the armies led by the Glotkin advanced into the heartland of the Empire, Krulgax became a lodestone for many of the Nurgle worshippers amongst the throng. The Festerkin, a sizeable contingent of Putrid Blightkings, hailed Krulgax as their hero and lavished adoration upon the Daemon, which he returned in kind, bestowing blessings of poxes and pestilences upon them.

As the Nurgle hosts reached the walls of the city, Krulgax and the Festerkin were embroiled in the fighting against the crusading Bretonnian Knights who arrived to relieve the city. As the chivalrous host charged in, The Festerkin formed a shieldwall around their beloved Great Unclean One, a bulwark of wood and iron that splintered lances, holding firm like a great wall against a wave. As the Knights' momentum died upon the shields of the Festerkin, Krulgax strode through their midst, swinging his giant sword with enthusiastic glee. His warcry was a deep laugh, and as it rang across the field the scions of Nurgle redoubled their efforts.



Left: Bulging pustules push through the weeping flesh of Krulgax's body. The Festerkin

begged permission to burst these before battle, basking in the stinking, putrid lymph that gushed forth.

Right: Krulgax's guts are a roiling mass of slick, glistening intestines that wriggle and writhe with the strange life birthed within. Many is the Nurgling that has crawled forth from his guts.

THANQUOL AND BONERIPPER

Having forged a secret pact with the Verminlord Skreech Verminking, Grey Seer Thanquol has experienced a meteoric rise to power. Skreech, Thanquol's otherworldly patron, helped ensure that the Grey Seer's progress would not be stymied, by enhancing Thanquol's towering bodyguard Boneripper and ensuring that the Warlock Engineers of Clan Skryre grafted on some especially potent weaponry.

Equipped with his monstrous new aide, Thanquol wasted no time unleashing his own brand of cunning upon the city of Nuln and stealing its vast stockpiles of precious black powder. Outsmarting a rival Grey Seer, the especially conniving Skribolt, Thanquol and his allies managed to bring down Nuln's entire munition-works, collapsing it into the labyrinth of tunnels and excavations wrought by the warpstone-tipped drillbombs that burrowed deep into the foundations of the city before exploding. In the slaughter and feasting that followed, one name took the rat's share of the credit: Thanquol.



Every month Warhammer Visions features galleries of beautifully-painted Citadel miniatures. In this month's issue you'll find an even bigger End Times Parade Ground and much more.



SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. Inspired by the impressive bases on the Death Jester and Shadowseer kits, this week's article takes a look at our range of Basing Kits and how you can use them to great effect on your models.

THE ART OF BASING

No matter what army you collect, basing miniatures is common to all of us. While a layer of Texture Paint is perfect for most bases, fallen masonry, spent ammo casings or the skeleton of a dead foe can add a lot to the character of a model or, indeed, an entire collection. With five Basing Kits to choose from, will you base your army like they're fighting on a jungle world, or battling in a dusty desert? Will you model them to match your gaming board, or the other way around? Here are our tips for getting the most out of your Basing Kits.



THE WARHAMMER 40,000 BASING KIT

The Warhammer 40,000 Basing Kit is a great example of the sort of things you get in our Basing Kits, combining pieces of resin battlefield detritus (1) with slate chunks and etched brass components.

Before you start gluing bits to bases, it's worth considering how your model will interact with the base. Will they be standing on the rocks and rubble you're gluing down, or will the rubble be scattered around their feet? Just remember, if your model is standing on any of the components from the Basing Kit, you'll need to glue the model to it with Super Glue: Thick, not Plastic Glue: Thick.

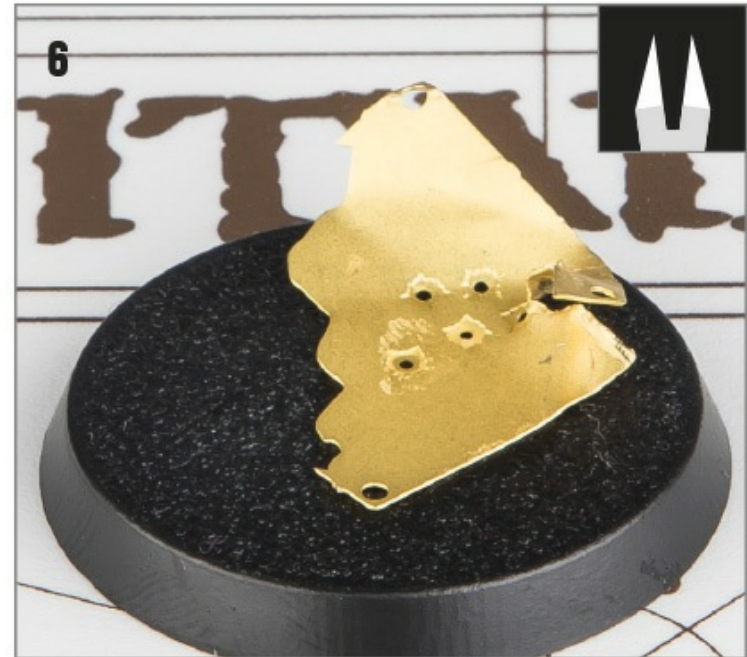


One of the easiest ways to use the kit is to build the model as you would normally and then glue a resin component to the model's base with a dab of Super Glue: Thick (2). Some of the resin pieces have a raised edge, making them stand proud of the base. A layer of Liquid Green Stuff helps smooth the join and create a natural transition between parts (3).

Top Tip: When basing a model, consider how the rest of the unit, indeed, how the rest of the army, will also be based. Spread the components across your collection and use large resin pieces on larger bases (4). Used on smaller ones, they're likely to overwhelm the miniature.



The sheet of etched brass includes 30 individual brass pieces. Cut the piece from the frame with Fine Detail Cutters (5) and glue it to the base with Super Glue: Thick. You can even bend the brass pieces with a careful twist of your cutters or cut them into smaller pieces to represent battle damage (6). A resin base piece, a couple of rocks and a dab of Liquid Green Stuff later and the base is done (7). You can now undercoat the whole model (8).





When painting the base, always use muted colours to avoid drawing attention away from the model itself. The metal plating on this model was painted with Typhus Corrosion (great for adding extra texture) and a stippling of Ryza Rust (9). Once the model and base details were painted, the empty bits of the base were painted with a layer of Texture Paint applied using the spatula in the Citadel Sculpting Tools set and drybrushed to finish (10).



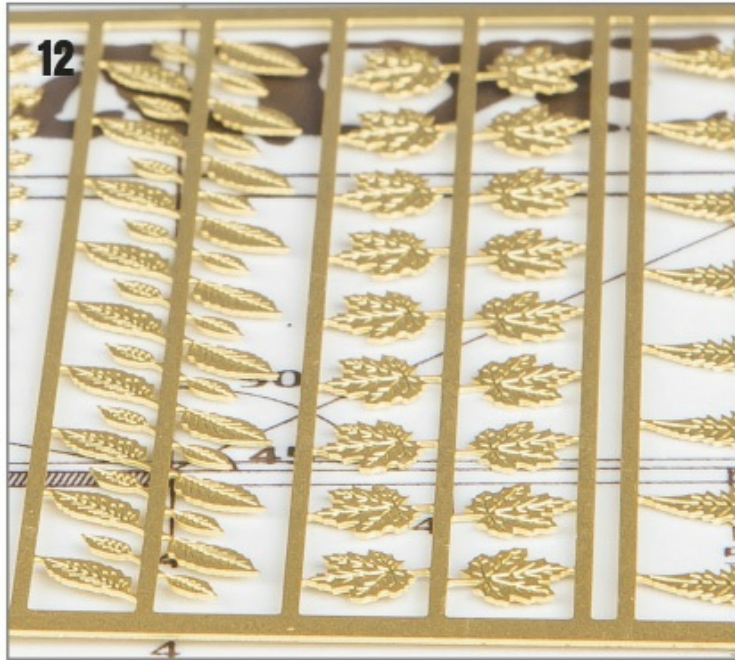
The Ultramarines Centurion to the left (11) uses a large resin piece from the Warhammer 40,000 Basing Kit, plus several of the modelling and painting tips mentioned above. The base was finished off with a couple of tufts of Mordheim Turf, which were glued down using a dab of PVA Glue and pushed gently into place.



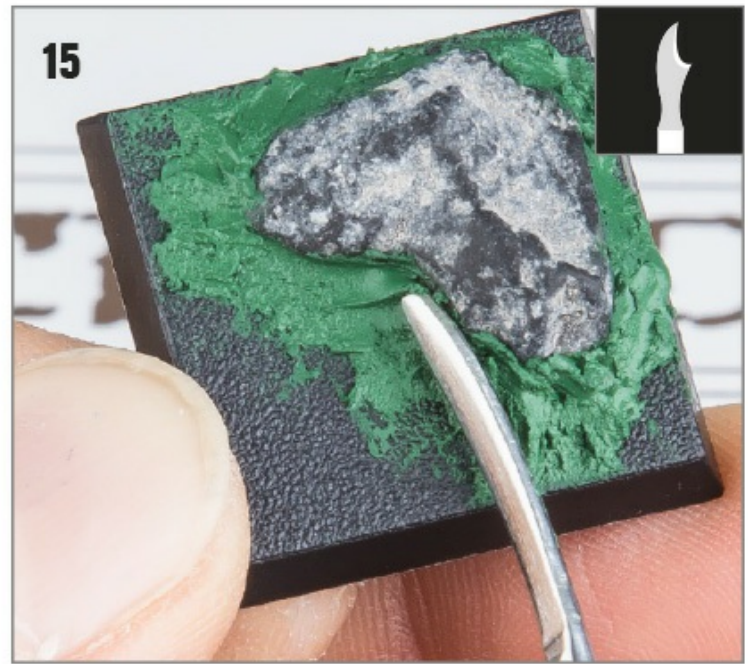
THE WARHAMMER BASING KIT

The Warhammer Basing Kit also contains resin and slate components, plus a sheet of 106 brass leaves and 12 vines (12).

The resin pieces are all styled around Warhammer battlefield debris, such as broken equipment and discarded weapons. Some are designed specifically for certain sizes of base and can be glued straight on. Any gaps between the resin and the base can be filled with a small dab of Liquid Green Stuff (13).



Just like resin pieces, slate chunks need to be stuck down with Super Glue: Thick. A good way to apply them to a large base is to put patches of glue on the base and scatter the slate chunks onto it so they look more random and natural (14). You can even use Liquid Green Stuff to help blend larger rocks into a base (15).



The base of the Skaven Stormfiend to the right (16) uses two resin parts from the Warhammer Basing Kit, one featuring a rotten Dwarf shield (a common enemy of the Skaven) and a half-buried skeleton. The pieces were placed in the opposite corners of the base to the Stormfiend's feet so as not to interfere with the model. Blackfire Earth was then used to texture the base, followed by a wash of Reikland Fleshshade and a drybrush of Tyrant Skull.



THE DEATH WORLD BASING KIT

The Death World Basing kit is ideal for models fighting in jungles or on strange alien worlds. Lizardmen, Skaven from Clan Pestilens and Catachan Jungle Fighters are the perfect candidates, though it can be used for any army. Of particular note are the huge resin pieces that look great on the bases of heavy weapon teams or large monster bases (17). Alongside a sheet of jungle flora (including vines and creepers), the kit also includes fine slate, which works brilliantly mixed with Citadel Sand to create even more textured bases (18).



THE BADLANDS BASING KIT

The Badlands Basing kit is great for modelling desert bases. The etched brass in this set consists of 26 plant-like fronds that we'd suggest painting on the sprue (19) and adding to the base once you've finished painting it. Remember, you can bend the fronds too, just like the metal sheets we showed earlier (6). A useful trick we've found is to drill a hole in the base using a Citadel Drill and a 1mm drill bit and stick the painted frond into it with a dab of Super Glue: Thick. That way it can stand up like it would in real life (20).

Top Tip: The Badlands Basing Kit comes with a sheet of Mordheim Turf. These handy little tufts look great detailing a model's base. They're also the perfect cover-up for any basing mistakes.



THE UNDER-EMPIRE BASING KIT

The Under-Empire Basing Kit includes both the strangest and sparkliest of base garnishes – a set of mushrooms and a bag of translucent green crystals (21). Perfect for Orcs, Orks, Skaven and Necrons, the Under-Empire basing kit also includes slate chunks and a bag full of stalagmites. The smaller mushrooms and stalagmites are great for small bases like those of Skaven Clanrats (22), while the larger pieces are more suited to bigger kits such as Rat Ogres (23). The green crystals should be stuck to a base after it's been painted to avoid getting paint on them (24). Use PVA Glue rather than Super Glue: Thick to ensure the plastic doesn't go cloudy. The Stormfiend to the left (25) shows how a few slate chunks, a resin treasure chest and a warpstone shard really help complete the model.





THE RULES DEATH JESTER SHADOWSEER

This week the Harlequins are joined by two specialist characters, the long-range killer known as the Death Jester and the master of psychic misdirection, the Shadowseer. Here we present their rules, along with some tips for using them in your games.

DARKLY COMEDIC

The role of the Death Jesters within the Harlequin masques is one of accurate fire support – they are capable of firing their huge shuriken shrieker cannons on the move and so can keep pace with the Troupes and still maintain a withering hail of lethally accurate shots.

Death Jesters also have the Precision Shot rule, so if you roll well when you're shooting you can pick the specific model in the unit you want to hit. This means the Death Jester can snipe key models. You should use it to ensure that leaders and special weapon troopers (sergeants, missile launchers and so on) get taken out of the fight as quickly as possible.

The Death Jesters also have the Death is Not Enough special rule, which is a fantastic way to break the morale of enemy units, causing them to panic and run into places they don't really want to be. If a Death Jester kills a model with a shot from his gun, the unit must pass a Morale check (with a severe -2 penalty) or flee in a direction of the Death Jester's choice. Want to draw an enemy unit out of cover and into charge range of one of your Troupes? This is the way to do it. Want to make a heavy weapon team abandon their premium firing position? Kill one and there's a good chance they will.

Finally, there is a piece of wargear from the Enigmas of the Black Library called the Mask of Secrets. Enemies within 12" of the bearer suffer an additional -2 to their Leadership. Get the Mask's bearer close to your target and watch them flee in terror.

WHICH AMMUNITION?

The shrieker cannon can be fired in two ways. Firstly, as a standard shuriken cannon, which fires three (very deadly) shots per turn. These razor-keen discs can slice through armour so effectively there is a chance the target will get no save at all. They are also powerful enough to pose a risk to light vehicles (Sentinels, War Walkers, Land Speeders and the like).

The second option is shrieker ammunition, which gives the gun its name. Shrieker ammo

is a potent munition that will cause a target slain by them to explode. These are Poisoned munitions, so the toughness of the target doesn't matter – but bear in mind unless you get that all-important Bladestorm roll, the shot won't pierce decent armour. Target large groups of light troops with this.





DEATH JESTER



The Death Jester advances upon the foe with a measured, menacing gait. There is no mercy in his heart, for he embraces the role of Death in its entirety. His grotesque skull-helm leers with sick amusement, its blank stare bearing a promise of the carnage to come. In his hands he effortlessly carries an outsize shuriken cannon, and as the foe comes into range the weapon is swept down and primed. Greatcoat billowing, bells jingling with obscene cheer, the Death Jester lets fly, the hissing report of his weapon counterpointed by the screams of his dying foes. Each round is impregnated with virulent biotoxins that cause the victim's metabolism to detonate spectacularly. The slightest wound promises a swift and horrific death, transforming the victim into a living bomb of jagged bone and boiling gore. Through it all the Death Jester looks on with avid amusement, keenly watching for any way in which to make his victims' deaths more darkly comedic. It is a credit to his twisted ingenuity that he will normally succeed.

Death Jester	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	5	5	3	3	2	7	3	10	-	Infantry (Character)	1 Death Jester

WARGEAR:

Holo-suit

Shrieker cannon

Flip belt

SPECIAL RULES:

Fear

Fleet

Furious Charge

Hit & Run

Independent Character

Precision Shots

Death Is Not Enough: An enemy unit that suffers one or more casualties from a Death Jester's shrieker cannon during the Shooting phase must take a Morale check at the end of that phase with a -2 modifier to its Leadership, just as if it had suffered 25% casualties. If this test is failed, the Death Jester's controlling player chooses the direction that the enemy unit Falls Back this phase (if the unit continues to Fall Back in subsequent turns, it does so towards its own table edge as normal).

OPTIONS:

May take haywire grenades - 5 pts

May take one item from the **Enigmas of the Black Library** list.



SHADOWSEER



Illusion, misdirection and terror whirl about the Shadowseer like a psychic tempest. With a subtle twist of the mind, these warrior mystics can erase the memory of the Harlequins from their enemies' thoughts, clouding their perceptions with confusion or horror. It is child's play for Shadowseers to bind their victims within the twists of their own minds, engaging them in one-sided psychic duels, or tricking their bodies into stopping hearts and choking off breath. Wherever the Shadowseer treads the battlefield, shards of illusory light and shadow blind the foe, while clouds of hallucinogenic gas send them into paroxysms of terror or bewildered joy. Discipline collapses, replaced by a bedlam of screams, gibbering and panicked, aimless gunfire. Warriors stagger drunkenly, slashing their blades at phantom foes. Through it all strides the Shadowseer – an island of sinister calm amid a raging ocean of madness, robes swirling as their faceless mask reflects naught but the emptiness of the void.

Shadowseer

WS	BS	S	T	W	I	A	Ld	Sv
6	4	3	3	2	7	3	10	-

Unit Type
Infantry (Character)

Unit Composition
1 Shadowseer

WARGEAR:

Holo-suit
Hallucinogen grenade launcher
Shuriken pistol
Miststave
Flip belt

SPECIAL RULES:

Fear
Fleet
Furious Charge
Hit & Run
Independent Character
Psyker (Mastery Level 1)

PSYKER:

Shadowseers generate their powers from the **Phantasmancy**, **Daemonology** (**Sanctic**) and **Telepathy** disciplines.

OPTIONS:

May be upgraded to Psyker (Mastery Level 2) - 25 pts
May replace shuriken pistol with a neuro disruptor - 10 pts
May take haywire grenades - 5 pts
May take one item from the **Enigmas of the Black Library** list.

MASTER OF MISDIRECTION

The Shadowseer's main function is to join up with the Troupes and provide them with psychic protection, along with some powerful psychic abilities of their own. The first – and probably most important – piece of advice we can offer is to always upgrade the Shadowseer to Mastery Level 2. This gives you an extra dice in each Psychic phase, and another power to boot. You'd be mad not to (unless you're using a lot of Shadowseers, perhaps).

With that out of the way, you need to decide whether your Shadowseer is going to attack or protect. For the former, equip him with a neuro disruptor and look to take psychic powers that let you play aggressively. The Telepathy primaris power, Psychic Shriek, is fantastic for attacking enemy infantry, monsters or lone characters (it forces an enemy unit to take a Leadership test on 3D6, taking a wound for each point the test is failed by).

Using the Shadowseer as a protector is probably the best bet though. Take Phantasmancy and cast the Primaris power every turn: Veil of Tears makes the Shadowseer's unit hard to target. Hopefully you can get another power like Dance of Shadows or Fog of Dreams to make things even harder. In this capacity, use the Shadowseer's hallucinogen grenade launcher to force lots of pinning tests, especially if someone nearby is equipped with the Mask of Secrets.

WHICH DISCIPLINE?

With three psychic disciplines to choose from, the biggest decision for any player using a Shadowseer is which of the available powers you will go for. Here in the White Dwarf bunker, the general consensus is that Phastasmancy is the strongest first pick for a Shadowseer in a Harlequins force – the primaris power alone can protect your Shadowseer and his Troupe from getting shot to pieces. Telepathy is a good option too: Psychic Shriek is brilliant at whittling down enemy units. The temptation might be to take one power from each, but then you lose out on the bonus Primaris power; difficult choices lie ahead.

FLIP BELT

These devices enhance the Harlequins' agility to incredible levels.

A model with a flip belt is not slowed by difficult terrain and does not suffer the penalty to its Initiative for charging through difficult terrain. In addition, a character with a flip belt always passes Look Out, Sir rolls on a 2+.

HALLUCINOGEN GRENADE LAUNCHER

These launchers swathe the foe in hallucinogenic gas.

Range - 18”

S - 1

AP -

Type - Assault 1, Blast, Hallucinogenic

Hallucinogenic: At the end of the Shooting phase, a unit that has suffered one or more hits from a weapon with this special rule in that phase must make a Pinning test. If the test is failed, then in addition to being Pinned the unit suffers a single Wound with no armour or cover saves allowed. This Wound is Randomly Allocated.

HOLO-SUIT

Holo-suits transform Harlequins into dazzling blurs, blizzards of light that confound the foe’s aim and bewilder their thoughts.

A holo-suit grants the wearer a 5+ invulnerable save.

MISTSTAVE

The miststave focuses psychic power and leaves its victims stunned and bewildered.

Range -

S - +2

AP -

Type - Melee, Concussive, Fleshbane

NEURO DISRUPTOR

Neuro disruptors burn out their victims’ nervous systems.

Range - 12”

S - 1

AP - 2

Type - Pistol, Fleshbane

SHURIKEN WEAPONS

Shuriken weapons fire lethally sharpened discs at high velocities, cutting their targets to pieces.

Shuriken pistol

Range - 12”

S - 4

AP - 5

Type - Pistol, Bladestorm

Shrieker cannon Shrieker

Range - 24”

S - 1

AP - 5

Type - Assault 1, Bio-explosive, Bladestorm, Pinning, Poisoned (2+) Shuriken Assault 3, Bladestorm

Bladestorm: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target's Toughness, and is resolved at AP2.

Bio-explosive: If a non-vehicle model is slain as a result of an attack with this special rule, centre the small blast marker over that model before removing the model as a casualty. Units suffer a number of Strength 5 AP4 hits equal to the number of models from that unit that are under the marker. These hits have the Ignores Cover special rule.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at the ominous Death Jester, perhaps the most sinister of the Players who perform and fight as part of the Harlequin masques.



MORE TECHNIQUES

Warriors of the Laughing God (available in stores today) includes even more advice for painting Death Jesters, along with colour schemes and techniques for even more Harlequin masques. Check it out for the ultimate guide.

The Death Jester is seen as the harbinger of death among the Eldar, a foreboding figure with skull mask and scythed shuriken cannon who embodies the role of Ynnead in the plays and performances of the Harlequins. As befits such a sinister, sombre role, Death Jesters are swathed in black, paying homage to the colours of their masque with flashes

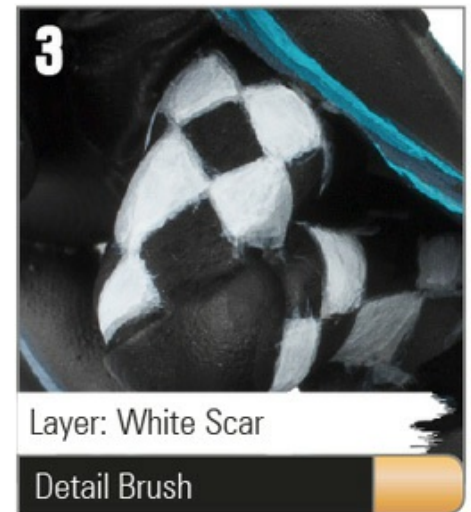
of colour that tie them in with their comrades. The Death Jester shown here is painted in the colours of the Midnight Sorrow, with small elements such as the Screamer Pink highlights on his lapel, the blue-green on his cloak, and the Averland Sunset yellow of his knee pad unifying him with his masque-mates.

With a model such as the Death Jester, you'll want to strike a balance between embodying his specific role and character, and tying him in with the rest of the force – too much either way and he won't look right. As you can see here, however, with only a few splashes of colour you can achieve both goals with great effect.

Cloak



Trouser Pattern



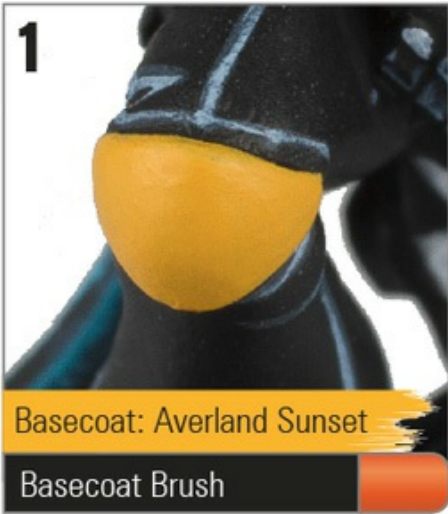
One interesting aspect of the way this Death Jester is painted is that his skull mask has been painted from a Rakarth Flesh basecoat rather than Zandri Dust, which is usually used for bone colours. Rakarth Flesh, washed with Agrax Earthshade, produces a very convincing bone effect, but has a cooler tone so it contrasts with the warm Screamer Pink and Averland Sunset. You'll also notice the gold weapon details are highlighted with Runefang Steel – this stark final highlight convincingly recreates the way light reflects off of the edges of gold metals.

Bone



Knee

1



2



3



4



Gold



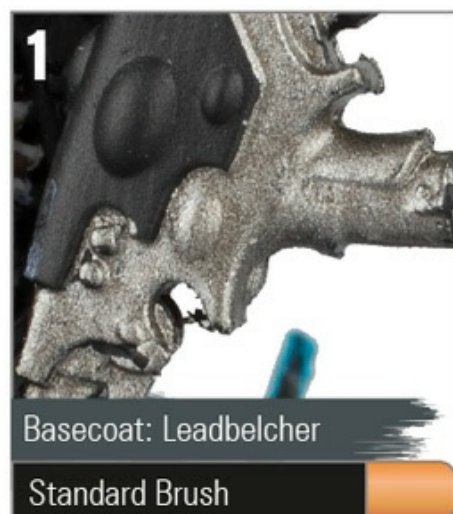
Purple



Black



Metal



Next week: Axes and chains...



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 take a look at Harlequins, examining their weapons and why they have spare masks.

MASTERS OF THE MASQUE

COORDINATING THE COLOURS OF YOUR MASQUE

Among the Harlequins, the Death Jesters and Shadowseers are unusual in that, while they are a part of the masque, they are not a formal member of any Troupe. In reality, Shadowseers in particular will often form an affinity with a certain Troupe and adopt not only their colours but also their Troupe badge too. Death Jesters are somewhat more aloof, but even they have been known to dance alongside a particular Troupe for extended periods.

Only the Solitaire remains totally alone, an outcast because of his very nature. They are not a part of any masque, but instead travel between them at their own whim. While they travel with a masque, its Troupes will fight to support a Solitaire in battle, but no Troupe will let him join their number. To do so would run contrary to their every tradition.

When it comes to painting your Harlequins, it's worth bearing these traditions in mind. A masque can include up to seven Elite units, enabling a Shadowseer and Death Jester to join each of the Troupes within it. These could be painted in the colours of the masque, perhaps even bearing Troupe markings. As for the Solitaire, it's your choice whether he adopts the masque's colours or not.



ODD ALLIES

THE INQUISITION

While the Inquisition is famous for its xenos-hating, xenos-hunting ways, it is a lesser known fact that the Inquisitors of the Ordo Malleus have a great deal in common with the Harlequins. Both are the sworn enemies of Chaos. On occasion this has led to mutually beneficial, if somewhat tense, alliances between the two. A few Inquisitors have even been permitted to enter the hallowed confines of the Black Library, although these are always scrupulously vetted by the Eldar, and they are only permitted within if their presence will be of great benefit to the Harlequins' cause.

ORKS

Much to the amusement of some, the Harlequins have been known to dupe the Orks into fighting for their cause. The Twisted Path are notorious for these unlikely alliances, which appear mutually beneficial but always leave the Harlequin's erstwhile comrades feeling cheated at best, and more often dead.

DESIGNERS NOTES EXTRA: **SHADOWSEERS**

The Shadowseer's own mask is a blank, faceless thing reflecting who-knows-what kind of nightmares, and yet he carries two other masks on his belt. What's the story? We despatched an intrepid traveller through the webway to seek answers from one of the mysterious guardians of the Black Library...

"Facts are few but truths are many where the Harlequins are concerned and the masks on the Shadowseer's belt are no different. Some say they are the masks of slain Troupe members, held by the Shadowseer until a new Player is found, though there may be a little more to it than that: Shadowseers can foresee the fate of their fellow Harlequins, so when an Eldar becomes a Harlequin it will often be a Shadowseer who presents the new Player with their mask, peering into the new Harlequin's future to scry the role they were fated to play..."



SHRIEKS OF HORROR

The Warhammer 40,000 universe is renowned for the many impressively gory ways in which people can get blown to bits – from the iconic bolter (with its mass-reactive shells) to the Harlequin's Kiss, which blends the victim's innards in a single, agonising instant.

No munition is as immediately horrifying as the shrieker round, favoured by Death Jesters, however. Each round is laced with virulent genetic toxins that cause their victims' blood to boil, turning them into a walking bomb in mere moments. Before the victim's body even hits the floor, he will explode, showering those nearby with gore and shards of bone shrapnel.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Eldar wargear.

WRAITHCANNONS

Resembling a large rifle, these weapons, carried into battle by Wraithguard, are capable of piercing any armour with a single shot. The secret behind this incredible power lies in their ability to tear open the fabric of reality – essentially ripping a hole directly into the Warp. A target, be it flesh, armour or even fortification, struck by the shot is essentially transplanted out of the material realm entirely, with devastating results.

DEATH SPINNER

Favoured by Warp Spider Aspect Warriors, death spinners vomit forth a whirling cloud of monomolecular wire that thrashes and writhes like a lethal cloud. Such is the vicious force with which this wire spins about that flesh is sliced apart and bones are sheared in two. Even robust armour is vulnerable to this murderous cloud as the flailing tendrils seek out any chinks or vulnerable parts of the armour, leaving the wearer within cut to pieces..

MONOSCYTHE MISSILE

The monoscythe missiles carried by Voidraven Bombers and Razorwing Jetfighters are designed to slaughter ground targets in a gory and gratuitous fashion. They are fired at infantry units but actually explode before striking the ground, the complex guidance systems within ensuring they detonate at neck-height. The effect is a lethal explosion of shrapnel intended specifically to slice off heads, and it does so with appalling efficacy. Many are the squads of Guardsmen whose stoic advances have been reduced to a stumbling halt as their heads are literally blown 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



GIVE PEACE A CHANCE

Hello Grombrindal. I've been wondering why the Imperium and the Eldar races don't just join forces and wipe out the Orks and Chaos. What do you think?

- Pete 'The Peacemaker' Paxman

GROMBRINDAL SAYS

When you put it like that, it seems to make sense doesn't it? The only problem is that you can't apply 20th Century thinking to the mindset of either the Eldar or the Imperium. You see, the Imperium was founded on the principle of conquering, not sharing, the stars. The first couple of Horus Heresy novels give you a good view of this. Likewise, the Eldar have been in the galaxy a long time and, as a general rule, have all the respect for Mankind that you might for a mangy, flea-bitten rat you found in your pantry. While it *might* be useful

for eating cockroaches, you don't really want to take the risk, do you? So, in a nutshell, they don't often join forces because they can't see eye-to-eye.

- Grombrindal

READER'S MODEL OF THE WEEK

Ancient Warclaw is a Space Wolves Dreadnought painted by David Harper, inspired by Imperial Armour 11: The Doom of Mymeara. David has given Warclaw markings that set him apart as a member of Bran Redmaw's Great Company. "I started by basecoating it with Chaos Black spray, then used my airbrush to add Mechanicus Standard Grey with a little Fenrisian Grey mixed in. I then highlighted up through Dawnstone and Administratum Grey all with a bit of Fenrisian Grey added, and finally some White Scar right at the end," David explains.



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

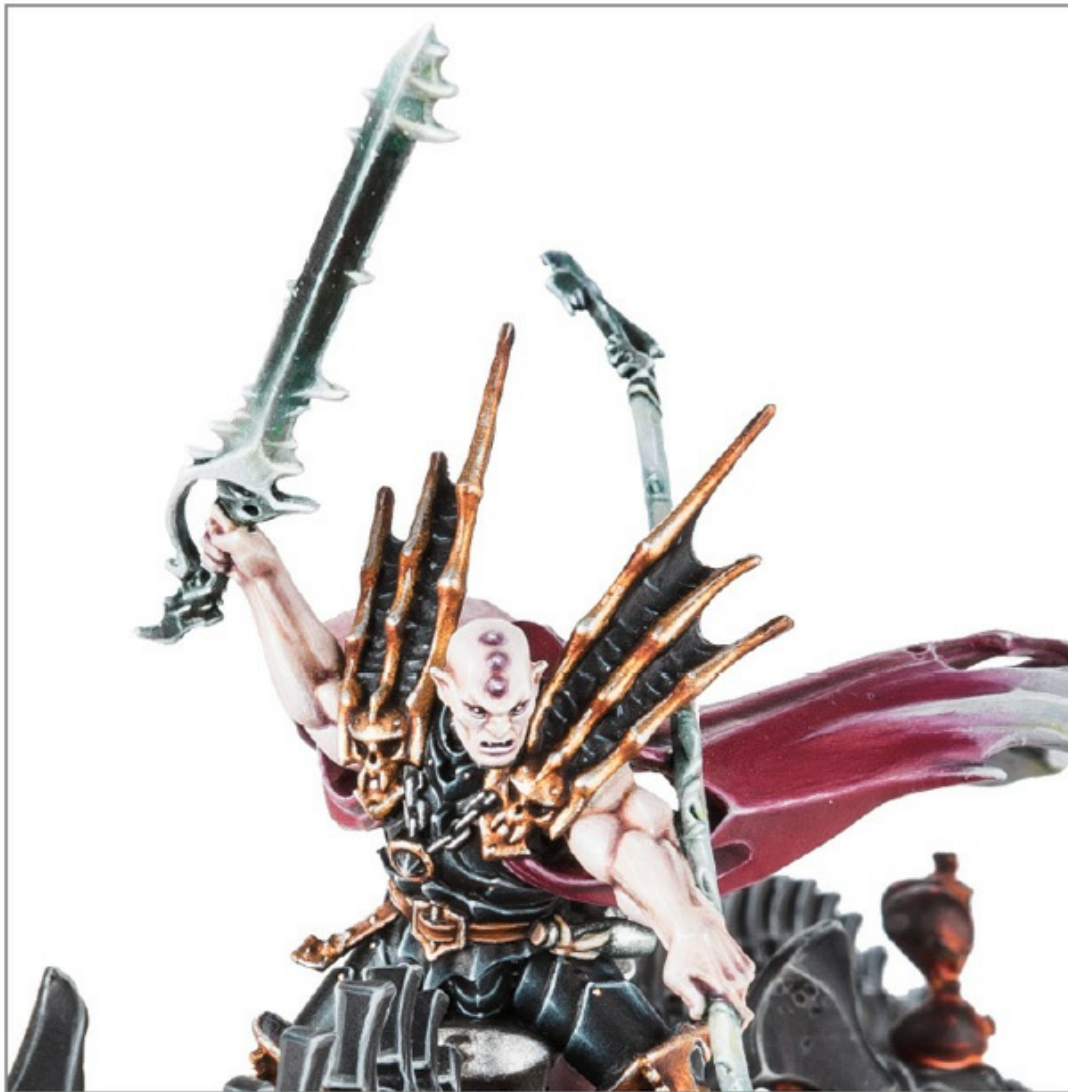
team@whitedwarf.co.uk



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

WEAPON OF THE WEEK: GHEISTVOR

Also known as the Sword of Unholy Power, Gheistvor is a massive broadsword synonymous with Mannfred von Carstein. The sword itself brims with magical power, a wellspring of dark energy that Mannfred can draw upon to fuel his necromantic abilities. In battle, as Mannfred slakes the sword's thirst in the blood of his foes, his power steadily increases.



BIT OF THE WEEK: STERN GUARD

Everyone loves a dour Space Marine, and there are few more popular in the White Dwarf bunker than this model from the Sternguard kit. The close cropped beard (perfect for going in a helmet), service studs and withering glare sets him apart as a leader of men.



HOW DID THEY DO THAT?

A psychocrystalline weapon, the neuro disruptor is a marvel of arcane design. To paint yours in the same way as the ones in the Studio collection, follow these simple steps:

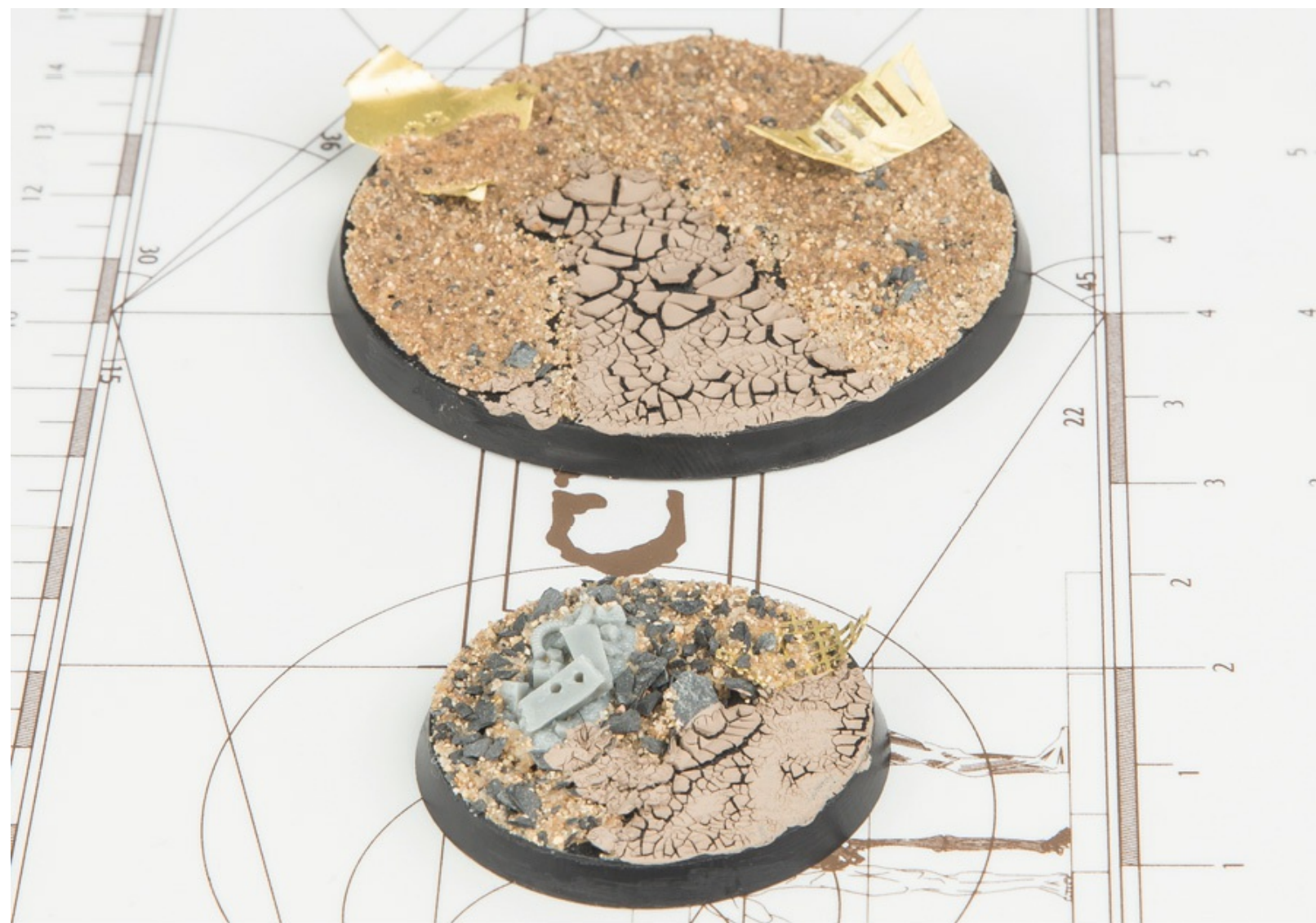
First, basecoat the entire crystal with Stegadon Scale Green, then apply an edge highlight of Sotek Green, leaving some of the darker colour showing in recesses. Then, apply two successive edge highlights, the first of Temple Guard Blue and the second (as fine as you can make it) of Baharroth Blue.



A CRACKING IDEA

Earlier in the issue we talked a lot about using Basing Kits, but there's one basing technique we ran out of space to mention: Agrellan Earth.

This unusual paint cracks when it dries, leaving behind an effect like sun-parched earth. The thicker you lay on the Agrellan Earth, the larger the cracks will be, so don't be stingy with the paint. Simply leave it in a warm place (near a radiator is ideal) and let it dry overnight. An interesting trick, discovered by the Warhammer World team, is that if you apply a layer of PVA glue to the base first and let it dry, the Agrellan Earth will crack even more. We think you'll agree the results look great. These bases have been modelled with the intention of being undercoated and then painted to match an existing board, but you can always apply Agrellan Earth to a base like any other Texture Paint and drybrush it as you would normally.



WHITE DWARF'S REGIMENTS OF RENOWN

'The Mourned' is a Death Company strike force attached to the Blood Angels 2nd Company, who have been fighting against the warriors of the Tau Empire's N'dras Sept on the borders of the Damocles Gulf.

Honoured Ancient Baelon, entombed within the life-sustaining sarcophagus of a Dreadnought since the Kemmock Insurrection in late M.39, acts as the lynchpin of this formation. Baelon commands enough order and respect from the rest of the Death Company within the strike force to ensure their missions are achieved. Unfortunately, the Black Rage increasingly threatens to utterly overwhelm these noble warriors, and Captain Aphael fears that they will soon be completely beyond all control, unless death can claim them first.



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Printed by Artisan Press Limited in the UK.

Games Workshop Limited
Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

Registered in England and Wales
– Company No. 01467092.

ISSN 2055-2653

Product code: 60659999056



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