

WHITE DWARF

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WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

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14 MARCH 2015

THE LORD
OF THE
END TIMES
COMETH

HE WILL SEE THE WORLD BURN!

THE CHOSEN OF KHORNE

ALL WILL FALL BEFORE SKARR BLOODWRATH, CHAMPION OF THE BLOOD GOD!

WHITE DWARF™

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OPENING SALVO

And so, as Warhammer: Archaon is released, Khorne's mightiest champion rises to drown the Old World in blood. His name is Skarr Bloodwrath, and this fabulous plastic character (our first to come on two sprues!) makes the perfect terrifying leader for a frenzied pack of Wrathmongers or Skullreapers.

With the advent of Warhammer: Archaon, anything is possible in Warhammer – you can make the army you want without restrictions. As such, we take a good long look at making Armies of the End Time, and celebrate the joys of story-led campaign gaming.

And we'd love to know what you think of Warhammer: Archaon. Why not write in to us at **team@whitedwarf.co.uk** and let us know your thoughts on the incredible events in this most epic of books.



CHAOS

SKARR BLOODWRATH

Chosen by Khorne when he was just a whelp, Skarr Bloodwrath has carved a path of red ruin ever since. So long as he continues to slay in the Blood God's name, Khorne will never let Skarr die, creating a never-ending cycle of violence and bloodshed.



As warlord of the Skaramor tribes, Skarr was content to fight for all eternity in the Chaos Wastes, challenging the champions of rival gods and butchering them in Khorne's name. Yet as the armies of the Everchosen marched south, Skarr saw fit to join them in search of more exacting foes.

As a favoured servant of Khorne, it's no surprise that Skarr is a beast of a man, his muscular body a hideous fusion of mortal and daemonic flesh. His vivid crimson skin is ripped and stretched, while his legs have taken on the appearance of a cloven-hoofed Daemon, a sure sign of Khorne's favour. So hugely mutated has Skarr become that his armour can no longer contain him; his greaves and breastplate have fallen away completely, his shoulder armour held on by worn leather straps. He still wears his horned helm, though there is also an optional bare head, his face ritually scarred, in this plastic hero kit.

In each hand Skarr wields a Bloodstorm Blade, an axe so huge a man would struggle to lift just one of them. The head of each axe features the screaming face of the Daemon bound within it, their unholy energy fuelling Skarr's already prodigious strength. Attached to the haft of each blade is a lengthy chain-flail capped with a skull. In battle, Skarr swings these flails about him, bludgeoning his foes to death with the weighted ends or dragging them close and garotting them with the razor-edged chains.



Above: Having devastated yet another city of the Empire, Skarr Bloodwrath leads his host of Khorne on the offensive once again.



Left & centre: Skarr carries the Bloodstorm Blades, a pair of Daemon weapons gifted to him by Khorne.

Right: The deadly chain-flails are each capped with the skull of a defeated champion of Chaos.



Left: Khorne branded his mark upon Skarr when he was just a boy. He has fought in the Blood God's name ever since.

Right: Skarr has been gifted with bestial, hooved legs. Leaping from a spar of rock, Skarr is an imposing figure, standing head and shoulders over other warriors and dwarfing even the muscle-bound Skullreapers and Wrathmongers that follow him into battle.

CHAOS

BLOOD TIDE OF KHORNE

When blood is spilt and skulls reaped, the barrier between worlds becomes thin, allowing Khorne's daemonic minions to spill into the mortal realm. As the End Times draw to their bloody conclusion, Khorne's battle-hungry Daemons are in the ascendancy.

BLOOD TIDE OF KHORNE



WARHAMMER

15 MINIATURES

Put simply, if you're looking to start a Daemon army to join in the carnage of the End Times, then this is the box for you. This all-plastic, great-value box includes four Khorne Daemon units with a variety of options and upgrades.

The regiment of 10 Bloodletters comes with options for a musician, a champion and a standard bearer, as do the three Bloodcrushers of Khorne. The heads and arms can even be changed between the two kits giving you even more variety.

The set also includes a Blood Throne of Khorne, a Herald of Khorne perched menacingly

on top. Should you feel the need for some firepower to complement your daemonic tide, the Blood Throne can also be built as a Skull Cannon of Khorne, a spectacularly gory weapon that hurls the skulls of dead foes at the enemy. The set is completed by a Daemon Prince with a choice of three heads, three huge Daemon weapons, optional armour plates, a choice of tabards and a pair of wings to make sure he gets into combat first.

Can't get enough Khorne? Find your appetite whetted by the Blood Tide? Well, why not turn over the page for a host more awesome options for your budding army of the Blood God, and check out our Armies of the End Times feature for even more inspiration.

KHÂRN: EATER OF WORLDS

By Anthony Reynolds
Hardback | 224 pages

With the Horus Heresy over, the warriors of the World Eaters look to Khârn for leadership.



Following the events on Terra and the death of Horus, the World Eaters sink ever-deeper into depravity. Tortured by the Butcher's Nails (and darker things besides), they must fight without cease to stop the pain inside their heads. Their only salvation is Khârn, but he lies in a coma, half-dead following the siege of the Emperor's Palace.

Anthony Reynolds has, once again, hit the Nail on the head with this novel. It's certainly not the never-ending kill-fest you were probably expecting (though it's certainly up there as one of the most violent Black Library books), but a thought-provoking emotional roller coaster that sees the warriors of the XII Legion slowly accept their fate.

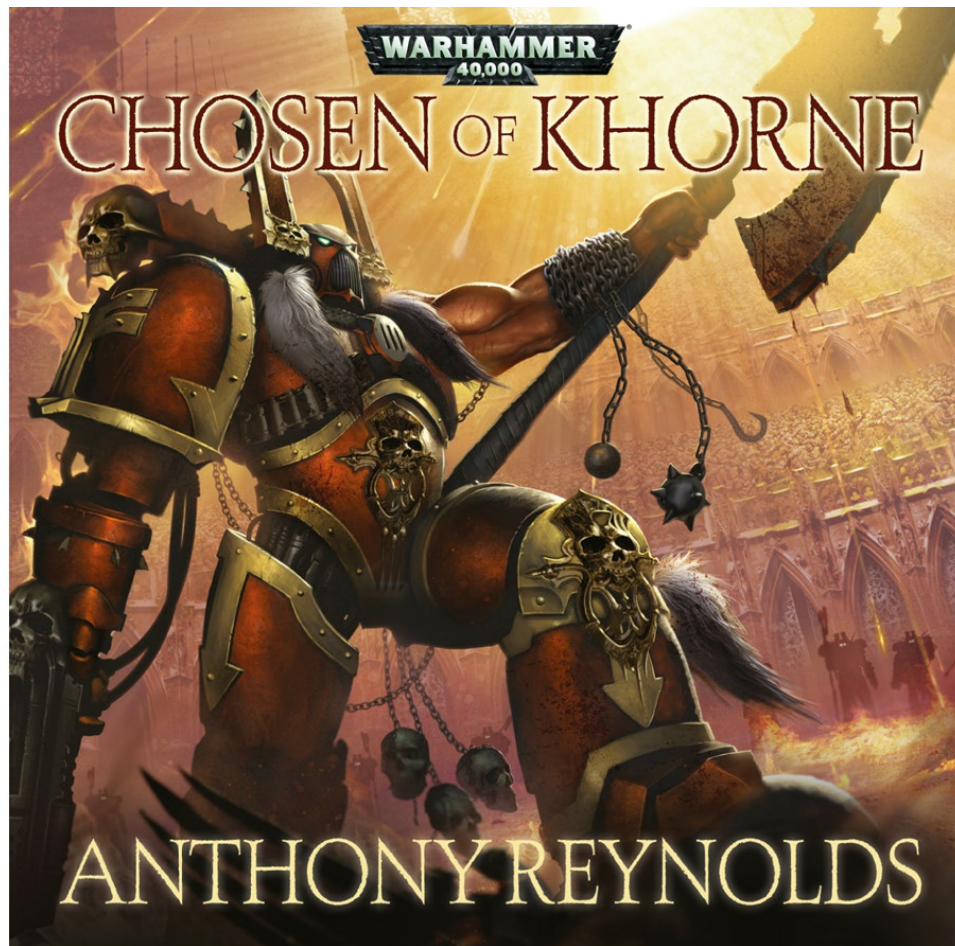
FURTHER READING

Not enough Khârnage for you? Well, in addition to the novel and audio drama released this week he also pops up in a number of places, especially in the Horus Heresy novel *Betrayer* by Aaron Dembski-Bowden, where you can witness his descent into madness.

CHOSEN OF KHORNE

By Anthony Reynolds
Audio drama | 75 minutes

Rival warlords vie for the right to lead an invasion of the Imperium. Between them stands Khârn.



The politics and machinations of the sundered World Eaters Legion are not subtle, for their only purpose is to ravage the galaxy in the name of the Blood God. Yet there are those within their scattered number who crave power. In *Chosen of Khorne* we witness the seething rivalry of two warlords, Brond and Tarugar, as they vie to lead the Blood Crusade. Between them stands Khârn, an old ally of Brond and the only warrior able to challenge the incredible might of Tarugar and his monstrous champions.

The story that unfolds is told through engaging voice acting and narration, largely from the perspective of a fourth observer, and Khârn's psychotic episodes. These are both excellent and disturbing, a frightening insight into the mind of the Betrayer. Reissued to coincide with *Khârn: Eater of Worlds*, also out this week, if you missed this before, treat yourself now.

These Black Library books and audio CDs are also available as eBooks and MP3 downloads. For more information, visit:

www.blacklibrary.com



BLOOD FOR THE BLOOD GOD!

As the world descends into anarchy and carnage, the armies of the Everchosen march ever onward, intent on slaughter. At the vanguard of his invasion march the legions of Khorne, every warrior a blood-crazed maniac. Sounds like the perfect army for the End Times.

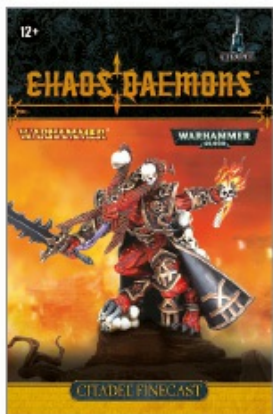
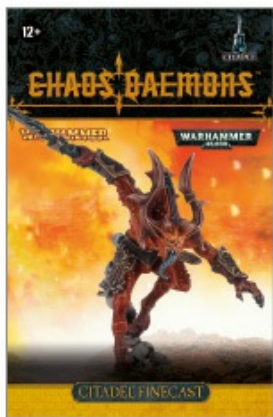
With access to a huge range of plastic kits, creating an army dedicated to Khorne has never been simpler. If the Bloodthirsters released a couple of weeks ago whetted your appetite for carnage or the Blood Tide on the previous page took your fancy, why not start a new Daemon army? A few boxes of Bloodletters, a regiment of Bloodcrushers and some Flesh Hounds and you've got the core of a new force. Add in a couple of support units such as a Skull Cannon or a Soul Grinder and you're well on your way to a daemoniac legion.

Alternatively, why not create a mortal army of Khorne? Most Warriors of Chaos units can have (or already have) the Mark of Khorne, including Warriors, Knights, Chariots, Marauders, Warshrines, Chosen and, of course, Skullcrushers. Add in Skullreapers, Wrathmongers and the new character Skarr Bloodwrath and you've got a world-conquering army at your fingertips.

But what if you can't decide between mortals and Daemons? Well, why not choose both and chuck in a few Beastmen while you're at it. Warhammer: Archaon gives you the opportunity to field the Grand Legion of the Everchosen, an all-encompassing army list that gives you more options than ever before, especially if you're a devoted follower of the Blood God. Imagine fielding an army of Khornate Warriors, baying Bestigor (who can now have the Mark of Khorne) and Skullreapers led into battle by Skarr Bloodwrath and backed up by endless legions of Bloodletters. Or perhaps you'd prefer to ride into battle, an army of Skullcrushers and Bloodcrushers supported by Skull Cannons of Khorne, Chariots and Chaos Knights, Flesh Hounds baying at their heels.

You can check out the full Chaos range online at:
www.games-workshop.com/warhammer/khorne





WORDS OF BLOOD

If you're looking to start a daemon army of Khorne, make sure you pick up a copy of Warhammer Armies: Daemons of Chaos. It includes all the rules for them and all the gory background information you could possibly want to know.

If you're looking to build a mortal army of Khorne, Warhammer Armies: Warriors of Chaos is the best place to start. Its pages include everything you need to field a horde of blood-mad warriors armed and armoured for the End Times.

Of course, don't forget Warhammer: Archaon, which includes new units for both mortal and Daemon armies.



FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week's releases include the Deredeo class Dreadnought and a Castellax Battle-automata with a new and deadly form of weapon.

DEREDEO DREADNOUGHT



As the Horus Heresy tore the newly-created Imperium apart, more and more

Dreadnoughts began to appear on the battlefields of the 31st Millennium. Among them were the Deredeo class Dreadnoughts, designed to provide long-range firepower and anti-aircraft support for the Legiones Astartes.

Based on the Contemptor design, the Deredeo is shorter and squatter than its cousin, providing a more stable platform for its many weapons. Its armoured greaves are stockier, its feet splayed out sideways for stability while its torso has been compacted to give the Deredeo a lower profile on the battlefield. Its armoured torso even incorporates a pair of heavy flamers should an enemy unit get too close.

The Deredeo shown here is armed with an Anvilus autocannon battery and an Aiolos missile launcher, both of which are available separately, along with many other Dreadnought weapons and upgrades from:

www.forgeworld.co.uk



Left: The Deredeo autocannons require a vast amount of ammunition, hence the two huge ammo hoppers mounted on the Dreadnought's back.

Centre: A pair of heavy flamers sit beneath the hull.

Right: The Dreadnought's feet have the 'splayed cross' design familiar from Dreadnoughts of the 41st Millennium.

CASTELLAX BATTLE-AUTOMATA WITH DARKFIRE CANNON

The Castellax Battle-automata is a sophisticated combat unit developed by the Legio Cybernetica during the Great Crusade. Primarily designed for siege warfare and lightning assaults, they were also fielded in grinding battles where high rates of attrition were expected, leaving the Legiones Astartes to engage in dynamic warfare elsewhere. As the events of the Horus Heresy unfolded, entire Legios of Battle-automata joined the forces of the Warmaster, silently obeying the orders of their heretical Archmagos.

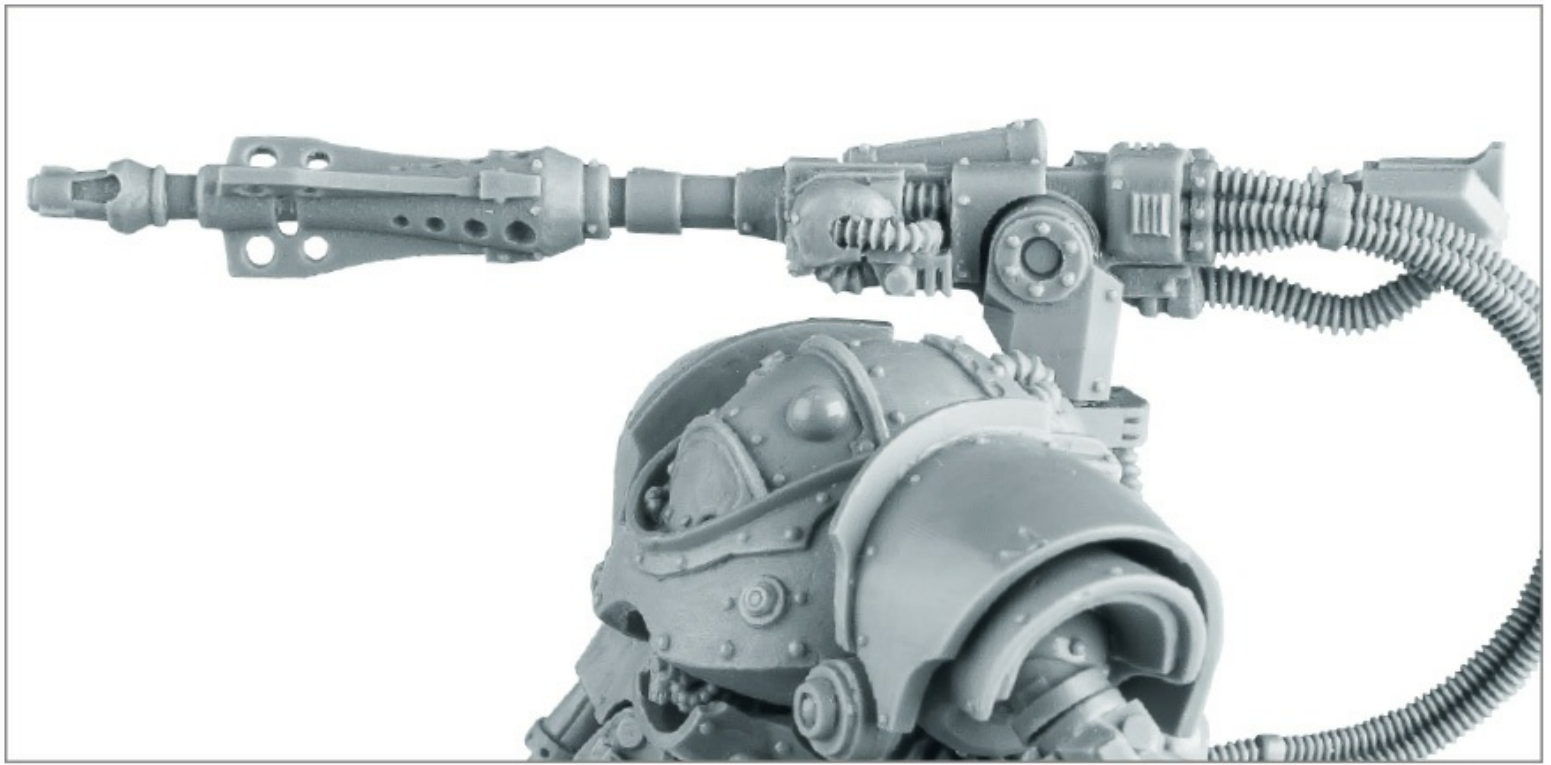
A Castellax Battle-automata stands three times the height of a man, its adamantium body built to survive the rigours of ceaseless war. Much like the Contemptor Dreadnoughts of the Legiones Astartes, a Castellax's armoured shell is protected by highly-sophisticated atomantic shielding, making them extremely hard to kill.



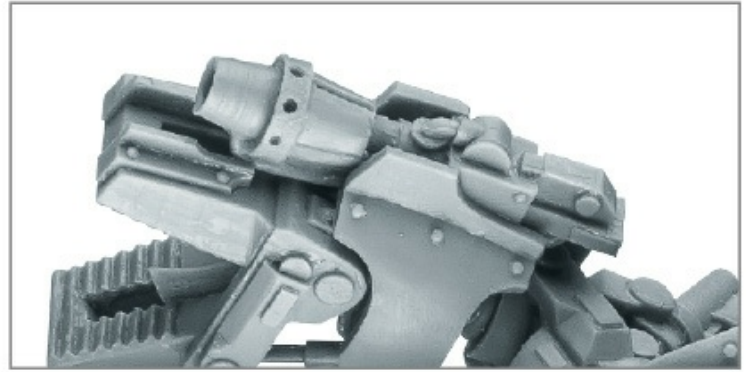
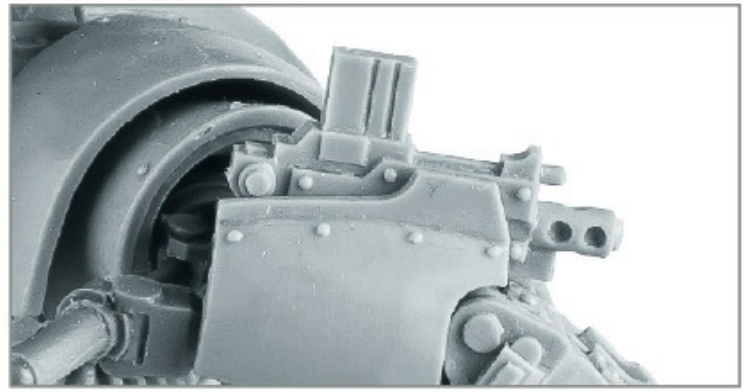
Though normally armed with a bolt cannon, this Castellax has been upgraded to carry a

darkfire cannon. These extremely rare and unusual weapons are larger versions of the photon thrusters carried by Thallaxii of the Ordo Reductor, their operation and manufacture a closely-guarded secret. Believed to be of alien origin (though nothing has ever been proved), the darkfire cannon is a long lance-like weapon that fires needle-thin beams of dark energy that can pierce even the thickest armour with ease.

This resin kit also comes with a pair of shock chargers – grappling claws that deliver an electrostatic shock to anything within their grasp – and a choice of four gauntlet-mounted auxiliary weapons: two bolters and two flamers.



Above: The darkfire cannon, sited on a pedestal mount over the shoulder, serves as an anti-tank weapon.



Left: The Castellax Battle-automata is powered by a complex reactor core that pumps electrically-charged vitae fluids around its body.

Top right: The kit comes with four gauntlet-mounted weapons: two bolters and two flamers.

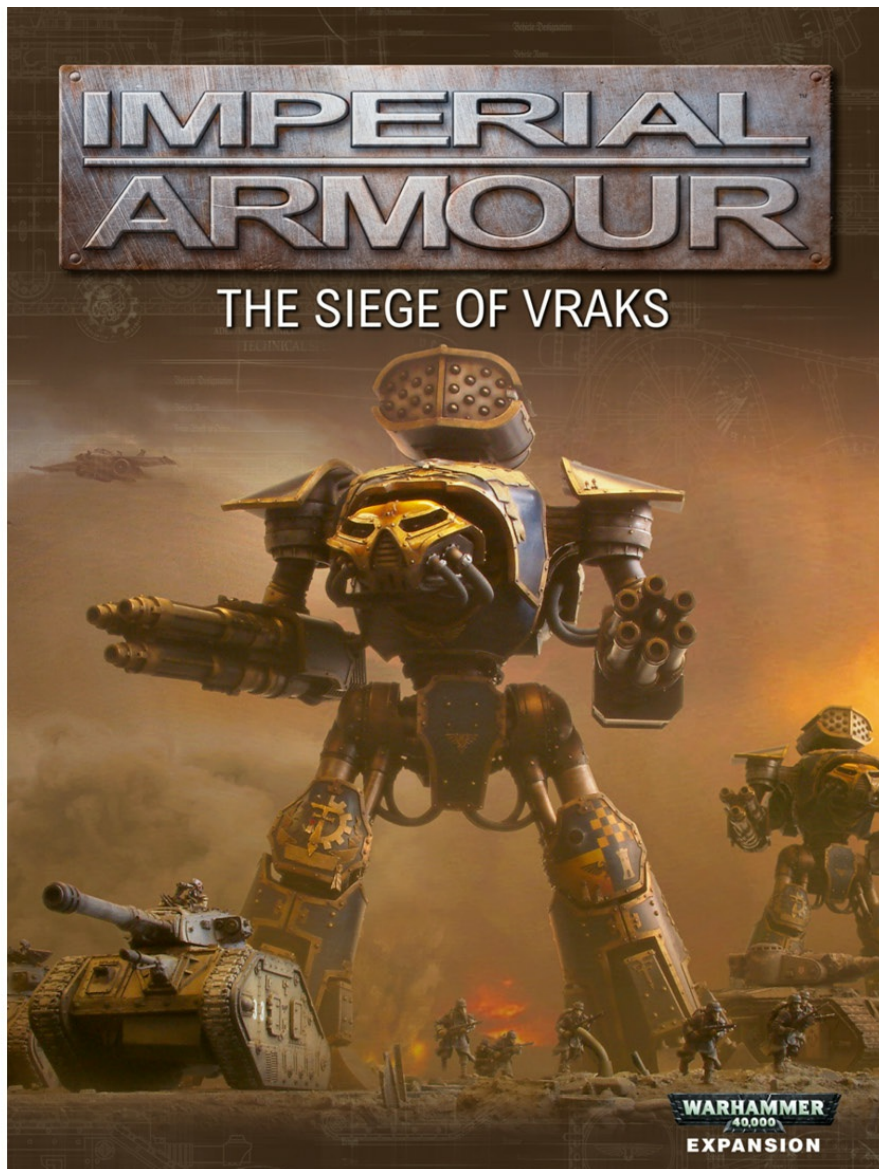
Bottom right: While the principle role of a Castellax with a darkfire cannon is to function as an anti-tank support unit, flamers help keep enemy hordes at bay.

IMPERIAL ARMOUR

THE SIEGE OF VRAKS

Hardback | 288 pages

The Siege of Vraks is one of the most bloody and harrowing wars in the history of the Imperium. Read the full tale here in this new edition of a Forge World classic.



In 812.M41 the Imperial world of Vraks fell to the forces of Chaos. Though seemingly unremarkable, Vraks played host to one of the largest weapon and ammunition stores in the Segmentum Obscurus: it could not fall to the archenemy. The result was a gruelling war that lasted 18 years.

This new edition of the Siege of Vraks combines the epic background of the previous editions into one glorious 288-page book, complete with full-colour artwork, graphics and maps, plus detailed illustrations explaining the regimental markings, heraldry, battle honours and camouflage schemes of the protagonists.

Most of the fighting on Vraks is carried out by the Death Korps of Krieg and renegade cultists. Comprehensive, up-to-date army lists for both of these forces appear here, including new Warlord Traits, upgrades and wargear. Our favourite addition is the Demagogue Devotions, which feature the Ordnance Tyrant and Shock Legion Taskmaster. A worthy addition to any Warhammer 40,000 library.



Left: The book includes detailed descriptions of characters and units, such as Lord Inquisitor Hector Rex.

Right: The war on Vraks is one of the most prolonged in Imperial history, the bleak story reinforced by artwork and model shots.



www.forgeworld.co.uk



HALL OF FAME

The Citadel Hall of Fame is a collection of iconic models recognised for their groundbreaking designs. This issue, we gaze into the Eye of Terror for a closer look at Dark Vengeance's Chosen...



CHAOS SPACE MARINE CHOSEN

As long as there's been Warhammer 40,000, there's been Chaos Space Marines. These twisted parodies of the Emperor's finest warriors have evolved considerably since their first appearance back in 1987, yet in many ways haven't changed a bit. The Chaos Space Marine Chosen are a prime example of this dichotomy.

When the Chaos Space Marines were re-envisioned back in 2012, the designers came up with a chart (colloquially named the Sliding Scale of Heresy) to help define how each Chaos Space Marine would look. At one end were the Renegades, new devotees, mentally and spiritually sullied but physically untainted. At the other were those warriors whose dedication had seen them been blessed (or cursed) by Chaos to such an extent that a painful and irrevocable change was just round the corner: Daemonhood or Spawndom. The Chosen had to fall somewhere on that scale – stranger, darker, weirder than other

Chaos Space Marines, but not as mutated as Chaos Space Marines Possessed.

The end result was a unit of Chaos Space Marines whose look combines modern model-making technology with almost 30 years of Warp-tainted imagery, a style that would influence other kits in the future including the Chaos Space Marine Raptors and the Skull Cannon of Khorne. Look carefully and you'll see the unfathomable mutations of the late 1980s, the re-imagined power armour of the 1990s, the baroque armour trim, heavy gauntlets and increased bulk of the 2000s and the dynamic poses, daemonic faces and fleshy cabling of the last few years. Each model personifies the corrupting nature of Chaos, showing the process in action rather than the end result. It's horrifying to see how far they've fallen, but terrifying to know how much further they've still got to go.



Left: Each Chosen wears a unique suit of power armour, embellished with baroque designs and Chaos iconography. No two are alike, yet they're similar enough to make the squad feel coherent.

Right: The Chosen are not as physically mutated as the Possessed, though their armour has become hideously deformed, sprouting daemonic visages, crooked fangs and gnarled horns.



Left: The Chosen were the first models to feature flesh-wrapped cabling, a design that would soon appear on both Chaos Space Marine and Chaos Daemon models.

Right: The spines protruding from the backpacks are another sinister feature of these models. Did they belong to an unlucky victim? Do they actually belong to the wearer? Or are they something even more sinister...?



ARMIES OF THE END TIMES

The Warhammer world is consumed by warfare, but what side do you stand on? Do your armies fight alongside Archaon, bringing death and destruction to the world, or do they stand beside Men, Elves, Dwarfs and the Undead? Now's your time to choose.



A NOVEL IDEA

Each End Times book has an accompanying novel, providing yet more exciting background stories and ideas around which to theme your army. The Return of Nagash, for example, tells the tale not of the Great Necromancer but of his servants Arkhan and Mannfred – both brilliant inspiration for an Undead army. Rise of the Horned Rat is equally evocative, delving into the background of the Skaven, Night Goblins and Dwarfs. So what are you waiting for? Pick up a novel and get inspired!

As you've probably realised by now, Warhammer is never going to be the same again. The

world is, quite literally, being torn apart and the most desperate of alliances are being made to ensure the survival of individuals, select groups and even entire races.

So what does this mean for our finely-crafted and beautifully-painted armies? Much, as it so happens, because a world of infinite possibilities and exciting opportunities have opened up to us. The big news is that army restrictions are thrown out of the window in Warhammer: Archaon, enabling you to build the army of your dreams. Want to paint an entire army of Empire Knightly Orders? You got it. Maybe you've always wanted to own a clan of marauding Giants? Or perhaps an army of Wizards? Or even an entire Dwarf artillery train? There are no limits on what you can create, save your own imagination.

Of course, it's one thing to cram as many Organ Guns onto a hill as possible, and another thing entirely to create an exciting, compelling reason to field them. That's what this article's all about: to give you a few ideas on how to build your own army of the End Times that will look cool, be exciting to fight battles with and have an excellent story behind it. Over the next few pages you'll see four example armies for the End Times, some created using new army lists, others based around scenarios, campaigns or colour schemes.

The five books of the End Times – Nagash, Glottkin, Khaine, Thanquol and Archaon – are great places to look for inspiration. Alongside the aforementioned army list changes in Archaon, the five books also present an epic, over-arching story that's so packed full of illustrations, battles and campaigns you'd be hard-pressed not to feel inspired to start a new army or add to an existing one. Here's a quick look at what you can find in the other four books:

Nagash introduces the Undead Legion, enabling fans of all things skeletal to combine Vampire Counts and Tomb Kings into one Undead force. The book also includes the Lore of Undeath, allowing Wizards of any race to raise the dead. Sounds like time to paint some Skeletons!

Glottkin adds new rules for summoning Daemons – a great way to add a few units to your Warriors of Chaos army. It also presents rules for fighting in cities, a brilliant premise for a new army. Imagine painting an Empire force to defend Marienburg or the army of Putrid Blightkings that lay siege to Brass Keep.

Khaine includes three Elven army lists that show the race in an entirely new light. Again, the scenarios in the book are excellent inspiration for a new army, as are the orders of battle and vignettes that accompany them. The alliance of Wood Elves and High Elves led by Alarielle in the Battle of Withelan is just waiting to be built and painted.

Thanquol presents the Lords of Battle campaign system, a great excuse to create a new army or add to an existing one. Imagine creating an army based on Queek Headtaker as he attempts to kick the Dwarfs out of the City of Pillars. Or perhaps you'd rather command an army of Goblins led by Skarsnik.

ORDERS OF BATTLE

Each End Times book contains several ‘orders of battle’ detailing the heroes, regiments and war machines that fought in each major engagement. These orders of battle are a superb basis for an army, as not only are many of the colour schemes, insignia and characters all laid out ready for you to use, but there are also specific battles in each book that you can recreate with them. You could, for example, build an army around the defenders of Talabheim led by General Reban Greiss, while your opponent could field the Daemonkin that lay siege to the city. Or perhaps you’d rather field the Host of Khaine led by Tyrion, or the Grand Legion of the Everchosen commanded by the Lord of the End Times himself, and which includes mortals, beasts, Daemons and Skaven.

AN ARMY OF HEROES

At some point, most of us have wondered what it would be like to field an entire army of heroes in a game of Warhammer, pitting them heroically against a vast enemy horde or, perhaps, against an equally elite army of enemy heroes. Well, now we can! The army list restrictions have been entirely removed in Warhammer: Archaon, enabling you to field a whole army made up only of Lords and Heroes should you wish to. Indeed, the fourth narrative scenario in the book, The Blood Hunt Unleashed, has only 11 models on the good side. Admittedly, they are some of the most powerful warriors of all time, but they are up against an entire army of Daemons. Of course, this is just one example of what you can achieve. You could, for example, field an army made up only of the Dwarf heroes that fought at Karaz-a-Karak. Or why not build an entire army of ghostly Elf Phoenix Kings like the ones that appeared on the Isle of the Dead.



KA'BANDHA'S LEGION

Ka'Bandha's Legion of Blood is an army of violence and slaughter dedicated to Khorne, the Blood God. The army is made up of units and heroes from three army books – Daemons of Chaos, Warriors of Chaos and Beastmen – and brought together using the rules for a Grand Legion of the Everchosen as presented in Warhammer: Archaon. While the rules allow you to field a Chaos army without restriction, this army has been deliberately limited to the followers of Khorne. The core of the army is the Battlescroll for Ka'Bandha's Blood Hunt (which appears in several scenarios in the book) with additional Khornate units taken from the Grand Legion army list.

Creating an army around a central theme is a great way to establish a strong narrative and make an exciting story-driven force. Consider, perhaps, a Sigmarite crusade, Queen Khalida's legions from Lybaras or Kroq-Gar's defenders of Itza. The choices really are endless.



LORDS OF BLOOD

Ka'Bandha

Wrath of Khorne Bloodthirster

Khorax

Bloodthirster of Insensate Rage

Headcleaver

Herald of Khorne

Ceratus Vor

Chaos Lord on Warshrine

THE BLOOD HUNT

The Huntskards

Bloodletters of Khorne

THE SLAUGHTER

The Crimson Rampage

Skullcrushers of Khorne

The Bloodshields

Warriors of Chaos

The Endbringers

Knights of Chaos

The Worldreavers

Chaos Marauders

THE BLOODHERD

The Khorngor

Bestigors

The Hounds of Herumar

Warhounds

Insatiable Horror

Ghorgon

DEFENDERS OF AVERHEIM

The Defenders of Averheim is a great example of an army created around a specific battle, in this case the defence of the last major city of the Empire as presented in the One Last Charge narrative scenario in Warhammer: Archaon.

The scenarios in the End Times books are all based on battles mentioned in the stories. Here, the bedraggled armies of the Empire and Bretonnia unite for one last battle against the forces of Chaos. Of course, this scenario is just one of 50 presented across the five books, all of which are excellent inspiration for an army of the End Times. You could even create an army based around several scenarios. Using the Lords of Battle campaign system presented in Warhammer: Thanquol you could, for example, build an army around Louen Leoncoeur and fight your way from the Bretonnian Civil War right up to the siege of Altdorf, then march the survivors (sadly not Louen) on to Averheim to fight alongside the Men of the Empire.



HEROES OF AVERHEIM
Duke Jerrod of Quenelles
Duke Gaston of Brionne
Heinroth Grimm
Gotfried Haan

THE ARMY OF SIGMAR
The Solemn Blades
Regiment of Swordsmen
The Pfeil Watchmen
Regiment of Spearmen
The Doomsayers
Flagellant Warband

THE LADY'S CHOSEN
The Companions of Quenelles
Knights of the Realm
The Valiant Seekers
Questing Knights
The Last Inheritors
Knights Errant
The Lord's Squires
Duke Jerrod's Yeomanry
The Mob
Duke Jerrod's Men-at-Arms
The Brionne Irregulars
Duke Gaston's Men-at-Arms
The Bowmen of Aquitaine
Peasant Bowmen

ENGINES OF WAR
Great Cannon
Helblaster Volley Gun
Steam Tank
Trebuchet

THE SURVIVORS OF ULTHUAN

In Warhammer: Khaine, the Elves finally put aside their differences (sort of) and stand together. This army includes High Elves, Dark Elves and Wood Elves, allied together as a Host of the Eternity King.

The Eternity King army list is a great opportunity to create an army of all your favourite Elves. It's also your chance to try out a new colour scheme for the three races. In this army the High Elves were formerly from Lothorn, retaining their blue and white colour scheme with hints of pastel green on banners and seaweed pennants. The Dark Elves have been painted in a sympathetic turquoise colour scheme to match them, including the War Hydra, which has a dark blue and green colour scheme. The Wood Elves have also adopted a bluer palette, particularly the Sisters of the Thorn whose Steeds of Isha have blue manes. The same idea could be applied to any army. How about an allied Empire and Dwarf army in black and red, or an ethereal Undead host?



PRINCES OF ULTHUAN

Prince Althran

High Elf Prince on Griffon

Prince Calion of Lothern

High Elf Prince

Prince Ralon of Lothern

High Elf Prince

THE SEA GUARD

The Waveblades

Lothern Sea Guard

Cloudsoarer

Lothern Skycutter

The Shorerunners

Tiranoc Chariots

Manann's Shards

Bolt Throwers

THE ASRAI

The Deepwood Defenders

Wildwood Rangers

The Eldritch Lance

Sisters of the Thorn

OUTCASTS OF GHROND

The Bloodwrack Kindred

Dreadspears

The Soulsplinters

Darkshards

The City Guard of Ghrond

Bleakswords

The Darkdweller

War Hydra

GRIMGOR'S BEAST-WAAAGH!

Grimgor Ironhide is arguably the most powerful Orc Warlord of all time. As the End Times come to their bloody conclusion, Grimgor becomes the Incarnate of Beasts, drawing like-minded greenskins and monsters to his banner. This is Grimgor's Beast-Waaagh!

Grimgor's army makes full use of the rules presented in Warhammer: Archaon, including only the most powerful and violent warriors Grimgor can get his hands on. No weedy gobbos, no regular greenies, no cowardly artillery, just loads of Black Orcs (Grimgor's Immortulz), Savage Orcs, heavily-armed Ogres and a host of monsters in the form of a Thundertusk, a Stonehorn, Mournfang Cavalry and a couple of Giants. An army of unbridled violence fit for the Incarnate of Beasts! Not only is it a characterful force, centred around Grimgor's background, it's also a fun army to play games with and one that offers plenty of painting options and conversion opportunities.



THE WARLORDS

Grimgor Ironhide

Incarnate of Beasts

Gazlak Squigsquasher

Orc Shaman

DA ORCS

Da Immortulz

Black Orcs

Gazlak's Pigboyz

Savage Orc Boarboyz

Da Bluskins

Savage Orcs

Morkagorka

Boar Chariots

DA OGRES

Da Powda Boyz

Leadbelchers

Redfist's Wallbreakers

Ogres

Da Scarred Bruvvers

More Ogres

Gutrot's Raiders

Mournfang Cavalry

Facemasha

Stonehorn

Icybreff

Thundertusk

DA BIGGUNS

Redjaw

Giant

Millstone

Annuva Giant



ON THE CAMPAIGN TRAIL

Got a Warhammer army? Got the five books of the End Times? Not sure what to do next? You need to fight for the survival or destruction of the world, that's what. Arm your troops, ready your war machines and brief your captains, because your army's going on campaign.



If you're a regular reader of White Dwarf, you'll recall that way back in issue 23 we talked about campaigns and what they mean for your games. A lot has changed since then. Nagash has returned, Archaon has marched on the Empire, Karl Franz had died and subsequently been reborn and something unspeakable has happened to Lustria and Ulthuan (and Khemri, the Empire and Bretonnia, come to think of it). The End Times

have shaken the Warhammer world to its foundations.

So what better time to kick off a Warhammer campaign! For those of you new to the term, a campaign is a series of battles linked by a story. The story could be based around a particular race, a region of land, a noble hero and his army, an evil villain and his marauding horde, a piece of literature from a Black Library novel, a battle mentioned in an army book or countless other sources of inspiration. This article is all about exploring that inspiration while giving you a few ideas on how to create your own campaign set during the End Times.

As we mentioned in the Armies of the End Times article earlier in the issue, the five books of the End Times are a great place to look for inspiration. Each of them contains an incredible story full of violence and bloodshed, plus a host of narrative scenarios – 50 in total across the five books – many of which can be linked together to form a campaign. If you know enough people with enough armies you could, conceivably, fight your way from La Maisontaal to the End of All Things.

The best way to fight a Warhammer campaign is to use the Lords of Battle system presented in Warhammer: Thanquol – perfect for anyone new to the campaign scene and equally handy for seasoned crusaders. There's even a campaign laid out in the same book – the encouragingly named (if you're a Skaven player) Doom of Belegar, which serves as a great example of how the system works. There's a second campaign in Warhammer: Archaon, linking the seven battles that take place at Middenheim into one epic, final confrontation.

FOLLOWING A LEGEND

Almost every hero or villain in Warhammer appears in the End Times storyline in some way or another, be it in the background, a Black Library novel or in the scenarios presented in the books. You could easily base your campaign on the trials and tribulations of such a hero, following them from their first battle, right up to the end of all things. Arkhan the Black's campaign across Bretonnia, into Sylvania, on to Khemri and then back to Sylvania is a great example of a story that could be made into a campaign. Similarly, Valten, Exalted of Sigmar would make for a great story, following him from his first battle at Heffengen, through battles along the Auric Bastion and right up to the siege of Middenheim where he faces off against Archaon.



But what if you want to fight a series of battles using Elves, Lizardmen, or High Elves? Simple – use the Lords of Battle template to design your own campaign. You could, for example, use it to create a campaign that contains all 19 scenarios in Warhammer: Nagash, pitting the might of your Undead Legion against various foes, from Bretonnians and Men of the Empire to Skaven and Elves. Each battle could affect the next, a loss leaving your forces depleted, while a victory could see you acquiring new magic items or additional troops (read: resurrected enemies) for your next fight. Combined with scenario special rules and campaign stratagems (more on these below), some of your battles may prove tougher than you expect and you'll have to use all your tactical nous and best-trained dice to seize victory.

To the left is an example of a campaign created using the Lords of Battle template based on the battle for Altdorf. Each battle links to the next, with consequences for winning or losing each of them. Though it only includes three scenarios, you could easily expand the campaign to include other battles taking place around Altdorf, such as Kurt Helborg's defence of the northern gate, or the battle between the Undead and the Glottkin at the west gate. Or you could focus on a hero and follow their story, such as Louen Leoncoeur's desperate ride across the mountains to aid the Empire, culminating in these three battles. His story is beautifully described in the novel *The Fall of Altdorf* and could easily be adapted into several scenarios.

You'll notice that some of the battles in our example mention strategic characteristics and stratagems, two new rules introduced in the Lords of Battle campaign system in Warhammer: Thanquol. These are a really fun way to get into the character of your campaigning army and, indeed, the head of your general. Imagine playing as a devious Skaven Warlord or a military-minded Saurus Oldblood. The Saurus would likely outmanoeuvre his furry foe in each battle, but the Skaven Warlord would almost certainly use some form of sneaky deception (most likely involving Clan Eshin) to even the score. Alternatively, why not base your strategic characteristics on yourself. You are, after all, the general of your army. Here in the White Dwarf bunker, planning seems to be in abundance for our generals. Guile, less so. Read into that what you will.

The most important factor in any campaign is that everyone has fun. A one-sided campaign will likely prove unexciting for all concerned, so it's important that all players get a say in how it progresses, especially if it's a linear story like the one to the left. After all, you want to reach the end knowing you still have a chance of winning, even if it's a really slim one. Campaigns are also a great opportunity for multi-player battles. Up to six players could take part in our example to the left: three Chaos generals and one each for the Empire, Bretonnians and the Undead. Not only is this a great way to pool resources, enabling you to play larger battles, it's also a great social event. You can also blame someone else if their faction doesn't pull their weight, which is always handy. And once you reach the end of your campaign? Swap sides (and maybe even armies) and play it again. You might even enjoy being the bad guys (or good guys) for a change.

Ultimately, a successful campaign is also a great catalyst for further modelling, painting and gaming projects. If you're a regular reader of White Dwarf and Warhammer: Visions, you'll almost certainly have seen Rich Packer's Empire army, which has been on campaign in one form or another for over 20 years, every unit decorated with banners, pennants, wreaths, icons and – cough – loot from their many battles. Lavishing attention like this on a collection is a great way of recording your army's history through its campaigns. You could even build new hero models to represent those that were injured in battle (peg legs are a suspiciously common injury...), or even promote unit champions to characters for their heroic deeds. As is always the case, the only limit is your own imagination. So what are you waiting for? You've got a crusade to run and a world to save. Or destroy.



MIGHTY EMPIRES

How could we possibly talk about campaigns without mentioning Mighty Empires, the ultimate campaign pack for Warhammer. This handy kit includes a set of 48 hexagonal tiles that can be painted and assembled in a wide variety of configurations, then taken apart and re-assembled ready for your next campaign. The rules presented in it are perfect for running a map-based campaign, which can easily be used alongside the story-based campaigns featured in the End Times series. You could, for example, create a map of the Empire using the tiles, each battle you fight being for one of the 48 territories. The forces of Chaos win if they destroy Altdorf, Nuln, Middenheim and Averheim; the Empire win if they stop them. Why not give it a go?

CREATING A CAMPAIGN

CAMPAIGN RULES

The following special rules are used in all three battles in addition to the rules presented in each narrative scenario: Chaos Ascendant and Reign of Chaos.*

(*Both special rules can be found in Warhammer: Glottkin.)

STARTING ROSTERS

One player must take a Chaos army selected from the Legions of Chaos list presented in Warhammer: Glottkin.

The other player must use an army selected from Warhammer: Empire. They may not field Karl Franz Ascendant.

BATTLE 1: THE REIKFORD

Fight the Watchtower scenario from the Warhammer Rulebook. The Empire are considered the defenders in this battle, the Legions of Chaos the attackers.

The Empire General may test for Planning. If they pass they may use the Training Stratagem in this battle.

The Chaos General may test for Guile. If they pass they may use the Steal the Initiative Stratagem in this battle.

BATTLE 2: FALL OF ALTDORF

Fight the Fall of Altdorf scenario from Warhammer: Glottkin.

If the Empire army won the previous battle, roll a D6 for each unit in the Legions of Chaos army. On a roll of a 1 they arrive as reinforcements on Turn 2, entering from the Legions of Chaos board edge.

If the forces of Chaos won the previous battle, Louen Leoncoeur and his Pegasus Knights arrive as reinforcements on Turn 2 instead of deploying as normal.

BATTLE 3: BATTLE AT THE TEMPLE

Fight the Battle at the Temple scenario from Warhammer: Glottkin.

If the Empire won the previous battle the Empire General may test for Guile, Persuasion or Planning. If they pass the test for their chosen characteristic they may select a relevant or Common stratagem for use in this battle.

If the forces of Chaos won the previous battle, Orghotts Daemonspew can be included in the army at no points cost.

CAMPAIGN OUTCOME

If the Forces of Chaos won the Battle at the Temple Scenario, the Chaos player achieves a heroic victory. If Louen Leoncoeur was slain in addition to the scenario being won, they achieve a legendary victory.

If the Empire won the Battle at the Temple Scenario, the Empire player achieves a heroic victory. However, if Louen Leoncoeur was slain during the battle, they only achieve a narrow victory.



THE CLASH OF HEROES

The culmination of Warhammer: Archaon is an epic confrontation between the Incarnate Host and the champions of the Dark Gods, led by the Everchosen. Inspired by the action, we decided to recreate our favourite duels on the tabletop.



UNLEASHING CHAOS

Warhammer: Archaon features 12 narrative scenarios that enable you to fight out the events described in the story (and the other End Times books have even more). Using these is an amazing way of bringing the flavour of the End Times right onto your tabletop – all you need to do is come together with your gaming friends and get all the models you need in one place. Take Scenario 12, The End of All Things, for instance. This pulse-pounding mission features seven of the Incarnates of Magic, probably the mightiest force of all time, all in one place.

There's no doubt that Warhammer: Archaon features the most epic, world-shattering battles ever seen in the Old World (or anywhere else in the Warhammer world, for that matter) as the mightiest heroes clash to determine the fate of the world. These awesome duels are the stuff of legend made manifest, towering heroes crossing blades in the direst of circumstances.

Over the years we've all developed favourites (and least favourites) from amongst the heroes and villains of the Warhammer world and dreamed of match-ups we've always wanted to see. Warhammer: Archaon delivers many of these – in particular, the battle between Grimgor Ironhide as the Incarnate of Beasts and Archaon, the Everchosen, at the culmination of the book. This bout has become one of the most talked about subjects in the White Dwarf bunker (you only have to read the breathtaking accounts in the book, or in Lord of the End Times by Josh Reynolds, to see why).

In fact, all the enthusiastic re-tellings and discussions led us to clear the decks, raid our miniatures collections and try fighting out these confrontations for ourselves. And isn't that what brilliant stories such as these apocalyptic battles in the End Times are all about?

CARADRYAN, INCARNATE OF FIRE VERSUS KA'BANDHA

At the Battle of Ulric's Bones, Ka'Bandha of the Third Host of Khorne clashes with the Incarnate of Aqshy, in the form of Caradryan riding upon the flaming Phoenix Ashtari. Using a Wrath of Khorne Bloodthirster to represent Ka'Bandha from the story, the stage was set.

Our battle began with Caradryan and his flaming mount leading the Bloodthirster on a merry dance. With the power of Fire Magic coursing through his veins, the Elven lord hurled spell after spell at the Greater Daemon. Fireballs washed over the Bloodthirster's hide without leaving a mark and the Fulminating Flame Cage with which he sought to entrap Ka'Bandha barely matched the burning rage within the Bloodthirster's soul, Khorne's protective power warding away any serious harm or injury.

Even so, Ashtari's swift wings kept the Daemon Ka'Bandha at bay for a time as Caradryan drew heavily on the Winds of Magic, always evading the Daemon who sought only to charge at the fiery duo and bludgeon them to death. Eventually, however, Caradryan realised that he would not win this duel through magic alone, so instead raised his glittering halberd high and ordered his faithful steed to charge. Their impact was brutal, a flaming meteorite that staggered the Bloodthirster as Caradryan rained down blows with the Phoenix Blade. Even with bloody rents torn in his flesh, Ka'Bandha fought back undeterred, a thunderous series of blows from his wrathaxe and bloodflail breaking bones and tearing wings. After only a single exchange, Elf and Daemon were closer to death than any had expected.

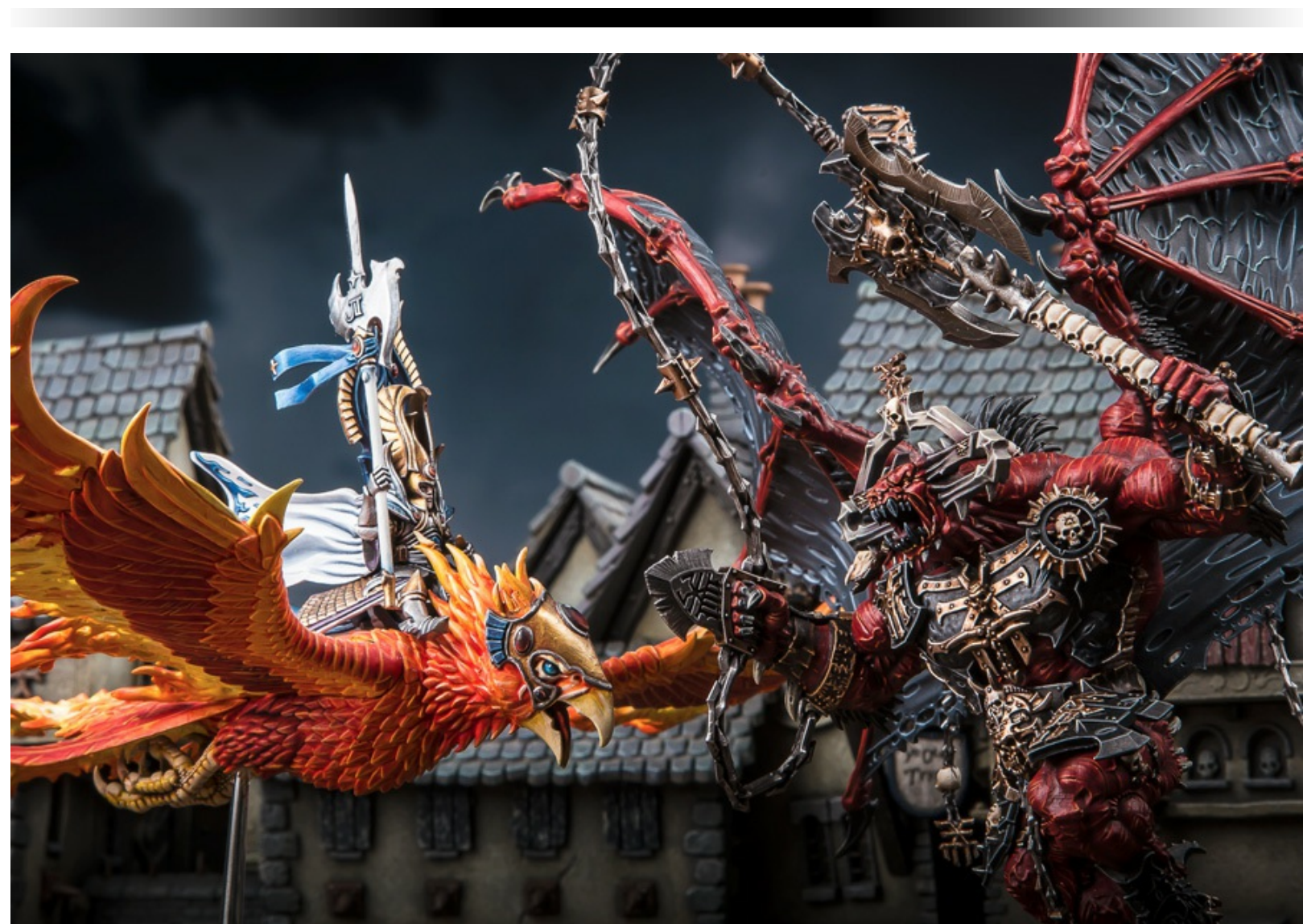
Yet, again and again they clashed, the agility of the Elf and lethal brutality of the Bloodthirster apparently evenly matched. In the end, the deadlock was won by the Phoenix Blade, Caradryan's magical halberd, with which he beheaded Ka'Bandha in a spray of crimson gore.

THROGG VERSUS ARKHAN

In *Lord of the End Times* by Josh Reynolds we get a resolution to the final battle between Arkhan the Black and Throgg the Troll King that is hinted at in Warhammer: Archaon (it's a must-read story). So, for one of our battles, we pitted the Troll King against the Mortarch of Sacrament.

In spite of Arkhan's impressive magical power, he struggled against Throgg and his band of Trolls, who trampled their way through everything Arkhan could summon to stand in their path, until Throgg himself smashed into Arkhan's desiccated body with the enormous stone hammer he wields, before vomiting all over him with a corrosive stream of stomach acid. Arkhan was nearly dead (well, more dead) – but not out, however.

Drawing on the Winds of Magic he healed the injuries he had suffered before touching Throgg with the Hand of Dust. A close-run thing indeed.



SIGVALD THE MAGNIFICENT VERSUS KRELL, MORTARCH OF DESPAIR

As the final battle in Warhammer: Archaon looms, the preening Geld Prince of Slaanesh is charged by his master with holding the Overlook of Middenheim against the advancing Host of Death. There, amid the barrows, he comes to blows with Krell, one of Nagash's Mortarchs. What follows is an epic duel fought to a bloody conclusion, perhaps the bitterest duel in the entire book.

For our game we placed them on a narrow walkway facing one another, and the arrogant Geld Prince wasted no time in hurling himself at the stoic figure of Krell. Undeterred by the horrifying nature of the Wight King-turned-Mortarch, Sigvald hacked, stabbed and sliced with his enchanted sabre, Silverslash. As a Chaos Lord, blessed mightily by his patron, Slaanesh, Sigvald was already a mighty warrior, but with Silverslash in hand he rained strikes upon the Mortarch, hacking deeply into the Wight Lord's enchanted armour. As the magic of Sigvald's sword met the ancient curses laid upon Krell's Armour of the Barrows, there was an explosion of eldritch energy. As the blinding magical light faded, Sigvald looked at his silvered blade in horror and realised the enchantments laid upon its gleaming length had been broken by an entirely more ancient spell.

That moment proved a turning point in the battle as Krell, badly wounded but utterly implacable, pressed his advantage, each swing of his axe leaving notches in Silverslash's blade or hurling Sigvald from his feet. The once-champion of Khorne had lost none of his fury or skill and, as Sigvald mourned the loss of his weapon, Krell wounded him – we imagined him scarring Sigvald's beautiful face, just as in Warhammer: Archaon. In the book this injury throws Sigvald into a berserk frenzy and our game reflected this as the wounded Sigvald, his magical weapon destroyed by the corrupting power of Krell's armour, simply leapt onto the Mortarch and pummelled him to death with his bare hands!

TYRION VERSUS MANNFRED

Pitting these two against each other might seem surprising (or not, depending on what you know), but the results were amazing. Tyrion, Incarnate of Light, spurred Malhandir towards the Mortarch of Night, who summoned rank upon rank of Undead warriors to protect him. Widowmaker in hand, Tyrion smashed his way through the legions of Skeletons, Zombies and even a Terrorgheist (many of which simply died, banished by the incredible power of the aura of Hysh surrounding the Elf) before he finally got to grips with Mannfred.

Faster than the Vampire could react, Tyrion struck him over and over again, hacking chunks out of the dread abyssal in his fury. Mannfred rallied gamely, and wounded Tyrion

with Gheistvor, the Sword of Unholy Power, in return. He even managed to blight Tyrion with a salvo of dark curses, but in the end Tyrion plunged Sunfang into the Vampire and burned him to a crisp.

THE WRATH OF SIGMAR

Archaon and Grimgor's clash proved so swift (no spoilers here – see opposite) that we decided to give the Lord of the End Times a rematch. We didn't have to look far – the heir of Sigmar himself was on hand for the challenge of a lifetime.

Everyone gathered around as we watched to see if anyone could stop the Everchosen – and Karl Franz did so in heroic fashion. Weathering Archaon's barrage of magical powers (thanks to the protective qualities of the Silver Seal, which deflected almost everything Archaon could throw against the Emperor), Karl Franz and Deathclaw crashed into Archaon and the daemon-steed Dorghar. In a shared instant the Slayer of Kings and Ghal Maraz, the Skull Splitter, came crashing down. Ultimately, the Dwarf magic in the Hammer of Sigmar proved too much for even the Everchosen and he was instantly slain, his armour obliterated.



GRIMGOR IRONHIDE VERSUS ARCHAON THE EVERCHOSEN

For most of the White Dwarf team, the main event in Warhammer: Archaon is when the Incarnate Host manages (through a mixture of cunning and ego) to get Grimgor Ironhide, the Incarnate of Beasts, along with his Immortulz, into combat against Archaon and the Swords of Chaos – a clash they reason is their best chance to end Archaon's madness forever!

In our game we simply pitted Grimgor and a sizeable regiment of Black Orcs against Archaon and his Chaos Knights – and sent them against each other in a manly duel to the death. No magic, no duplicity, just two of the Warhammer World's most notorious warbands in mortal combat. It began as bloodily as we could have hoped. The Immortulz smashed into the Swords of Chaos with a deafening clamour of iron on steel, axes and swords meeting in a welter of bloodshed. At the centre of the maelstrom Grimgor and Archaon traded blows, locked in a duel that could only end in death. Grimgor, armed with the magical axe Gitsnik, was the faster and he rained blows on the Everchosen, notching the cursed plates of the Armour of Morkar but causing no lasting injury. In reply, the Everchosen plunged the Slayer of Kings deep into Grimgor's flesh. Eager to please their boss, the Immortulz rallied against the superior skill of the Swords of Chaos and simply slaughtered them with their choppas, pulling riders from saddles and stomping them into bloody paste.

As his riders died around him, Archaon realised he would need to deal with the upstart Orc quickly, and so he unleashed the Daemon U'zuhl to control his magical blade. Even Grimgor's blood-forged armour was little protection against this onslaught as Archaon's sword struck out indiscriminately, slaking its thirst on both the Everchosen and the Incarnate of Beasts. Unfortunately for Grimgor, Gitsnik could not match the Slayer of Kings, and slowly he found himself beaten down. Even as the Immortulz finished off the Swords of Chaos, the Everchosen slew Grimgor. As one, they turned and fled.



SPREADING THE CARNAGE

We really enjoyed trying out the scenarios from the End Times books and pitting the heroes against each other, reliving our favourite moments. We're also interested to hear about the games you've been playing.

Have you recreated any of the great End Times scenarios? How have your own battles gone? Why not drop us a line and tell us about your epic encounters and thrilling battles? Even better, send us a picture or two so we can share in the grandeur of the greatest battles of our time.

As ever, send any emails to:
team@whitedwarf.co.uk



THE RULES SKARR BLOODWRATH

Skarr Bloodwrath is a ferocious Chaos Lord, his life dedicated to the spilling of blood and the acquisition of skulls for Khorne. Here we take a closer look at his rules and offer a few tactical suggestions on how to use him in your battles.

CHARGE!

One thing you'll always want to do with Skarr Bloodwrath is charge. He gets D3 Impact Hits for making a successful charge, so he'll likely have blood on his hands (and hoofs) before he even swings his axes. Secondly, he's a follower of Khorne, so it's his *raison d'être*. If he doesn't charge he'll anger the Blood God and no one wants that.

Khorne's followers are not known for their subtlety or guile and Skarr Bloodwrath is no exception. A frenzied, unstoppable warrior, Skarr has been blessed by Khorne, the Blood God's rune burnt into his chest. While being Frenzied is a great ability to have in close combat, it does make Skarr less controllable and, perhaps, not the wisest choice for an army commander. He's far more concerned with hacking things apart than commanding his troops effectively (unless it involves charging headlong at the enemy). Fortunately, the rules presented in Warhammer: Archaon allow you to take as many Lords and Heroes as you like in an army, so you can have the rest of your force led by a more tactically aware general while Skarr and his followers (more on them later) get down to the important business of reaping skulls.

As one of Khorne's favoured warriors, Skarr is carefully watched by his patron. Khorne cares not from whence the blood flows, nor where the skulls that surround him come from and Skarr can deliver plenty of both by pulverising a unit of unsuspecting infantry. Alone he'd cause serious carnage, but he'd probably lose the combat eventually, which is neither heroic nor exciting. Where Skarr really excels is in a challenge fighting a worthy adversary.



There's not one, not two, but three reasons for this:

1. Skarr carries the Bloodstorm Blades, a pair of daemonic axes with hefty flails attached to them. Against most Heroes, and even some Lords, Skarr will strike first in combat, his prodigious Strength augmented by this whirling maelstrom of blades. Most foes will struggle to survive such a ferocious onslaught, netting Skarr a worthy kill.
2. Khorne's got his eye on Skarr. If he kills a Champion, you get to roll on the Eye of the Gods chart, making him even better. Sounds like a good reason for a fight!
3. Khorne isn't keen on his favoured servants dying and Skarr's Bloodborn rule means he has a good chance of returning to the fray even after he's been killed. Butchering an enemy character in a challenge makes it even likelier he'll get back up to continue his reign of bloodshed. Violence begets violence.

Of course, getting Skarr into a place where he can issue a challenge is not always easy, as the enemy will almost certainly want to stay out of his way. Put him on his own and he'll almost certainly get shot (how rude!). Skullreapers and Wrathmongers would both make excellent bodyguards for Skarr: they all come from the Skaramor tribe, of which Skarr is the leader, and they all have the Mark of Khorne, making them almost unstoppable. As mentioned earlier, neither Skarr nor his followers are particularly subtle and lack any

form of ranged weapons, so steaming them up the centre of the battlefield to hammer into the enemy lines is not only a logical tactic, but a worthy one in Khorne's eyes. While the Skullreapers or Wrathmongers set about chopping, and bludgeoning the enemy down into hunks of meat and bone, Skarr can issue a challenge to the unit champion (or, more heroic, an enemy Lord) and utterly pulverise them. He can then dispatch another character the following turn if, of course, there are any left standing...

FRENZY!

Frenzied warriors are raving lunatics but, should the enemy beat them in combat, they will lose their Frenzy and, consequently, their extra attack. To ensure this doesn't happen, make sure you take enough Skullreapers or Wrathmongers in Skarr's unit to win the combat by kills alone. 10 should be enough.

SKARR BLOODWRATH

300 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Skarr Bloodwrath	4	8	3	5	5	3	7	5	8	Infantry (Special Character)

Double tap image for a full screen preview.

Skarr Bloodwrath is a Lords choice which can be included in a Warriors of Chaos, Legions of Chaos or Grand Legion of the Everchosen army.

EQUIPMENT:

Chaos armour

MAGIC ITEMS:

Bloodstorm Blades: Magic weapon. Paired weapons. Attacks made with the Bloodstorm Blades are resolved at +2 Strength in the first round of close combat. Furthermore, the Bloodstorm Blades grant the wielder the Impact Hits (D3) special rule.

SPECIAL RULES:

Eye of the Gods, Immune to Psychology, Magic Resistance (1), Mark of Khorne.

Bloodborn: Keep a count of the number of times Skarr Bloodwrath kills an opponent in a challenge or kills a monster – this is referred to as the Blood Tally. If he is removed as a casualty as a result of anything other than Spawndom or Dark Apotheosis, mark his position with a counter (a small coin is ideal). At the end of the turn, roll a D6 and add the current total of the Blood Tally. If the result is 1-3, remove the counter from play – this rule has no further effect. If the result is 4+, Skarr is reborn: place Skarr anywhere within 6” of the centre of the counter and at least 1” away from any unit and impassable terrain, then reset the Blood Tally to 0. If it is not possible to place Skarr, remove the counter instead, and Skarr is not reborn. Skarr returns to play with D3 Wounds, and suffers no bonuses or penalties incurred from his former existence. For example, if Skarr was fleeing or affected by an augment or hex spell at the time of his death, the reborn model will not be. However, any bonuses or penalties conferred as a result of Skarr rolling on the Eye of the Gods table do remain in effect.



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 (among other things) warbands, Chaos worshippers and a big pile of scrap.

THE DAEMONIC LORD OF KHORNE

THE SAGA OF SKARR BLOODWRATH

Few of Khorne's mortal servants have brought as much satisfaction to the Lord of Skulls as the daemoniac champion known as Skarr Bloodwrath. He made his first kill when he was still a child, barely able to heft an axe, and by the time he slew the chieftain of the Skaramor tribe and claimed leadership for himself he had already butchered more men than most seasoned warriors. Such an act earned the immediate approbation of the Blood God, revelling in the sight of a whelp stood, gory axe dripping, over the body of his far greater rival. In that instant, Khorne branded his rune forever upon Skarr's heart – an act both agonising and glorious.

In the long years since, Skarr has earned ever more favours from his patron, the greatest of which is his ability to defy death. Many times Bloodwrath has found himself reaping skulls upon the battlefield, only to be slain in an underhanded way – and while Khorne cares not from whence the blood flows, he will not be deprived of his champion in an unworthy manner. Because of this, Khorne has restored Skarr to life over and over again, raising him from death to claim more skulls and shed more blood. Each time Skarr is resurrected, his appearance becomes more daemoniac as the Blood God shapes him in his own image.



THE SKARAMOR

The Skaramor are a tribe of Chaos Warriors unlike any other – blood-mad devotees of Khorne who refuse to prey upon those they deem unworthy of their unmatched brutality. To this end their trespasses into the Old World have been somewhat limited up to now, and many in the Empire even doubted their existence, or at least that of their most bloodthirsty warriors, the Skullreapers and the Wrathmongers.

When Archaon's full-fledged invasion of the Old World began in earnest, the Skaramor at last flocked southward, not merely to join the Chaos army in battle but to lead it. At Averheim they pressed their way to the front of the Chaos horde, bullying, threatening or slaughtering all who opposed their ascension. By the time Archaon arrived to oversee the siege itself, the Skaramor were in complete control of the proceedings, their rivals dead or cowed. So the Lord of the End Times found himself in command of a unified horde, intent on drowning the defenders in their own blood and gore.

HALL OF FAME EXTRA: KRANON THE RELENTLESS

No mention of the Chaos Space Marines Chosen in Dark Vengeance would be complete without acknowledging the Master of the Crimson Slaughter, Kranon the Relentless. In him you can see the story behind the Crimson Slaughter (the former Crimson Sabres) brought to life – his armour writhes with the ghostly energy that emanates from within and the ceramite battle plate of his power armour has warped and twisted into a fearful new form (check out the shrieking face pushing its way out of his breastplate). His wargear is corrupted in unwholesome ways, too, with the plasma pistol taking on an organic – or daemoniac – appearance and sprouting a cluster of insidious, questing eyeballs.

Kranon is the perfect expression of how far a heroic Space Marine can fall, his inner corruption mirrored by the mutating power of Chaos and his once-noble countenance twisted into a thing of horror.



THE SLIDING SCALE OF HERESY

In Hall of Fame this month we mentioned the (metaphorical) measure which shows how far a Chaos Space Marine has fallen into the grip of Chaos. At the shallow end of the scale are those traitors who have recently turned on the Imperium. Not yet blessed by the Dark Gods, mutation has not set in; they are taking their first, tentative steps on the pathway to damnation. On the other end are the Possessed – devotees to the Chaos gods whose ascension to Daemonhood is all but complete. With so much interchangeability between the kits, you have the choice to place your own warband anywhere on the scale you wish!



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: warbands.

DA IMMORTULZ

Grimgor Ironhide is always accompanied into battle by a regiment of Black Orcs who are nearly as tough and dangerous as he is. Known as the Immortulz, they have followed their boss through thick and thin, battling at his side since he stumbled out of the Blasted Wastes and began his quest to prove himself the best fighter alive. These are, without a doubt, the hardest, most dangerous Orcs alive – and at Grimgor's side they march towards glory in the End Times.

THE SWORDS OF CHAOS

The sworn guardians of the Everchosen, the Swords of Chaos are a retinue of Chaos Knights whose fearsome reputation has reached every corner of the world. Each of the Swords would readily sacrifice himself for Archaon, in the knowledge that their lord serves the will of the Dark Gods themselves. A charge from the Swords of Chaos is so devastating that entire armies have been broken beneath the iron-shod hooves of their steeds.

GOLGFAG'S OGRES

A renowned mercenary company of ravenous Ogre Maneaters, Golgfag's crew have a reputation for selling their services to the highest bidder, even if that means changing sides well after the battle is underway and payments have already been made. Such behaviour could stand in the way of Golgfag's Ogres gaining worthwhile employment, except for two inescapable facts. First, they are so unavoidably dangerous that it is always better to have them on your side than against you. Secondly, they are almost always on the winning side – and thus nobody lives to spread rumours of their untrustworthy nature.

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



DON'T THEY RUN OUT?

Hello Grombrindal. I've been reading End Times stories and it occurred to me that the followers of Chaos spend quite a lot of time slaughtering each other, especially the Khorne worshippers. How come they don't just run out of men?

- Jeff 'Old World Logistics' Samuels

GROMBRINDAL SAYS

The warriors of Chaos are in many ways their own worst enemy. In Warhammer: Archaon you'll see how the Skaramor basically kill their way into command of the Chaos hordes.

It's not an efficient way to run an army, from a man-power point of view, but they seem happy with it.

Now, no right-minded Dwarf can really comprehend that mindset (we fight to protect our kin), but for the lunatics who fight for the Dark Gods, sometimes the act of killing isn't just the means, it's also the end. As for why they don't run out of warriors? Well, they have an incredible amount to start with. Curse them.

- Grombrindal

READER'S MODEL OF THE WEEK

Tomáš Pekar is a regular contributor to the pages of White Dwarf, this week wowing us with a quintet of Kroot warriors, just part of his ever-growing Tau Empire army from the Fal'shia Sept. Their green and cream colour scheme fits the colours of the sept world perfectly, too. A coincidence, perhaps? Or has their skin changed colour with adaptive camouflage?



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:

STALKER PATTERN BOLTGUN

The Stalker pattern boltgun is a variant of the standard sidearm of the Adeptus Astartes, famously used by Sergeant Torias Telion of the Ultramarines. The weapon is specially modified and calibrated to serve as a designated marksman's rifle, and is commonly loaded with silenced stalker bolt rounds for covert missions or kraken penetrator rounds for killing heavily-armoured targets. It is said of Telion in particular that a single shot from his Stalker pattern boltgun has the power to end entire wars.



BIT OF THE WEEK: SCRAP PILE

If you are looking for a massive pile of discarded junk including notched swords, rusting cannon balls, battered armour plates, pillaged banner tops and unwanted wargear, then look no further! The scrap pile found in the Ogre Scraplauncher kit is the perfect conglomeration of miscellaneous junk, as salvaged by real life Gnoblar.

This is a brilliant bit for dioramas when you need a heap of battlefield plunder. Our favourite parts are the pressure valve (it's fun to imagine there's a Steam Tank somewhere about to explode) and the half-hidden blunderbuss.



THE BATTLE OF BLOOD AND PUS

In addition to the End Times duels we played this week, we also pitted the followers of Nurgle and Khorne against each other, with a vicious skirmish between Gutrot Spume, leading a regiment of Putrid Blightkings, and Skarr Bloodwrath in command of the Skullreapers. The fight was a nail biting duel as daemonic weapons crashed into putrescent flesh, but for all their fury the worshippers of Khorne struggled to fight through the billowing clouds of flies and stench surrounding the Blightkings. After a gruelling melee, round one went to Nurgle – but Skarr wants a rematch at the head of a regiment of Wrathmongers.



WHITE DWARF'S REGIMENTS OF RENOWN

In recent months Tyranid Hive Fleet Eumenides has been locked in a bitter struggle with the stoic warriors of the Tau Empire's D'yanoi Sept on the Eastern Fringe. As the Fire caste frantically adjust their tactics in an effort to hold back the rapacious Tyranids, the Hive Mind has turned its inexorable will towards overcoming the orderly battle lines and disciplined fire drills of the Tau Empire. Their latest attempt to turn the tide in the gruelling conflict was to deploy a Mawloc to the battlefield, a move which nearly claimed victory for the Tyranids in its first appearance. The Mawloc, dubbed the Murderer from the Deep, erupted beneath a gunline of entrenched Fire Warriors, scattering their fragile bodies as it burrowed up from beneath the ground. Dozens of Fire Warriors died before a Crisis Team was able to drive the beast away, but that is of little consolation to the Tau. Although they won the battle, the Fire caste are aggrieved the Mawloc consumed so many of their bonded brothers – an agonising doom.





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