

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 62

04 APRIL 2015

THE WEAPONS OF MARS
DARE YOU BEAR WITNESS TO THE
ARCANE ARSENAL OF THE SKITARII?

PAINT SPLATTER
FULL GUIDE FOR THE
SIGARIAN INFILTRATORS



NEW PLASTIC KIT!

THE OMNISSIAH'S ASSASSINS

SENT FORTH TO KILL FOR THE SKITARII, THE SIGARIAN INFILTRATORS STRIKE!

WHITE DWARF™

ISSUE 62
04 April 2015



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OPENING SALVO

The advance of the Skitarii continues! This week the ranks of the soldiers of the Machine God are bolstered by the Sicarian Infiltrators and Ruststalkers – cybernetic assassins of the Adeptus Mechanicus, and more machine than man. Armed with esoteric weaponry such as transonic blades and chordclaws, and able to move at terrifying speed, none will be safe from their horrific predations. We're sure you'll agree, they're a fantastic new kit, and we've got both a full painting guide and rules for using them in your games of Warhammer 40,000 later in the issue.

Elsewhere, we take a penetrating look at the armoury of the Skitarii in our feature Weapons of Mars, and a quite remarkable Daemons of Chaos army goes under the spotlight (and you can see 20-odd more pages of it in issue 15 of Warhammer: Visions, on sale now). Enjoy!



SICARIAN INFILTRATORS

Sicarian Infiltrators do not use stealth to close with their targets, relying instead on technology. Broadcasting a squall of white noise, their foes are subjected to a sensory barrage that leaves them incapacitated and at the mercy of these cyborg killers.





Infiltrators were once Skitarii warriors who showed a particular aptitude for causing fear and acted with an admirable degree of autonomy. Their fleshy bodies ravaged by war, they were taken by the Tech-Priests and upgraded with some of the most disturbing technology known to man.

Infiltrators still wear pressure suits over what remains of their flesh, bionic limbs grafted onto their severed stumps. Their most obvious upgrade, however, is their domed battle-helm, which emits a constant flow of data at disruptive wavelengths. This neurostatic aura causes havoc to scanners and data transmitters and leaves the enemy with raging headaches and bloodshot eyes.

This five-model plastic kit also includes two sets of weapon options for your Sicarian Infiltrators: the stubcarbine and power sword, or the flechette blaster and taser goad. You also get parts to build an Infiltrator Princeps, complete with infoslave skull and data recorder.



Above: The Sicarian Infiltrators lead the Skitarii advance, their helms projecting a nauseating data squall and blanket of white noise before them.



Left: The taser goad uses a hyperdynamo capacitor to store vast amounts of energy. When brought into contact with an enemy the result is usually explosive.



Centre: What sinister surgeries were necessary to allow the infiltrators to wear their unusual domed helmets?



Right: The augmetics worn by the Infiltrators are slender but powerful, enabling these gangly warriors to run and charge with terrifying speed.



Above: The kit includes a sixth torso and backpack, enabling you to build an Infiltrator Princeps. The backpack includes all the usual accoutrements with the addition of a data recorder and a tethered infoslave skull that records everything the Princeps and his unit do in battle.

SICARIAN RUSTSTALKERS

Sicarian Ruststalkers are cybernetic assassins, long-limbed warriors with an unswerving loyalty to the Machine God. Armed with transonic weapons, they can slice through even the toughest armour when their humming blades hit the right frequency.





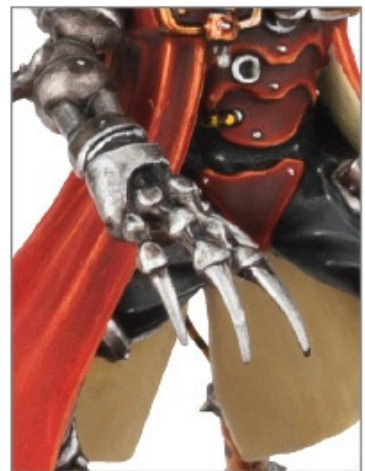
The Ruststalkers were once Skitarii troopers, their bodies ruined beyond repair in the crucible of war. Barely alive, their dismembered torsos are dragged to the augmetic slabs of the Tech-Priests where they are disassembled, upgraded and reborn as emotionless killing machines perfected for war.

Regardless of their original injuries, every Ruststalker has their limbs amputated and replaced with titanium augmetics. Their back-jointed legs enable them to sprint great distances at high speed while their forelimbs are unnaturally jointed and constructed to hold an array of lethal transonic weapons.

This plastic kit includes five Ruststalkers, all of which can be armed with a pair of transonic blades or a chordclaw, transonic razor and mindscramble grenades, which are kept in pouches on their belts. Whichever combination you choose, even the most heavily-armoured enemies are in for a nasty shock.



Above: Transonic blades at the ready, the Ruststalkers prepare to engage a mob of Flash Gitz.



Left: Transonic blades use ancient sonic technology, their aggressive machine spirits shifting through molecular wavelengths that enable them to bypass even the thickest armour. There are five pairs of transonic blades in this kit, each with a different design.

Centre: The Ruststalker Princeps has passed the Crux Mechanicus to become more machine than man, his face obscured by pipes and cables.

Right: The Princeps wields a chordclaw, another form of sonic weapon that resonates with conflicting harmonies. Used correctly, it can pulverise flesh, bone and armour with ease.



Above: The backpack worn by the Ruststalkers is an adaptation of the ones carried by the Skitarii Vanguard. Rad-censors and atmosphere monitors hang beneath it, while a rebreather unit can be seen mounted on the top.

SKITARII

The Skitarii are the blessed warriors of the Machine God, tireless legions of bionic soldiers who fight to protect the forge worlds and reclaim lost technologies. In battle they are undaunted, assured of victory by the divine will of the Omnissiah.



The Adeptus Mechanicus, also known as the Priesthood of Mars, are the guardians of technology within the Imperium, a galaxy-wide brotherhood responsible for the creation of its war machines and the curation of its arcane technology in all its many guises. The Skitarii are their holy warriors, sworn to fight and die for their Tech-Priest overseers. Limbs and organs are replaced with bionics so that they can tread the rad-choked dunes

of Mars and battlefields across the galaxy. The Skitarii's weaponry is drawn from the choicest technologies of the Adeptus Mechanicus, harnessing the mysteries of the Machine God to wreak havoc on the enemy: transonic blades pass through armour as if it were not there and galvanic rifles burn out their victim's potential energy in a flash of electric power. The Skitarii harness the synergy of technology and violence for the glory of the Omnissiah.

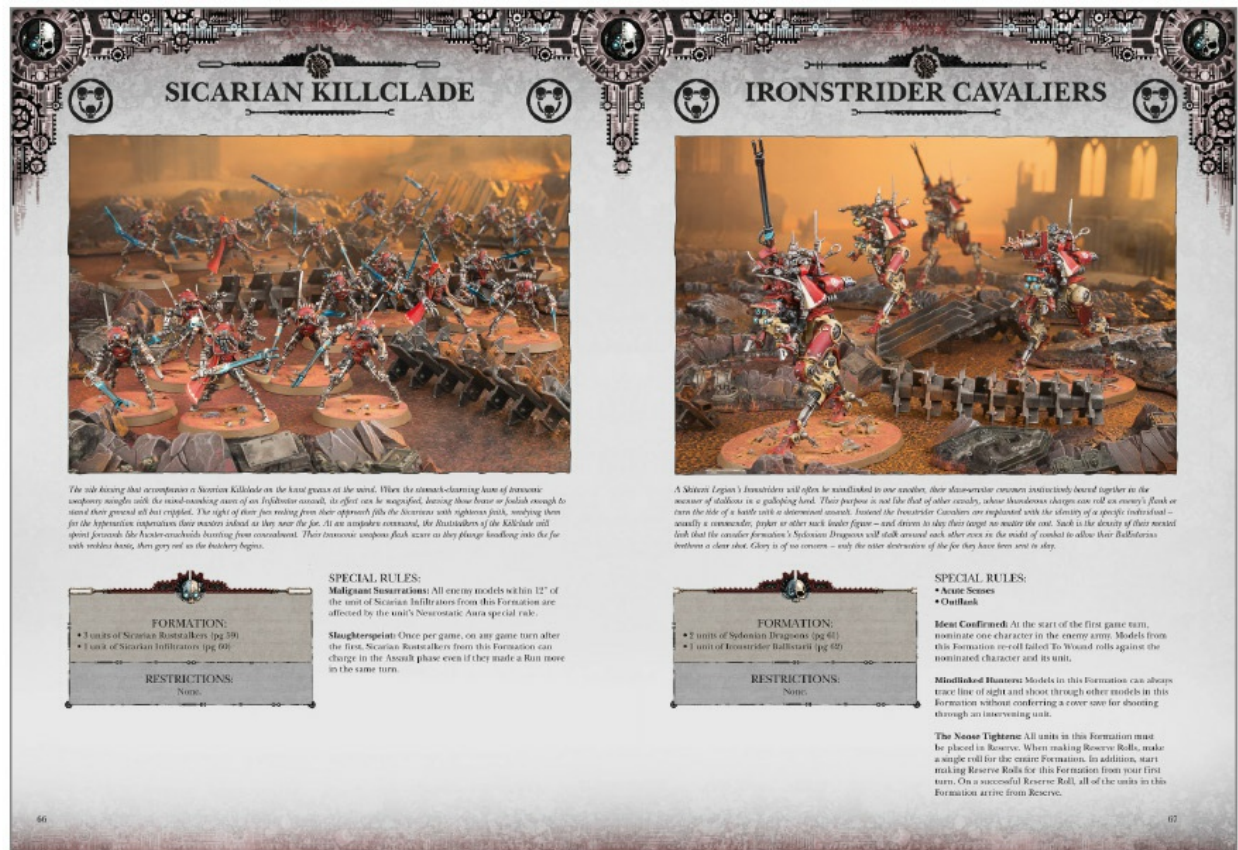
Within the 80 pages of this hardback Codex, you'll find the background and history of these exceptional soldiers, along with all the rules you need to unleash them on the tabletop. For instance, it contains the Doctrina Imperatives, which represent the intervention of the Tech-Priests, updating the Skitarii with data to boost their battlefield prowess. There are also formations to guide your collection, from the Battle Maniples that are the basic deployment of every Skitarii force to War Cohorts for larger engagements and the Sicarian Killclades. All this appears alongside new Skitarii Tactical Objectives and Warlord Traits and the amazing weaponry of the Adeptus Mechanicus.



Above: The Codex cover shows a Ranger Alpha armed with a sparking arc maul and phosphor blast pistol.



Above: The Codex is the ultimate repository of information on the Skitarii Legions, and the warriors who fight within them.



Above: Within Codex: Skitarii there are also four new formations, representing special deployments of warriors, such as the Sicarian Killclades.

Codex: Skitarii is also available as a limited edition and a digital edition for iPad and eBook.

CODEX: SKITARI

RUSTSTALKER EDITION

The forge worlds of the Adeptus Mechanicus are renowned for their incredible creations and the artifice of their weapons and wargear. The Ruststalker Edition of Codex: Skitarii is the ultimate expression of this artisanship, wrought by the talented Citadel Vault team.



The Ruststalker Edition of Codex: Skitarii might just be the most impressive limited edition Codex Games Workshop has ever released. It's sealed within a gorgeous presentation box, which is finished in the deep red of Mars. The outer box has a foil-blocked machine cog icon embossed upon it, with a spot-varnished Martian maker's plate on the reverse. The Codex is similarly encased, with the sigil of the Skitarii Legions

proudly adorning the front, and gold foil along the page edges.

There is also a sleeve containing a massive double-sided poster with an illustration of Mars on one side and lavishly treated concept art on the reverse.

For us, the most impressive aspect of this limited edition is found in the box tray. In cut-to-size compartments there are six metal objective markers, six Doctrina Imperative cards and 36 Tactical Objective cards, all decorated with an amazing, exclusive Skitarii finish.

EXCLUSIVE EXTRAS

The hexagonal objective markers in the Ruststalker Edition appear freshly machined by a master adept labouring deep in the bowels of Mars. The gorgeous finish on the tokens is indicative of how exceptional this limited edition really is: the Tactical Objective cards and Doctrina Imperative cards are also wonderful – the perfect synergy between an artefact that looks like it belongs in the 41st Millennium and a useful, tactile gaming accessory. One side looks like a punch card or tactical chit from a Skitarii war factory, the other has the game rules on it. Wonderful!



[DIGITAL_EDITIONS]

The Machine God has also blessed us with digital editions for the new Codex, available for iOS and ePub readers. They both contain the same content as the standard edition, and the iOS edition has extra functionality, such as glossaries, high-definition galleries and a force requisition program.

For more details, get online to:



DATA CARDS: SKITARII

6 Doctrina Imperative cards & 36 Tactical Objectives

Master the Doctrina Imperatives and seize Tactical Objectives with the new Skitarii Datacards.

For the Skitarii, the battlefield is not just a maelstrom of death, but also an avalanche of information as streams of battle-data pour through the noosphere in an endless tide of mission parameters and target information. The new Datacards: Skitarii represent this maelstrom of information with a selection of cards to use in your games. Six large-format cards contain the rules and background behind the Doctrina Imperatives, which enable distant Tech-Priests to override the Skitarii's native battle protocols for a time (a seventh card explains how these are used in games). A further 36 Tactical Objective cards are designed for Maelstrom of War missions, and include the six unique Skitarii objectives such as In Gloriam Mechanicus or Survival is Nothing, Data is All.



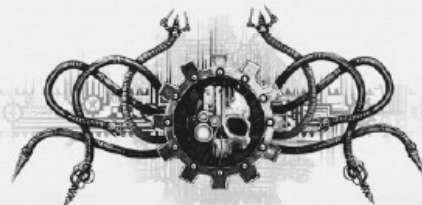
DOCTRINA IMPERATIVES – PROTECTOR

BINHARIC OMNISCIENCE (ALPHA)

The Skitarii find their minds possessed by blessed binary, the entire battlefield reduced to a series of zeros and ones through which the causal path to the enemy's demise is clear as day. Rapt in this display of the Omnissiah's might, the Skitarii bullseye the foe with merciless, inhuman efficiency.



Until the start of your next turn, all models in friendly units with the Doctrina Imperatives special rule add 3 to their Ballistic Skill characteristic, but subtract 2 from their Weapon Skill characteristic.



SURVIVAL IS NOTHING, DATA IS ALL

The Tech-Priests care not at all for the fates of individual minions, for in learning of the enemy's strengths and weaknesses, the fate of the Imperium can be changed. Gather hard data about the capabilities of the foe, no matter the cost!

12

Score 1 Victory Point at the end of your turn if one or more friendly units with the Skitarii Faction either completely destroyed an enemy unit, or were completely destroyed, during your turn.

TYPE: SKITARI

RUMOURS OF REVELATION

Reports imply that an invaluable piece of technology has been located in the area – perhaps even one of the sacred STCs. Authenticate its significance and report back to your masters; an overseer will provide the most trustworthy evaluation.

15

When this Tactical Objective is generated, roll a D6. Score 1 Victory Point at the end of your turn if you control the corresponding Tactical Objective. If your Warlord controls the corresponding Tactical Objective, score D3 Victory Points instead.

TYPE: SKITARI



BLACK LIBRARY

ADEPTUS MECHANICUS: SKITARIUS

By Rob Sanders Hardback | 224 pages

On the snow-covered world of Perborea Prime, the Skitarii hunt for a prize worthy of Mars.

One of the primary missions of the Skitarii is to hunt down and retrieve ancient technology. This is the premise for this novel, which features an explorator host supported by the Skitarii of Deuteron-IV.

Right from the start you're thrown into battle, the Skitarii of Alpha Primus Haldron-44 Stroika taking on a warband of feral Orks. Curiously, it's the Orks that seem almost the more human of the two as the Skitarii set about dismantling them. Stroika is plunged into plenty more battles, many of them political and far above his station, the story culminating in the Skitarii coming face to face with their worst nightmare. For what could be worse than the destruction of the Machine God's work? Its corruption...



FURTHER READING

The Adeptus Mechanicus and their forebears, the Mechanicum, have been the subject of many Black Library novels. We must recommend the very popular series by Graham McNeill that kicks off with *Priests of Mars*. The glorious descriptions of war machines and star ships are top-notch.

Also, check out *Titanicus*. Dan Abnett's novel about Titan warfare has some of the best full-metal action ever put to paper.

These Black Library books are also available as eBooks. For more information visit:
www.blacklibrary.com



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 we are proud to present the latest addition to the Horus Heresy Character Series – Alexis Polux of the Imperial Fists.



Left: Alexis Polux, Captain of the 405th Company of the Imperial Fists Legion.

Right top: Polux wears a master-crafted power fist, a formidable armament well suited to the close-up killing required by void warfare.

Right bottom: An Iron Warriors icon can be seen on the crumpled banner at Polux's feet, testament to his cunning during the Battle of Phall.

Few warriors, even among the mighty Legiones Astartes, can match the reputation of Alexis Polux. A Captain of the VII Legion, Polux became commander of the Retribution Fleet despatched to bring the Warmaster and his lackeys to justice in the wake of Isstvan III. During the fighting that took place in the Phall system, Polux displayed his incredible aptitude for void-fighting, using superior tactics to outmanoeuvre the Iron Warriors fleet

and launch a series of boarding actions that nearly killed their Primarch, Perturabo.

Terran-born, Polux was always described as a giant of a man, possessed of an incredible strength which was further augmented by the master-crafted power fist that he wore into battle. It was said that he could deliver a single deathblow with his power fist as swiftly as his brother Astartes could swing a sword.

The new model, titled Alexis Polux, Captain of the Imperial Fists, comes complete with an impressive display base, resembling the inside of an Iron Warriors battleship. Polux is stood beside the downtrodden remains of an Iron Warriors banner – a strong reminder of one of his defining moments during the Horus Heresy. Should you wish to take Polux down from his perch, his own scenic base can be removed from the display.

These kits and the rest of the Forge World range are available directly from Forge World. To find out more visit:

www.forgeworld.co.uk



ARMIES OF THE IMPERIUM

The Legions of the Skitarii are not alone in the fight to reclaim the lost technologies of Mankind, for they are bound by treaty and fealty to the Imperium of Mankind – when called, the full might of Humanity will stand shoulder-to-shoulder with the forge worlds.

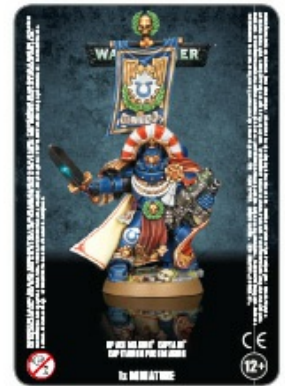
If the idea of an Adeptus Mechanicus Skitarii army has you praising the Omnissiah, you'll be glad to know there are a great number of allies to call upon from the wider Imperium. As Skitarii Legions go to war they often do so beside the Space Marines, Astra Militarum and even the behemoth war machines of the Imperial Knight households.

Below you can see a selection of potential allies for your Skitarii. Perhaps your devotees of the Omnissiah would be best served with the addition of an Imperial Knight – after all, the Skitarii venerate the Machine God in all things, and the sight of such a regal killing machine is a surefire way to stir their emotions. Especially if you painted it in the colours of Adeptus Mechanicus aligned house, such as House Taranis, stationed on Mars.

Of course, you could always call on the unmatched skill of the Space Marines or limitless manpower of the Astra Militarum. See the lot at:

www.games-workshop.com/imperium





OTHER WAY ROUND

There's no reason you couldn't add some of the new Skitarii models to your existing collection either – several White Dwarfers are planning on adding a few squads to their Imperial collections. One intends to make a maniple to accompany his Imperial Knights, while another wants to add the new Sicarians to his Inquisitor's warband.



WEAPONS OF MARS

The weapons of the Adeptus Mechanicus are some of the most dangerous in the galaxy. As efficient as they are terminally unsafe, and powerful beyond mortal understanding, they have brought death to the galaxy for thousands of years. These are the weapons of Mars.



A GALAXY AT WAR

The Adeptus Mechanicus make weapons and wargear for almost every organisation in the Imperium, from the humble troopers of the Astra Militarum to the god-machines of the Collegia Titanica and the starships of the Imperial Navy. Without the artifice and skill of the Tech-Priests, the Imperial war machine would grind to a halt and the enemies of Humanity would rule the galaxy.

The weapons of the Skitarii are a strange amalgamation of ancient science, modern technology and baroque craftsmanship. Carved wooden gun stocks, bolt action breaches, whirring dynamos and elegant brass triggers meld seamlessly with heat sinks, radioactive ammunition, lightning projectors and glowing fuel cells. They are the past and the present combined, terrifying in the devastation they cause and beautiful in their antiquated designs.

This anachronistic combination is not due to the available materials or a desire for aesthetically pleasing weapons. Nor is it out of practicality; far from it. Trees don't grow on Mars (or any other forge world, for that matter) and haven't for thousands of years. Technological advances have made bolt action rifles obsolete and the dynamos that power many Skitarii weapons have been superseded by more conventional power sources.

This practice of using seemingly-outdated weaponry appears a little odd until you remember the Tech-Priests of the Adeptus Mechanicus revere ancient technology. To them, the wargear and weapons designed during the Age of Technology were at the pinnacle of their design and everything since is but a poor substitute. But these ancient weapons aren't just superior: they're vastly superior, inspired by the Machine God himself and, as such, regarded as holy instruments. At least that's what the Tech-Priests believe. To tamper with the design of one, even slightly, would be a terrible heresy. After all, who has the right to challenge the creations of a god?

LEGACY OF THE MACHINE GOD

One of the first weapons used by Martian settlers was the galvanic rifle, a weapon still carried by Skitarii Rangers. Though these polished wood and burnished brass guns appear primitive, the projectiles they fire are not. Each bullet has a minute servitor built into it so it can subtly manipulate its own trajectory. The bullet also houses a galvanic cell that causes all the potential energy of the target to burn out in a blast of electrical force. These bullets could, theoretically, be fired through a more modern weapon, but that would be against the holy teachings.

MACHINE SPIRITS

Machine spirits are exactly what their name suggests, the spiritual soul of a machine. While the Adeptus Mechanicus forbid the use of artificial intelligence, machine spirits are limited to performing specific tasks and are therefore allowed. Considered sacred by Tech-Priests, these often-irascible spirits must be awoken with activation runes and holy litanies and communed with very carefully for fear of irritating them.

Whether machine spirits are actual data-ghosts living in the machinery or semi-sentient computer programmes is unknown, though the difference is not necessarily important to the Tech-Priests. That they exist is proof of the Machine God's divinity and they must be appeased and treated with respect at all times.

THE PRICE OF PIETY

Many weapons wielded by the Skitarii are so deadly to the wielder they're widely condemned by the rest of the Imperium. The radium carbine is the most terrible of these weapons, every bullet it fires bathed in lethal radiation. To equip an Imperial Guardsman with a radium carbine would lead to immediate radiation poisoning and a horrible, though blessedly quick, death.

The war plate worn by the Skitarii Vanguard, combined with their rad-leeching robes and augmetic limbs, goes some way to protecting them from the harmful feedback generated by these weapons, though inevitably some still seeps through. The Vanguard welcome this, for they are the Omnissiah's holy warriors and even the lethal touch of radiation is a sign of his blessing. Over time their bodies become so saturated with radiation they become weapons themselves, their mere presence enough to leave an enemy soldier reeling with nausea and a hacking cough laced with bloody phlegm. Death follows soon after.

DEATH THROUGH DISCOMFORT

One of the more unusual Skitarii weapons is the multi-sensory battle-helm worn by the Sicarian Infiltrators, which enables them to patch into a wide range of electromagnetic radiation. The helm also offers a full 360° field of vision, suggesting the surface of the dome acts as a visual uplink to the user or that it can turn completely around. Whether the wearer's head turns with it is unknown.

The dome also has another function – that of sensory disruption. As the Infiltrators approach their targets, the helm bombards the enemy with stimuli. Ears ring with tinnitus, eyes weep uncontrollably and noses start to bleed while computer systems howl with static and screeching tech-code. Only the troops of the Adeptus Mechanicus are safe from such a sensory barrage, their battle helms translating the fearsome noises produced by the Infiltrators as soothing psalms of the Omnissiah.



WEAPONS OF SICKNESS AND TERROR

As dangerous as they are to their wielders, radium weapons are far more deadly to the enemy. Armour may repel the solid rounds, but only the most heavily-reinforced battle plate can protect the target from the baleful energy given off by the hyper-irradiated bullets. As more and more shots are fired, the area becomes increasingly saturated with radiation until a localised rad-storm occurs, striking down the enemy with radiation sickness and leaving the ground beneath their feet saturated and lifeless. The transuranic arquebus has a similar effect, its high-calibre rounds leaving a trail of radioactive devastation in their wake.

The effect on the enemy is threefold. The initial death-toll is horrific, thinning the enemy's ranks. The radioactive fallout that follows leaves the survivors weak and ill. The terror this spreads among the enemy's ranks is invaluable to the Skitarii and the Tech-Priests' Quest for Knowledge.

THE LIGHT THAT GUIDES

One of the most horrific substances of ancient Mars was phosphex. Its method of manufacture lost thousands of years ago, this highly-corrosive toxin burned with an intense flame that could not be extinguished, short of placing it in a vacuum. The phosphor weapons fielded by the Skitarii are all that remain of this lost knowledge, a

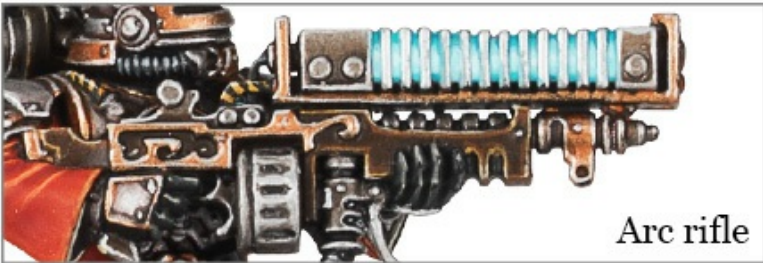
sanctioned replacement for one of the Machine God's creations. They may no longer be able to reduce a world to ash, but they still cover the enemy in luminous particles, making them easy targets for other Skitarii.

MOLECULAR DECONSTRUCTION

The Adeptus Mechanicus puts great stock in transonic weapons. Normally wielded by Sicarian Ruststalkers, the presence of these constantly-humming weapons is enough to invoke nausea and vibrate a person's eyeballs in their sockets. Constantly cycling through wavelengths, the blades tune in to the resonant frequency of a target, enabling them to slide effortlessly through even the thickest armour. To the Tech-Priests, such an efficient weapon is most pleasing.

ARC WEAPONS

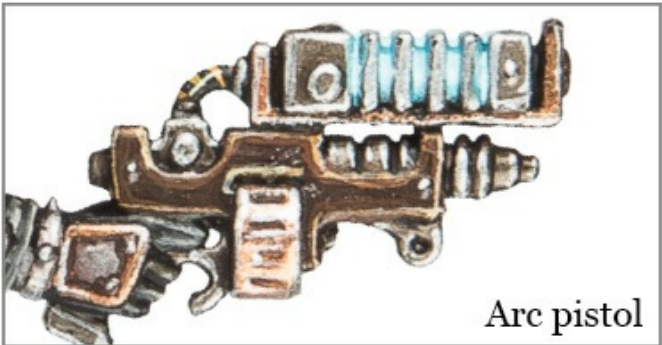
Arc weapons are easily recognised by the bulky permacapacitor mounted above the barrel. The same technology is used in the arc maul to deliver a concussive blast of electrical energy.



Arc rifle



Arc maul



Arc pistol

RADIUM WEAPONS

Radium pistols and carbines feature a lead-lined ammunition clip to protect the user from radiation. The radium jezzail – a high-powered precision rifle – does not, requiring the wielder to load the deadly rounds by hand.



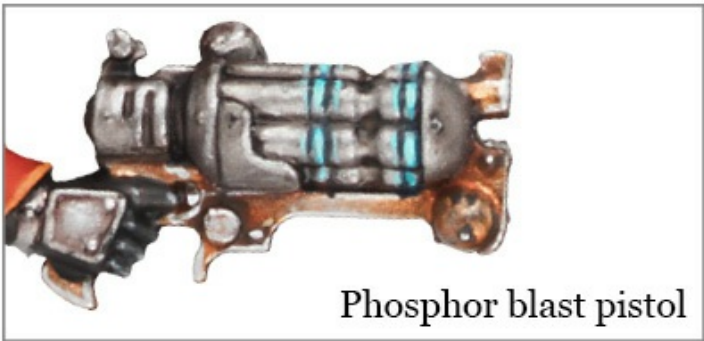
Radium carbine



Radium jezzail

PHOSPHOR WEAPONS

The burning spheres fired by phosphor weapons give off an intense light, guiding the shots of nearby Skitarii.



Phosphor blast pistol



Phosphor serpenta

INFILTRATOR WEAPONS

Infiltrators use rapid-firing pistols to slay their foes, including the flechette blaster which fires hundreds of metal darts.



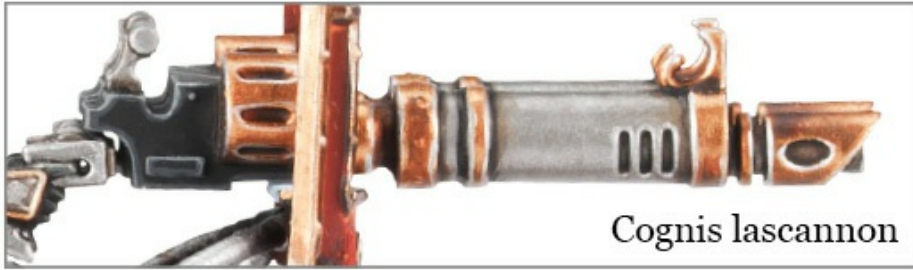
Flechette blaster



Stubcarbine

COGNIS WEAPONS

The cognis weapons on Skitarii vehicles are watched over by their own machine spirits. Should the gunner become incapacitated, the machine spirit can take over for them.



TASER WEAPONS

The Adeptus Mechanicus make heavy use of taser weapons, vicious prods and lances that store vast amounts of potential energy. When contact is made with the enemy, the energy is blasted through their body, then re-harnessed by the weapon using the electrothief prongs at the weapon's tip.

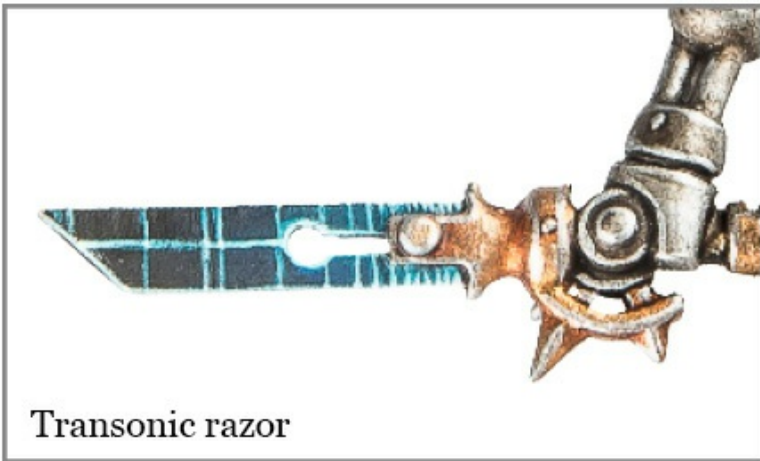


TRANSONIC WEAPONS

Transonic weapons are favoured by Ruststalkers. The blades attune themselves to the molecular resonance of a target, enabling them to bypass even the thickest armour.



Transonic blade



Transonic razor



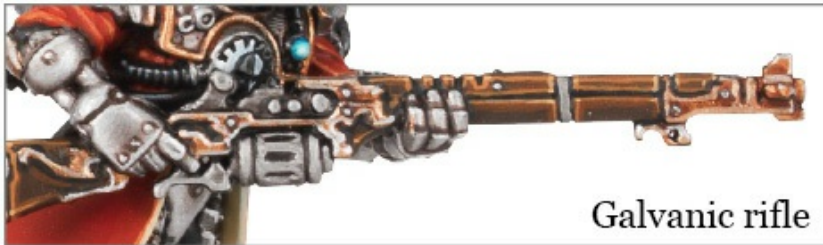
Chordclaw

SPECIAL ISSUE WEAPONS

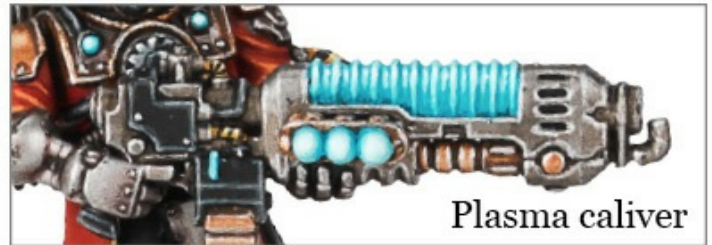
The transuranic arquebus is an ancient-looking weapon that fires horribly unstable, radioactive rounds that can punch through a man's armour, or even that of a tank. The galvanic rifle is the traditional armament of the Skitarii Rangers. It's typically ornamented (as per the Machine God's designs) with brass curlicues that represent the rolling sand dunes of Mars. The plasma caliver shares the look of traditional plasma guns, but with additional heat sinks and power cells to boost its rate of fire.



Transuranic arquebus



Galvanic rifle



Plasma caliver





MINIATURE OF THE YEAR 2014

2014 saw the release of 96 plastic and resin kits, making close to 150 different units, characters and war machines. To celebrate, we asked you, our readers, to vote for your favourite miniatures of 2014. The people have spoken – here are the results!

AND THE WINNER IS...

Taking the top spot for Miniature of the Year 2014 was the Imperial Knight! Here's what you had to say about it:

"It's great to see such a classic piece of Games Workshop imagery brought up to date. I loved the Knights in Titan Legions, I love them even more now they're massive." – Paul Hunter

"Best model of 2014. Not only is it brilliant to paint, it's great fun to stomp around on the battlefield, a true god of war." – Kristi Werre

Incredibly, 76% of people that emailed us their top five models of last year included the Imperial Knight. Unsurprisingly it's also been one of the most popular models we've had sent in for Reader's Model of the Week. We promise to show as many of them as we can!



NOT TO BE OUTDONE...

In a close-fought second place was Nagash, Supreme Lord of the Undead, just ahead of Durthu, the angriest Treeman in the Warhammer world. Though both started strong, Nagash proved the victor in the end, appearing on just over 60% of people’s lists.

“No doubt about it, Nagash is the winner for me.” – Charly Maguin

“Nagash totally rocks my world. Everything about the model is incredible, especially his creepy bone tentacles. Properly weird...” – Ben Hattam

Praise for Durthu, who appeared on 52% of people’s votes, was equally enthusiastic:

“Now that’s what a Treeman should look like! And now he’s got a sword. A big fiery one. Best model of 2014. Maybe ever.” – Mathias Brecht

To the right, you can see the rest of the top 10, from the Glottkin to the Tempestus Scions. An honourable mention goes to Commissar Yarrick, who, despite being released 14 years ago, somehow managed to get a vote. As did the out-of-category Fine Details Cutters. No, we’re not sure what happened there either...



THE RUNNERS-UP



Left: 4th: The Glottkin

Centre: 5th: Smaug™

Right: 6th: Arkhan the Black



Left: 7th: Toxicrene

Center: 8th: Gorkanaut

Right: 9th: Sanguinary Priest

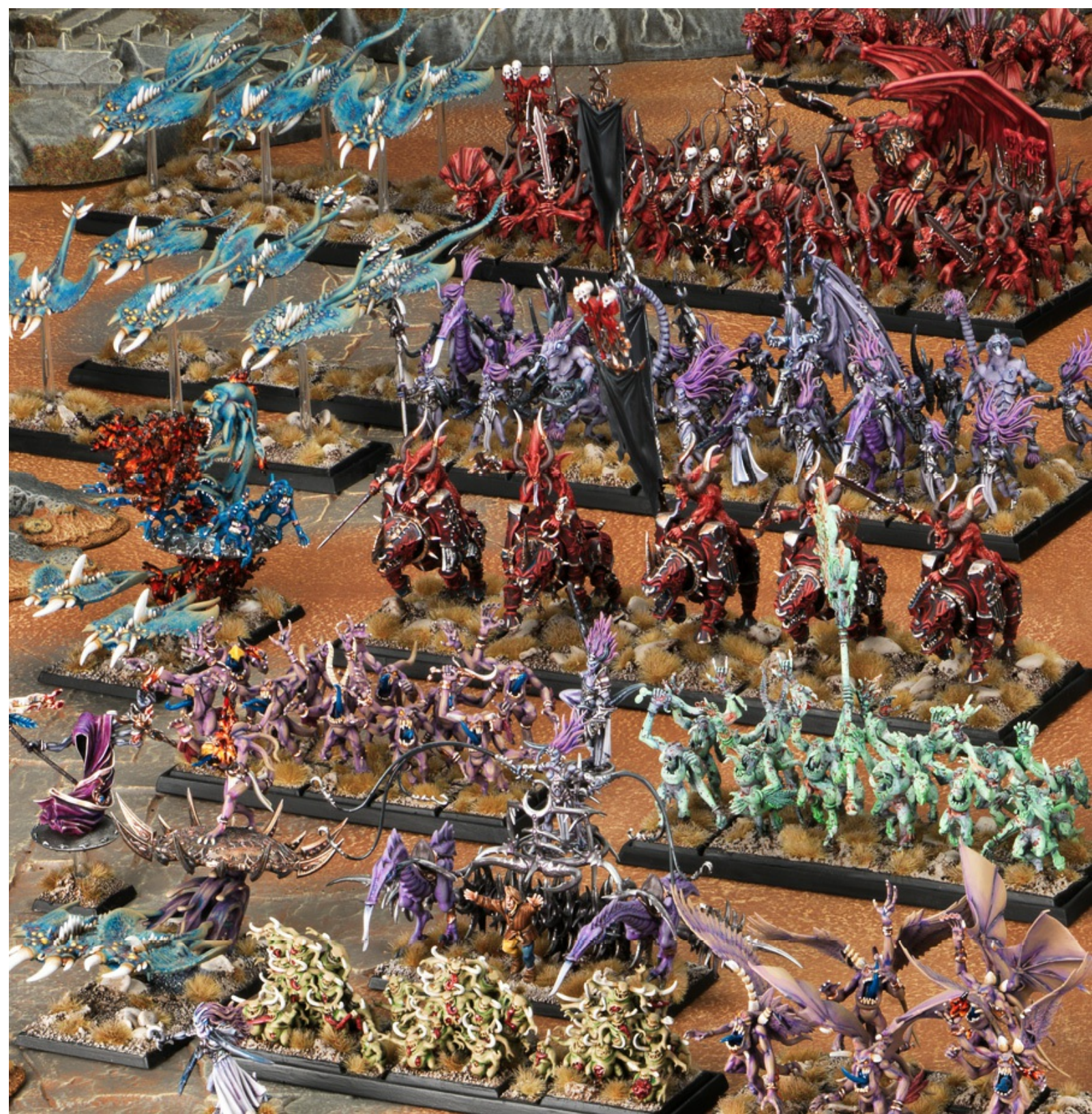


Above: 10th: Tempestus Scions



THE ARMY OF THE NINTH LIBRARY

Every issue of Warhammer: Visions features a new Army of the Month – a glorious collection of Citadel miniatures that has been lovingly assembled over years. This month, we showcase the daemonic horde of Ben Johnson, who was good enough to stop by for a chat.



Ben's Daemons of Chaos army is a riot of colour; an explosion of visceral red, noisome green, scintillating blue and lurid pink that looks like it has just surged forth from the realm of Chaos, and that's just how Ben wants it. "The colours are what first drew to me to the Daemons of Chaos," he explains, gesturing to his hordes of Bloodletters and Pink Horrors. "I've been painting Citadel miniatures for more than 20 years now, but until I started working on this army, I had never done anything quite so bright and varied. It made a pleasant change to the seas of brown in my main Skaven army.

"I also wanted the opportunity to build units that would look really cool," Ben enthuses,

referring to the impressive infantry hordes to be found within his army. “I wasn’t so much concerned with what they would, or could, do in games as much as making them look right – by which I mean how I imagine the Daemons of Chaos to look in my mind. Over the years I have been increasingly drawn to the art in the Codexes and army books for the Daemons. Those pictures don’t just show regiments that are all uniform, in neat, orderly lines; instead there’s all sorts of chaotic madness going on. Big mutated creatures and tiny monsters lurch along with the Plaguebearers and Bloodletters. I can’t get enough of the Daemons of Chaos art, and I wanted to embrace the madness in my collection.

“Over time my army has become so big that I seldom, if ever, use all the models in my collection, or even all the models in a single regiment, at the same time when I play a game. That doesn’t matter to me, though. What’s most important is that each unit in my army looks as good as I can possibly make it. That’s why you’ll often see unlikely extras lurking in my regiments. The Bloodletters have a Daemon Prince looming up from the back ranks and a couple of Flesh Hounds have found their way into the horde.”



RED FOR THE RED GOD!

Ben has been painting Citadel miniatures for more than two decades, but he's still ready and willing to pick up new techniques when he sees them. "Recently I picked up some tips from one of the stage-by-stage painting videos on the Games Workshop YouTube channel," Ben says. "In it, Duncan explained how to paint red armour on Blood Angels Space Marines. I was gobsmacked by his results and copied it straight away. I've been using it ever since. I even used it on a Chaos Warrior in a speed painting competition I joined recently.

My advice? If you're willing to learn something new, check out the channel." And you can, at:

www.youtube.com/user/GamesWorkshopWNT



The composition of Ben's army, and the myriad units within it, are obviously something he's very passionate about – he even has little bits of information about, and names for, each of the characters and regiments within the force. "I attend a lot of gaming events around the country, and this army began its life with a Throne of Skulls gaming event in mind," he explains. "When I started out, I never really imagined a story behind the models, but many events encourage you to create a story behind your army, and once you start down that road, dreaming up stories can become quite addictive.

"That's how a collection of models became the Army of the Ninth Library, a Tzeentchian throng which has over the years grown to encompass almost every kind of Daemon from each of the four Chaos gods," Ben says. "I love having 'everything' for a collection, and I don't think I'll ever feel fully contented with the Army of the Ninth Library until I have every available unit of Daemons in there somewhere. Tzeentch has always been my favourite of the Chaos gods, and I think you can see that in my collection. I like his antics in the stories, how he manipulates and beguiles everyone around him. I love the way his Daemons work in the game, too: there's nothing quite like slinging spells around and blasting your enemy's army into ash with shimmering bolts of magical energy."

One of the things we were most impressed by with Ben's army was how it features four disparate groups, yet somehow manages to remain unified. "The secret behind that is easier to explain than you would think," Ben says. "I paint quickly, but I like to use the same techniques every time that I do – this keeps things consistent not just within units, but across the entire army.

I've been painting for two decades now, and over the years I've become very comfortable using a system that always follows the same steps: first I basecoat the model and apply a highlight layer, then I apply washes, then finally more layer highlights. It's not rocket science, really; after all, it's the same technique that appears in the Citadel painting

system, with one personal touch that really makes it my own: I always mix Karak Stone into my highlighting. It sounds crazy to always use the same colour whether the model is green or pink, red or blue, but I like the effect and it helps different units look good beside each other. That technique isn't limited to my Daemons, either. All my Warhammer armies have Karak Stone as their final highlight."



MIXED REGIMENTS

All of the big regiments in Ben's army have got some unusual additions within them – there are characters, monsters and assorted other Daemons all lurking in the hordes.

Take the Blighted Carriers of Decay, as Ben calls his large regiment of Plaguebearers. They have a Beast of Nurgle lurking at the rear of the regiment and a couple of capering

piles of Nurglings. “It makes me think of the artwork,” Ben explains. “I like the image of Nurglings playing merrily at the feet of the endlessly droning Plaguebearers and the slathering, slobbering form of the Beast of Nurgle flopping along behind them.

“I’ve done similar things for all of my bigger regiments,” Ben adds. “The Howling Lustfiends have all sorts of extra Slaaneshi Daemons in there, from the converted Alluress in the front rank to the Seekers of Slaanesh and Fiends of Slaanesh mixed in with the Daemonettes. I like the way it makes the regiments look: full of life and character, and bursting with little bits of story and intrigue.

“This is actually the sort of idea you could use on any Warhammer army,” Ben says, explaining the appeal. “Skaven hordes could have chunks of warpstone, teeming rats and mutated fighters within their ranks, while Empire State Troops could have relics, extra banners or regimental mascots. These little touches serve as fun centrepieces for your collection, and also great conversation starters when you are playing a game with someone new.”



See the entirety of Ben’s daemonic horde in more glorious photography and even more incredible detail in *Warhammer: Visions 15*, on sale now!



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we focus on the sneakiest of the Skitarii, the Sicarian Infiltrators.



The Sicarian Infiltrators shown here are painted in the colours of that holiest of forge worlds, Mars itself. Consistent use of colours and techniques enables them to stand alongside the Rangers and Vanguard and look just right. This uniformity comes from matching colours: distinctive red armour connects to the blessed robes of the Skitarii, while bright blue lenses, lights and weapon power cells appear across all the different types of Skitarii models.

Use of a common spot colour is one of the easiest ways to help an army look unified. Just take a look at some of the photos of the Skitarii forces elsewhere in this issue to see how the mixture of glowing blades, lenses and power cells provides a strong sense of identity for our Mars army.

LEADBELCHER SPRAY

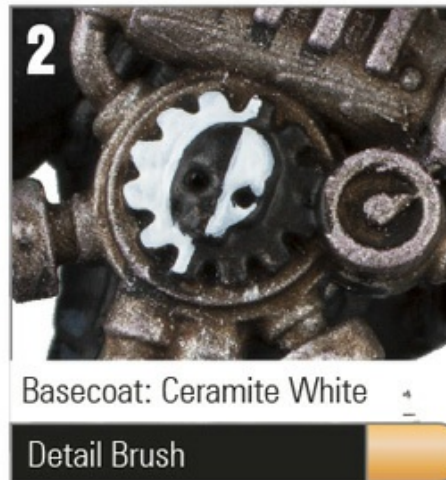
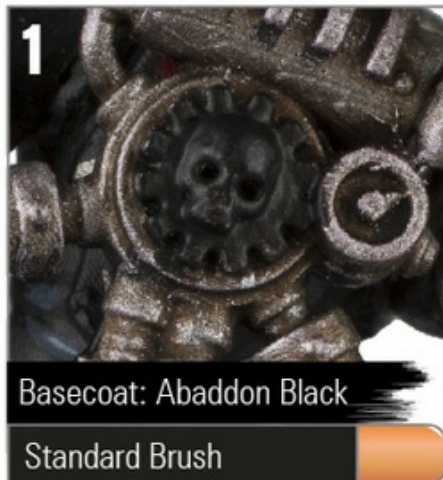
Last week Leadbelcher went on pre-order (so you should be able to pick some up today). This is the perfect way to basecoat models such as the Sicarian Infiltrators and save yourself a bit of brushwork with all that silver paint.

A hobby tip from the Studio painters: if you are going to spray models, do several at once to make the most of your time.

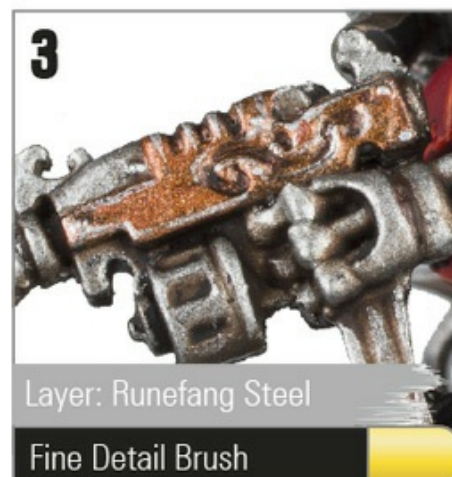
Armour



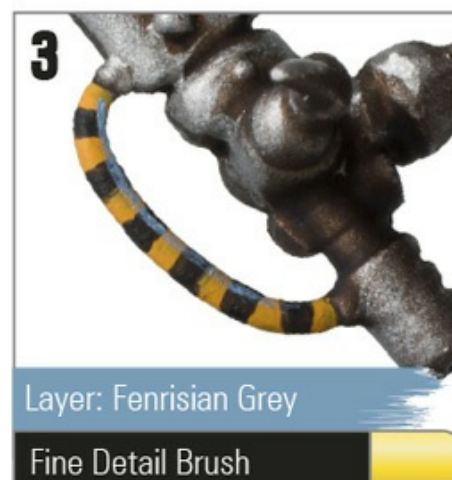
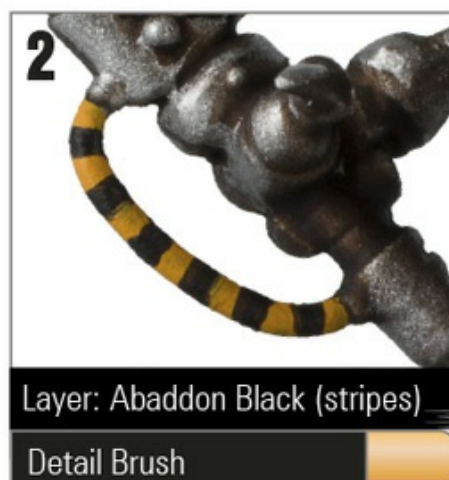
Machine Cog



Flechette Launcher



Cable



Power Sword



Optical Lenses



Pressure Suit



Data Screen

1



Basecoat: Celestra Grey

Standard Brush

2



Glaze: Waywatcher Green

Standard Brush

3



Layer: White Scar

Fine Detail Brush

Brass Trim

1



Basecoat: Warplock Bronze

Detail Brush

2



Layer: Brass Scorpion

Fine Detail Brush

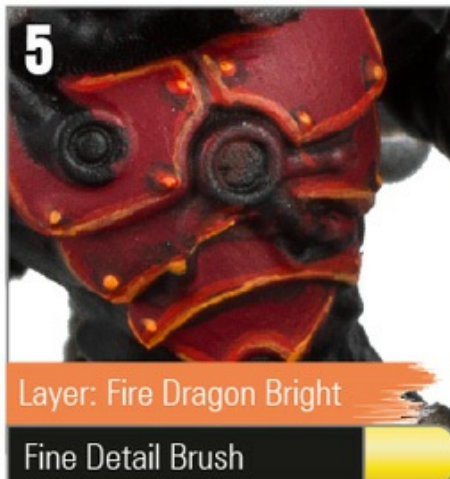
3



Layer: Runefang Steel

Fine Detail Brush

Red Armour



THE RULES **SICARIAN RUSTSTALKERS** **SICARIAN INFILTRATORS**

The Sicarians are Skitarii who have been selected, technologically adapted and trained to wreak havoc among the foe. Masters of close-combat butchery, they can hack apart the enemy with mechanical precision. Here we present the rules for both of these new units.



SKITARII MANIPLE

In Codex: Skitarii there's a detachment called the Skitarii Maniple – it's the standard deployment for Skitarii forces in battle, a simple formation of soldiers that the Tech-Priests can swiftly muster and order into battle from the millions of reserve units available to them on their data-displays and tactical readouts. If you use the Battle Maniple as the basis for your force, the models within it get the special rule Tireless Advance. This lets them scout out the battlefield and secure the best positions ahead of battle.

The Adeptus Mechanicus's fusion of man and machine doesn't get much more terrifying, or potent, than with the Sicarian Ruststalkers and Infiltrators. Physically similar, with long, lithe limbs which propel them into the fray at a dizzying speed, a squad of Sicarians can cross the battlefield faster than a Genestealer brood, while their armoured bodies can suffer wounds that would kill even a Space Marine, and yet they keep fighting on.

The Ruststalkers are armed with the cream of close combat wargear. Transonic razors can breeze through any armour with deft ease, just as soon as it finds the right frequency. If you don't wipe your enemy out in the first round of a fight, don't panic – their blades get even more dangerous as they attune to their target's armour. On the other hand, their chordclaws can turn a man's flesh to mulch with a single caress. Every target, no matter how tough, should beware these freakish assassins.

The Infiltrators are masters of disruption, their neurostatic aura surrounding them in waves of debilitating stimuli. While their foes are slowed down, they rain blows from their power swords to open up heavily-armoured foes, or use taser goads to bring electrical death to enemy hordes. Lastly, it must be noted, the Infiltrators are able to start the battle in hiding – waiting for the perfect opportunity to strike. If you can conceal them from the foe when you deploy your army, this lets them get straight into the fight with ease.

FLECHETTE BLASTER

Flechette Blaster

Range - 12”

S - 2

AP -

Type - Burst Pistol, Shred

Burst Pistol: A weapon with this special rule fires five shots when fired, but is otherwise treated as a Pistol.

STUBCARBINE

Stubcarbine

Range - 18”

S - 4

AP -

Type - Assault 3

TRANSONIC WEAPONS

Transonic blade

Range -

S - +1

AP - 5

Type - Melee, Transonic

Transonic razor

Range -

S - User

AP - 5

Type - Melee, Transonic

Chordclaw

Range -

S - User

AP - 5

Type - Melee, Molecular Dissonance, Transonic

Molecular Dissonance: When a model equipped with a chordclaw makes its close combat attacks, one of its Attacks will be a Dissonance Attack (roll this Attack separately). A Dissonance Attack has the Fleshbane special rule.

Transonic: When making an attack with a weapon that has this special rule, any To Wound rolls of 6 will automatically Wound the target regardless of its Toughness. In addition, during the first round of a close combat any To Wound rolls of 6 are resolved at AP2. During all subsequent rounds of a close combat, all Wounds are resolved at AP2.

TASER GOAD

Taser goad

Range -

S - +2

AP -

Type - Melee, Taser

Taser: When making an attack with a weapon that has this special rule, a To Hit roll of a 6 causes 2 additional hits on the target.

MINDSCRAMBLER GRENADES

Sicarian Ruststalkers are equipped with mindscrambler grenades harbouring the egg-sac of a Cthellan electrogenesis squid. When detonated, the resultant surge of bio-electricity causes heavy neural trauma in living creatures and artificial sentiences alike.

Shooting

When a unit armed with mindscrambler grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Mindscrambler Grenades

Range - 8

S - X

AP - 4

Type - Assault 1, Blast, Haywire, Neural Trauma

Neural Trauma: Hits caused by a weapon with this special rule always cause a Wound on a To Wound roll of 4+.

Assault

Models equipped with mindscrambler grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat. In addition, when used in assault against vehicles, mindscrambler grenades have the following profile:

Mindscrambler Grenades

Range -

S - 3

AP - 4

Type - Haywire Grenades

CONVERSION FIELD

A conversion field confers a 4+ invulnerable save. At the end of a phase in which the bearer passes one or more invulnerable saves granted by the conversion field, all units within D6" of the bearer must test as if they had been hit by a weapon with the Blind special rule. Friendly units can re-roll this test.

DIGITAL WEAPONS

A model armed with digital weapons can re-roll a single failed roll To Wound in each Assault phase.

REFRACTOR FIELD

A refractor field confers a 5+ invulnerable save.

PREHENSILE DATASPIKE

Prehensile Dataspike

Range -

S - User

AP - 5

Type - Melee, Dataspike, Haywire, Specialist Weapon

Dataspike: When a model equipped with a weapon that has this special rule makes Melee attacks, it makes an additional attack with this weapon at the Initiative 10 step. This does not grant the model an additional Pile In move.

SICARIAN BATTLE ARMOUR

Sicarian battle armour confers a 4+ Armour Save and a 6+ invulnerable save.

INROSLAVE SKULL

A model equipped with an infoslave skull adds 1 to its Leadership and gains the Acute Senses special rule.

WARGEAR LIST

SPECIAL ISSUE WARGEAR

A model may take any of the following:

Refractor field - *5 pts*

Conversion field **(1)** - *10 pts*

Digital weapons - *10 pts*

(1) *May not be taken by a model equipped with a refractor field.*

SPECIAL RULES

DUNESTRIDER

A unit with this special rule adds 3" to its maximum move distance when it moves in the Movement phase, when it Runs and when it makes charge moves.



SICARIAN RUSTSTALKERS

160
POINTS



Sicarian Ruststalkers are stick-thin assassins driven to a bitter murderlust by the mutilations of their former lives. Known as ‘shivs’ to the soldiers of the Astra Militarum due to the shivering, blurring appearance of their transonic weaponry, the Ruststalkers dart across the battlefield at daunting speed and fight with a frantic energy. One who witnesses a pack of these metal-limbed killers attack might initially see their blows rain from carapace armour or layered ceramite with transonic shrieks. A few heartbeats later, their enemies suddenly seem to disintegrate – hacked limb from limb in showers of blood as the keening blades of the Ruststalkers locate the armour’s resonant frequency and their wielders howl in triumph.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Sicarian Ruststalker	4	4	4	3	2	4	2	8	4+	Infantry	4 Sicarian Ruststalkers
Ruststalker Princeps	4	4	4	3	2	4	3	9	4+	Infantry (Character)	1 Ruststalker Princeps

Double tap image for a full screen preview.

WARGEAR:

Sicarian battle armour
Transonic razor
Chordclaw
Mindscrambler grenades

SPECIAL RULES:

Bulky
Doctrina Imperatives
Dunestrider
Feel No Pain
Furious Charge

OPTIONS:

May include up to five additional Sicarian Ruststalkers - *30 pts/model*

The Ruststalker Princeps may take items from the **Special Issue Wargear** and **Relics of Mars** lists.

The entire squad may replace their transonic razors, chordclaws and mindscrambler grenades with two transonic blades - *free*

A Ruststalker Princeps with two transonic blades may also take a chordclaw - *5 pts*

The Ruststalker Princeps may take a prehensile dataspikes - *10 pts*



SICARIAN INFILTRATORS



Those hunted by Sicarian Infiltrators will find themselves buffeted by the waves of neurostatic these gangle-limbed stalkers broadcast before them. Robbed of their sight, their hearing, even their sense of smell, such victims are easy targets for the compact tools the Infiltrators use in their deadly work. Should the initial salvo from flechette blaster or stubcarbine not prove sufficient, these merciless killers will dart in to finish the job in close assault. Even a battle-ready squad of Chaos Space Marines, struggling to pierce the veil of confusion, will find themselves reeling from stubcarbine volleys or clouds of flechettes – and moments later, beset by coruscating power swords or taser goads that crackle brightly with killing force.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Sicarian Infiltrator	4	4	4	3	2	4	2	8	4+	Infantry	4 Sicarian Infiltrators
Infiltrator Princesps	4	4	4	3	2	4	3	9	4+	Infantry (Character)	1 Infiltrator Princesps

Double tap image for a full screen preview.

WARGEAR:

Sicarian battle armour
Stubcarbine
Power sword

SPECIAL RULES:

Bulky
Doctrina Imperatives
Dunestrider
Feel No Pain
Infiltrate
Stealth

Neurostatic Aura: All enemy models within 6” of one or more models with this special rule subtract 1 from their Weapon Skill, Ballistic Skill, Initiative and Leadership.

OPTIONS:

May include up to five additional Sicarian Infiltrators - *35 pts/model*

The Infiltrator Princeps may take items from the **Special Issue Wargear** and **Relics of Mars** lists.

The entire squad may replace their stubcarbines and power swords with flechette blasters and taser goads - *free*

The Infiltrator Princeps may take an infoslave skull - *10 pts*



THE 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 examine Doctrina Imperatives, the new Sicarians, consistent basing and more.

WISDOM OF THE OMNISSIAH

THE DOCTRINA IMPERATIVES

Codex: Skitarii is loaded with rules and background for the holy warriors of the Machine God, and our favourite example comes in the form of the Doctrina Imperatives, a special rule which enhances the fighting prowess of every Skitarii model on the battlefield by enabling them to adopt one of six different Imperatives, which represent the influence of the distant Tech-Priests, intervening to modify the Skitarii's battle plans.

Against a distant, but approaching foe, the Tech-Priests might choose to suppress the Skitarii's close combat drills in favour of enhancing their targeting subroutines. A volley of fire from a Skitarii Maniple under the sway of Binharic Omniscience will have a clarity of purpose and accuracy unmatched by almost any other warrior. Yet while their accuracy becomes unnerving and unfaltering, they will be easy prey should their foes reach them in melee. If the fighting is close and personal, their consciousness will be flooded with Conqueror Imperatives, enhancing their close combat prowess dramatically.

These Imperatives let you play the role of the Tech-Priest to your utterly loyal Skitarii. Use the right Imperative at the right time, and victory will be yours.



IMPERIAL HIERARCHY

THE ADEPTUS MECHANICUS

The Adeptus Mechanicus hold an unusual place within the Imperium. They exist beneath the aegis of the High Lords of Terra, who rule in the Emperor's stead. However, they do not acknowledge the teachings of the Imperial Cult or the Ecclesiarchy. At times this puts them under the scrutiny and suspicion of the Inquisition; however, even a being as powerful as one from the holy Ordos would need good reason to meddle in affairs on a forge world.

Each forge world across the galaxy is commanded by a Fabricator General, a high-ranking Tech-Priest whose understanding of the mysteries of technology is incredible. The Fabricator General of Mars is the de facto leader of the Adeptus Mechanicus, and he even holds a place among the High Lords of Terra. At his whim untold millions march to war and the manifold arcane devices of the Machine Cult are brought to bear against the Omnissiah's enemies.

A STRONG, STURDY BASE

Ben Johnson's Daemons of Chaos army really impressed us with its coherent appearance, in spite of the different coloured Daemons. He had one more piece of advice to offer on why that is:

"Take time to base your models properly," Ben says. "Bases don't have to be complicated to look good, just consistent. My whole army is based in the same way, and I've painted all the rims Abaddon Black. I've even made movement trays for the regiments, and painted them black too. It doesn't take long, but the overall effect is one I'm really happy with."



THE DARK SECRETS OF THE KILLCLADES

The Sicarian Ruststalkers have sinister origins, harking back to those dark times in the history of the Adeptus Mechanicus when rad-mutants stalked the rust deserts of Mars and techno-heretics worked appalling blasphemies in hidden workshops. The Ruststalkers were conceived as cybernetic assassins, sent to kill those menaces deemed a threat to the work of the Machine Cult. They were both effective and enthusiastic in the execution of this dark task, and it was not long before they were organised into military units, alongside the Sicarian Infiltrators. For their part, the Infiltrators fulfil the time-honoured tradition upon Mars of ferreting out information, whether that is the technological secrets of rivals or the movements of enemy armies.

In the 41st Millennium, they form killclades, stalker cults without an ounce of mercy for their unfortunate targets.



IT'S NOT ALL RED, YOU KNOW

Codex: Skitarii has examples of five different forge world colour schemes, most of which break from the traditional red colour scheme. These Skitarii are from Metalica, who wear bone white armour and robes.



WEAPON OF THE WEEK: SERVO-HARNESS

Space Marine Techmarines have more wargear per square inch than most warriors could even dream of. Easily their most strange and impressive item is the servo-harness, which is part tool, part bone-snapping killing machine. With a pair of servo-arms capable of bending buckled Land Raider armour plates, a Techmarine with a servo-harness can crush heads as easily as a man can crack an egg, while the integrated flamer means he can burn tank hulls clean of detritus (or Tyranids). As for the plasma cutters, they ably demonstrate that a tool in the right hands – or me Chadendrite – can be deadly.



READERS MODEL OF THE WEEK

This week's Reader's Model was painted by Charly Maguin. We liked it not just for the striking red edge highlights on Nagash's armour or the lovingly painted bone, but also because he submitted it along with his vote for Citadel miniature of the year, 2014. He didn't just love the model enough to vote, he bought one and painted it too. Nice one!

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.





WAR OF THE XENOS...

This week the bunker resounded to the sounds of war as Hive Fleet Eumenides and the Fire caste of the N'dras Sept went to war. As Fire Warriors and Hormagaunts battled on the ground, the skies became a war zone of their own as a trio winged Hive Tyrant, Harpy and Hive Crone faced a Tau Barracuda and Sky Ray. The opening round of the fight went to the Tau as the Sky Ray's missiles blasted the Hive Tyrant from the heavens in an explosion of ichor. The Barracuda slew the Harpy after a swirling duel, gutting it mid-flight with ion cannon fire. Only the Hive Crone survived the onslaught, batting the Barracuda from the sky before making its escape.



ASK GROMBRINDAL

The White Dwarf 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



DISGUSTING DELIGHTS

Hi Grombrindal, I have a weird question for you. Why do Nurgle's followers always seem so happy? Their guts are falling out and their skin is splitting open. Even if it doesn't hurt, they surely can't like it.

- D. 'Blight King' Abaya

GROMBRINDAL SAYS

You're asking something I've wondered myself in the past. The answer is almost as

disturbing as their appearance. If you or I developed a weeping sore that constantly bled a river of pus, or found maggots festering behind our eyeballs, we would hardly be laughing and joking about it. The worshippers of Nurgle look at it differently. They see Nurgle as a fecund god, creating life, not death. Each germ and maggot is a new life growing within them and so they welcome their affliction like proud parents. For his part, Nurgle blesses them to feel no pain, only the euphoria of their blessings – or at least, for as long as they welcome his gifts and serve him with zeal...

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: aerial killers.

NEPHILIN JETFIGHTER

The black silhouette of a Nephilim Jetfighter is enough to put the fear of death into almost any fighter pilot in the 41st Millennium. These swift air superiority fighters are used by the Dark Angels to scour the skies so that the Unforgiven can continue the hunt for the Fallen unimpeded. Of course, other foes are no more likely to get away unharmed, as the Nephilim boasts nose-mounted heavy weapons and two racks of blacksword missiles.

HIVE CRONE

An unlikely sky hunter, the Tyranid Hive Crone has a bulbous body, born aloft by massive pinioned wings. While ground troops have learned to fear the Hive Crone due to its sac-fed drool cannon and the tide of corrosive fluids it can vomit down upon them, its true threat is to other airborne targets. Each Hive Crone has a cluster of tentaclids nestled beneath its wings – simple-minded drone creatures that are unleashed to chase down enemy flyers, swimming through the skies in frenzied swarms, before exploding against their target with a powerful electrical discharge. If the tentaclids don't kill the target, the Hive Crone will simply smash it out of the sky with its massive bulk.

HELDRAKE

Once an attack craft of the Traitor Legions, Heldrakes are now a hideous fusion of war machine and beast. With gigantic, spiked wings, they swoop down on their foes, engines roaring out a deadly warcry. From draconid maws pour torrents of balefire and a rain of hades autocannon rounds – only the foolish stay in the open when a Heldrake circles above looking for prey.

WHITE DWARF'S REGIMENTS OF RENOWN

Ragraw's Flyin' Boyz are a trio of Deffkoptas, and the latest addition to Ghazghkull's growing Waaagh!

Though they may be Goff Orks, Ragraw and his ladz love flyin' around really fast like Speed Freaks, so they've painted the dags on their 'koptas an eye-cathing red to make 'em go fasta. The rokkitas are also red, so they go fasta too. Ragraw's Flyin' Boyz have yet to see combat, but they've been promised a scrap in the near future. We'll let you know how they get on.

If you look closely, you'll notice that none of these Deffkoptas have flying stems to keep them in the air. They are, in fact, each attached to a piece of scenery from the Manufactorum kit, each carefully pinned to it using a piece of metal rod. This gives the impression that they are flying low through a ruined city, intent on close-range carnage. Ragraw has also been subtly converted to have a buzzsaw – a spare taken from the Deff Dread kit (which has five!). Don't ask how he lands, though...



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