

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

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11 APRIL 2015



NEW SKITARII BATTLE-TANK!

IT CAME FROM THE DUNES

THE ONAGER DUNECRAWLER STOMPS FORTH TO DEMOLISH HERETICS AND ALIENS!

WHITE DWARF™

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OPENING SALVO

And so the warriors of the Machine God are joined by a destructive new behemoth unique to their ranks – the Onager Dunecrawler. This Skitarii tank is perfectly outfitted for traversing the shifting dunes of Mars, as it scrambles to war on four pistoned legs. Able to be outfitted with a quartet of different weapons systems – including the fabulously-named eradication beamer – it's an essential component of any warhost that marches to battle in praise of the Omnissiah. We've got a full painting guide and all the rules you need to use it in your games of Warhammer 40,000 later in the issue.

We've also gone to town and made our own Adeptus Mechanicus-themed board to show our Skitarii off on. You can see it in Battleground: Gorgonum– and in real life too, as it's on display in our new Tottenham Court Road Warhammer store. Enjoy the issue!



ONAGER DUNECRAWLER

The Onager Dunecrawler is the workhorse of the Skitarii Legions, a walking tank designed for war amid the deadly rad-deserts and rust storms of Mars. For the Skitarii who fight beside it, the Onager is the embodiment of the wrath and power of the Omnissiah.



The Onager Dunecrawler is a vehicle engineered not just to survive the cruel environment of Mars and the domains of the Adeptus Mechanicus, but to thrive within them. Tracks that might sink and clog within toxic sands are replaced by quadruped stalker limbs, and the hull is raised up, allowing the crew to see above the pall of acidic smog that inevitably permeates forge worlds. Dunecrawlers are relics from an earlier age of technology, fashioned in the days when Tech-Priests traversed the rust dunes between the great manufactorums of Mars. In caravans, travelling in relentless, scuttling unison, they would navigate the hostile Martian terrain, the Onager's armoured chassis protecting the Priesthood of Mars from rad-mutants and rogue servitors.

Millennia later, the Onagers continue to serve the needs of the Adeptus Mechanicus as engines of war rather than beasts of burden, and this is what the new Onager Dunecrawler miniature gives you. The multi-part plastic kit includes four of the most devastating weapons to be found within the unfathomable arsenals of the Machine Cult: the Icarus array, eradication beamer, neutron laser and twin-linked heavy phosphor blaster. With these you can build your Onager to fulfil your chosen battlefield role, whether it's hammering enemy flyers out of the skies or delivering precise kill-shots to enemy tanks with the neutron laser. All of these weapons fit onto the side-mounted sponson, which can be traversed to engage targets thanks to the circular joint connecting the main hull to the Onager's four limbs. The Onager's crew compartment is an environmentally-sealed cabin, made with typical disdain towards the idea of crew comfort. The cupola set on the roof can be built sealed against the elements, or open with a Skitarii Ranger operating a cognis heavy stubber. There's also a comms array which can be fitted with one of three different parts: a smoke launcher, a radar dish or a mindscanner probe – and, as the detailed assembly guide shows, some fit thematically with certain weapon types, but there's nothing to stop you choosing your favourite when you make yours.



Although it was developed with the unforgiving Martian landscape in mind, the Onager Dunecrawler has become a mainstay of Skitarii Legions on every forge world across the Imperium. Here you can see an Onager in the striking heraldry of Forge World Metalica,

advancing alongside a battle maniple.

Note the enclosed crew hatch and smoke launcher array on top of the hull, and the sand shoes to help it navigate soft ground.



Left: At the front of the Onager Dunecrawler is a Cognis Manipulator, a versatile tool that allows the Onager to effect limited battlefield repairs upon itself, or kill nearby enemies with its servo jaw and drill.

Right: The top hatch can be built closed, with an enhanced ocular array.



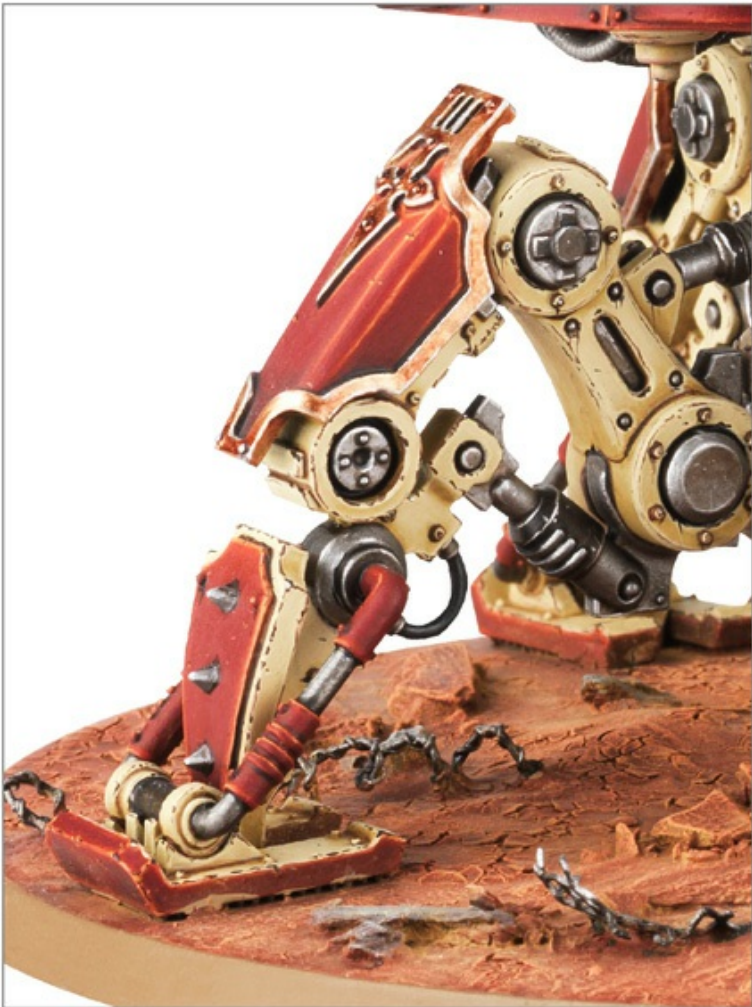
Left: The twin-linked phosphor blaster launches blazing spheres of energy that explode among foes. Survivors find themselves illuminated, marked out for eradication by the supporting Skitarii units.

Right: The eradication beamer fires a searing lance of energy that widens over range. Nearby targets find armour rendered useless as the beamer's focused energy slices through it, while distant foes are struck by a wide cone of energy that sears flesh from the bone.



Left: A neutron laser with cognis heavy stubber. Few weapons found on the battlefields of the 41st Millennium match the tank-killing power of the neutron laser.

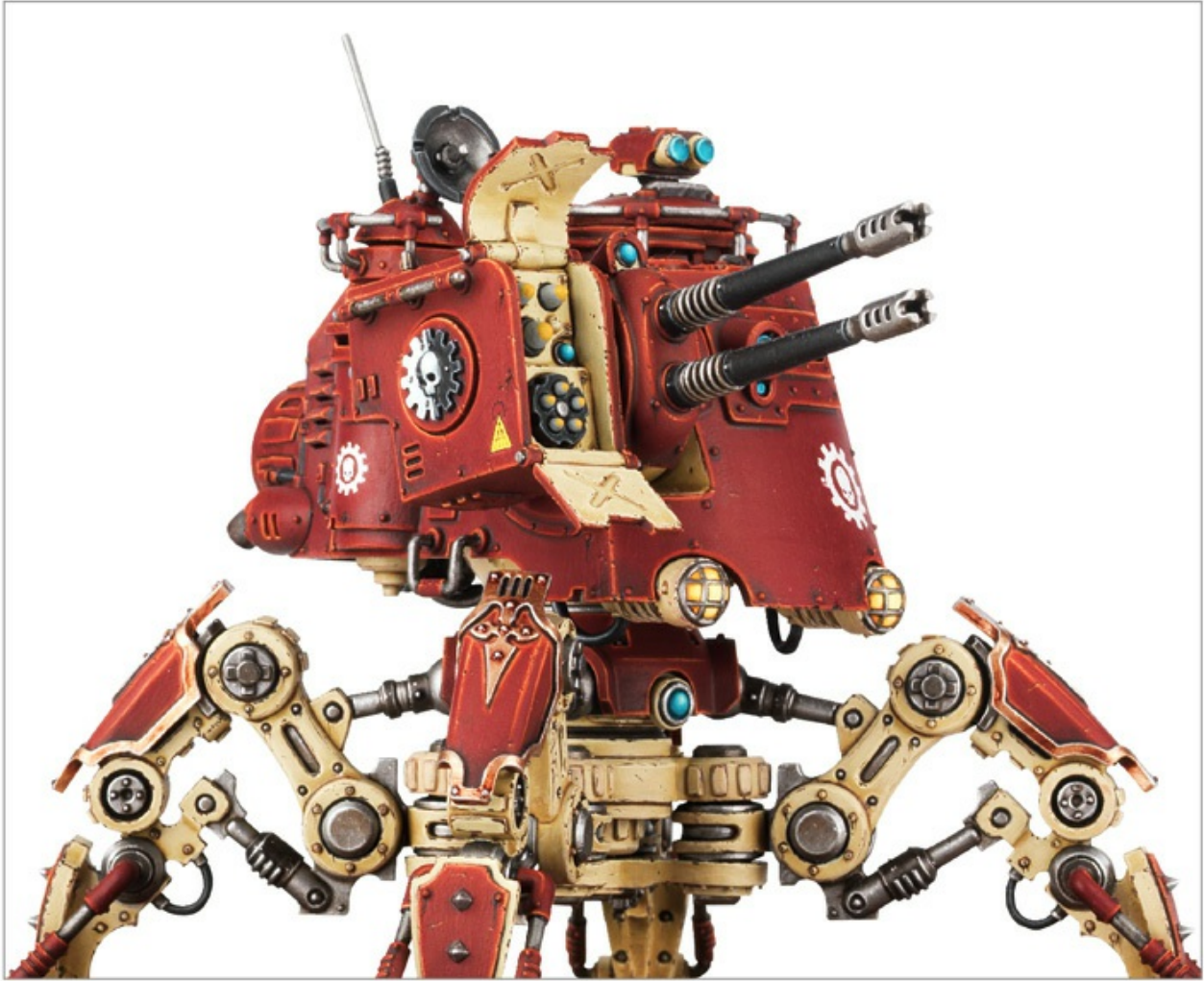
Right: An armoured hull compartment shelters the Skitarii Ranger crewman when he isn't manning the cognis heavy stubber, keeping him separate from the tank of amniotic fluids in which the Skitarii Vanguard pilot floats.



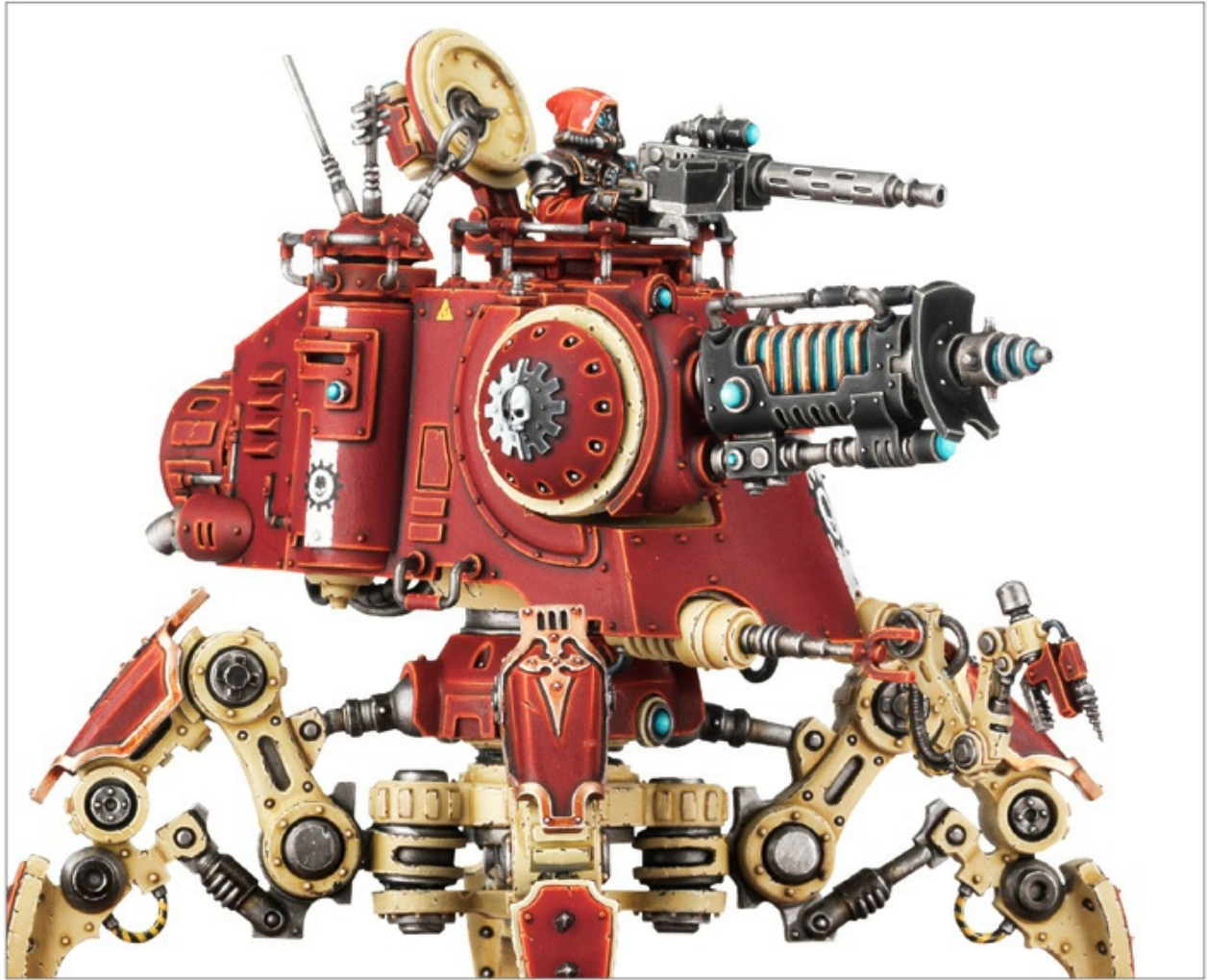
Left: The Onager comes with sand shoes, optional extras that enable the Dunecrawler to traverse harsh terrain. These can be left off or even modelled stowed up against the legs.

Right top: The kit also includes a Skitarii Ranger gunner firing a cognis heavy stubber from the Onager's top hatch. This model's arms and head are interchangeable with those in the Adeptus Mechanicus Skitarii kit.

Right bottom: The fusion reactor at the rear of the Onager gives the Dunecrawler a formidable power source that can outlast even the tanks of the Adeptus Astartes. This is of paramount importance, considering the high energy drain of the Onager's main guns and emanatus force field.



Above: Onagers can be given a number of battlefield roles. Here you can see one equipped with an Icarus array, an anti-aircraft weapon used to scour the skies of enemy flyers. The Icarus array includes a twin Icarus autocannon, gatling rocket launcher and Daedalus missile launcher – few aircraft have a chance against this skyward barrage.



Above: In addition to pummelling the enemy with heavy weapons fire, one of the major functions of the Onager Dunecrawler is to support the Skitarii Maniples in battle, serving as a walking data-port for the information gleaned from the battlefield. To this end the Onager has a broad spectrum data-tether, which improves the data-communion between the Skitarii warriors and their overseers, emboldening them to fight to the last in the service of the Machine God.

As with all vehicles made by the Adeptus Mechanicus, the Onager bears the cog symbol of the Machine Cult. The sight of the familiar twelve-toothed cog lifts the spirits and fires the religious fervour of the Skitarii Vanguard and Rangers who fight alongside the Onagers.

FOCUS ON: THE MYSTERIES OF MARS

The Adeptus Mechanicus hold a unique place within Imperial society, both a secretive technology-worshipping cult and a gargantuan organisation that spans the galaxy. It exists as an empire within the Imperium, responsible for the creation, construction and maintenance of the billions of war machines and weapons used by mankind. This veneer of cooperation masks an interesting trait that the Onager Dunecrawler exemplifies: the jealous guarding of technology. Each of the Onager's four main guns are exclusive to the Adeptus Mechanicus. They don't appear anywhere else in the Imperium.

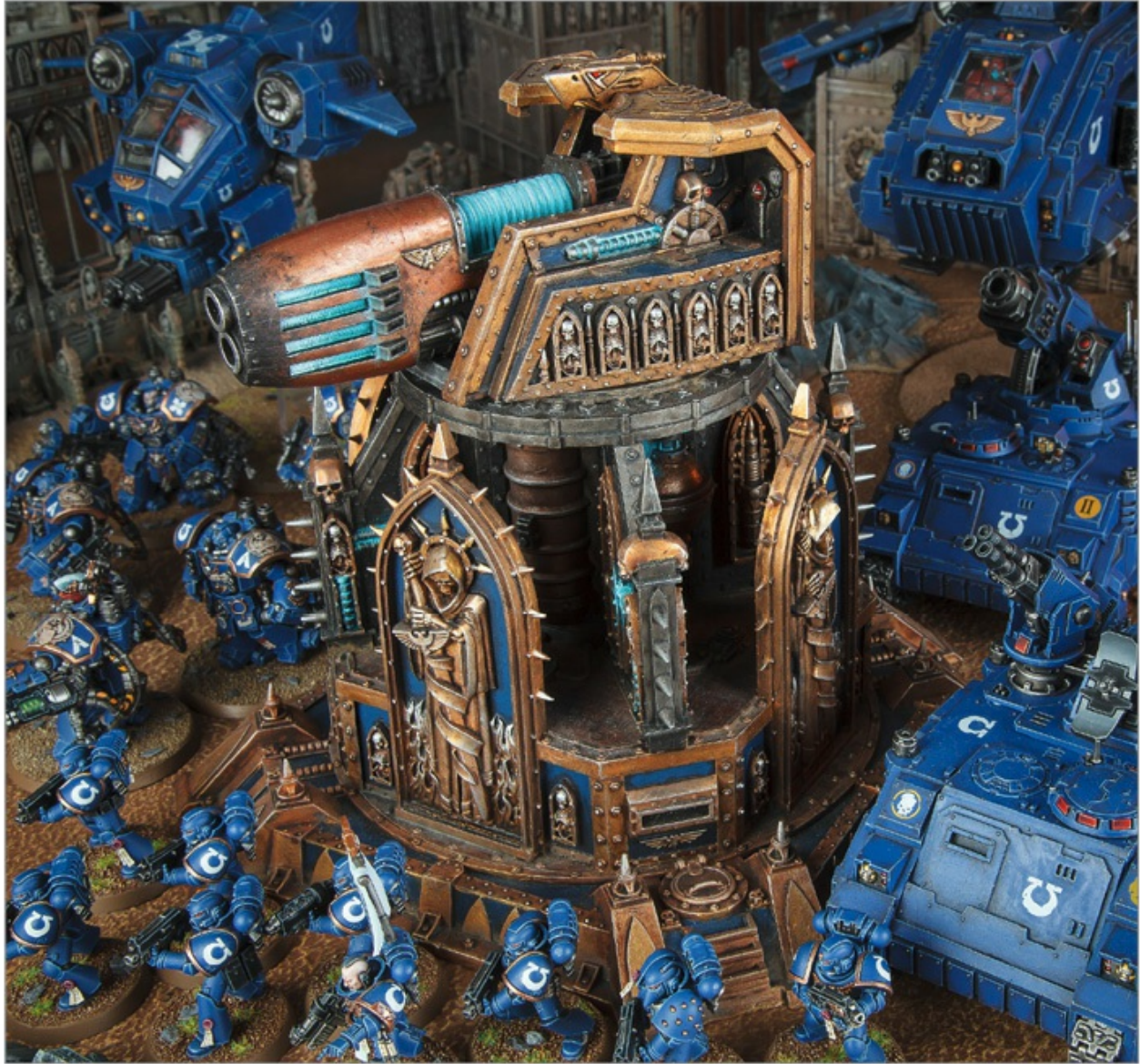


This exclusivity of technology doesn't rule out commonality between the Adeptus Mechanicus and the wider Imperium however, and the Dunecrawler amply shows this too: the shape of the Onager's legs, when held alongside the Imperial Knight, reveal a commonality of design that predates the Imperium by thousands of years. From the shape of the fittings to the style of the hydraulic servos, and even the pattern on the armour plates, the finish is the same. It's easy to imagine those first Knight suits used by early pioneers to settle distant worlds were designed in the same era of technology. Small wonder the Adeptus Mechanicus is so eager to bring the Knightly houses into their fold.

Another parallel with the Onager and the wider Imperium is found in the Space Marine Dreadnoughts. Just as fallen Adeptus Astartes can be entombed with a sarcophagus and suspended in amniotic fluids, so too is the Skitarii Vanguard who is hard-wired into the crew area. The only difference is that the Tech-Priests don't require him to be mortally wounded first. His body will be adapted to fit its cramped confines, and discarded just as readily when his usefulness is at an end.

PLASMA OBLITERATOR

Armed with the apocalyptically powerful plasma obliterator cannon, for which it is named, this towering fortification unleashes the wrath of a sun's heart onto the battlefield. When the Plasma Obliterator fires, men and aliens are reduced to ash in an eye blink.



Left top: The four facings of the Plasma Obliterator are decorated with a frieze depicting a death angel, stood symbolically among writhing flames – a fitting metaphor for the fiery death it unleashes.

Left bottom: The Plasma Obliterator is as much a relic as a war machine – rivets and screw threads sit beside ornamental skulls.

Plasma weapons are feared across the galaxy for their capability to destroy their target – armour, flesh and bone – in an explosion of super-heat.

The Plasma Obliterator is the ultimate expression of plasma weaponry, a plastic kit with a cannon so big it requires a bastion-sized weapons platform just to hold it. In the 41st Millennium, the wisdom required to create such weapons has been lost to the depths of time, and thus the Plasma Obliterator has become venerated, not just as a gun emplacement, but as a shrine to the Imperial cult. Behind the gun, a giant stylised eagle rears up, a sure sign of the Emperor's unrivalled majesty. The whole design resonates strongly with the Wall of Martyrs scenery kits: alongside spiked ramparts are the enshrined bones of Imperial saints and friezes displaying a hooded death angel.

PROMETHIUM RELAY PIPES

Promethium is a key ingredient in some of the 41st Millennium's deadliest weapons. Flamer-wielding troopers often syphon fuel from promethium pipelines mid-battle, using the stolen fuel to engulf the enemy in a torrent of flame.



Promethium in its raw state is incredibly volatile, which is why its conveyed in reinforced pipelines between refineries and underground processing plants, manufactorums and military bases. This plastic set represents one such stretch of Promethium Pipes, including three long sections, a corner, a subterranean junction, a control panel and, rather worryingly, two broken sections, suggesting the pipeline has been hit by incoming fire.

Each section of pipe is detailed with Imperial iconography (skulls, aquilas and skeletal reliquaries), plus vents, access ports, lights and release valves. The pipes can be laid out in dozens of configurations, totalling 33 inches in length. The heavy-duty hatches on each section of pipe also line up neatly with those on the Sector Imperialis board and the Manufactorum building, making them easy to integrate with your existing terrain collection.

Want to know how to use the Promethium Pipes in your battles? Turn to PROMETHIUM RELAY PIPES in “The Rules” to read their full rules.

Turn to “Battleground: Gorgonium” to see how we used them on a Sector Imperialis board and “Paint Splatter” to see how we painted them.



FORGE WORLD

Forge World make highly-detailed resin models, upgrade packs, large-scale kits and books for the worlds of Warhammer, Warhammer 40,000 and the Horus Heresy. This week, Mhara Gal steps into our pages, a hideous fusion of Astartes warrior, Daemon and Dreadnought.



Left: Mhara Gal has mutated to such an extent that his weapons have fused with his Daemon-tainted flesh.

Centre: Toothed tentacles and fleshy entrails spew from Mhara Gal's power fist.

Right: An exposed spine and rib cage can be seen through rents in the armour.

WORD BEARERS MHARA GAL: TAINTED DREADNOUGHT

The Word Bearers known as the Gal Vorbak were the first Astartes Legionnaires to make pacts with Daemons of the Warp, their mortal flesh and adamantium armour melding with the essence of the Daemons they consorted with. Mhara Gal was one of the first of their number and when his mutated body was torn apart on Isstvan V, his remains were interred in a Contemptor Dreadnoughts. No one foresaw the horrific changes that would occur to the venerable war machine.

This resin kit shows Mhara Gal at the peak of his power during the war on Calth. Standing taller than the Dreadnoughts of other legions, Mhara Gal has mutated almost beyond recognition. Teeth, claws and horns sprout from ruptured armour plates that still bear Colchisian scripture, while flesh and entrails of indeterminate origin hang from hydraulics and fuel cables. An unholy tome, the symbol of the Legion, is clasped by gnarled claws to Mhara Gal's shoulder.

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



BLACK LIBRARY

GARRO: KNIGHT ERRANT

Audio drama compilation
8 CDs

At the time of the Horus Heresy, Nathaniel Garro stands resolute as one of the Imperium's most unflinching heroes. This collection of audio dramas tells his story.



As the betrayal of Isstvan III unfolded, Nathaniel Garro, and a clutch of loyal Space Marines, escaped the slaughter to take word of Horus's perfidy to Terra. Garro, recognised for his courage and loyalty, was thereafter selected to become the Agentia Primus, Knight Errant of Malcador the Sigillite – an unbending soldier in the clandestine war fought during the Horus Heresy.

Garro: Knight Errant is a whopping compilation of all the Garro audio dramas released so far, presented on eight CDs in a gorgeous slipcase featuring new artwork by Neil Roberts. The eighth CD also includes desktop wallpapers of the Garro covers and production scripts which give an unequalled insight into the audio dramas. Finally, there is an all-new Garro adventure, *Ashes of Fealty*. In this new story the Agentia Primus finds himself forced to confront the damnable legacy of the Lord of Flies: it's not pretty.

There's nothing quite like having an epic painting session with something great to listen to, so if you like the look of this Garro collection, you might want to try some of Black Library's other audio offerings. Many of the Horus Heresy novels have been recorded as unabridged audio books – take *Horus Rising*, for instance. Narrated by Toby Longworth, it's an excellent production and, with 12 hours of listening time, you can get a lot of models painted while you listen.

HORUS HERESY: RAPTOR

By Gav Thorpe

Audio Drama | 70 minutes

The newly-formed Raptors investigate a drifting starship of the Space Wolves. But what will they find in its dark depths and, indeed, on the planet below?



The Raptors were founded by the Raven Guard during the dark days of the Horus Heresy, a new Chapter to help replace losses following the Dropsite Massacre. Unfortunately, the gene-manipulation conducted by their Primarch, Corax, left many of them with terrible mutations that they must hide behind their power armour.

This audio drama follows the actions of a company of Raven Guard as they seek to find out what occurred to an abandoned Space Wolves ship and what, exactly, is taking place on the planet below. Battling through a company of Sons of Horus, the Raptors finally come face to face with the Space Wolves. Suffice to say, they weren't the faces the Raptors were expecting. The story is fast-paced and snappy, the action coming thick and fast with excellent sound effects to punctuate the dialogue. There's an excellent little twist at the end, too, one final conflict between the two legions.

FURTHER READING

If you're looking for more tales of the Raven Guard, during the Horus Heresy, make sure you pick up *Deliverance Lost*, *Ravenlord*, *The Damnation of Pythos* (which is also available as an audio book) and the audio drama *Raven's Flight*.

Not enough for you? There are plenty more Raven Guard stories set in the 41st Millennium, including the novel *Damocles*, the novella compilation *Overfiend* and the audio books *Hellion Rain*, *Labyrinth of Sorrows* and the encouragingly-titled *Alone*.

That lot should see you right for the next few weeks...

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

www.blacklibrary.com



GOLDEN DEMON 2014

Golden Demon is Games Workshop's annual painting competition, featuring some of the best painted Citadel miniatures in the world. This week we're proud to show this Dragon Prince by Gareth Nicholas, which won Silver in the Warhammer Single Miniature category.



Having been wowed by Gareth's Dragon Prince at Warhammer Fest 2014, we caught up with him to talk more about it.

White Dwarf: First of all, congratulations on the silver award Gareth. What made you choose this Dragon Prince?

Gareth Nicholas: Ever since I started collecting Citadel miniatures I've had two main interests: Blood Angels and High Elves. The aesthetic of these factions has always appealed to me, so when I choose a piece to paint, it's likely it will fall into one of these camps! I call this being consistent in my affections.

WD: The finish on your model is beautiful, can you tell us about your technique?

Gareth: I often get asked what techniques I use, and I think people are sometimes disappointed when I tell them that there really isn't a magic bullet.

The first thing to say is practice! I have quite a clean, crisp style that lends itself particularly well to things like armour. But it has taken many hours at my painting desk to achieve this level of neatness.

For display level painting, one of the most important aspects is to achieve high contrast across the miniature, as it's this which catches the eye. Taking the armour on the Dragon Prince as an example, this runs all the way from black at the darkest points up to white on the brightest highlights. A smooth transition between these two extremes is a challenge. The way I approach it is to be patient and use paint thinned with plenty of water.

WD: So, how long have you been painting Citadel miniatures?

Gareth: I painted my first citadel miniature in 1990 aged 10. Some time around 2010, I caught sight of the mind-blowing non-metallic metal pieces that the 'Eavy Metal team were doing around that time. I had no idea such things were possible and it inspired me to try and achieve something similar myself.



Left; Here you can see an example of the colour contrast Gareth mentioned – note the way the blue armour transitions through different shades of blue, as if light were reflecting from it.

Right top: Gareth has painted on the dragon symbol by hand. The real thing is tiny.

Right bottom: The Dragon Prince's magical sword seems to glow with inner fire. This effect works because of the darker edges and brilliant white highlights.



Left: Another example of Gareth's smooth blending. "I'd estimate that the Dragon Prince took me 70 hours in total," he says. "That was spread out over many months though, so it's difficult to be certain..."

Right: Gold on this model was painted with non-metallic metal. The stark white highlights complement those on the blue armour.

SEE MORE GOLDEN DEMON!

Every month, Warhammer: Visions features 50 pages of the best entries from Golden Demon competitions around the world. Issue 15, released last week, features a gallery of entries from Golden Demon Modena 2013, and next month our coverage from Warhammer Fest 2014 begins (Gareth won two other silver awards too, so keep your eyes open for more of his work). Warhammer: Visions is released on the first Saturday of every month.

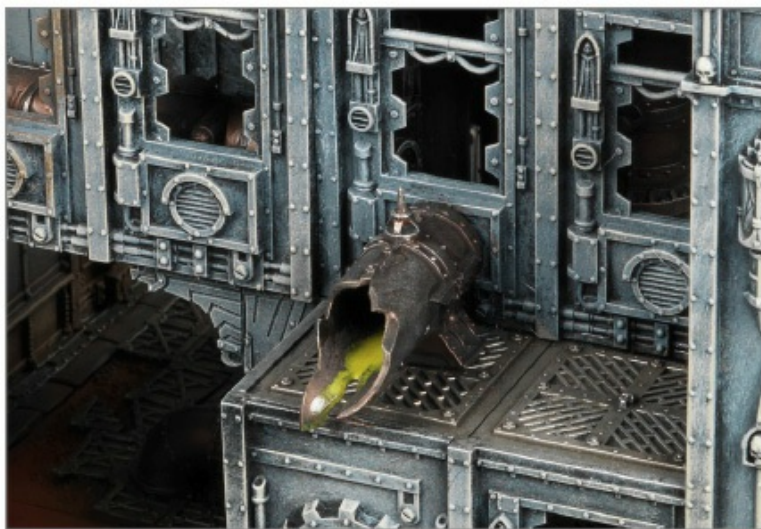


BATTLEGROUND: GORGONUM

Gorgonum is a hazardous forge world, its skies clogged with smog, its arid, pock-marked surface a wasteland of aeons-old rust. Yet amongst the filth of ages stand countless hive cities, manufactorums and research facilities. This is the Gorgonum Purgamentorum.



Double tap image for a full screen preview.



With the release of so many great Skitarii kits over the last few weeks, the Adeptus Mechanicus have been at the forefront of our minds here in the White Dwarf bunker. Talk of forge worlds, manufactorums and unknowable technological processes got us thinking we should build a battlefield showcasing all of these things – a filthy industrial zone on a polluted forge world.

Our first thought when designing our board was that it had to be covered in Promethium Pipes – the more the better. They had to be running along the pavement, across the road, between buildings, up buildings; wherever there was space to fit them. We also wanted one large central building surrounded by smaller ones, like a hive spire rising towards the sky. Again, pipes and chimneys would feature heavily in its design, suggesting it was some kind of processing plant for food, waste products, dead bodies or possibly all three. The idea of the Adeptus Mechanicus recycling servitors became the grim story behind the central building, which soon became known as the Gorgonum Purgamentorum.

The base for our battlefield is the Sector Imperialis game board, which is perfect for creating a cramped, claustrophobic industrial complex. The addition of dozens of pipes only added to the effect. We started by building the primary processing plant and the attached chimney tower, constructing each building to fit within the footprints sculpted on the Sector Imperialis board. We glued several bits of one building together first, then

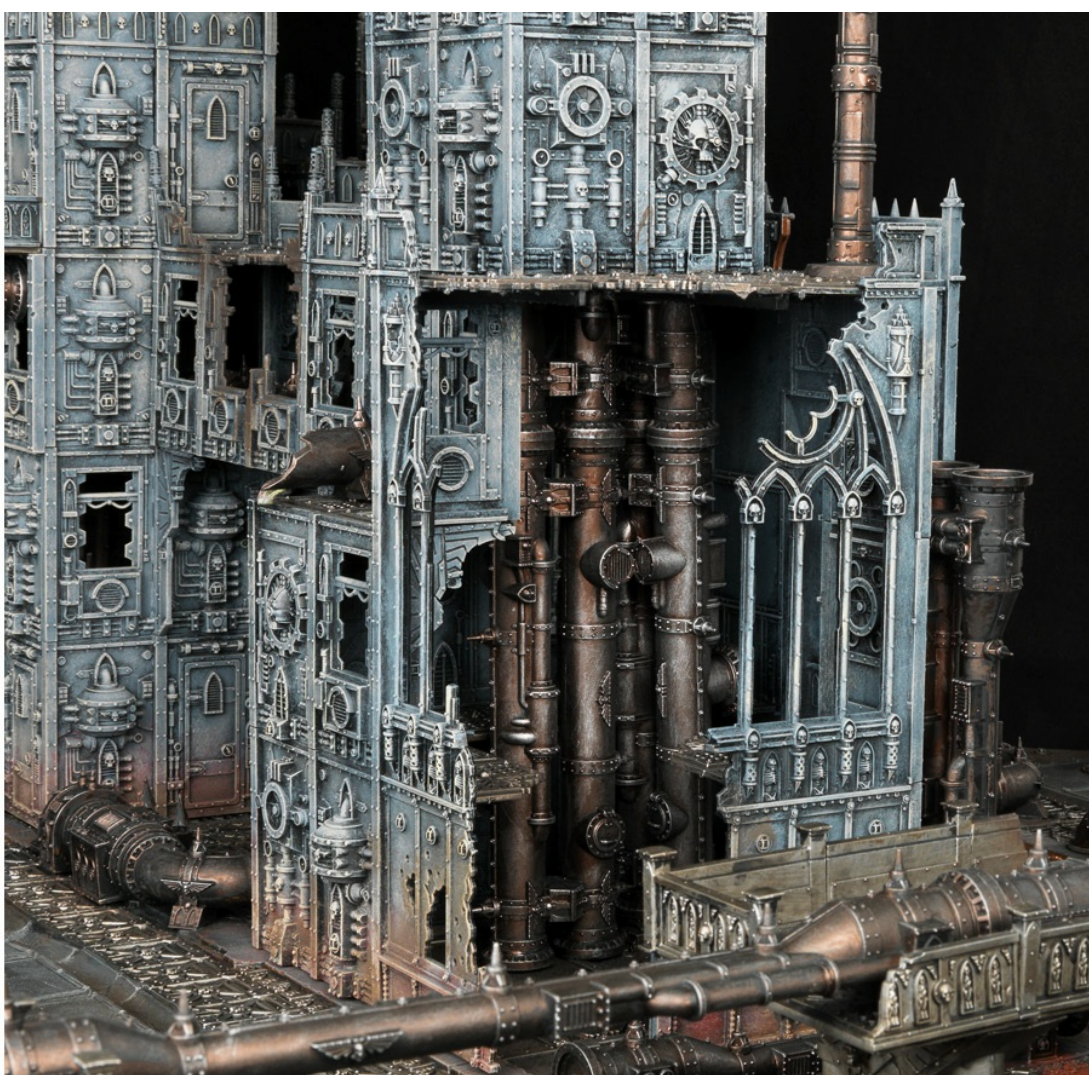
moved on to the other while the glue dried. In that manner, we were able to build both buildings simultaneously, including the walkway that links the two together.



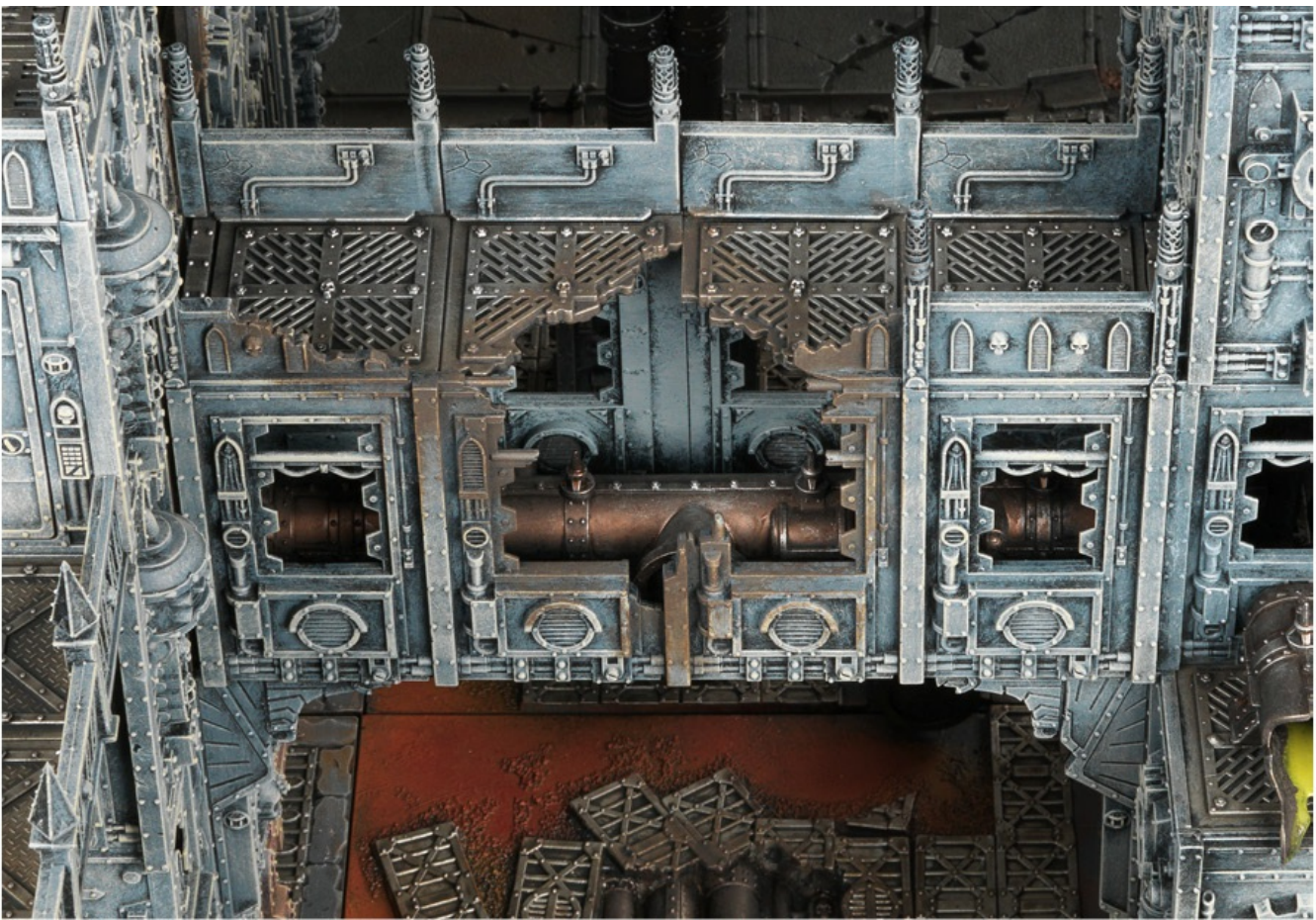
Above: A pair of Fine Detail Cutters was used to deface the corner of the primary facility to make it look like it had been damaged in battle.



Above: The Promethium Pipes were painted to match the exposed pipes on the Sector Imperialis board. The control panel makes for an excellent battlefield objective.



Above: The ruined corner of the chimney tower enables us to see inside. Rather than being an empty shell, it's stuffed with yet more pipes.



Above: The walkway between the chimney tower and the Purgamentorum. You guessed it: full of pipes!

With the two main buildings built, we set about covering them in the chimneys that come in the Manufactorum kit and as many Promethium Pipes as we could feasibly fit into them, even going so far as to mount some vertically inside the buildings to give the impression of vast coolant towers. The remaining buildings were then built to sit around them, and the Cult Mechanicus shrine (the mostly-ruined building with the Ultramarines Predator lurking behind its ruined walls) and the landing pad were both linked to the main building by sky bridges, which also have pipes mounted beneath them.

The board and the buildings were painted a drab, industrial grey, firstly to fit the theme of the board, but secondly so as not to detract from the models. Scenery is great fun to paint, but it should always be the backdrop to the miniatures fighting over it. For this reason, the main splashes of colour come in the form of the rust-red earth (which you can also see stippled around the lower walls of the buildings), the brass Adeptus Mechanicus symbols and the suspicious green sludge leaking out of the damaged pipes. We used Nurgle's Rot for this on account of its sickly, unpleasant finish. But is it food or is it waste? We just don't know...

The Gorgonum Purgamentorum is on display now in the new Warhammer store on Tottenham Court Road in London. There will also be plenty more pictures of it in Warhammer Visions 17.



Above: The aerial pipeway was constructed using the legs from the Skyshield landing pad combined with spare bits of floor and a few Promethium Pipes. The pipe across the road was lengthened by splicing two sections of pipe together so they could span the full width of the road.



Above: The Möbius heat-exchange ensures the raw materials being pumped into the Purgamentorum are kept at an optimum temperature. It (and the Möbius coolant plant on the other side of the board) were constructed using spare pieces of flooring turned on their sides with a roof made from a section of Modular Movement Tray.



Above: The Skyshield Landing Pad links to the main processing plant via an aerial walkway. Bridges like this are a great way to add height and realism to your board.



'EAVY METAL

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures. Curated by the renowned 'Eavy Metal team, we feature their models alongside those of selected special guests.



Double tap image for a full screen preview.

This exceptional diorama was painted for Golden Demon 2014 and won gold in the Open Competition.

The diorama features two Skaven Gutter Runners stalking through a sewer system. An extraordinary amount of work has gone into converting both models to get the diorama to look just right. The aggressive Gutter Runner at the front, for example, has the torso and head of a Clanrat and the legs of the Warlock Engineer from the Island of Blood boxed set. His weapons – the vicious-looking sai blades – come from one of Nagash's Spirit Hosts.

The other Gutter Runner, a veteran of many battles, has a face covered in scars and is more cautious than his pack-minion. His sneaky, stealthy pose was achieved by using a Warpfire Thrower's legs, while his outstretched hand comes from the Corpse Cart

Necromancer.

As you'd expect from Clan Eshin's finest, these Skaven wear a lot of black. The front Gutter Runner's robes were painted a luxurious black as though made from fine Cathayan cloth, and both wear armour that's painted to look like dirty leather covered in tiny scratches and cuts.



Left: The veteran Gutter Runner wields a poisoned dagger, a sign of his authority.

Center: The other Gutter Runner is clearly a master of close combat, his sai blades ready for action. He's posed as if he's just heard something in the sewer, or preparing to face an attacker.

Right: Skeleton skulls and spare rats from the Hell Pit Abomination add an extra level of dinginess to the already pretty-rancid sewer system.



Double tap image for a full screen preview.

This poor chap was once a dashing pirate, a scourge of the high seas. Sadly, he got shipwrecked on a desert island with no way to escape.

Years later, Nagash's resurrection caused a stir in the Underworld and this fine figure of a skeleton was raised from the dead to fight once more. Searching in the briny sea for his cutlass, he tied his bandana around his shiny head and waited patiently for a ship to sail past. When they did, they just sailed on, for he had no way to shout to them, just a desperate plea for help burnt into a dry leaf.

This characterful diorama conveys so much despite its small size. The pirate's heroic pose was achieved by reposing the limbs of a plastic Skeleton warrior, while the large leaf is an etched brass piece from the Death World Basing Kit. The colour scheme for the piece is very yellow (the sand, wooden spars, leaf and barrel), so the Skeleton has a greyish tone to his bones to make him stand out.



Left: Aside from the pirate's bandana, which is made out of Green Stuff, the Skeleton is made entirely from plastic kits, including a boot stolen from a High Elf and a barrel from the Empire Great Cannon set.

Right: The pirate's cutlass is covered in fronds of seaweed, rust and barnacles to show where it's been left in the sea for several decades. Now it's ready to be wielded once again. Yaaargh!

To see more models selected by the 'Eavy Metal team check out our regular showcase in Warhammer: Visions, on sale the first Saturday of every month.



PAINT SPLATTER

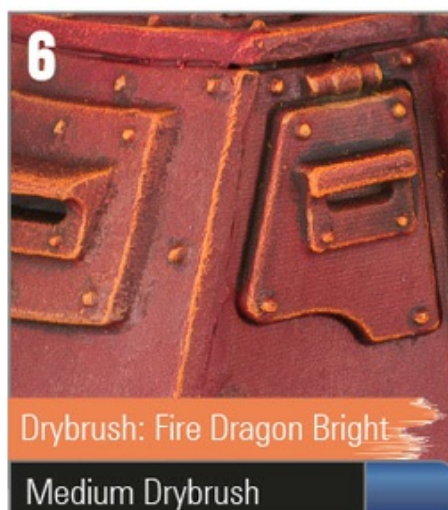
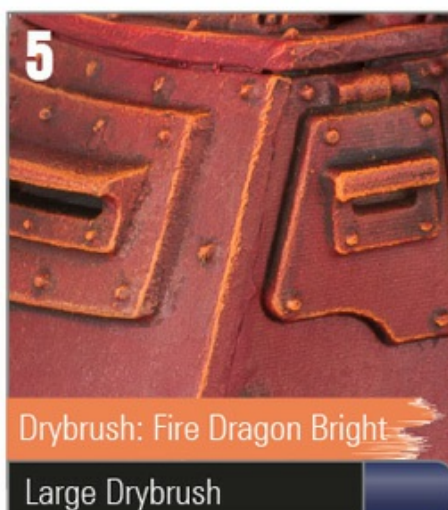
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we examine the new Onager Dunecrawler.



With a heavily armoured hull and powerful main gun, the Onager Dunecrawler can be likened to a walking tank, and certainly the same techniques used to paint tanks can also be used on it.

Most of the work in painting this model is found in the red armour of the hull and the cream-coloured legs. As such, the Studio painters came up with a simple and effective scheme, which uses a series of quick stages to yield impressive results.

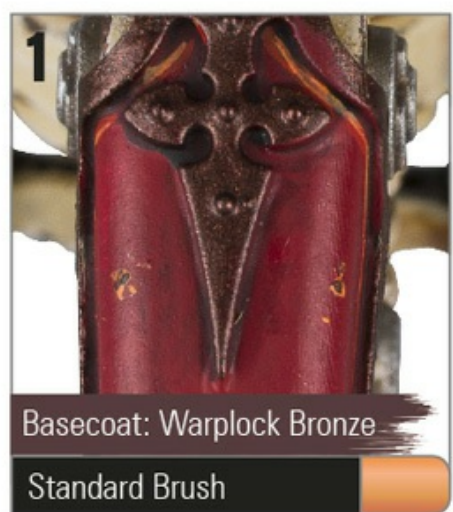
Red Armour



Cream Armour



BrassTrim



Essentially the hull was painted with several drybrush coats, after an initial basecoat and shade. The important thing when drybrushing large, relatively flat areas is to make sure the brush really is dry. Take great care to wipe almost all of the excess paint from your bristles.

You'll notice we also used a similar technique on the Onager's cream leg armour. This consistent use of techniques helps the model retain coherency – but it's also a quick way of getting a great result. In our experience a few patient layers of drybrushing can save you lots of time.

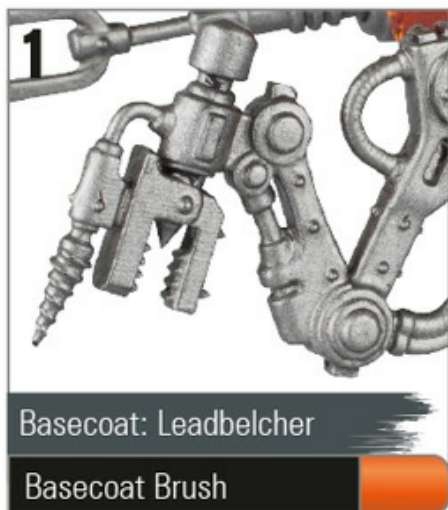
Power Cells



Cog Symbol



Cognis Manipulator



Next week: More red, but different.



THE RULES

ONAGER DUNECRAWLERS PROMETHIUM RELAY PIPES PLASMA OBLITERATOR

With the Onager Dunecrawler, Promethium Relay Pipes and Plasma Obliterator all released this week, there are plenty of new Warhammer 40,000 models to sink your teeth into. Here we present their rules, along with a little advice on how to use them.

ONAGER DUNECRAWLER

The Onager is a must-have addition for Skitarii forces. Not only does it bring invaluable firepower to the battlefield, with some of the most deadly guns the Imperium has ever seen, but it also bolsters the Skitarii around it with its broad spectrum data-tether. Imagine this as a direct link for the Skitarii to their overseers – when a Skitarius is near the Onager their connection is that much clearer. This seriously improves his courage and dedication.

Onagers work best as squadrons, where their emanatus fields can overlap, deflecting enemy firepower with ease.

PROMETHIUM RELAY PIPES

Promethium Relay Pipes fulfil the double role of providing cover for your men, and a ready supply of fresh promethium for your flamers. If you love the stench of burning Termagants, you really can't go wrong with these – get your men behind them, and all your flamers (and similar weapons) can loose arcing torrents of super-hot death. Just watch out for return fire.

PLASMA OBLITERATOR

This hulking firebase has a single purpose: to slaughter swathes of infantry in a blast of plasma energy. Deploy it at the centre of your battle line, guard it well, and then watch the casualties rack up.

FORTIFICATIONS

As fortifications, both the Promethium Relay Pipes and Plasma Obliterator are readily available to almost any army (Tyranids might struggle with the controls). With so much of the galaxy conquered by the Imperium during the time of the Great Crusade, it's easy to imagine how many of these could have fallen into enemy hands over the years. It doesn't take much to picture Burna Boyz plumbing their weapons into the pipes, or

Cultists seizing a Plasma Obliterator.



COGNIS HEAVY STUBBER

Range - 36"

S - 4

AP - 6

Type - Heavy 3, Cognis

Cognis: When a model makes Snap Shots (including Overwatch) with a weapon that has the Cognis special rule, its Ballistic Skill is counted as being 2 instead of 1.

ERADICATION BEAMER

A shot from an eradication beamer has a different profile depending on how far the target is from the firer. If it is fired at between 9" and 36", the profile used is based on the distance to the central hole of the blast marker when it is placed, before rolling for scatter. If it is not clear which of the profiles to use, the controlling player can choose.

Range - 0"-9"

S - 10

AP - 1

Type - Heavy 1

Range - 9"-18"

S - 8

AP - 3

Type - Heavy 1, Blast

Range - 18"-36"

S - 6

AP - 5

Type - Heavy 1, Large Blast

HEAVY PHOSPHOR BLASTER

Range - 36"

S - 6

AP - 3

Type - Heavy 3, Luminagen

Luminagen: A unit that suffers one or more unsaved Wounds, glancing or penetrating hits caused by a weapon with this special rule counts its cover saves as being 1 point worse than normal until the end of the phase. Furthermore, units can re-roll the dice to determine their charge range against the afflicted unit until the end of the turn.

ICARUS ARRAY

An Icarus array consists of a twin Icarus autocannon with a built-in gatling rocket launcher and a built-in Daedalus missile launcher. Any or all of these weapons can be fired in the same Shooting phase, though all must shoot at the same target unit. If the

twin Icarus autocannon uses its Interceptor special rule to fire in the enemy turn, the other weapons may still fire in your subsequent Shooting phase (and these can be fired at a different target to that fired at by the twin Icarus autocannon).

Daedalus missile launcher

Range - 48"

S - 7

AP - 2

Type - Heavy 1, Skyfire

Gatling rocket launcher

Range - 48"

S - 6

AP - 4

Type - Heavy 5, Ignores Cover, Skyfire

Twin Icarus autocannon

Range - 48"

S - 7

AP - 4

Type - Heavy 2, Interceptor, Skyfire, Twin-linked

NEUTRON LASER

Range - 48"

S - 10

AP - 1

Type - Heavy 1, Blast, Concussive

BROAD SPECTRUM DATA-TETHER

All models in friendly units with the Skitarii Faction that are within 6" of at least one model with a broad spectrum data-tether and are affected by a Doctrina Imperative add 1 to the Leadership characteristic on their profile until the start of your next turn. Note this is not cumulative with the effects of an enhanced data-tether.

EMANATUS FORCE FIELD

An emanatus force field confers a 6+ invulnerable save.





ONAGER DUNECRAWLERS

90
POINTS



Onager Dunecrawlers decimate the foes of the Skitarii whilst channelling great swathes of battlefield information to their masters high above. Squadrons of these versatile walkers clank to war in long columns that stalk forwards in uncanny unison, clambering over shattered ruins and wading through toxic run-off without breaking stride. The enemies of the Cult Mechanicus have good reason to fear the Dunecrawler, for these ornate monsters are protected by overlapping emanatus force fields, and bear some of the most esoteric and destructive tank-portable weaponry the Tech-Priests can devise. When battle is joined the Onager Dunecrawlers fan out to form a gun line and, with each devastating fusillade of firepower, prove the supremacy of the Omnissiah's legions beyond doubt.

[Armour]										Unit Type	Unit Composition
WS	BS	S	F	S	R	I	A	HP			
Onager Dunecrawler	3	4	5	12	12	11	2	1	3	Vehicle (Walker)	1 Onager Dunecrawler

Double tap image for a full screen preview.

WARGEAR:

Eradication beamer

Broad spectrum data-tether

Emanatus force field

Searchlight

SPECIAL RULES:

Doctrina Imperatives

Crawler: A model with this special rule is never slowed by Difficult Terrain and automatically passes Dangerous Terrain tests, but cannot Run.

Field Harmonics: A model with this special rule adds 1 to any invulnerable saving throws it makes for its emanatus force field for each other model from the same squadron within 4”.

OPTIONS:

May include up to two additional Onager Dunecrawlers - *90 pts/model*

Any model may replace its eradication beamer with one of the following:

Twin-linked heavy phosphor blaster - *15 pts/model*

Neutron laser and cognis heavy stubber - *25 pts/model*

Icarus array - *35 pts/model*

Any models may take items from the **Skitarii Vehicle Equipment** list.



PROMETHIUM RELAY PIPES

40
POINTS



Of all the many fuels that supply the Imperium across the galaxy, promethium remains the most commonly utilised, often channelled and pumped to its destination via heavily armoured relay pipes. On forge worlds, networks of these pipes can stretch across continents. Promethium relay pipes are such a common sight in the 41st Millennium that weapon-specialists have long since learned how to tap into their release valves and siphon off a fraction of unrefined fuel to intensify the fury of their flame-throwers. Promethium relay pipes can also serve as effective cover from incoming weapons fire, though sheltering behind pipes filled with highly flammable liquids can sometimes have unfortunate side effects...

COMPOSITION:

Up to 3 long and 4 short Promethium Relay Pipe sections. Each section must be placed in contact with at least one other section.

TERRAIN TYPE:

Battlefield debris (fuel pipes).

Fuel Pipes: A model in cover behind a fuel pipe has a 4+ cover save. However, each time a unit successfully makes this cover save on the roll of a 6, immediately roll a further D6. On a roll of 1, the shot has caused a minor explosion and the unit that made that cover save immediately suffers an additional D6 Strength 4 AP5 hits with the Ignores Cover special rule. These additional hits use Random Allocation, and vehicles are hit on the armour facing nearest to the Promethium Relay Pipes.

OPTIONS:

May take items from the Obstacles lists (see page 18 of *Warhammer 40,000: Stronghold Assault*).

SPECIAL RULES:

Fuel Siphon: Any flamer weapon (as defined in the *Warhammer 40,000: The Rules*) fired by a non-vehicle model within 2” of a Promethium Relay Pipe in the Shooting phase can change its weapon type from Assault to Heavy, or from Pistol to Heavy. If it does so, the weapon gains the Torrent special rule until the end of that phase.



PLASMA OBLITERATOR



The Plasma Obliterator is a giant plasma weapon mounted atop a reinforced pillbox that can house a permanent infantry garrison. This fortification greatly bolsters the capabilities of a world's defence network, and its distinctive silhouette can often be seen standing sentry over defensive lines and key strategic sites. A truly formidable gun capable of rending almost any heavy infantry formation into atoms, only the heaviest battle tanks can withstand this weapon's raging fury as it blasts superheated craters in the advancing enemy lines.

COMPOSITION:

1 Plasma Obliterator.

TERRAIN TYPE:

Medium building (Armour Value 14).

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS:

One emplaced plasma obliterator.

SPECIAL RULES:

Plasma overheat: If this building suffers a glancing hit as a result of the plasma obliterator's Gets Hot special rule then, in addition to any other effects, any unit embarked in the building suffers D3 Wounds. These wounds are Randomly Allocated.

OPTIONS:

May take items from the Buildings and Obstacles lists (see page 18 of Warhammer 40,000: Stronghold Assault).

WEAPON PROFILE:

Plasma obliterator

Range - 72"

S - 7

AP - 2

Type - Primary Weapon 1, Massive Blast, Gets Hot



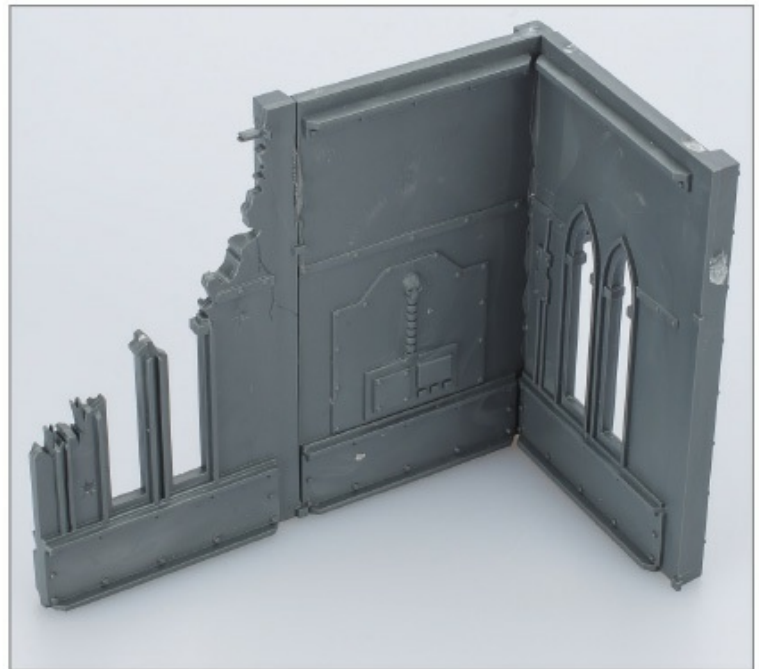
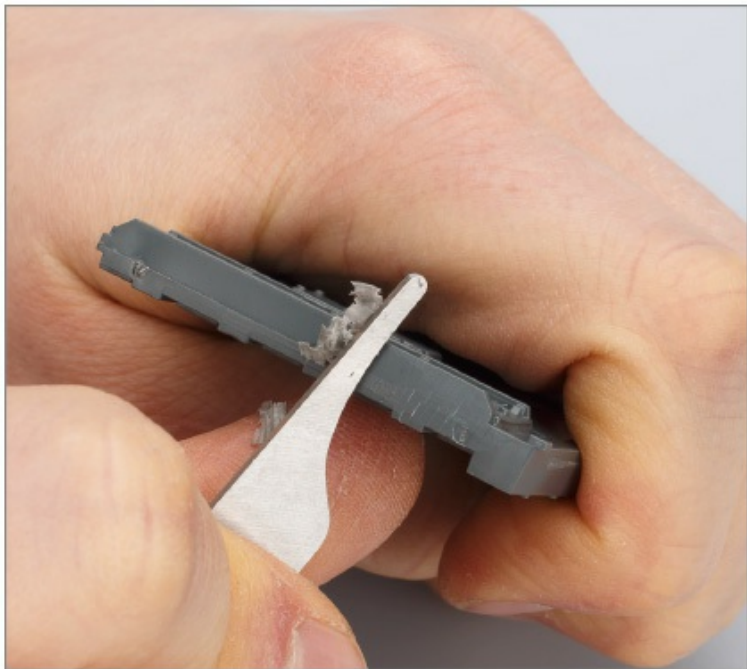
THE WEEK IN WHITE DWARF

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 look at our big scenery build, as well as the Onager Dunecrawler and a cherub.

BUILDING THE PURGAMENTORUM

OUR TOP TIPS FOR ASSEMBLING CITIES OF DEATH BUILDINGS

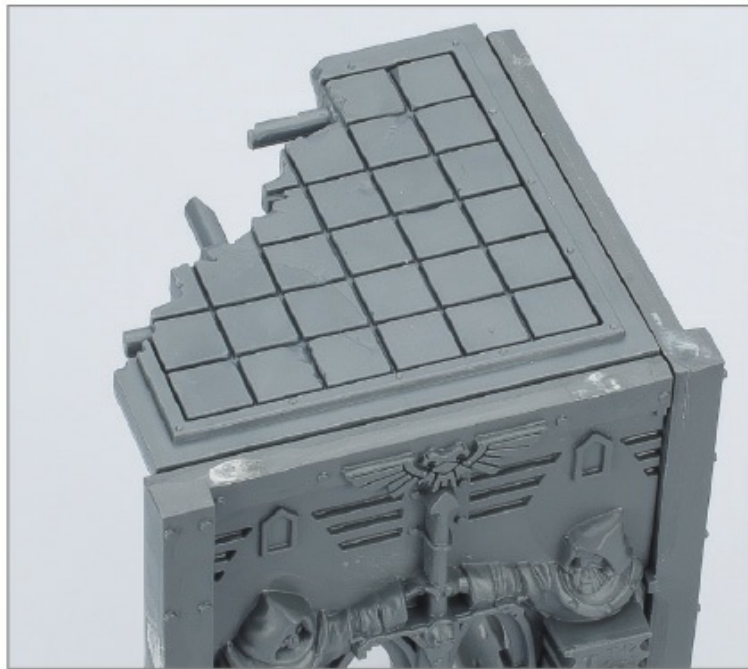
While building our Adeptus Mechanicus facility, we got plenty of help from the scenery designers, who gave us some valuable tips on how to get the most out of kits. Did you know, for example, that the Shrine of the Aquila is exactly three regular building sections high, or that the sockets on the new Promethium Pipes are compatible with the chimneys on the Manufactorium? And when it comes to putting buildings together, well, you can read our top tips to the left!



Left: Removing mouldlines and sprue ports is important on all models, but doubly so on Cities of Death buildings. If you leave them on you'll end up with a wonky building as the wall sections won't fit properly. Our advice: clip them off the sprue close to the component and tidy up the excess plastic with a Mouldline Remover tool.

Right: To ensure your building goes together neatly, we advise building it from the corners. It's far easier than gluing straight wall sections together and they can stand up

under their own weight. Just remember to...



Left: ...match each wall section up to the locator tabs on the outside of the adjoining building piece. This will help to ensure that the floors and buttresses fit when you glue them on later.

Right: Another handy tip is to dry-fit (i.e. no glue) a section of flooring into the corner of the building to keep the walls at a right angle. That way you know the corner is built correctly and that the walls and floors around it will fit properly when you glue them in. If you have a Sector Imperialis board, you can even use the building footprints to help get the perfect 90° angle.

INTO THE PAINTORUM...

We had two primary goals when painting the Gorgonum Purgamentorum. Firstly, the colour scheme had to reflect the polluted, smog-wreathed industrial worlds of the Adeptus Mechanicus. Secondly, it had to be achievable for mere mortals like us. Here's how we painted the main parts.

The buildings were undercoated Chaos Black and basecoated Mechanicus Standard Grey using a large 2" decorating brush. The buildings were then lightly stippled with Khorne Red around the lower walls and drybrushed Administratum Grey and Karak Stone. Patches of Typhus Corrosion were used to give the walls a filthy, unwashed appearance. The pipes received a basecoat of Warplock Bronze, a wash of Agrax Earthshade and a drybrush of Necron Compound. The board itself was painted using the methods in the painting video presented on the Sector Imperialis page on the Games Workshop webstore.



SKITARII HERALDRY

The Skitarii have an intricate system for marking their units, featuring industrial motifs that vary from one forge world to another. Onager Duncrawlers feature an offset vertical line on the glacis plate, in a contrasting colour. This simple stripe serves as an identifying mark, easily spotted by other Skitarii units for rapid battlefield identification. From an aesthetic point of view, it breaks up an area that would otherwise be flat colour, and also provides a backdrop for the icon that shows which forge world the Onager is drawn from. Here you can see the black cog of Mars stands out better against the white stripe than it would if the area was all red.



BIT OF THE WEEK: LIBRARIAN CHERUB

There is something undeniably creepy about the cyber-cherub that comes with the Space Marine Librarian. This vat-grown familiar is just what every Space Marine hero needs to accompany him into battle, reciting catechisms as bullets fly.



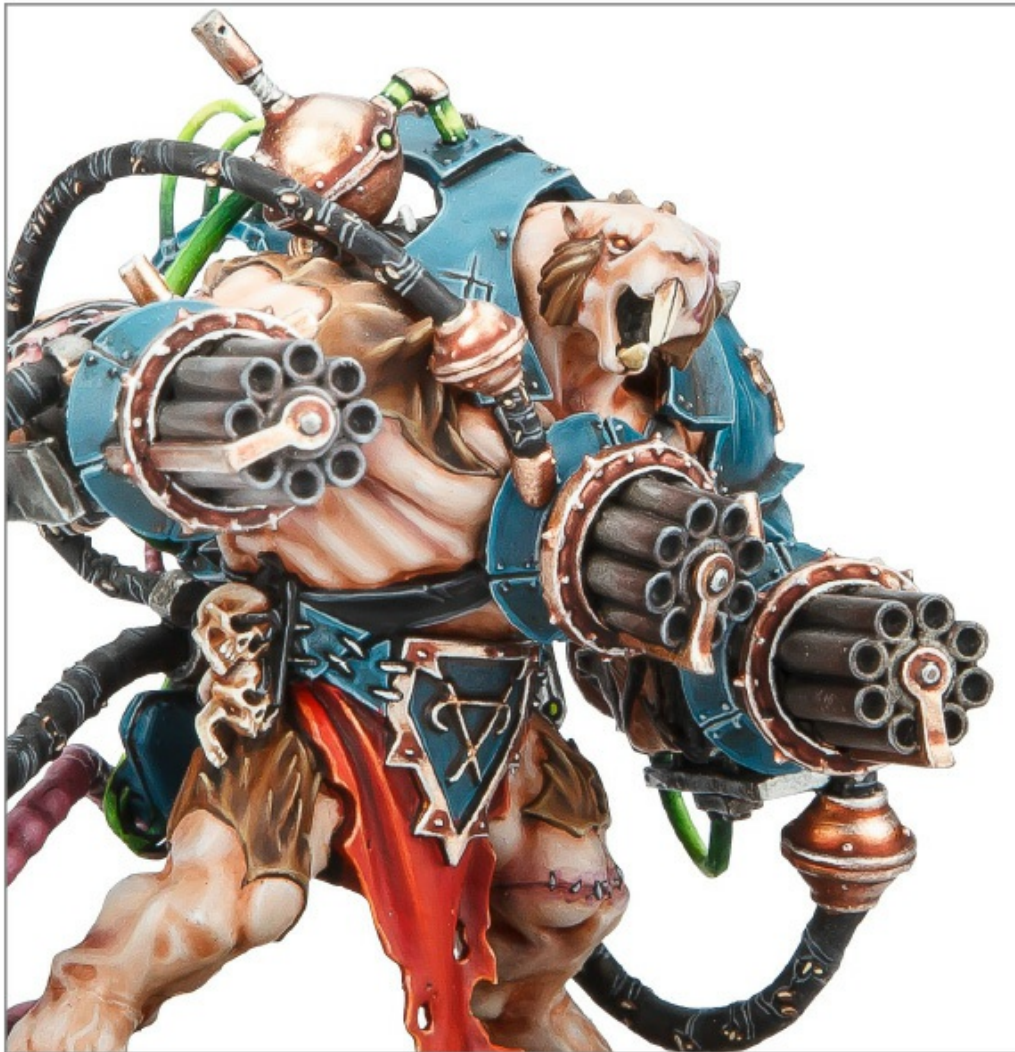
HOW DID THEY DO THAT?

One of the most striking features of the Plasma Obliterator on page 8 is the blue glow of the gun's magnetic accelerator coils. We asked the Studio painters how these were done: first, basecoat the whole area with Caledor Sky before drybrushing the coils with Temple Guard Blue followed by Skink Blue. Once these have dried, water down (very heavily) White Scar and carefully wash it into the recesses between the accelerator coils and around the edges, this provides the glowing effect.



WEAPON OF THE WEEK: RATLING CANNONS

The traditional ratling gun is a weapon of evil genius, capable of loosing streams of warpstone-laced shot into the foe. The Stormfiends carry even more deadly versions of these feared weapons (three of them, no less). Our favourite is the one mounted in the Stormfiend's chest – it's the kind of crazy weaponeering that only the Skaven would dream of, and only the demented flesh-crafters of Clan Moulder and the Warlock Engineers of Clan Skryre could make work. Just imagine how risky it is to have a gatling gun firing evil, magical bullets strapped to your chest.



READER'S MODEL OF THE WEEK

This Blood Angels Terminator Librarian was painted by John Keegan and we liked it so much we just had to share it. John has painted the model with clean and striking edge highlights for a fantastic finish. Our favourite aspects are the intricate script on the leg scroll (John even painted a blood drop as the illuminated character) and the snow-speckled grass tufts.



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.

VEHICLES ON PARADE

Warhammer: Visions 15 went on sale last week and one of our favourite features in the magazine is the first instalment of our War Machine Parade Ground – it's a bonanza of beautifully-painted Warhammer 40,000 vehicles.

This Battlewagon by James Anderson is one of the great vehicles in the feature. Note how James has removed the crew area to mount a Traktor Kannon, complete with a mob of Grots. Check out Warhammer: Visions 15 for more.



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



HOW MANY DEAD SPACE MARINES?

Greetings venerable one, I wish to enquire about the dark future. According to tradition, when a great Space Marine hero falls, he can be interred in a Dreadnought. What I want to

- Mark 'Elf-hater' Stanley

GROMBRINDAL SAYS

Ah, the mysterious lore surrounding the Dreadnoughts of the Adeptus Astartes, eh? I

could hardly ignore your plea after you labelled yourself an Elf-hater. Each Chapter maintains a number of suits of Dreadnought armour (some more than others). These are rare and precious. Rather than building new ones, they will recover, repair and re-use those that are damaged. When a wounded hero is interred within it, he remains there until he falls again in battle and suffers final death, after which the armour will be reconsecrated and held back until another hero of the Chapter is martyred.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous fortifications.

PORT MAW

A gargantuan star port in the Gothic Sector, Port Maw is one of the Imperium's most famous naval emplacements. Built around an industrialised hive city, Port Maw boasts formidable defences. The star forts that stand sentinel around its vast shipyards are ringed with millions of anti-ship mines and patrolled by shoals of defence monitors. During the Gothic War the Chaos forces led by Abaddon the Despoiler sought to break the planet of Port Maw, but the layers of defences around the navy base thwarted his attack ships at every turn.

THE AURIC BASTION

A vast wall fashioned from stone, faith and magic, the Auric Bastion was the masterwork of Balthasar Gelt, who intended to use its impenetrable, glittering heights to keep Archaon's legions out of the Empire. His plan was ingenious, to say the least, except that its maintenance was too demanding. As the forces of Chaos battered the walls with magic and war machines, hosts of priests and wizards strained to maintain the magical connection sustaining it. When it collapsed, the Legions of the Everchosen poured into the Old World.

THE IMPERIAL PALACE

The site of the most famous and, indeed, important battle in the history of the Imperium, the Emperor's Palace was transformed into a fortress of staggering might by Rogal Dorn and the Imperial Fists when the Horus Heresy broke out. Their labours were not in vain, as Horus and his minions bled themselves white trying to take its walls.

WHITE DWARF'S REGIMENTS OF RENOWN

The Bulwark of Judgement is a section of fortifications maintained by the Dark Angels Chapter on the backwater planet of Guer III, far to the galactic south of holy Terra. Although the world has been assailed many times by alien forces, it has never fallen, the defenders rallying to the Bulwark of Judgement as a last line of defence.

At the heart of the defence network stands the Furious Blade, an ages old plasma obliterator that has reduced tens of thousands of aliens and heretics to ash in the millennia it has stood sentry. When Guer III is threatened, the planet's inhabitants rush to the Furious Blade and rouse its war spirit, knowing that doing so will swiftly summon the Unforgiven to return to the planet's defence.

This model serves as an example of how you can add fortifications such as the Plasma Obliterator into your collection. It has been painted in the same colours as the Dark Angels army it belongs to, so when they're all deployed together they look unified.



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