

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

WARHAMMER 40,000

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CITADEL MINIATURES

ISSUE 67

09 MAY 2015

**GOLDEN DEMON**  
NAGASH ARISES ONCE MORE

INSIDE:  
YOUR GUIDE  
TO PAINTING  
KASTELANS



WAR MACHINES FROM A LOST AGE!

## KASTELAN ROBOTS

UNTHINKING, UNFEELING, UNSTOPPABLE — NONE CAN STAND IN THEIR WAY!



# WHITE DWARF™

ISSUE 67  
9 May 2015



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# OPENING SALVO

The Kastelan Robots are treasured relics from before the Horus Heresy, ancient devices of terrible power that the Tech-Priests of the Adeptus Mechanicus still employ in their endless Quest for Knowledge. We've got all the details on these mighty new miniatures in this issue of White Dwarf, including a Paint Splatter focused on Mars-pattern Kastelans, and full rules for these soulless siege-breakers. Why not field them alongside your Skitarii so the foes of the Omnissiah can really feel your righteous wrath on the battlefield?

Also in this issue you'll find a look at a mighty Army of the Month from sister magazine Warhammer Visions, a terrific Golden Demon entry, and the Empire Steam Tank takes its rightful place in the Hall of Fame – plus the Adeptus Mechanicus go under the microscope. Enjoy the issue!



# **KASTELAN ROBOTS**

**Relics from an age long before the Imperium of Man, the Kastelan Robots are the embodiment of the Machine God's divine power. A Kastelan's heavily-armoured frame stands twice the height of a man and bears deadly weapons with which to obliterate the foe – their every action directed by the imperatives of a Datasmith.**







In an Imperium where thinking machines are utterly forbidden, the Kastelan Robots are hulking monstrosities only a hair's breadth away from heresy. Huge, powerful war machines, twice the height of a man and many times stronger, they are designed to smash the enemy to pieces, either with crushing blows of their power fists or lethal salvos from their heavy phosphor blasters. What sets the Kastelans apart is that there is no soul that animates them, such as one would find even within the servitors or servo skulls of the Adeptus Mechanicus. Instead logic engines drive them to follow their last given order, inexorably and without pause, until new directives are issued. To ensure their unfaltering obedience they are accompanied by a Datasmith, a ranking Tech-Priest of the Legio Cybernetica, who reverently bears a clutch of precious doctrina wafers with which he can upload new, tactically-prudent data imperatives to his lumbering charges.

This new multi-part plastic kit enables you to make a Kastelan Robot Maniple, with two robots and a Datasmith. The Kastelans are armed with power fists as standard, although the kit also includes a pair of twin-linked heavy phosphor blasters for each. There's also a choice of shoulder-mounted incendiary combustor (which hurls a torrent of burning fuel at the foe) or another heavy phosphor blaster for additional firepower. As for the Datasmith, he comes equipped with a bewildering array of esoteric wargear, the kind of mind-bending tech one has come to expect from the Adeptus Mechanicus. His main weapon is the gamma pistol, a weapon so precious it is rarely seen outside of the Cult Mechanicus, while his stylised three-fingered power fist mimics the triple digits of the Kastelan.

A host of details emphasise the Kastelans' robotic nature: blank faceplates imply a soulless, unthinking presence, while doctrina wafers loaded in the Datasmith's chest



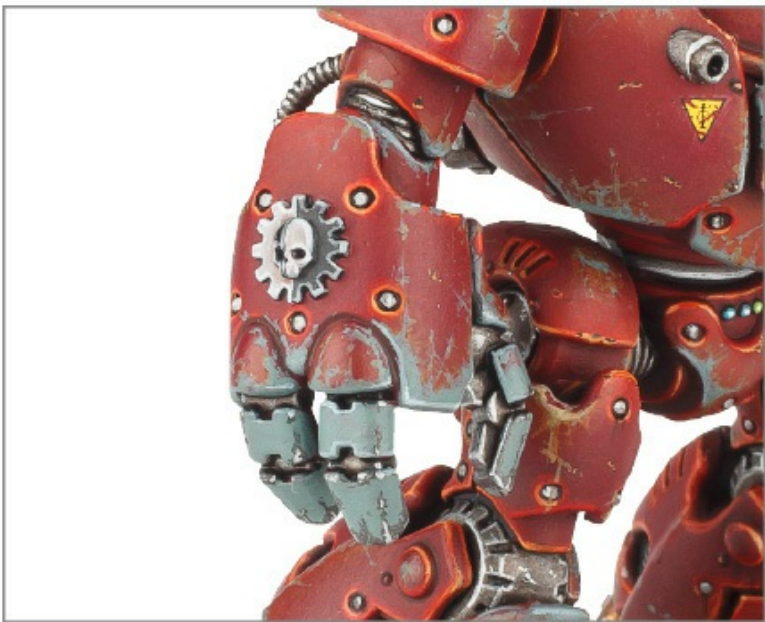
harness, and the corresponding slots beneath the Kastelan's armoured breastplate, show the Datasmith's mastery over his charges.



*A Kastelan Robot Maniple joins a Skitarii Cohort in tracking down a band of Chaos worshippers in the rad wastes of Mars.*

*To deploy the rare and precious war machines of the Legio Cybernetica in any numbers requires considerable political power, something that only the agents of the Cult Mechanicus can do with regularity. The agents of the Priesthood of Mars willingly sanction their use to fulfil missions that will further their cause, whether it is hunting down techno-recidivists, recovering lost technologies or guarding the forge worlds of the Omnissiah against alien invasion.*





*Left: The Kastelan Robots come with a pair of power fists as standard, massive titanium wrecking machines able to crush bodies and armour with ease.*

*Right: The Kastelans' power fists can be exchanged for heavy phosphor blasters, which incinerate their target with burning spheres of white energy.*



*Left: Each Kastelan has an auxiliary weapon. The incendine combustor looses a torrent of blazing promethium at the foe...*

*Right: ...while a carapace-mounted heavy phosphor blaster gives it more long-range firepower.*





*Left: The Kastelan Robots are impossibly old, relics from before the age of the Imperium or even the Adeptus Mechanicus. The 'Eavy Metal team have shown this ancient pedigree with a hint of a far older colour scheme appearing beneath the heraldry of Mars.*

*Right: The Kastelans are automatons, able only to follow their last given directive. Beneath the armoured breastplate on each is a discrete slot where the Datasmith can inload a new doctrina wafer, thereby updating the Kastelan's standing orders in the midst of a raging battle.*



*Left: The creators of the Kastelan Robots took no risks that an electrostatic attack might defeat their machines or scramble the orders they are following. A sturdy grounding cable trails in the dirt behind each Kastelan to dissipate any such electric discharges.*

*Right: On the Kastelan's back there is a mighty power plant, a formidable fusion reactor that not only powers the automotive power of the Kastelan Robot, but also its weapons and impressive atomantic shielding.*





*Left: The Datasmith is almost as much machine as man. His mind is hard-wired directly into the protective case for the doctrina wafers with which he commands the Kastelan Robots.*

*Right: Myriad umbilicals for power recharge and data connection hang from the Datasmith's backpack, alongside his rad-censer and gauge.*



*Left: The Datasmith is armed with a gamma pistol, an incredibly rare and valuable weapon that is almost never seen elsewhere in the armouries of the Imperium. A single shot from this pistol can cut a hole through the hull of a Baneblade in an instant.*

*Right: A nimble servo-arm looms over the Datasmith's head, able to manipulate the doctrina wafers that line his chest unit and even place them in his own cranium.*





# FOCUS ON... ANCIENT WAR MACHINES

Kastelan Robots come from a time before the Emperor, the Imperium of Man and even the Adeptus Mechanicus. They are artefacts from an age of technology unlike that witnessed in the 41st Millennium, jealously guarded by the Tech-Priests of the Adeptus Mechanicus for both their rarity and the lost technology that enabled their creation. Unlike almost every other war machine in the Imperium, Kastelan Robots possess no human cortex to govern their functions – instead they are given thought through doctrina wafers, following the imperatives with a golem-like tenacity. Without frequent updated commands from their Datasmith, they would in fact continue executing the same order indefinitely. Considered a fail-safe to guard against the perils of ‘thinking’ machines, the single-mindedness of the Kastelans has been known to backfire, should the Datasmith be slain in the midst of battle, and the Kastelans continue enacting purge protocols.



The extraordinary and ancient nature of the Kastelan Robots is what makes their miniatures so exciting and unusual. A brief look at their design reveals a trail of clues pointing to their unique position within the armouries of the Imperium: for instance, recessed within their chests are slots for the doctrina wafers, echoed on the Datasmith, who has a dispenser-like device mounted on his chest. This small feature is hidden if you choose to build your Kastelan with its chest plate on it.





Other design cues also help express their ancient pedigree: the rounded dome-like ‘head’ and recessed rivets that bolt the rounded armour plates on (a feature we’ve never seen on models in the Imperial armouries) suggest a unique design philosophy – although the shape of their power fists compares to Space Marine Dreadnoughts, and their greaves to Adeptus Astartes power armour, indicating that perhaps the Imperium has learned a little from them over the years.





# BLACK LIBRARY

## WAR OF THE FANG

**By Chris Wraight**  
**Hardback | 528 pages**

**The wrath of traitors is unleashed against the Sons of Fenris in the infamous Battle of the Fang.**

The Battle of the Fang is one of the most infamous chapters in the history of the Space Wolves, as their fortress monastery fell under siege from the legions of Magnus the Red. With most of the Space Wolves prosecuting farflung campaigns, it fell to Bjorn the Fell-Handed to organise the defence.

This hulking new hardback (trust us, at 528 pages you could kill a full-grown grox with this beauty) combines Chris Wraight's exceptional Space Marine Battles novel Battle of the Fang with a prequel novella entitled The Hunt for Magnus. Wraight is renowned for the deft way in which he breathes life into the Vlka Fenryka, and both these stories give you a new, inspiring insight into the Rout.

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# WAR OF THE FANG

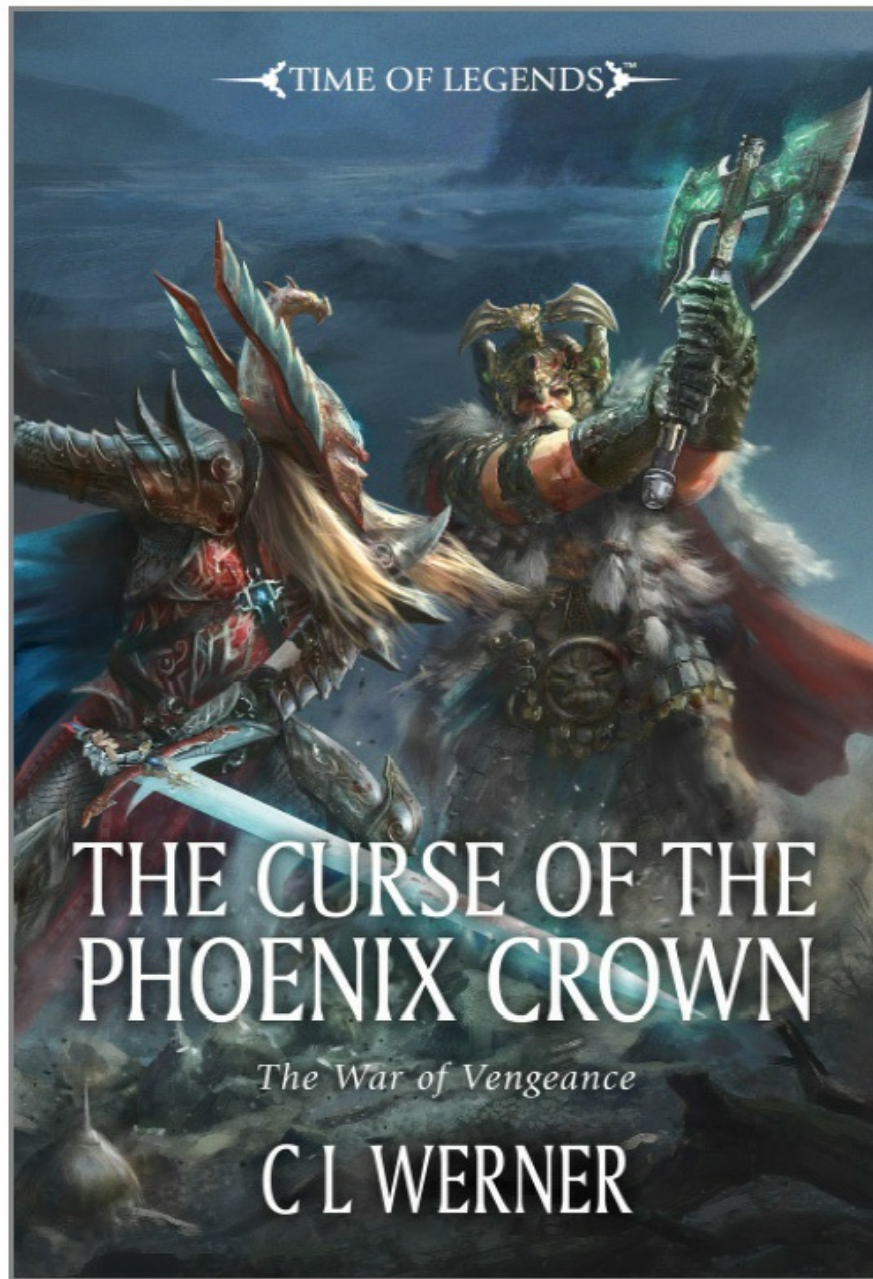
CHRIS WRAIGHT





# THE CURSE OF THE PHOENIX CROWN

The third and final instalment of the epic War of Vengeance series comes to paperback at last. It's the concluding chapter in the war that sundered two races, and it's written by C L Werner. Expect beard-wrenching hate and haughty Elven pride to be at their zenith as High King Gotrek Starbreaker matches axe to sword against Phoenix King Caledor II.



# SPACE WOLF

## For iOS and Android

Take the fight online as Space Wolf adds PVP action, and comes to Android at last!



Herocraft's game of squad-based tactical battles for iOS is on its way for Android users at last, enabling more sons of Russ to join the fight. What's more the game is also being expanded, with much-anticipated player versus player actions online. Expect a harsh and bloody fight as each player takes up a team of three characters in a fast-paced duel to the death. The winning player will climb the league ladders, earning renown and glory.

*Check it out on the App Store, Google Play and at [spacewolf-game.com](http://spacewolf-game.com)*





# SNOTLING FLING

For iOS and Android

Join Waaagh! Gorbad in a greenskin-hurling game of carnage and destruction.



Wicked Witch Studios have captured the imagination of the White Dwarf team with this hilarious game for iOS and Android. Use your Snotling Flinga to hurl Snotlings and other unfortunates (Squigs and Fanatics, for starters) at the greatest fortifications you can find, all in an effort to knock down, blow up and generally destroy all in your path. You even get to unleash the powers of Gork (or Mork). Trust us, this is hilarious.

Check out the trailer: [\*\*snotlingfling.com\*\*](http://snotlingfling.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 Daemon Prince Samus, a powerful scion of Khorne who plays a major role in the Horus Heresy.**

## **SAMUS, DAEMON PRINCE OF THE RUNESTORM**

First encountered by the then-Luna Wolves, Samus is a Daemon Prince of Khorne, a master of murder who grows in power in the material world as he slaughters more victims. He is known as the Daemon Prince of the Ruinstorm, for wherever that unnatural Warp anomaly touches, he can easily manifest, enabling him to incarnate many times throughout the Horus Heresy and in many locations – perhaps most famously during the Battle of Calth, where he was summoned by the traitor Erebus, and single-handedly butchered scores of Ultramarines.



Samus comes with a choice of two right arms, either the fist clutching the dismembered body of a Space Marine (with ropes of unravelling intestines) or a hand with claws outstretched. Perfect if you want to use him in Warhammer.

Samus is available, along with experimental rules, direct from Forge World. To find out more visit:

**[www.forgeworld.co.uk](http://www.forgeworld.co.uk)**





# DISCIPLES OF THE MACHINE GOD

**Among the myriad ranks of the Adeptus Mechanicus stand the Tech-Priests. Collectively known as the Cult Mechanicus, they prosecute the Machine God's wars, spread His holy teachings and seek enlightenment through their Quest for Knowledge.**

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## ***THE FABRICATOR GENERALS***

*Every forge world is ruled over by a Fabricator General, a Tech-Priest who has ascended to power, sometimes by his own merits, more often than not by devious political manoeuvring. First among these planetary rulers is the Fabricator General of Mars, who is also one of the 12 High Lords of Terra, the council that rules the Imperium in the Emperor's stead.*

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The Adeptus Mechanicus is one of the oldest and largest organisations in the Imperium, a vast body of men and machines that stretches the length and breadth of the galaxy. On countless forge worlds its manufactorums churn out billions of weapons and war machines for the Imperium's armed forces every day. Its shipyards build new battleships, its hive worlds mine raw materials, its armed forces fight the enemies of Mankind and its adepts work tirelessly to ensure everything operates efficiently. Without the might of the Adeptus Mechanicus, the Imperium would crumble and fall.

At the head of the Adeptus Mechanicus is the Priesthood of Mars, the Cult Mechanicus. The Tech-Priests that make up its ranks are wily power brokers and negotiators and they know that when the Imperium calls for aid, they can make their own demands in return. This could be a simple request for materials or permission to build a new manufactorum. It could be something more esoteric or unwholesome, involving untested weapon technology, unnatural experiments or a civilian tithe for an undisclosed purpose. It speaks volumes that men such as planetary governors or Lords Militant – men who already wield phenomenal power – are willing to acquiesce to such requests, yet they know they have little choice, for without the support of the Adeptus Mechanicus, guns will run out of ammunition, tanks and fortification will go unrepaired, Warp drives on battleships will fail and, ultimately, worlds will fall.

## **THE CULT MECHANICUS**

Every Tech-Priest belongs to the Cult Mechanicus, the holy order of the Adeptus

Mechanicus. To an outsider, they are simply known as Tech-Priests, mysterious, robed individuals that speak in blurts of machine code, their spidery metal limbs clicking and clattering as they go about their business. To the Cult's members, however, there are thousands of ranks and roles in their organisation, ranging from the humble Engineers that tend to the wellbeing of tanks and vehicles, to the Fabricator Generals that rule entire forge worlds. Between are countless other types of Tech-Priest: Magi Biologis, Metallurgicus and Physic, Holy Requisitioners, Tech-assassins, Secutors, Explorators, Cybersmiths and others too numerous to count. Yet despite their many and varied roles and responsibilities, there is one thing they all have in common: their belief in the Machine God and that, through their endeavours, his work will be done.

## **THE MACHINE GOD AND THE DIVINE TRIAD**

To members of the Cult Mechanicus there is only one god: the Machine God. It is their belief that He is responsible for all technological innovation, working through His loyal subjects to bring wonder and enlightenment to the galaxy through machines. Without exception, Tech-Priests venerate technology, knowledge and the machine, for they see them as the Machine God's divinity made manifest.

Worship of the Machine God takes three forms: the Machine God himself as a supreme being; the Omnissiah, his mortal incarnation represented by the Emperor of Mankind; and the Motive Force, the life energy that powers everything in the universe, from the lowliest creature to the mightiest machine.

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## ***THE DARK MECHANICUM***

*During the dark days of the Horus Heresy, almost half the members of the Cult Mechanicus sided with the renegade Warmaster Horus, including the then-Fabricator General of Mars, Kelbor-Hal. Their treachery led to outright civil war on Mars and the opening of the Vaults of Moravec, a data-tomb full of heretical knowledge that included experiments merging Daemon and machine. Though the loyalist forces eventually won the war, the traitors known as the Dark Mechanicum survived the galactic purge that followed and still remain a threat to this day. Some operate from hell-forged worlds in the depths of the Eye of Terror. Others, such as the forge masters of Sarum, operate openly in Imperial space.*

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# THE WIDER IMPERIUM

The Tech-Priests of the Adeptus Mechanicus can be found scattered throughout the Imperium, working behind the scenes of other Imperial institutions. Transmechanics tend to the maintenance of Imperial starships, for example, while Lexmechanics work alongside scribes and logisticians of the Adeptus Terra to catalogue, comprehend and redistribute the vast amount of data that arrives on Earth every minute.

Most commonly seen are the Engineeers, the battlefield technicians responsible for the upkeep and maintenance of the Astra Militarum's war machines. Like all members of the Cult Mechanicus, they are well-versed in machine-lore, enabling them to repair vehicles in the heat of battle, or rouse their machine spirits to anger with a few well-chosen words. Without the ministrations of the Engineeers, the Astra Militarum would soon grind to a halt.



## **SILICA ANIMUS**

*Towards the end of the 23rd millennium, Mankind was almost wiped out by its own technological innovations. After thousands of years of study, technosavants finally succeeded in creating artificial intelligence. It was to cost them dearly. The robots they built rebelled against them, entire legions of sentient war machines laying waste to countless human worlds. The robots were eventually defeated and destroyed, but Humanity suffered greatly in the process. Creating artificial intelligence – the Silica Animus – was immediately outlawed in the aftermath, punishable by excommunico fatalis. Though some among the Cult Mechanicus may wish to defy this edict, none do, for the risks far outweigh the gains.*

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### **BELIEFS OF THE MACHINE CULT**

The Cult Mechanicus is a fractious organisation, its Tech-Priests rarely united in thought and deed. They all agree, however, on a few core tenets, a code of conduct that all must live up to, or face the most severe, often fatal, sanctions.

### **DESTROY THE UNWORTHY**

According to the beliefs of the Cult Mechanicus, unworthy inheritors of technology – aliens and heretics – should be wiped from the face of the galaxy and no effort or resource should be spared in this endeavour. Be they Biologis, Mechasapients, Metasurgeon or any other rank of Tech-Priest, any member of the Cult Mechanicus may take on the mantle of Tech-Priest Dominus and conduct a holy war against the Machine God's enemies. The only limit to the forces a Tech-Priest can commandeer is his power. A lowly Cogitator may only be able to requisition a maniple of Servitors to aid him in his quest, while a Prime Hermeticon can call upon several Skitarii legions, the robots of the Legio Cybernetica, Imperial Knights, siege machines of the Ordo Reductor, the world-shattering Ordinatus engines and the god-machines of the Collegia Titanica. No matter their status, it is the duty of every Tech-Priest to see the enemies of the Machine God destroyed.

### **KNOWLEDGE ABOVE ALL ELSE**

Though death and destruction are the ultimate goal of a holy crusade, all Tech-Priests understand that knowledge is power. Through the Skitarii Legions – the foot troops of the Adeptus Mechanicus – they gather billions of fragments of data, anything from the thickness of the enemy's armour to the speed at which they run across hazardous terrain. Though much of this information may seem inconsequential, it is of utmost importance to the Tech-Priests, perhaps not for the utility it presents, but for the sheer fact that it is knowledge and therefore holy to the followers of the Machine God. Total understanding of the universe is, after all, the closest a mortal man (or, indeed, a machine) will ever get



to understanding the majesty of the Machine God.

## **REVERE THE MACHINE**

Machines are the physical manifestation of the Machine God's might and must be treated with utmost respect and reverence. Every machine, no matter how lowly, is treated as a holy tool, a cog in the Machine God's great plan and the older the technology, the higher the esteem it stands in. The Kastelan Robots of the Legio Cybernetica, for example, come from a time before the Adeptus Mechanicus even existed, from the early days of the Age of Technology. To march beside them is to fight alongside one of the holiest of the Machine God's creations. Tragically for the Tech-Priests (and Humanity as a whole), the knowledge of how many of these revered machines work, or even how they're built, has been long forgotten. As such, the ones that remain are anointed, worshipped, consecrated and rigorously maintained in the hope their machine spirits will continue to fight the Machine God's wars. It's a never-ending battle of faith guided by strict, prescriptive dogma and a firm (some might say misguided) belief in the Machine God's divinity.

## **RITUALS, LITANIES AND DEVOTIONS**

Strict dogma, however, comes at a price. The everyday activities of the Cult Mechanicus are mired to the point of regression in ritual and doctrinal belief. Simply arming a gamma pistol before a battle can require hours of ministrations, from applying holy unguents and sanctifying the ammunition to reciting the litanies of accuracy and appeasing the pistol's truculent machine spirit. To the soldiers of the Astra Militarum and other Imperial forces, the whole process seems ridiculous, over-complicated, full of superstition and, above all, pointless. Yet when a Tech-Priest blesses a lasgun or a Leman Russ Battle Tank, it invariably works. But would it if they hadn't? To the Tech-Priests, the answer is, incontrovertibly, no; the litanies and rituals are essential to the well-being, maintenance and operation of the weapon or war machine. The Machine God demands that it is appeased and respected. Observers are mostly sceptical. Then again, most of them are willing to endure the inconvenience, just in case.



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## **A WAR OF FAITH**

*The Adeptus Ministorum, often known as the Ecclesiarchy, maintains and spreads the only official religion of the Imperium. At the core of their teachings is the belief that the Emperor is not just a mortal man, but a god and, as such, should be worshipped and venerated as one.*

*Members of the Adeptus Mechanicus do not follow the teachings of the Ecclesiarchy. Instead, its followers believe the Emperor to be the Omnissiah – the physical manifestation of the Machine God.*

*These dogmatic differences, small though they may seem, have led to countless conflicts (occasionally outright wars) between the two organisations, neither willing to relinquish their belief system in favour of the other.*

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# THE EXPLORATOR FLEETS

In their never-ending Quest for Knowledge, a Tech-Priest of the Cult Mechanicus can sanction an expedition into the unknown reaches of the galaxy or, sometimes, beyond the bounds of it.

Depending on his area of expertise, a Tech-Priest may embark on an expedition for many different reasons. A Magos Biologis may wish to investigate a newly-discovered alien race, while a Technoarchaeologist may have got wind of a long-lost piece of rare technology. Bringing together an expedition requires vast power and influence – the more the Tech-Priest wields, the more favours he can call in. It's for this reason that an Explorator Fleet is normally made up of whatever starships the Magos can requisition, from factory ships and light cruisers to the hallowed Arks Mechanicus – vast battleships-cum-manufactorums that eclipse those of the Imperial Navy, both in size and firepower.







# PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. Here we look at how to paint the ancient Kastelan Robots.



The Kastelan Robots are among the most vaunted and valued weapons of the Adeptus Mechanicus, but their history tells of far more ancient origins, something visible beneath the chipped and peeling paint of their new masters. Although this might look like something quite complex to recreate on your models, actually painting the Kastelan Robots is both straightforward and rewarding: the smooth armour plates, with their clearly defined edges, take edge highlighting or drybrushing perfectly and, as you'll see, adding layers that imply former colour schemes is easy as pie.



A tip for this model is to apply the base colours (Khorne Red and Leadbelcher) over the whole model before you apply the Nuln Oil wash for consistent results.

## Battlehide



Our models look like some of the red paint scheme of Mars is chipping and peeling away, revealing the Kastelan's heritage. We chose Thunderhawk Blue and Karak Stone for this task because they contrast strongly with the red without being gaudy. You could use any colours you wanted for your own – choosing a colour scheme that fires your imagination, or just using the colours you have in your collection. Don't use too many, though,

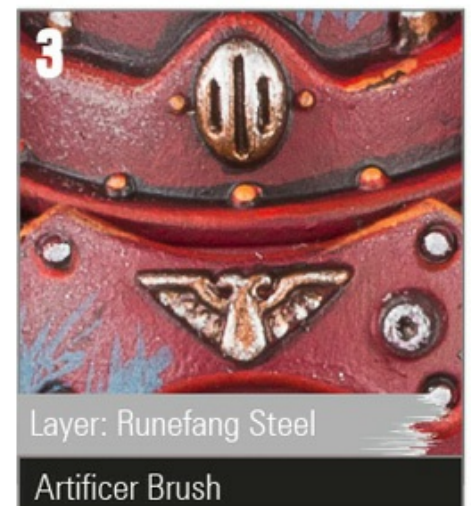
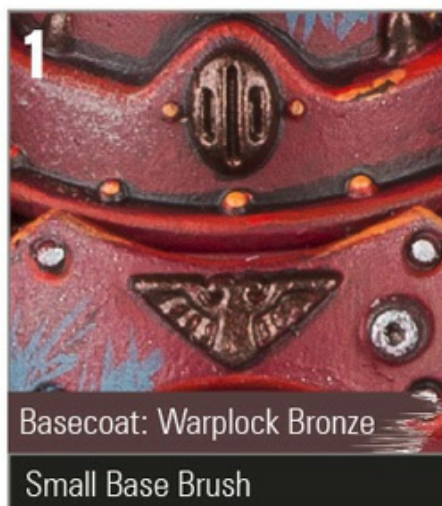


otherwise it will look like your Kastelan has been subjected to an explosion in a paint factory, rather than millennia of war.

## Chipping



## Brass



# Incendine Combustor

1



Basecoat: Leadbelcher

Large Layer Brush

2



Basecoat: Warlock Bronze

Medium Base Brush

3



Wash: Nuln Oil

Medium Shade Brush



## **HEAVY PHOSPHOR BLASTER**

*In this stage-by-stage guide we've demonstrated how to paint the incendine combustor, but if you've upgraded your Kastelans to carry phosphor blasters, don't despair – the same techniques and stages can be used on that weapon too. As you can see here, we painted the phosphor blaster's air-cooled barrel casing and the shells using the brass stages and the rest of the gun using the silver. Adapting techniques to different parts of the model, such as this, is simple enough – just plan out which colours you are going to use (and where) before you start putting paint to brushes.*



## **FORGE WORLD METALICA**

If you want to paint your robots in the colours of a different Forge World, why not check out Warhammer Visions 16. In it you'll find a Paint Splatter article devoted to the Adeptus Mechanicus Skitarii of forge world Metalica. The techniques and colour schemes in that article can easily be adapted to work on the Kastelan Robots and the Cybernetica

Datasmith.

Warhammer Visions 16 is on sale now.

**Next week:** painting the living dead.





# TASK FORCE COTEAZ

Each month, White Dwarf's sister magazine, Warhammer Visions, features a new Army of the Month. Warhammer Visions 16 showcases James Karch's Imperial army, and we caught up with him to learn more about one of its major elements: Task Force Coteaz.





James Karch is a seriously prolific painter of Citadel miniatures, the kind of hobbyist who just can't help adding 'one more' thing to his collection.

"I've actually been painting Citadel miniatures for 30 years now, give or take," James says as we pore over his models. "I've only really been playing games for about 10 years of that, though – originally I just wanted to collect the models and paint them. Gaming came later.

"Nowadays, though, my biggest motivation for painting new armies is attending event weekends, such as those hosted at Warhammer World," James explains. "They give me a definite deadline and a goal to work towards. The result of this is that my overall collection tends to be made up of (or at least start life as) discrete chunks. My Tempestus Scions are like that. What I actually did was paint enough models to take them all along to participate in a Throne of Skulls weekend.

"As soon as I saw the Tempestus Scions models in White Dwarf, I knew I wanted to paint a whole army of them, so on the day their Codex was released, I scoured it to learn all about them, before deciding I would collect everything I needed for a Ground Assault Formation, which is what you can see in this army. A platoon of Tempestus Scions (Commissar, Tempestus Command Squad and three Tempestus Scions Squads) all mounted in Taurox Primes is a fairly small painting project for me so I knew I could take it on as a challenge ahead of a Throne of Skulls weekend. With the models I was going to paint chosen, I still had to pick a colour scheme, which is where Codex: Militarum Tempestus came in handy again. It has lots of examples of uniforms, and after a little perusal I settled on the black, red and white of the 34th Betic Centaurs. Bold colours that look great on the models.

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### ***ACT OF UNIFICATION***

*Something James has given a lot of thought to is just how the disparate elements of his collection join forces. Models such as Inquisitor Torquemada Coteaz provide an explanation for this, since Inquisitors are able to draw upon any aspect of the Imperium's tremendous might in pursuit of their goals.*

*"Originally I did Inquisitor Coteaz with the intention of having the Tempestus Scions accompany him," James explains. "I imagined that he might have demanded their services, as a kill team for a special mission. I found I liked having him around in games after that, his presence creates a story all by itself and explains why different Imperial factions have come together."*

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“My experience of the Tempestus Scions in games has been really enjoyable. When they deploy for battle as a Ground Assault Formation, they’re tremendous fun to play with. When they disembark from their Tauroxes the Scions are drilled to be super-accurate shots, which means I end up using them like mechanised cavalry, roaring into position, leaping out and obliterating the enemy with a blazing volley before mounting back up and racing off after a new target,” James explains. “This makes the Scions feel just like they do in the stories – achieve a mission and then push on after a fresh target.

“The Imperial Knights in my collection came from a similar inspirational place as the Tempestus Scions,” James says. “Like most people, I was completely wowed by them. There was nothing else like them in the Warhammer 40,000 range, so I picked up one right away and painted it in House Terryn’s colours, simply because I liked the way they looked. To start with, this lone Knight Errant joined with one of my other armies, often fighting alongside my Sons of Guilliman or Space Wolves, and then later my Tempestus Scions.





### ***RAPID EXPANSION***

*It's fair to say that James always has a new project on the go – the man simply never seems to stop. Between us photographing his collection for Warhammer Visions and preparing this article he had already added a new Cerastus Knight Castigator to his House Terryn force. Pretty impressive for only a few weeks' work.*



“Forge World spurred me into action again when it came to the Imperial Knights when they released their resin House Terryn Upgrade Kit, with its sculpted armour plates. I couldn’t resist trying one of them out, but I liked them so much I actually ended up doing two instead!

“Most recently, I’ve added a Cerastus Knight Castigator too,” James says. “It was the gun that did it – the Cerastus bolt cannon looks amazing. A nice side effect of adding it is that I have enough Imperial Knights to use them in games by themselves now.

“What’s next for my army?” asks James, in answer to the obvious question. “More Grey Knights probably. I’ve done a few and I really enjoyed painting their bright silver armour – and they make good allies for Coteaz. Although, I would like some Valkyries for the Betic Centaurs too.”







*You can see 22 pages of James's incredible army, which also incorporates Space Wolves and Space Marines, in Warhammer Visions 16, out now.*





# GOLDEN DEMON 2014

**Golden Demon is Games Workshop's annual painting competition, featuring some of the finest Citadel miniatures in the world. This week we are delighted to speak to gold award winner Angelo Di Chello.**



*At Warhammer Fest last year, Angelo Di Chello won gold in the Warhammer Large*

*Model category with this extraordinary Nagash miniature. We caught up with him to learn more:*

**White Dwarf:** Congratulations on your success! What led you to choose the Supreme Lord of the Undead?

**Angelo Di Chello:** I've always found Nagash one of the most fascinating characters in the Warhammer world. Unlike the Chaos powers he does not seek to corrupt or enslave any other being. He doesn't really care about human feelings or hopes, he just want an entire reality where he's the only one around.

**WD:** We've seen you enter Golden Demon before. How long have you been at it?

**ADC:** I've been painting Citadel miniatures since I was 10 years old. Wow, that's 21 years ago. I remember I was scared of ruining the miniature at first with an inadequate paint job. But then I gave it a try... Needless to say the results were quite bad, but it was fun and it kindled a flame that still burns today.

Over the years I've collected a small force for almost every Warhammer race and I have a huge Dwarf army. Whenever I find the time I still enjoy a Warhammer game with my beloved Dwarfs.

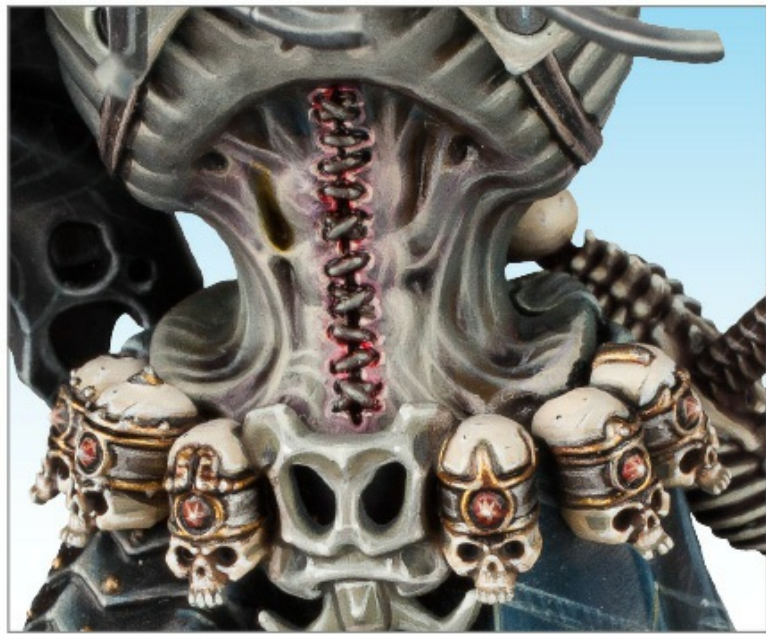
**WD:** How long did the entry take to complete?

**ADC:** I discovered the Warhammer Fest date while I was on vacation, and when I got back I had less than two months to prepare everything. It was fun. I probably spent more time considering the colours I was going to use than applying them.

**WD:** Are you planning on entering Golden Demon again in 2015?

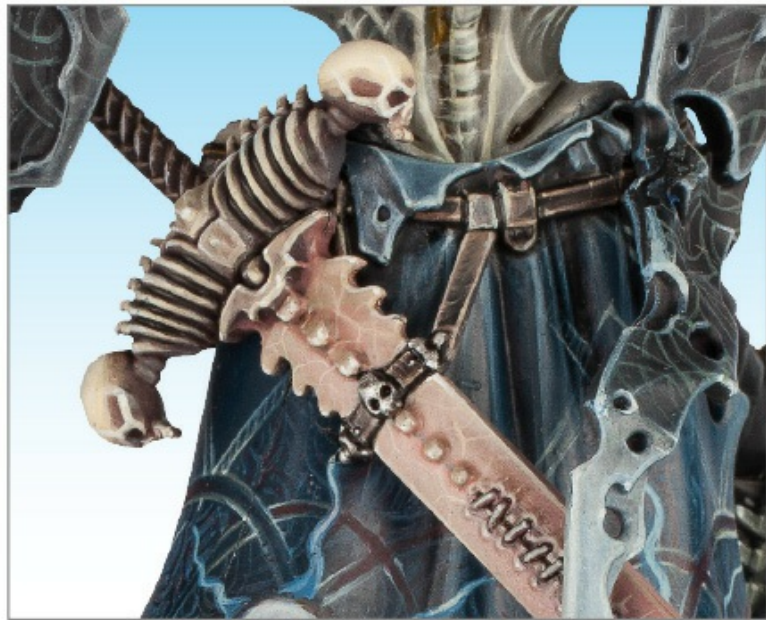
**ADC:** Oh yes! I've got a share of secret projects going on for this year, I'll reveal two units that I couldn't resist painting since their release: the new Harlequin Troupe and the Putrid Blightkings.





*Left: A glimpse of the book Nagash is clutching reveals a multitude of arcane symbols painted across its pages – the result is incredible for something so tiny.*

*Right: Nagash's flesh looks especially livid where it has been stitched, contrasting with his blue-grey skin and bones. "There's actually a little bit of Kantor Blue in the skin and bone of his body," says Angelo. "As well as his armour."*



*Left: The spirits swirling around Nagash have a smokey, ethereal quality to them, which Angelo has achieved with a masterful use of green and purple washes, blended into murky white.*

*Right: The leather scabbard of Zefet-nebtar, the Mortis Blade, is made from flayed flesh, which Angelo has made to look stretched and veiny with some subtle highlights.*

**SEE MORE**

*Every month Warhammer Visions features whopping galleries showcasing the best entries from Golden Demon, and Citadel miniatures painting competitions from around the world.*

*The current issue, Warhammer Visions 16, is available to buy in store or download right now, and features more from Warhammer Fest 2014, including the Slayer Sword winning Thanatar Siege-automata, and another of Angelo's amazing entries, Dragon Slayer Garek Anvilhand. Check it out now.*





# HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, we take a trip to Talabheim for a closer look at the wondrous invention that is the Empire Steam Tank.



## STEAM TANK

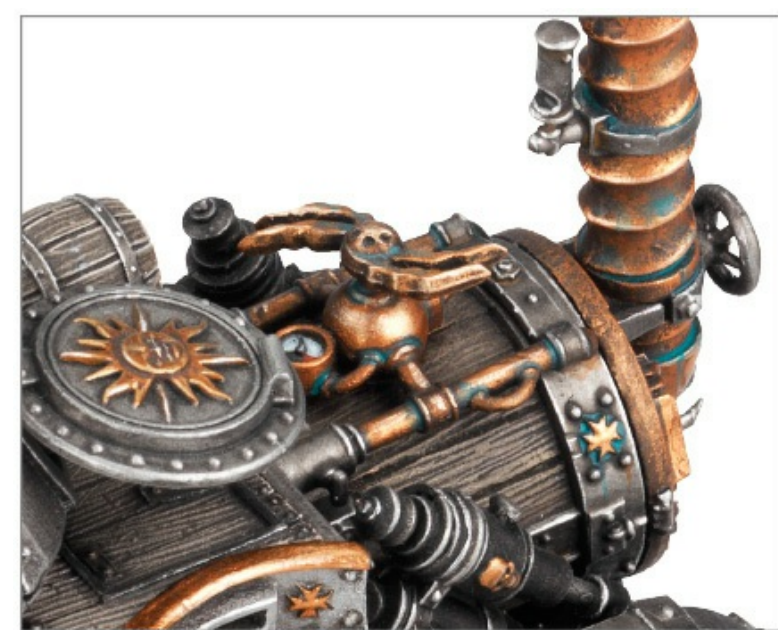
The Empire Steam tank is one of the oldest, strangest and most endearing units in Warhammer, a war machine that's been around for over 20 years and shows no sign of running out of steam.

The Steam Tank was one of the first large models for Warhammer that wasn't a monster; an unusual, technological creation in a world dominated by Dragons and Griffons. Its creation, alongside kits such as the Helblaster Volley Gun, helped kick-start the evolution of the Empire, from a race armed with swords, shields and bows to an army with access to

terrifying and bizarre weaponry.

There have been substantial leaps in miniature design since the first Steam Tank came out in 1992 yet, despite the passage of time, its ironclad hull has remained instantly recognisable. More like an armoured ship than a tank, it combines the Empire's new-found love of steam-driven technology with traditional Empire designs such as the griffons rampant, scrolls, skulls, brass friezes and even wooden wheels. Its primary weapon – the steam-cannon – is also distinctive, protruding menacingly from the hull like a cannon on a battleship. View it head-on for best effect; it's got quite a calibre.

What really earned the Steam Tank its place in the Hall of Fame, however, is the level of detail on it. The interior is fully detailed, including pulleys, chains and cogs running along the floorboards, while the back wall features the pressure gauges and cast iron door that lead to the boiler behind. While the Steam Tank was not the first tank kit with interior detail, it redefined Citadel miniatures as incredibly evocative kits to be lovingly built and painted before they're deployed on the field of war.



*Left: The Steam Tank is powered by a steam boiler, which is reinforced with iron bands and brass rods. On the top you can see the pressure rig capped by a release valve in the shape of a twin-tailed comet.*



*Right: The boiler face plate displays the dragon and lion heraldry of the Empire, the Steam Tank's chimney in place of the heraldry's shield.*





*Left: The Steam Tank is commanded by an Engineer. The model comes with three heads and a choice of five arms. Here you can see him armed with a repeater pistol, a range-finding monocle and a brass swagger stick that doubles up as a ramrod.*

*Right: A fuel barrel mounted on the hull – just one of the many little extras in the kit alongside a shovel, coal bucket, lantern and a tiny fire extinguisher.*



# THE RULES KASTELAN ROBOTS

**The relentless advance of the Kastelan Robots heralds the destructive power of the Adeptus Mechanicus as the Datasmiths direct their robotic charges against the foe. Here we present the rules for the almighty Kastelan Robots, and some advice for using them.**



Kastelan Robots can be considered among the most durable units anywhere within the armies of the Imperium, able not only to shrug off enemy shots, but potentially deflect them at the firer. This will make canny enemies think twice before opening fire on your precious Kastelans. In close combat, their power fists can maul any enemy and their incendiary combustors enable them to torch whole mobs of enemy infantry. Should you wish to adopt a more shooting-oriented style of war, the heavy phosphor blasters will cut through Space Marines, Orks or Chaos Cultists with equal ease. A little piece of advice is to remember their monstrous proportions give them some big advantages: they can



advance and fire all their guns (even heavy weapons) without faltering, unleash Hammer of Wrath hits when they charge and, perhaps best of all, make Smash attacks in close combat – perfect if you swap the power fists for the heavy phosphor blasters.

---

## ***BATTLE PROTOCOLS***

*The three Kastelan Battle Protocols enable you to focus the efforts of your Kastelans. Bear in mind, however, that you must predict which you'll need ahead of time. If in doubt, stick with Aegis Protocols, but if you can predict the right time to use them, the other two can turn the tide of a battle for you.*

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**Artificer Armour**

*The armour worn by the more warlike priests of the Adeptus Mechanicus makes even the advanced Mark VIII power armour of the Adeptus Astartes seem basic by comparison. Each suit of war plate is a work of art, its electrofibre bundles and ceramite plates customised to the wearer via a hundred cybernetic interfaces. For many of the Omnissiah’s faithful it is nigh impossible to determine where the armour ends and the wearer begins.*

Artificer armour confers a 2+ Armour Save.

**Kastelan Battlehide**

*The robotic automata of the Legio Cybernetica are not clad in hyperdense metal so much as constructed from it. No trace of meat nor bone can be found within their hardy metal frames. Even krak grenades detonate against them with little more effect than a hive-juve’s hurled firecracker.*

Kastelan battlehide confers a 3+ Armour Save.

**Refractor Field**

*Considered essential by many lesser Tech-Priests, the refractor field distorts the image of the wearer with a shimmering cloak of energy. Incoming attacks that strike the field will be refracted into multispectral bursts that dissipate into harmlessness.*

A refractor field confers a 5+ invulnerable save.

**Incendine Combustor**

*Typically mounted atop the Kastelan Battle Robot, the incendine combustor hurls out great goutts of burning, thrice-blessed promethium. Laced with Magos-blessed unguents and ignited by a flame lit from the Perpetual Forge, each holy fire-thrower can turn a technoheretic into foul tallow in a matter of seconds.*

Cognis flamers and incendine combustors are Flamer weapons for the purposes of any special rules that interact with Flamer weapons, as described in Warhammer 40,000: The Rules.

| Range    | S | AP | Type                  |
|----------|---|----|-----------------------|
| Template | 4 | 5  | Assault 1,<br>Torrent |



**Heavy Phosphor Blaster:** *Phosphor weapons range from the hand-held serpenta favoured by many Tech-Priests to the heavy phosphor blaster mounted upon Kataphron Battle Servitors. The burning white spheres that shoot out from phosphor weapons cling tenaciously to their targets, sizzling wildly as they melt into flesh or burrow through armour and exoskeleton alike. More often than not, it is these luminagenic orbs that deal the death blow. Even if a target proves tough enough to survive the burning pain, the phosphorescent glow these spheres exude can guide an ally's volley to strike the same target.*

**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.

| Range | S | AP | Type                  |
|-------|---|----|-----------------------|
| 36"   | 6 | 3  | Heavy 3,<br>Luminagen |

**Gamma Pistol**

*The gamma pistol is entrusted only to the truly blessed. The beam of ionizing radiation that leaps from its muzzle can reduce a man to a blackened shadow in a second, but this is a waste of its true strength – those able to tame its savage machine spirit can cut holes in an Aquila Strongpoint if necessary.*

| Range | S | AP | Type                  |
|-------|---|----|-----------------------|
| 12"   | 6 | 2  | Pistol,<br>Armourbane |

**Dataspikes**

*The dataspikes favoured by the agents of the Adeptus Mechanicus can stab into the cortex of enemy machines and steal their secrets within a couple of heartbeats.*

| Range | S    | AP | Type                             |
|-------|------|----|----------------------------------|
| -     | User | -  | Melee,<br>Dataspikes,<br>Haywire |

**Dataspikes:** 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.







# KASTELAN ROBOT MANIPLE

290  
POINTS

“THE SOUL OF THE MACHINE GOD SURROUNDS THEE. THE POWER OF THE MACHINE GOD INVESTS THEE. THE HATE OF THE MACHINE GOD DRIVES THEE. THE MACHINE GOD ENDOWS THEE WITH LIFE. LIVE!” - *The Litany of Ignition*



*Kastelan Robots are ancient monstrosities that stamp to war, each an unliving giant assigned a deadly purpose by its master. Soulless, these metallic golems are given thought only by the doctrina wafers in their recessed chestslots and the Cybernetica Datasmiths that program their every move. These machines are walking relics from aeons past, and all the deadlier for it – the air nearby thrums with power, bullets ricocheting from repulsor fields that glow like golden cages around them. Volleys of phosphor blasts and promethium incinerate their foes wherever they may hide, and crushing fists bring ruin wherever they strike. The violence meted out by each maniple is as inspiring to the Omnissiah’s faithful as it is terrifying to his foes.*

|                       | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type            | Unit Composition        |
|-----------------------|----|----|---|---|---|---|---|----|----|----------------------|-------------------------|
| Kastelan Robot        | 3  | 3  | 6 | 7 | 3 | 2 | 2 | 7  | 3+ | Monstrous Creature   | 2 Kastelan Robots       |
| Cybernetica Datasmith | 3  | 4  | 4 | 4 | 2 | 3 | 2 | 9  | 2+ | Infantry (Character) | 1 Cybernetica Datasmith |

*Double tap image for a larger preview.*

## **WARGEAR:**

*Cybernetica Datasmith*

- **Artificer armour**
- **Gamma pistol**
- **Dataspikes**
- **Power fist**
- **Refractor field**

*Kastelan Robot*

- **Kastelan battlehide**
- **Carapace-mounted incendine combustor**
- **Two power fists**

## **SPECIAL RULES:**

*Cybernetica Datasmith*

- **Canticles of the Omnissiah**
- **Feel No Pain**

*Kastelan Robot*

- **Canticles of the Omnissiah**
- **Fearless**

**Kastelan Battle Protocols:** Kastelan Robots always begin the game with the Aegis Protocol active (see below). You can select a new Battle Protocol at the end of any of your turns, so long as a Kastelan Robot Manipulator has a Cybernetica Datasmith in the unit. However, the new Battle Protocol does not become active until the start of your next turn; the unit's current Battle Protocol remains active until then. When a new Battle Protocol becomes active at the start of your turn, it immediately replaces the former Battle Protocol's special rules.

**Conqueror Protocol:** All Kastelan Robots in the unit double their Attacks characteristic, but cannot make shooting attacks of any kind

**Aegis Protocol:** All Kastelan Robots in the unit have the Feel No Pain special rule.

**Protector Protocol:** All Kastelan Robots in the unit can fire their carapace-mounted weapons twice, but cannot move under any circumstances.

**Repulsor Grid:** Kastelan Robots have a 5+ invulnerable save against shooting attacks. Furthermore, each time a Kastelan Robot is targeted by a shooting attack and passes a saving throw of any kind on the roll of a 6, the shot is deflected. If a shot is deflected, the



unit that fired it suffers an immediate hit resolved with the Strength, AP value and special rules of the hit that was originally allocated to the Kastelan Robot, as if it had just been shot at by that Kastelan Robot. A repulsor grid cannot deflect Blast or Template weapons or psychic shooting attacks.

### **OPTIONS:**

- May include up to two additional Cybernetica Datasmiths - *50 pts/model*
- May include up to four additional Kastelan Robots - *120 pts/model*
- Any Kastelan Robot may replace both power fists with a twin-linked heavy phosphor blaster - *10 pts/model*
- Any Kastelan Robot may replace carapace-mounted incendine combustor with a carapace-mounted heavy phosphor blaster - *5 pts/model*
- Any Cybernetica Datasmith may take items from the **Special Issue Wargear** and/or **Arcana Mechanicum** lists.



# 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 take a look at data wafers, artillery, four candles, greenskins and an impressive hat.

## WARRIORS OF THE MACHINE GOD

### COLOURS OF THE KASTELAN ROBOTS

The Kastelan Battle Robots are among the most cherished items within the armoury of the Adeptus Mechanicus, vaunted possessions of the forge worlds that are reverently deployed to the battlefield. To mark ownership and the allegiance of each Kastelan, the Adeptus Mechanicus paint them in the livery of the forge worlds. Ancient uniforms gifted by their long-forgotten creators are supplanted with the colours of the Mars, Ryza or some other forge world of the Adeptus Mechanicus.

In addition to the colours of their adoptive forge world, each Kastelan is also adorned with a series of markings, many of which would be completely meaningless to those uninitiated in the habits and traditions of the Adeptus Mechanicus, but to those within the Machine Cult their meanings are clear as crystal.

Perhaps the most pertinent of these is the robot recognition symbol, which typically appears at least twice on each Kastelan. There is much speculation as to whether these are the original identifiers for these ancient machines, or if in fact their creators bestowed other identifiers and monikers upon their inventions, now lost to time.





- 1 - The right shoulder of a Kastelan Robot bears a robot recognition symbol. These are unique to each robot and are never repeated within a single maniple.
- 2 - The left shoulder shows the forge world icon. This model bears the half-cog 'R' of Ryza. It is worth noting that recognition symbols and forge world icons can (and often are) reversed to opposite shoulders.
- 3 - All the Kastelan Robots in a maniple will bear an identical sigil, which is typically (but by no means always) worn on the left side of the torso. All robots in a maniple seem to wear this sigil in the same location.
- 4 - The right knee repeats the robot's recognition symbol, albeit without the cog-heraldry of the Adeptus Mechanicus.
- 5 - Hazard markings are a common sight, especially on the best-maintained Kastelan Robots. These are typically sited near data and power ports, as well as weapon feeds and ammunition supplies.
- 6 - Each Cybertetica Datasmith leading a maniple of Kastelans wears a sigil that matches those of his charges on his shoulder.

# DOCTRINA WAFER INPUT SLOTS

Beneath the thick sheet of titanium and ceramite that guards the precious robotics of the Kastelans is a complex cogitator that processes the orders given by the Cybernetica Datasmith. Before you build your models, you can see this brilliant feature (in fact, there's an argument for leaving it exposed).

In battle the Datasmith can select a new doctrina wafer from the supply within his chest harness and install it in the relevant recess. While it's hard to imagine doing this under pressure, if you don't want your robots rampaging off, it's absolutely essential.





# A WEAPON FOR EVERY OCCASION

In Hall of Fame we looked at the Steam Tank, the pinnacle of Empire technology and a product of the Imperial Engineers School, inventors of everything from the Helstorm Rocket Battery and Helblaster Volley Gun to the somewhat less frequently seen mechanical horse and Herstel-Wenckler Pigeon Bomb.

But the Empire is also able to draw upon machineries of war supplied by both the Cult of Sigmar, such as the War Altar, and the Colleges of Magic, such as the Celestial Hurricanum and the Luminark of Hysh (which we looked at in Citadel Legends in issue 65). To the Dwarfs, the Empire's grasp of engineering may seem crude, just as to the Elves of Ulthuan their mastery of the Winds of Magic may seem feeble, but it's the great strength of the Men of the Empire that they're able to draw upon the full range of these potent, arcane products of magic, engineering and fervent belief.





# READER'S MODEL OF THE WEEK

Grandfather Nurgle must be in the ascendancy at the moment, as this is the second rancid offering we've had for Reader's Model in as many weeks.

This Putrid Blightking was painted by Peter Ridley-Browne, who opted for a green colour scheme for the model. It is, after all, Nurgle's favourite colour. The skin around the Blightking's wounds is a rancid, bruised green, while Nihilakh Oxide was used on the brass areas to make it appear weathered. The model's colour scheme is offset by the bright red internal organs that lie glistening inside its abdomen.



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](mailto:team@whitedwarf.co.uk)**





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

# HOW DID THEY DO THAT?

The Datasmith's cybernetically enhanced face has piercing blue eye lenses within it. These are remarkably simple to paint: using an Artificer Brush (to ensure accuracy in a tiny space), paint in a basecoat of Caledor Sky before highlighting it with Baharroth Blue and then a small spot highlight of White Scar. You can also use these same colours to do the lights on his backpack and the blue glow on the side of his gamma pistol.





# HAT OF THE WEEK: NEFERATA'S WAR CROWN

Normally we choose a Weapon of the Week, but Neferata's magnificent war crown caught our collective eye, and we couldn't resist covering it. Fashioned from plates of black iron and magically reshaped bone, it's a nightmare vision of Nagash's incredible power. We especially liked the jutting chin piece, reminiscent of a Khemrian king's golden beard (on a lady no less) and the single piece of black warpstone set into the crown's lofty brow.



# BIT OF THE WEEK: A GRAVE STONE

This unusual piece of graveyard architecture is found in the Spirit Hosts kit. With melting candles on top of it, complete with skull perched beside them, it's ideal for adorning the base of models who dabble in the occult or daemonic.





# CLASH OF THE HEAVYWEIGHTS

A discussion in the White Dwarf bunker about the automaton nature of the Kastelan Robots and the Craftworld Wraithlords led us into an impromptu battle. We had been discussing how both require the presence of a smaller ally to function fully, so we decided to test them out in a fight between a pair of Kastelans and their Datasmith and two Wraithlords and a Spiritseer.

The fight was closer than anyone had expected, as Kastelans and Wraithlords traded fire, energy weapons pinging from the robots' repulsor grids. When the fight got to close quarters the Wraithknights had the upper hand, until the Datasmith crushed the Spiritseer. After that, the sole surviving Kastelan, armed with power fists, managed to combine a bit of luck with timely use of the Datasmith's doctrina wafers, using Conqueror Protocols to smash the last Wraithlord in a shower of alien bone.



# 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](mailto:team@whitedwarf.co.uk)**



## SQUIGGLY BEASTS

Felicitations, oh noble bearded one, I have a question, if I may: I really like the way Grukk Face-ripping's squig looks in the Stormclaw boxed set. Can you please tell me how it was painted? .

**- Ash 'The Herder' Roosmalen**

**GROMBRINDAL SAYS**



Orks? Squigs? Why do you trouble me with this greenskin nonsense? Still, I'll explain: painting a squig is a matter of several different coats of red – a Khorne Red basecoat layered with Wazdakka Red and Squig Orange. Of course, what sets Grukk's squig aside from most others is its size and the pale underbelly (the sort of disgusting flesh a monster like that earns from chomping on Grots and lounging about in squalid conditions for too long). For that, try basecoating the belly with Zandri Dust and layering it with Ushabti Bone.

Of course, better advice would be to hit it with an axe. Hard. It's for the best.

**- Grombrindal**

# **CODEX: APOCRYPHA EXTRA**

**Notes from the worlds of Warhammer. This week: armies of the Adeptus Mechanicus**

## **LEGIONES SKITARII**

At the forefront of the Quest for Knowledge are the Skitarii, the foot soldiers of the Adeptus Mechanicus. Every forge world plays host to its own legion of Skitarii.

## **LEGIO CYBERNETICA**

The Legio Cybernetica is made up entirely of robotic constructs and the Datasmiths that control them. The robots are viewed with absolute reverence by other members of the Adeptus Mechanicus.

## **ORDO REDUCTOR**

The Ordo Reductor are the siege specialists of the Adeptus Mechanicus, their ranks made up of heavily augmented, cybernetic Thallaxii warriors.

## **AUXILIA MYRMIDON**

Myrmidons are war savants, Tech-Priests of the Cult Mechanicus who have dedicated their entire existence (and their bodies) to the art of destruction.

## **COLLEGIA TITANICA**

The God-Machines of the Titan Legions are amongst the most powerful war machines in the galaxy. Most forge worlds have at least one legion at their disposal, though they're only deployed in the direst circumstances and on open battlefields where their colossal metal bodies can manoeuvre to engage the enemy.

## **CENTURIO ORDINATUS**

Every Ordinatus war engine is unique, specifically designed for a particular battle or situation. Armed with weapons that can obliterate entire cities, they are among the most feared of all the war machines fielded by the Adeptus Mechanicus.



# WHITE DWARF'S REGIMENTS OF RENOWN

The Deathskulls Orks who fight for Mekboy Blagnutz have continued to be a thorn in the side of the various armies fighting for control of Kavardia, getting involved in any fight they can find, albeit with somewhat erratic results.

A chain of defeats at the hands of the Space Wolves would have demoralised most warriors, even the irrepressible Orks, but Blagnutz and his Boyz have stoically stayed in the fight. Confident that they can turn it all round if they can just get one big win, Blagnutz's warband has slowly started to see things go their way, thanks in large part to their alliance with the Necrons of the Oroskh Dynasty. The Slugga Boyz known as Da Bloo Horde have been in the vanguard of any successes, with the Nobz, Angry Grok and Mangla Metalfist, whipping them into a frenzy. Those who have observed the Bloo Horde in action can't help but wonder, however, if the lone Killa Kan Bloo Deff doesn't deserve a share of the glory.



*Above: Da Bloo Horde was once a massive force of Orks armed with sluggas and choppas. Over the course of the Waaagh! they have been depleted to a tried and tested core of Ork Boyz, who have proven their mettle against the likes of Space Marines, Necrons and even the Daemons of Chaos.*





*Above: Bloo Deff is a Killa Kan piloted by a surprisingly egomaniacal Grot known by the greenskins around him as Punchbag. Once he's sealed within Bloo Death, however, this much-bullied Grot gains a new-found confidence. Only the steely gaze of Mek Boy Borgutz Spanna-head keeps him in check.*





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

Registered in England and Wales  
– Company No. 01467092.

ISSN 2055-2653

Product code: 60659999067



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