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WARHAMMER 40,000

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CITADEL MINIATURES

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16 MAY 2015

THEATRE OF WAR
A NEW SCENARIO FOR
WARHAMMER 40,000



WARRIORS OF THE ADEPTUS MECHANICUS

MORE MACHINE THAN MAN!

THE KATAPHRON BATTLE SERVITORS COME TO DO THE TECH-PRIESTS' BLOODY WORK

WHITE DWARF™

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OPENING SALVO

The weapons of the Adeptus Mechanicus are dizzying in both their numbers and their arcane variety, but none are so often seen – and so much feared – as the Kataphron battle servitors. These horrific death-dealers are twisted fusions of man and machine, and budding Tech-Priests everywhere will find their pitiless vengeance essential in the Quest For Knowledge. You can read all about them in this issue of White Dwarf.

In the following pages you'll also find a look at the forge worlds, those industrial nightmares the Adeptus Mechanicus call home, and a Warhammer Parade Ground focused on the grotesque beauty of the scions of Nurgle. They've inspired us to re-fight the classic battles from Warhammer: Glotkin – if you're similarly engaged in recreating the epic conflicts of the End Times, why not send us some pictures at **team@whitedwarf.co.uk**?



ADEPTUS MECHANICUS

KATAPHRON DESTROYERS

Relentless, unthinking killers, the lobotomised battle servitors known as Kataphron Destroyers have been wrought by the Adeptus Mechanicus with one purpose: to obliterate the Omnissiah's foes with overwhelming firepower.



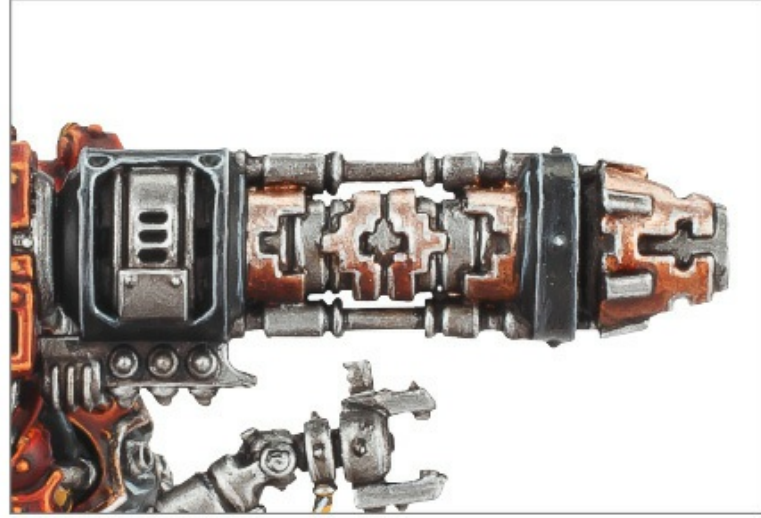
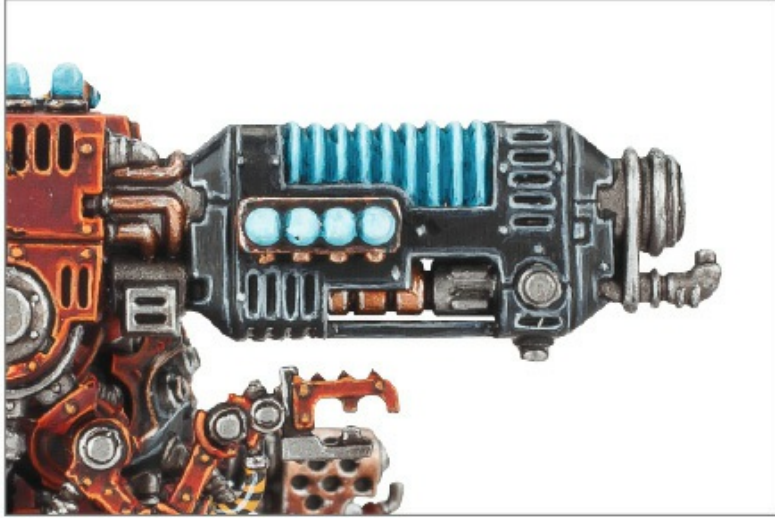


The Kataphron Destroyers are the Adeptus Mechanicus's premier heavy weapon troops, hulking servitors set upon rugged caterpillar tracks, cables plunging deep into the head and torso to unite flesh and machine. With pulsing plasma culverins and heavy grav-cannons they scythe into their foes, swivelling on hull mounted cupolas to seek out each new target with their enhanced optics. Once set to a task, the Kataphron Destroyers will see it done or die in the effort.

Each Kataphron Destroyer is armed with a plasma culverin or heavy grav-cannon, their power cells and cables exposed to the elements to prevent overheating. Cognis flamers and phosphor blasters (complete with servo-manipulator arms) act as secondary weapons, and there are three of each weapon in the kit, so you can arm your squad just how you want, while three masked Destroyer heads, rubber-cased torsos and hulking exhausts give each model a unique appearance.



Above: A trio of Mars Kataphron Destroyers prepare to annihilate the heretical machine abominations infesting a forge world.



Left: The plasma culverin is a variant of the more widely-known plasma cannon, sacrificing the range of its cousins for an increased rate of fire. As the Kataphron Destroyers close in on their enemy, they do so behind a wall of plasma, reprogrammed minds heedless that their guns may overheat at any moment.

Right: A Kataphron Destroyer can upgrade its plasma culverin to a heavy grav-cannon, one of the most powerful ranged weapons in the arsenal of the Adeptus Mechanicus. The kit includes three of each weapon, so you can make your models with any mixture of guns.



Above: A box-fed phosphor blaster. Each Kataphron Destroyer is armed with an auxiliary weapon, either a phosphor blaster as shown here or a cognis heavy flamer. These back-up weapons supplement the firepower of the main gun, helping keep enemy assault troops at bay.

ADEPTUS MECHANICUS

KATAPHRON BREACHERS

Clad in heavy plate armour, Kataphron Breachers are combat servitors designed to weather hails of enemy fire as they rumble into range to deal death with arcane guns and the electrifying grasp of arc claws.



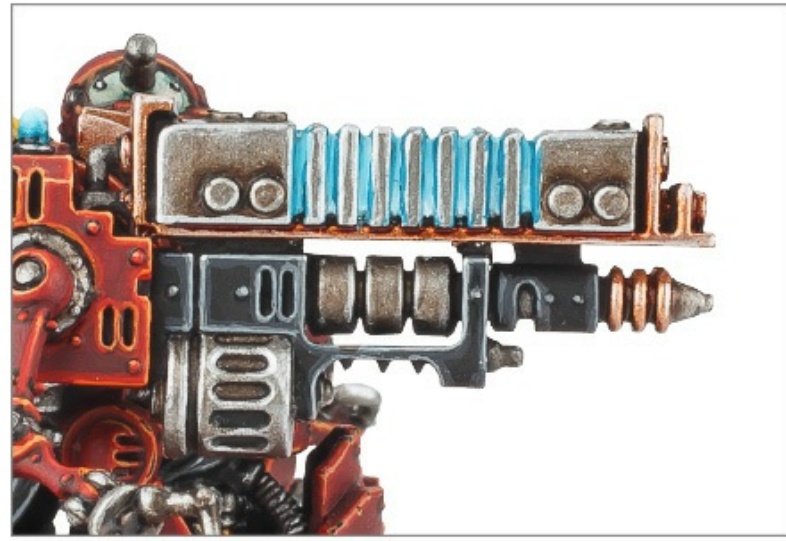


Kataphron Breachers have been fashioned for the most arduous roles on the battlefield, upgraded with slabs of segmented breacher plate to withstand the brutality of enemy firepower and fitted with complex weapons to mete out the Omnissiah's justice. Each model in the kit is armed with a heavy arc rifle or a torsion cannon with which to destroy enemy vehicles and a hydraulic claw or arc claw to deliver crushing damage in close combat.

Made from the same kit as their Kataphron Destroyer cousins, the Breachers boast heavier armour plates which fit to the torso and shoulders and protect the vulnerable spigots and servos of their track units. The bulk of the breacher plate changes their silhouette, so they resemble a flesh and metal battering ram. High collared gorgets mask even more of their flesh, so that only a single, sinister eye glares out towards the foe – betraying a glimmer of malice that reminds you they were cold-hearted killers in life as in death.



Above: The Kataphron Breachers unleash their vehicle busting weapons against the technological blasphemies of the Crimson Slaughter Chaos Space Marines.



Left: Torsion cannons are holy relics of Mars that use gaol-fields to grip their target before tearing them apart. Whether an alien beast or an enemy battle tank, the victim of a torsion cannon will be twisted into wreckage in an instant.

Right: The heavy arc rifle is the primary weapon of the Kataphron Breachers, a long-ranged weapon capable of shorting out the electronics of enemy vehicles with ease. A concentrated salvo from a unit of Kataphron Breachers can cripple a squadron of enemy Daemon Engines.



Above: Each Kataphron Breacher is armed with either an arc claw or a hydraulic claw (shown here). Hydraulic claws are blessed with sanctified oils taken from the God-Machines of the Adeptus Mechanicus, and have the strength to crush through the armour plates of Dreadnoughts and battle tanks.

FOCUS ON... KATAPHRON BATTLE SERVITORS

Across the forge worlds of the Adeptus Mechanicus lie vast warehouses filled with battle servitors in their thousands and tens of thousands. Inside sit row upon row of motionless Kataphron Destroyers and Breachers, waiting only for the rituals of activation, the command of a Tech-Priest, and to be equipped with the weapons of the Omnissiah's divine wrath.



Every one of these battle servitors was once a human who forsook his place in society through acts of violence, crime or heresy. Such criminality is rife within the Imperium and the Adeptus Arbites ship irredeemable criminals to the forge worlds by the million, where they are sorted by physical criteria and modified accordingly. The biggest and strongest are reserved to become Kataphrons (although the Machine Cult has myriad uses for those less genetically gifted; some say the Tech-Priest genetors can enhance even puny subjects to incredible stature). These are then chemically lobotomised, so their past sins, and the tendencies that enabled them, are forgotten before their minds are

reprogrammed – rendered utterly loyal to the Tech-Priests and able to understand only the most rudimentary commands and battle routines. Their limbs are then removed, replaced with the fittings that enable them to mount the weapons of the Kataphron Breacher or Destroyer, and to sit upon the powerful tracked units that drive them into battle.

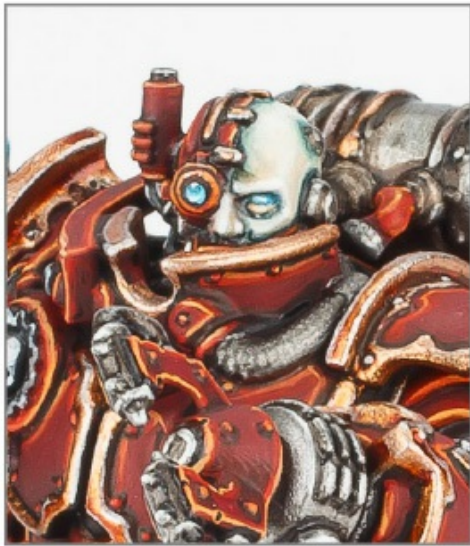
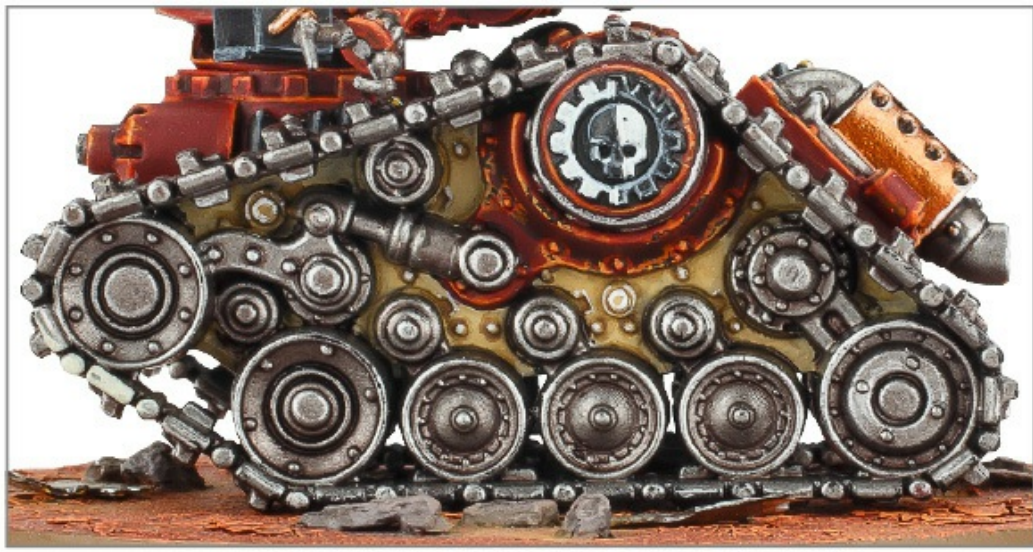
It is a cruel fact that the Adeptus Mechanicus consider the human aspect of these servitors near valueless. Flesh is weak; easily destroyed and easily replaced via the steady stream of criminal scum rounded up across the forge worlds and the wider Imperium. At the end of a battle, critically damaged Kataphrons are salvaged, not that the servitors may be healed, but so that the precious weapons and wargear might be reconsecrated and put to use once more. The flesh, if too badly damaged, is discarded – final death repaying the debt of their crimes in life.



Left: A Kataphron Destroyer shows the grisly remains of the human it once was – a torso and most of a head.



Right: The Kataphron Breacher covers the weak flesh with breacher plate.



Top left: Kataphron Destroyers have much of their skull cut away and replaced with targeting optics...

Bottom left: ...while Breachers have thick gorgets to protect against enemy attacks.

Right: The Breachers' tracks are heavily armoured to withstand close range enemy firepower.



BLACK LIBRARY

YARRICK: THE PYRES OF ARMAGEDDON

By David Annandale
Hardback | 336 pages

The Old Man of Armageddon returns once again to halt Ghazghkull's great Waaagh!

There's a strong argument for the 3rd War for Armageddon as one of – if not the – most famous and best-loved parts of Warhammer 40,000's history. In *Yarrick: The Pyres of Armageddon* David Annandale (who has already brought Yarrick vividly to life in a previous novel and novellas) brings the galaxy's most beloved Commissar back to the ash wastes to face off against his nemesis, Ghazghkull Thraka.

Pyres of Armageddon is everything a fan of the Armageddon War could hope for – action packed and character driven. You get to see the unfolding horror of the war through Yarrick's eyes, feel the guilt of the cruel decisions he must make to save a world and witness firsthand the heroism that made Yarrick a legend.



FURTHER READING

Yarrick: The Pyres of Armageddon isn't David Annandale's first foray into the legend of Commissar Yarrick, and if it appeals to you, make sure you check out the excellent *Yarrick: Imperial Creed*, which features a much younger Sebastian Yarrick and *Yarrick: Chains of Golgotha*, which shows the Hero of Armageddon run into an old and hated enemy.

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



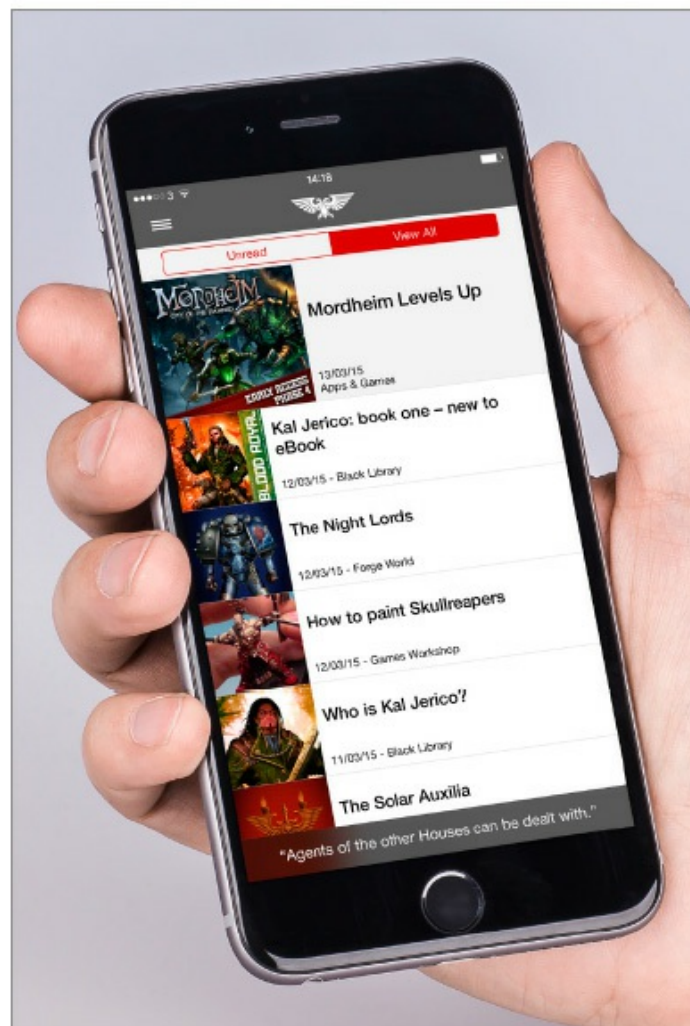
WARHAMMER APP

Available for iOS (And it's free!)

Get the latest Games Workshop news directly to your iPad or iPhone with the Warhammer App.

The Warhammer App has been available for a while now, but with an updated version optimised for iPad, iPhone 6 and 6+ and enhanced functionality, there has never been a better time to download it for your device.

The Warhammer App is completely free, and serves as a portal to all the latest Games Workshop news – whether you're interested in the latest Citadel new releases, news from Black Library, up-to-the-minute bulletins from Forge World or the latest and greatest from our licensed partners, it's all there. The Warhammer App is updated every day of the week and often includes cool free content like wallpaper downloads, previews, extracts and more.



WHITE DWARF ON THE WARHAMMER APP

Of course, don't forget you'll find the latest news from the White Dwarf team on the Warhammer App, too – new issues, free downloads, a digital preview of Warhammer Visions each month, and more! Get it now.



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 present a new addition to the Horus Heresy Character series: Armillus Dynat, Harrowmaster of the Alpha Legion.



Top right: Dynat carries a cognis signum to command his warriors in battle. Here you can also see his cleaver-like power sword.

Bottom right: Dynat's artificer armour is amazing, from tiny scales on his breastplate and greaves to the shoulder badge of a three-headed hydra devouring a world.

As with any warrior of the Alpha Legion, Armillus Dynat is something of an enigma, buried in half truths and mysteries. What is known for certain, however, is that he was a Legion commander of formidable tactical prowess, known for strike plans that pulled apart enemy forces, leaving them exposed for a killing blow.

Although Dynat is a strategist who oversees entire theatres of war, he is also an

accomplished warrior, and does not shy away from the front lines. Dynat is armed with a thunder hammer and power sword as his main weapons – both are heavily stylised, with the hammer head bearing a hydra-head motif. At his waist Dynat has a pair of venom spheres, deadly grenades that shower their victims with poisonous shards of crystal. Perhaps most dangerous of all is the phosphex bomb, a deadly incendiary weapon capable of ravaging areas of the battlefield.

Armillus Dynat, Harrowmaster of the Alpha Legion comes complete with an impressive resin display base littered with the wreckage of a recent battle. For gaming, you can pop him out to use on his standard 25mm scenic base.

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

www.forgeworld.co.uk



TEMPLES OF THE OMNISSIAH

The forge worlds of the Adeptus Mechanicus are planets that have been industrialised to an incredible degree, holy shrines of the Machine Cult devoted to the worship of the Omnissiah and the ceaseless production of weapons, wargear and materiel.



DIFFERING PATTERNS

It is common for warriors of the Astra Militarum to note the provenance of their wargear with pride. Cadian Shock Troops carry Kantrael pattern lasguns, which they argue are the finest in the galaxy – a claim disputed by the Tallarn Desert Raiders, who carry Mars pattern guns. The forge worlds mirror this pride in their works, going to great lengths to ensure the materiel they produce is of the best quality.

Every world within the Imperium of Man is classified by the statistics-obsessed Administratum into categories such as agri-worlds, feudal worlds, mining worlds and so forth. Each world has a specific value to Mankind, measured in terms of productivity or military might. The stark truth is that two commodities are valued above all others: manpower and the war machines with which the Imperium can crush the many aliens and heretics that besiege it. While manpower is plentiful in an empire of a million worlds, the technology that keeps the manifold aliens and traitors from overrunning Mankind lies only in the hands of the Adeptus Mechanicus, jealously protected upon their forge worlds.

Forge worlds can be considered among the galaxy's most appalling marvels. They are the cornerstones of a technocratic empire where every aspect of life is devoted to intense manufacturing and military production, and to the guardianship of Mankind's technological secrets. On a forge world the skies are darkened by clouds heavy with pollution; lakes and seas have boiled away or else lie foetid and lifeless, thick with the toxic effluence pumped out from the countless manufactorums that litter the surface like weeping scabs on the flesh of a diseased corpse. The populations of these worlds dwell in vast hive cities, an immense workforce that toils before machines and furnaces, in workshops and in mines, all for the good of the Adeptus Mechanicus.

Life on a forge world is undeniably hard and unpleasant for the common citizenry; the work is backbreaking and the lethal combination of toxins in the air will often kill those who aren't suitably protected. For the adepts of the Machine God, however, it is close to paradise. These forge worlds are sanctuaries where information is gathered, organised, stored and even worshipped in vast data archiviums and repositories where only the priests of the Cult Mechanicus may enter. Fragments of technology thousands of years old are treated like holy relics, pored over by datasmiths and lexmechanics in an effort to better understand their mysteries, in the vain hope of one day recreating them.

Despite this reverence for technology, forge worlds should not be considered powerless from a martial standpoint – anyone expecting to find the Priesthood of Mars weak would be sorely disappointed. Every forge world maintains vast standing armies of Skitarii, holy warriors who wage war with all the zeal of a pilgrim worshipping at the shrines of Terra. Many forge worlds are also home to a Titan Legion of the Collegia Titanica – colossal God-Machines that are the mightiest land-borne weapons in the entire galaxy.

The Machine Cult has other means with which to defend itself too. Millions of servitors, such as the Kataphron Breachers and Destroyers, lie dormant for the moment that their incredible weapons are required, while the automaton ranks of Kastelan Robots heed the beckoning of the Datasmiths with unflinching precision. History has shown over and over again that conquering a forge world is all but impossible – in times of war the armouries are emptied, and every servitor, robot and Tech-Priest is unleashed with holy fervour.

The Emperor's arrival on Mars was first met by the Imperial Knights of House Taranis. Legend tells how a Noble pilot named Taymon Verticorda was the first to converse with the Emperor, who strode god-like from a vast golden starship.

The gathered masses recounted many times after this auspicious meeting that the Emperor had in fact worked a miracle upon that meeting, placing his hand upon Ares Lictor, Verticorda's Knight Paladin, and repairing the damaged servos in Ares Lictor's leg with a single spoken command: "Machine, heal thyself." In response, it is said, Verticorda became the first to exclaim aloud that the Emperor of Mankind was indeed was the prophesied Omnissiah of the Machine Cult.

MARS, THE RED PLANET



Before the Imperium of Man was born, Mars was already the seat of Mankind's accumulated knowledge, ruled by a brotherhood who worshipped technology with unequalled passion. When the unity of ancient Terra and Mars was sundered by Warp storms, the Priesthood of Mars flourished, retaining order where the Terrans sank into barbarism. When the Warp storms dividing Terra and Mars abated, the Emperor once again unified the two worlds. The Priesthood of Mars readily swore themselves to his crusade to reunite the lost worlds of humanity.

Now Mars remains the greatest repository of data in the galaxy, the beating heart of the Adeptus Mechanicus. The surface of the world is littered with hive cities, vast manufactorums and datavaults that lie half-buried beneath seas of shifting rust, and deserts of lethal radiation.



STYGIES VIII



Stygies VIII is unusual for a forge world of the Adeptus Mechanicus if for no other reason than it is sited upon an enormous moon that orbits a gas giant. Stygies is famed for the quality of the munitions it produces, contributing war machines to the Astra Militarum in the form of Leman Russ Vanquishers and a multitude of other munitions. This makes Stygies VIII a vital cog in the Imperial war machine, and one the High Lords are anxious to protect.

Radical elements within the priesthood of Stygies VIII have become obsessed with the acquisition and understanding of alien technology. These Xenarites hold a great deal of influence within the Stygian priesthood, and thus the Skitarii Legions of that world have fought relentlessly to control and secure alien relics that other forge worlds might have dismissed (or destroyed) as profane.



Metalica is famous as the home of the celebrated Legio Metalica, one of the oldest and most storied of the Titan Legions among the Collegia Titanica. Metalica is a world of endless silver, bared metal covering almost its entire surface, all wildlife having been enthusiastically exterminated at the hands of the Metalican Skitarii Legions, who were charged with removing any and all distractions from the Tech-Priests' Quest for Knowledge.

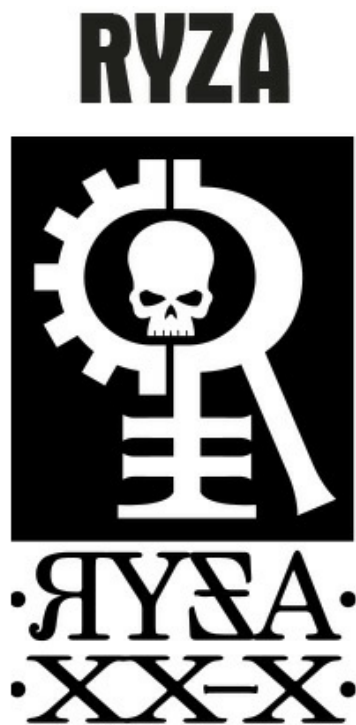
Metalica's surface is covered in grinding forges and soaring hive cities, the night sky illuminated by the endless glow of furnaces and the skies pierced by towering silver daggers. Everywhere the clamour of its industry assails the senses. The cacophonous din of Metalica is such that many on the world are functionally deaf – their hearing now provided by augmetics that can filter the debilitating clangour of pistons and hammers.

CRUEL CUSTODIANS

The Adeptus Mechanicus care nothing for the worlds they inhabit, plundering them for their resources and discarding anything that cannot be used to manufacture new materials. In the early stages trees are butchered and burned as fuel, soil is scraped away to reveal minerals beneath and rivers and lakes are siphoned dry for coolant or to hydrate a parched workforce. The climate of the world alters until the skies are dark with acidic rain clouds. Within a few years, little life survives, save hardy rad-mutants wandering the acid deserts. Those who claim nature always finds a way have not witnessed the custodianship of the Adeptus Mechanicus.



Above: The legions of Metalica take to battle in red and ruddy-grey livery.



Ryza has long been a powerhouse of the Adeptus Mechanicus, producing vast amounts of munitions for Imperial worlds far and wide. Since the arrival of an Ork Waaagh! in late M.41, Ryza has become a world under siege from hordes of greenskins and the machines they are rapidly cobbling together from the copious scrap to be found on the planet. For the Ryzan priesthood this is a chance for the marvels of the Adeptus Mechanicus to show their quality against an unworthy and heretical foe, a challenge they have lived up to as the Tech-Priests unleash every weapon at their disposal.

Daily, Kastelan Robots purge Ork mobs, Onager Dunecrawlers scythe Ork fighters from the skies and legions of Skitarii and servitors fight Ork tribes through ruined manufactorums. As the war intensifies, both sides are being forced to implement ever more desperate measures.

LUCIUS



A jewel in the crown of the Imperium, and a cherished seat of the Adeptus Mechanicus, Lucius has earned adoration for its innovation, and the successes of its military forces. It is home to the Warp Runners Titan Legion, the famed Legio Astorum, and Lucius's Skitarii Legions are known far and wide for the quality of their weaponry and wargear, especially their Ironstriders and Onager Dunecrawlers, and their remarkably bellicose nature on the battlefield.

What makes Lucius such a wonder, however, is that it is a hollow world, with an artificial sun at its centre. This perilous power source gives the industry of Lucius near-limitless power, although none seem to be able to explain its origins. The inverse nature of this world also makes it nigh impregnable – beneath the surface countless billions toil, while on the outside the Skitarii and servitor forces stave off any and every enemy.

THE SEATS OF POWER

Throughout the Imperium there are many other forge worlds, great and small, upon whom the Astra Militarum, Adeptus Astartes and other military engines of the Imperium constantly rely.

Triplex Phall, famed for its lasguns, found itself on the frontline of the war against the Tyranids. Urdesch fell to the forces of Chaos, and its vehicles found themselves in the armouries of the Blood Pact during the Sabbat Worlds Crusade. Urdesch was a critical objective for the forces of Warmaster Macaroth and the Phantine Skyborne and Tanith 1st regiments. Such is the value of a forge world that the Imperium will spare nothing to keep them safe.



Above: The rust-orange legions of Ryza defend their world against the Orks.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we focus on the gun-toting Kataphron Destroyers.



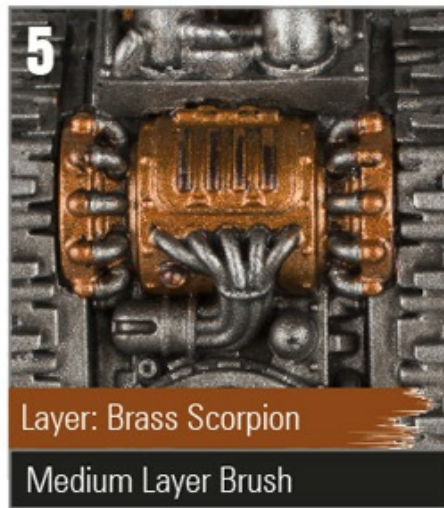
The Kataphron Destroyer shown on this page is painted in the traditional red livery of Mars, the first and most famous forge world in the galaxy. To keep the colour scheme consistent with other models in the Adeptus Mechanicus range, this Kataphron Destroyer was painted using similar colours to the Skitarii vehicles shown in issues 61 and 63, including the red armour plates on the Kataphron's body.

The easiest way to paint a Kataphron is to undercoat it Chaos Black and basecoat the whole model with Leadbelcher (either with a brush or with a spray can). This gives you the perfect basecoat for all the metal areas on the model, which can then be washed, drybrushed and layered at the same time.

THE DUST OF AEONS

The Martian red base of the Kataphron Destroyer was painted using the same guide we featured in issue 61 and is much simpler to achieve than it looks. A thick layer of Martian Ironearth was applied to the base and allowed to dry. As it does, cracks appear on the surface, creating the effect you see above. The thicker you apply the Martian Ironearth, the bigger the cracks. Once the paint was dry, the base was then drybrushed with Kindleflame. To make painting the base easier, the Kataphron was glued to it after both the model and the base were fully painted.

Metal



With all the metalwork done, you can then start painting the other areas of the model following the stages below. The servitor's skin was given a sickly green tone to suggest the fact it was grown in a nutrient vat and has probably never seen sunlight until this point. It also provides a focal point for the miniature, drawing the eye to the head of the model. The same logic applies to both the graviton field and the plasma coils on the two main guns, again drawing the eye to the Kataphron's head and providing contrast to the rest of

the model's stark, dirty colour scheme.

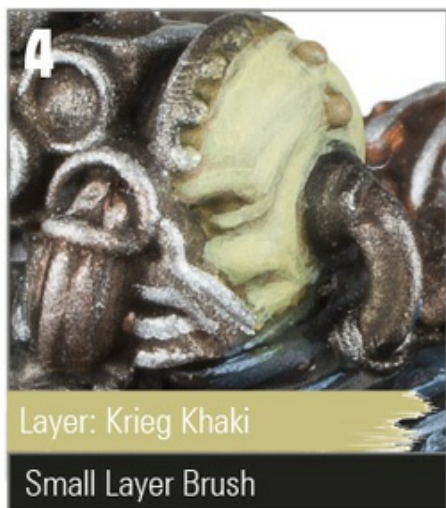
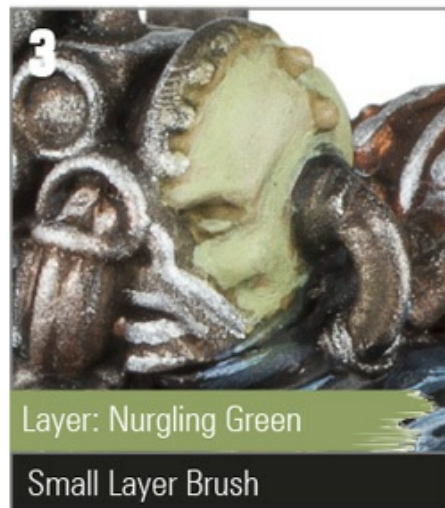
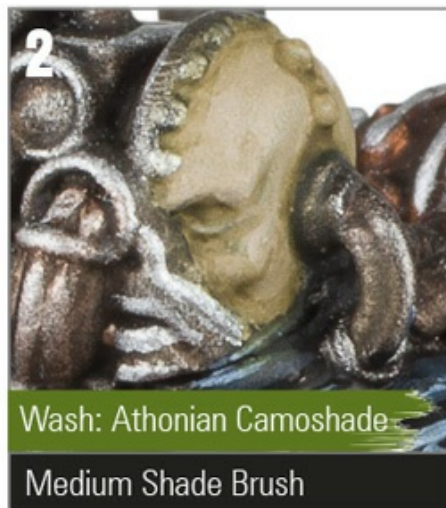
Black Armour



Red Armour



Skin



Grav Field

1



Basecoat: Caliban Green

Medium Base Brush

2



Layer: Warpstone Glow

Small Layer Brush

3



Layer: Moot Green

Small Layer Brush

4



Layer: White Scar

Artificer Brush

Plasma Coil

1



Basecoat: Caledor Sky

Medium Base Brush

2



Layer: Baharroth Blue

Medium Layer Brush

3



Layer: White Scar

Small Layer Brush

Next week: It's electrifying!



THEATRE OF WAR

In Theatre of War we present missions, mini-games and scenarios designed to get you having fun on the gaming table with your Citadel miniatures. This week we take on the role of technology-obsessed Explorators, seeking for lost STC archeotech.



Much as the Adeptus Mechanicus would like to deny it, technology within the Imperium is increasingly stagnant, the arts of innovation and invention replaced by superstitious ritual and stultifying tradition. For this reason even the faintest whisper of a legendary STC is considered reason enough to mobilise great armies and declare open war. Throughout the millennia, the Adeptus Mechanicus have fought every alien race, from Eldar to Orks, in their zeal to recover that which was lost. Sometimes the STC is a prize beyond worth, but other times it is no more useful than a machine for stamping utensils.

Archeotech Hunt recreates the frenzy of the search for these precious relics of Mankind's past. In this game, the site of a rich archeotech hoard has been located, and Explorators

sent to retrieve it – but they must do so in the midst of battle. One player will take on the role of the Explorators, ideally the player with the force best suited as representatives of the Machine Cult, but others can play it too: Astra Militarum Engineeers and Inquisitors are great candidates. The opposing player takes on the role of obstructive enemy – it's their job to make sure the technophiles pay for their treasure in blood.

Theatre of War is a regular feature all about giving you more things to do with your Citadel miniatures. Within it you'll find ideas to try in your own games.

If you play Archeotech Hunt, why not tell us how you got on?
team@whitedwarf.co.uk



ALTAR OF WAR ARCHEOTECH HUNT



Ever since the Golden Age of Technology passed into legend, the Adeptus Mechanicus have obsessively sought out rumours of missing STC archeotech. It is not uncommon for even the slightest hint of its whereabouts to draw forth a vast warhost to investigate; the Quest for Knowledge is a holy crusade.

THE ARMIES

Choose armies as described in Warhammer 40,000: The Rules. One player is known as the Explorator (it is especially fitting for the Explorator to use Adeptus Mechanicus forces). His opponent is the enemy player.

THE BATTLEFIELD

Set up terrain as described in Warhammer 40,000: The Rules. We recommend using the deployment map below.

OBJECTIVE MARKERS

After terrain has been set up, but before determining table halves, the players must place a total of six Objective Markers on the battlefield, using the rules for Placing Objective Markers as described in Warhammer 40,000: The Rules.

DEPLOYMENT

The Explorator deploys first, placing his units anywhere within the Explorator Player's Deployment Zone (see map). The enemy player deploys second, placing his units anywhere within the Enemy Player's Deployment Zone (see map).

FIRST TURN

The Explorator player has the first turn unless the enemy player can Seize the Initiative (Warhammer 40,000: The Rules).

GAME LENGTH

The mission uses Variable Game Length (see Warhammer 40,000: The Rules).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVE

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Protect the Archeotech: Units belonging to the Explorator player that are within 3” of an Objective Marker have the Stubborn special rule.

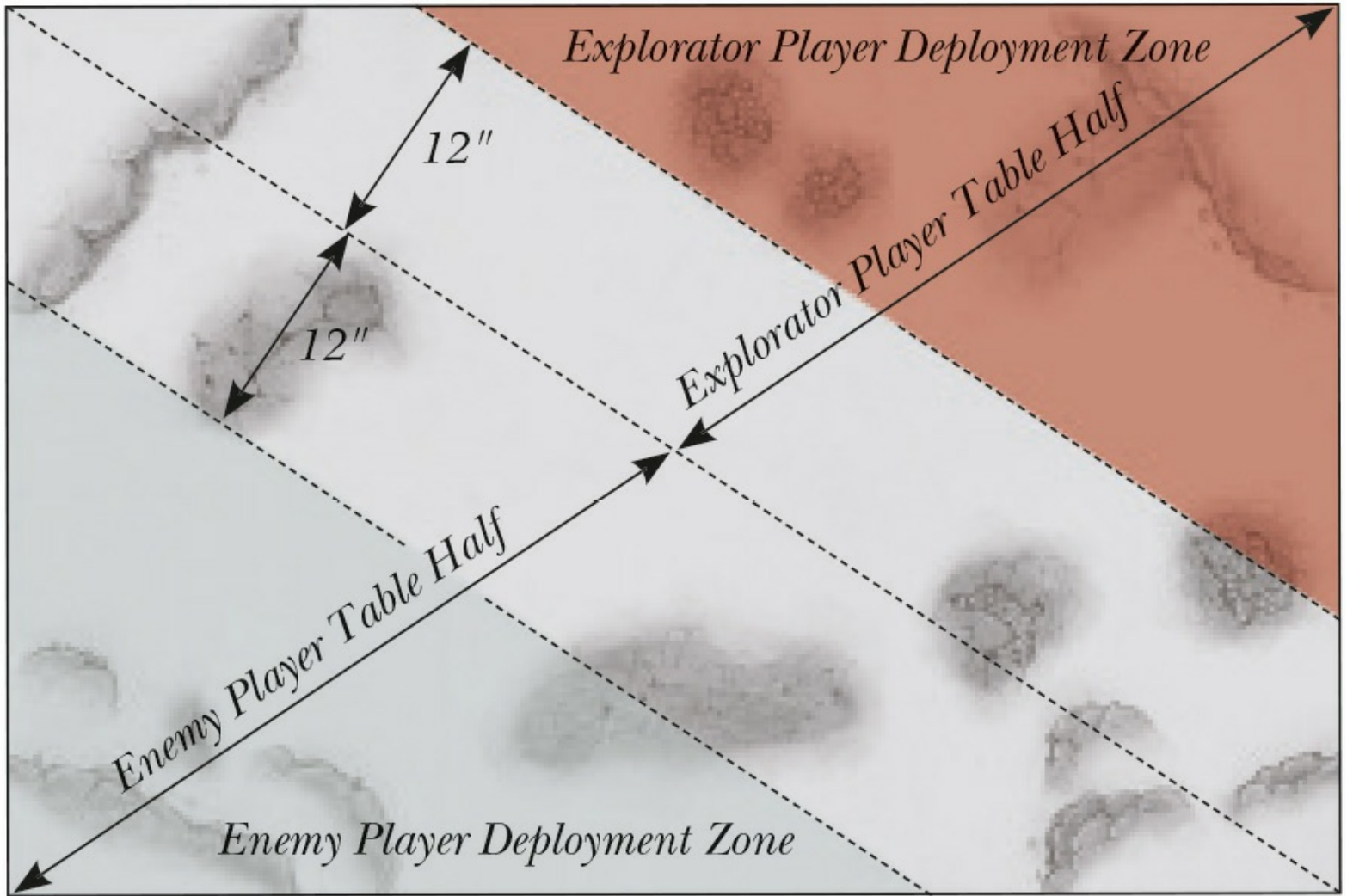
Mysterious Archeotech Objectives: In this mission, do not roll on the Mysterious Objectives table in Warhammer 40,000: The Rules when a unit deploys or moves within 3” of an objective. The player identifying the objective must instead roll on the Mysterious Archeotech Objectives table below to see what effects it has on the controlling unit.

Mysterious Archeotech Objectives

D6 Result

- 1. Nothing of Note:** *Damaged beyond any chance of immediate repair, this archeotech must be salvaged and returned to Mars.*
The Explorator player's units within 3" of this objective marker have the Fearless special rule.
- 2. Shadowsorce Drive:** *Those in command of this ancient device have the power to blot out the sun.*
A unit that controls a Shadowsorce Drive at the end of its Movement phase can either activate it or deactivate it. Whilst one or more Shadowsorce Devices are active on the battlefield, the Night Fighting rules are in effect.
- 3. Icarus Skyrule Engine:** *The STC that first developed Icarus-pattern weaponry has long since been lost. Perhaps this device is the key to rediscovering its secrets.*
One model in a unit controlling this objective marker can shoot as if it were equipped with a lascannon with the Skyfire and Interceptor special rules.
- 4. Teleportation Hub:** *A single, dilapidated teleporter pad is half-buried beneath the native flora – such technology is rare.*
During the controlling player's Movement phase, he can choose one unit within 3" of this objective marker to use the Teleportation Hub. If he does so, remove that unit from play and immediately return it to play via the Deep Strike rules.
- 5. Archaic Ammunition Cache:** *Opening this battered crate reveals a stash of ancient munitions not seen since the Great Crusade.*
During the Shooting phase, you can choose to add 1 to the Strength value of all ranged weapons fired by the unit that controls this objective marker, but if you do all weapons have the Gets Hot special rule until the end of the phase.
- 6. Hyper-deceleration Field:** *A technological marvel, this priceless archeotech device slows the velocity of incoming fire to a fraction of its former rate, rendering those within its protective field all but impervious to ranged attack.*
Any shooting attacks that target a unit within 6" of this objective marker reduce their Strength value by 2 (to a minimum of 1), unless the firing models are also within 6" of this objective marker.

Explorator Player Table Edge



Enemy Player Table Edge



PARADE GROUND

Though Nurgle's chosen emissaries were defeated at Altdorf, his followers still march across the ruins of the Empire, spreading disease and sickness. These are the followers of Bilegorger the Putrescent.

BILEGORGER THE PUTRESCENT, DAEMON PRINCE OF NURGLE

The Daemon Prince known as Bilegorger was once a mortal, a child of a lay healer in the Bretonnian city of Brionne. Though few know his past, it's said he was responsible for over a hundred deaths when a game of Smell the Gauntlet went horribly wrong. Beaten almost to death and thrown out of the city, the young boy pleaded for his father's aid, but he would not help for fear of being exiled too. Outcast and close to death, the boy pleaded to a higher power, the plague-ridden gauntlet responsible for his banishment still in his grasp. Grandfather Nurgle heard his prayers.

It has been almost 900 years since that fateful day in Brionne, and much has happened to Bilegorger. Staggering across Bretonnia, he practiced the unholy arts, relieving the peasantry of their pain and suffering with Nurgle's blessing in return for their eternal devotion. Crossing the Sea of Claws, he continued to do the Urfather's work in Norsca, his ever-growing host swollen with rancid followers. Elevated to Daemonhood for his work, Bilegorger joined the Glotkin in their invasion of the Empire, leading the Leprous Host against the Empire city of Wolfenburgh.



THE LEPROUS HOST, PUTRID BLIGHTKINGS

The Leprous Host were the first Warriors of Chaos to join Bilegorger's entourage as he wandered the Northern Wastes. Seeing his train of disease-ridden followers, they expected an easy slaughter, but soon found themselves struck down by a wave of sickness. Flesh dissolved, organs ruptured, ligaments frayed and bowels emptied in Bilegorger's presence. Left roaring in agony, the warriors were given a choice: to join Bilegorger's army or die horribly from their wounds. The deaths of the first two warriors to refuse his blessing encouraged the rest to reconsider.

Since joining Bilegorger's army, the Leprous Host have become the most rancid and diseased of all his followers. Marching on Erengard in 2502 they almost brought the city to its knees, slaying anyone who dared leave the city and flinging the infected corpses back over the city's walls with vast trebuchets. Only the intervention of Ostland's state troops finally saw them off. It was a brief reprieve, for just 20 years later the Leprous Host returned, smashing through Erengard before marching on Wolfenburg, the province's capital.





Festermaw Lashguts is the leader of the Leprous Host, a Putrid Blightking who takes exceptional delight in the mutations Father Nurgle bestows upon him. Lately he has been obsessed with feeding the mouth in his belly.

THE FILTH BRINGERS, PLAGUE DRONES OF NURGLE

When Bilegorger's army marched on the city of Wolfenburg, the Plaguebearers known as the Filth Bringers flew alongside them. Unbidden and unsummoned, they appeared following the destruction of Erengard, drawn to the misery and suffering of the city's survivors as they were gifted with Nurgle's most foul and unpleasant diseases.

Like moths to a flame, the Rot Flies sniffed out those that were close to death, their slime-covered proboscis trunks sucking dry the lesions and pustules that covered the terrified people in the hope of keeping them alive a little longer to appreciate Nurgle's blessing. Their sicknesses alleviated, the fortunate few fled the ruins of Erengard as fast as they could. Insulted by the lack of gratitude, the Filth Bringers flew after them, raining down the most horrific contagions they knew on the people fleeing below them. Now, as Bilegorger's army lays waste to Wolfenburg, the Filth Bringers leave only death in their wake. None are spared thanks to the ungratefulness of the people of Erengard.



Pusface of the Filth Bringers is blessed with visions, as the lymph and ichor from the

bulging boils and pustules on his face run into his eye. Worthy mortal servants are permitted to fill a cup from this fecund font of disease.

THE ROTMONGERS, NURGLE'S ARCHIVISTS

Plaguebearers are miserable, fastidious followers of Grandfather Nurgle and when they're not spreading diseases in his name, they're cataloguing their effects on unfortunate victims. The Rotmongers were given the task of recovering one of Nurgle's oldest creations, a disease he'd unleashed upon the Old World thousands of years ago and forgotten about entirely.

Confined to the Realm of Chaos, it wasn't until the Glottkin invaded the Empire and stretched the boundaries of the Chaos Wastes that the Rotmongers finally found what they were looking for: a vial of vitae flux hidden in the cellars of Brass Keep. Materialising alongside the Putrid Blightkings that fought there, the Rotmongers slew all about them in their desperation to get to the holy sickness. Marching in rotten ranks, they entered the mould-caked depths of the citadel, each one laying their grimy hands on the vial in dedication to Nurgle. Taking it from its resting place, they received further orders from Grandfather Nurgle: they were to take the vial to the Daemon Prince Bilegorger, to be uncorked when he saw fit.





Threespike of the Rotmongers carries the heads of those who refuse Father Nurgle's blessings. Their rotting skulls are stuffed with rancid flesh and maggots, allowing them to nurture the gifts of Nurgle they denounced in life.



'EAVY METAL

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures. Curated by the renowned 'Eavy Metal team, this week we take a look at the relationship between hot and cold colours.

This month, the guys in 'Eavy Metal picked a pair of Skaven Stormfiends to talk about, both of which have alternative colour schemes to the miniatures shown in Warhammer: Thanquol.

This Stormfiend belongs to Clan Mors, arguably the most powerful Warlord Clan of the Skaven realms. The model was painted with predominantly warm colours, the armour painted Khorne Red and highlighted up to Squig Orange and Tau Light Ochre, both warm, rich colours. The same theory was applied to the copper weapons, which were painted Hashut Copper to give them a warm, ruddy appearance and shaded with Reikland Fleshshade to make them appear burnished and heat-worn. The skin, while still a warm tone, has Blue Horror (a cool colour) as the final highlight to make it stand out from the armour plates covering the rest of the Stormfiend.

Areas such as the loincloth, fur, leather straps and fuel pannier were painted in neutral creams, browns and greys with soft, carefully blended highlights to ensure they don't draw attention away from the focal parts of the model.



Left: The Stormfiend's mask is painted the vibrant red of Clan Mors. It helps attract attention to the model's head.

Centre: The occasional silver areas on the model are washed with Agrax Earthshade to make them look oily and well-used.

Right: The Packmaster is painted much paler than the Rat Ogre he controls to emphasise his sickly nature. A wash of Druchii Violet makes him appear bruised and ill.

This Stormfiend hails from Clan Skryre, the clan responsible for the diabolical weapons the Stormfiends carry into battle.

The colour scheme for this model is a curious mix of hot and cold colours. The Stormfiend's skin and fur are painted in warm tones, the stitch marks and scars carefully washed with Druchii Violet and Reikland Fleshshade to give them a fresh, bruised appearance.

On the other hand, the dark metal armour and the fittings on the grinderfists are painted as cold steel, the recesses shaded to black while the highlights were applied with Runefang Steel, giving the impression of cold, heavy armour. The neon green warpstone and gold armour help tie these two extremes together. Yellow-greens are traditionally warm colours, but the extreme highlights make the warpstone appear oddly cold. It also acts as a very vibrant spot colour, drawing your eye instantly to the Stormfiend's weapons.



Left: The Packmaster has been painted with glowing green eyes. Clearly he's been on the warpstone snuff again.

Centre: The Stormfiend's pack markings are picked out in red so they stand out.

Right: The rough-cut warpstone is painted with light and dark facets, giving the appearance of a rock that's more translucent than solid, light refracting through it in weird and unusual ways.



THE RULES **KATAPHRON BREACHERS** **KATAPHRON DESTROYERS**

Kataphron servitors are gene-bulked cybernetic warriors, their tracked bodies heavily modified to wield arcane cannons and industrial wrecking claws so they may obliterate the enemies of the Machine God. Here we present the rules for both these new units.



Kataphron servitors are extremely potent, resilient and dependable units, whether they're armed for ranged firefights like the Kataphron Destroyers or for close-quarter engagements like the Breachers.

Kataphron Destroyers are the perfect unit for dealing with the enemy at range. Configured by Tech-Priests for maximum long-range destruction, their plasma culverins and heavy grav-cannons are ideal for mulching enemy infantry and light vehicles (even

heavy ones at a push). Their tracked units also enable them to fire on the move, very handy for laying down covering fire as your army advances.

The Kataphron Breachers were designed by Tech-Priests to tear apart tanks and fortifications. A well-placed unit of Breachers can twist even a super-heavy tank apart with torsion cannons, then roll in to finish the job with their hydraulic claws. A deadly combination.

WATCH OUT FOR...

Cognis flamers. The servo arm mounted on it isn't just for show. While the Kataphron Destroyers blast away at the enemy, the cognis flamer constantly scans for incoming targets, the servo arm operating it when the enemy gets too close. Be warned, Destroyers are not a unit you want to charge.

Kataphron Breacherplate

Though the torso and head of the Kataphron Battle Servitor hints at its fleshy past, the rest of its frame is a titanium-laced fortress of metal and plasteel that turns aside bullet and blade alike.

Kataphron breacherplate confers a 3+ Armour Save.

Kataphron Demiplate

The weapon systems of the Kataphron Destroyer generate so much heat that their cabling is necessarily exposed. Nonetheless, its cyborgised anatomy and heavy steel treads provide a great deal of protection against small arms fire.

Kataphron demiplate confers a 4+ Armour Save.

Arc Claw

The arc claw is a potent delivery system for the Adeptus Mechanicus’s sophisticated scrambler technology.

Range	S	AP	Type
-	+1	5	Melee, Haywire

Cognis Flamer

The anger of the cognis flamer’s machine spirit has been fanned to a roaring blaze. Under duress it will fight with incendiary wrath, even should its wielder be distracted.

Range	S	AP	Type
Template	4	5	Assault 1, Cognis Flamewall

Cognis Flamewall: If a Flamer weapon with the Cognis Flamewall special rule fires Overwatch using the Wall of Death rule, it automatically inflicts 3 hits rather than D3.

Heavy Arc Rifle

The heavy arc rifle sends out shallow parabolas of crackling energy, forming triple helixes as they blast forth.

Range	S	AP	Type
36”	6	5	Heavy 2, Haywire

Heavy Grav-cannon

A target hit by the heavy grav-cannon's invisible field will be stunned and likely crippled, or even crushed under their own exponentially increased mass until all that is left is an oozing disc of biometallic waste.

Range	S	AP	Type
30"	*	2	Salvo 4/6, Concussive, Graviton

Hydraulic Claw

The hydraulic claws of Kataphron Breachers are driven not only by powerful pistons, but also sanctified oils that are collected, drip by drip, from God-Machines at rest.

Range	S	AP	Type
-	+2	-	Melee, Iron Grasp, Unwieldy

Iron Grasp: When a model equipped with a hydraulic claw makes its close combat attacks, it can choose instead to make a single Grasp Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10) and AP2.

Phosphor Blaster

Even if a target survives the burning white spheres of the phosphor blaster, the phosphorescent glow these spheres exude can guide an ally's volley to strike the same target.

Range	S	AP	Type
24"	5	4	Rapid Fire, 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.

Plasma Culverin

Plasma culverins sacrifice the range of their cannon-pattern equivalents in exchange for a higher rate of fire.

Range	S	AP	Type
24"	7	2	Heavy 2, Blast, Gets Hot

Torsion Cannon

Matter grasped in the fields projected by a torsion cannon is mercilessly twisted by a torque that rips, buckles and ruins.

Range	S	AP	Type
24"	8	1	Heavy 1, Gravitic Contortion

Gravitic Contortion: Each time a non-vehicle model suffers an unsaved Wound from this weapon, it loses D3 Wounds instead of only 1. Each time a vehicle model suffers a penetrating hit from this weapon, it loses D3 Hull Points instead of only 1.



KATAPHRON BREACHERS



Kataphron Breachers tear the heart out of the enemy army with arcane guns and grasping claws. Heavy battle servitors slaved to the will of their Tech-Priest masters, they grind the rubble of conquered worlds beneath their treads. Kataphrons are redoubtable foes that force their way through volley after volley of enemy firepower, their sole focus the destruction of their prey. Once within range, the Breachers will open fire, their heavy arc rifles electrocuting man and machine even as their torsion cannons reduce their prey to mangled ruin. Unstoppable, unrelenting, the Breachers come on through the ozone-scented mist of their weapons discharge. Those who escape their salvos are soon fighting for their lives against remorseless arc claws and hydraulic talons.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Kataphron Breacher	3	3	5	5	2	3	1	8	3+	Infantry	3 Kataphron Breachers

WARGEAR:

- **Kataphron breacherplate**
- **Heavy arc rifle**
- **Arc claw**

SPECIAL RULES:

- **Canticles of the Omnissiah**
- **Very Bulky**

Heavy Battle Servitors: Models with this special rule cannot make Run moves, but can fire up to two weapons in each Shooting phase. Furthermore, models with this special rule count as stationary when firing Heavy or Salvo weapons, even if they moved in the previous Movement phase, and are allowed to charge in the same turn they fire Rapid Fire, Heavy or Salvo weapons.

OPTIONS:

- May include up to nine additional Kataphron Breachers - *50 pts/model*
- Any model may replace heavy arc rifle with a torsion cannon - *free*
- Any model may replace arc claw with a hydraulic claw - *10 pts/model*



KATAPHRON DESTROYERS



Lobotomised to ensure unswerving faith, Kataphron Destroyers stray not one iota from the path allocated to them – that of holy annihilator. The minds of these servants of the Omnissiah have been filled with thoughts of war alone. Their limbs have been excised and cast aside to make room for arcane weapons that jut like battering rams from their shoulders. These centauroid cyborgs have been fashioned with more than brute force in mind, however, for each is a minor artillery piece in its own right. In battle, the Kataphron Destroyers raise their guns in uncanny unison, blurting praise to the Machine God as their bionic eyes acquire fresh targets. A moment later the enemy is burned to reeking ash, pulverised into unrecognisable mush, or physically annihilated without so much as a blink of hesitation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Kataphron Destroyer	3	3	5	5	2	3	1	8	4+	Infantry	3 Kataphron Destroyers

WARGEAR:

- **Kataphron demiplate**
- **Plasma culverin**
- **Phosphor blaster**

SPECIAL RULES:

- **Canticles of the Omnissiah**
- **Very Bulky**

Heavy Battle Servitors: Models with this special rule cannot make Run moves, but can fire up to two weapons in each Shooting phase. Furthermore, models with this special rule count as stationary when firing Heavy or Salvo weapons, even if they moved in the previous Movement phase, and are allowed to charge in the same turn they fire Rapid Fire, Heavy or Salvo weapons.

OPTIONS

- May include up to nine additional Kataphron Destroyers - *55 pts/model*
- Any model may replace plasma culverin with a heavy grav-cannon - *free*
- Any model may replace phosphor blaster with a cognis flamer - *5 pts/model*



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 get to grips with more servitors, hot and cold colours and the Spawn of Cryptus.

CHANGING BODIES, ALTERING MINDS

THE MERITS OF THOUGHT, THE WEAKNESS OF FLESH

Looking at the new Kataphron battle servitors this week has led to some interesting discussions in the White Dwarf bunker as we compared the ways in which the Priesthood of Mars alters its servants – both physically and mentally.

On one end of the spectrum, cerebrally speaking, are the servitors, whose minds have been scrubbed clean of personality and free choice. These unthinking drones exist only to obey the code-blurled orders of the Tech-Priests who command their very existence. Comparatively, Skitarii warriors, such as the Rangers or Vanguard, retain their own independent thought, just so long as it remains useful. Should a situation arise where the Tech-Priests overseeing the battle need to intervene, they can simply overrule their intellect with Doctrina Imperatives. It seems clear the Tech-Priests place little value on the free will of their servants.

If they value their minds little, they care even less for their bodies. The limb-severed Kataphrons are far from unique. Consider the Sicarian Infiltrators, for instance – arms and legs are removed, along with much of the cranium, in the effort to create the ultimate weapon. For the Adeptus Mechanicus, the flesh is weak.



A HERESY OF ABOMINABLE INTELLIGENCE

The Imperium's reliance on servitors, utilising the cerebral cortex of mortal beings, rather than employing thinking machines, might seem like a primitive tradition to other races, such as the Tau, but none within the Priesthood of Mars would dare voice such a thought aloud. The creation of thinking machines (or even an unseemly interest in them) is considered a grievous act of heresy.

This fear stems from the shadowy period in mankind's history known as the Dark Age of Technology. Legend tells that humanity once leaned upon the 'men of iron', who revolted against their masters in a terrible war. Ever since that time, it has been forbidden to dabble in the creation of artificial intelligences.

Even so, during the time of the Horus Heresy, permission to delve into the forbidden and arcane is precisely what the Warmaster used to lure away many of the then-Mechanicum to his service. Some of the abominations they forged yet haunt the galaxy.

ONLY IN DEATH DOES DUTY END

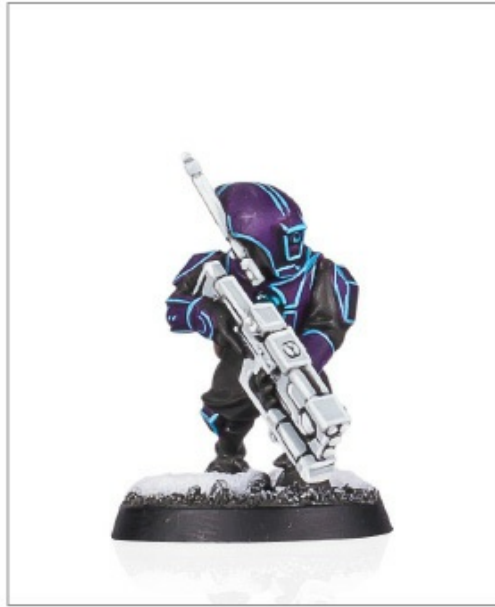
Kataphron battle servitors are far from the only type of servitor seen across the Imperium. Indeed, criminals and miscreants are often used as servitors for all manner of industrial tasks, from loading munitions on Imperial battle ships to assisting the Tech-Priest Engineeers of the Astra Militarum in battlefield repairs. Not all servitors were once criminal scum, however. The selection process of the Adeptus Astartes creates many failures, and some of these are used as combat servitors by the Chapter's Techmarines, ensuring they can serve the Chapter in another capacity.



USING TEMPERATURE TO CREATE A NARRATIVE

'Eavy Metal this week looked at how the team use hot and cold colours both in creating contrasts and in capturing some of the character of the models, from the use of blue tones to give a Stormfiend's flesh a mutated, unnatural appearance, to the use of warm pinks and purples to imply hot lividity around scars and stitches.

You don't need to be a master painter like the 'Eavy Metal team to use these principles, though. Here you can see how orange, red and brown evoke the warmth of an autumn glade, stark blue-white highlights imply the icy cold of an alien world and cold, glowing green eye lenses give the Tempestus Scion a sinister air.



Left: This Wildwood Ranger is painted in warm autumnal tones.

Centre: This Pathfinder's armour echoes the chill of the snow on his base.

Right: Stark, cold green lenses imply an uncaring killer.

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: chain weapons.

THE CHAINWORD

The best known and most loved meat-mulcher in the galaxy, the chainsword is typically a long, heavy blade laden with razor-sharp teeth. The powerful internal motor ensures that when the chainsword strikes its target it gnaws its way through flesh and bone with a shriek, spattering gore across everything in the vicinity.

CHAINFISTS

The sister weapon to the chainsword, a chainfist does to bulkheads, armoured doors and the hulls of tanks what a chainsword does to slabs of meat. Typically carried into battle by Space Marine Terminators, they are especially useful in boarding actions on space hulks and in similar battle zones where the Terminators might need to make new ingress and egress points.

CHAINAXES

Weapon of choice for berzerkers of every stripe, these tools of murder are most commonly seen in the hands of Khornate Space Marines, such as the notorious World Eaters. Essentially, a chainaxe is the same as a chainsword, only completely bereft of any pretence of finesse or control. Instead they are a butcher's tool, used for the wholesale slaughter of anything and everything the blood-mad wielder can reach.

EVISCERATOR

Made famous of late by the frenzied cultists of the Red Redemption, eviscerators have in fact been found in armouries across the galaxy for millennia. Much larger than ordinary chainswords, they are often taller than a man, able to slice through multiple foes with every howling sweep of the blade.

READER'S MODEL OF THE WEEK

This rendition of the Spawn of Cryptus from Shield of Baal: Deathstorm was sent in by Thilo Engels. We were blown away by the creepy paint job Thilo has done on the model: just check out the disgusting green glow from his spine chimneys and the veins on his head, and the purple shading in the recesses on the pale, ghostly flesh. We also loved the way he's modelled the base, making it look like the strange Tyranid bio-vane is bursting out of the ground and pushing apart the rusting metal flooring of an Imperial manufactorum or hive city. A brilliant way of adding to the story behind the model.



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.

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



SPACE MARINE JEWELLERY?

Greetings, oh bearded one, I have a question to ask of you, if I may: I've noticed many Space Marine models have little studs on their foreheads. What do these mean?

- Ben 'Jammin' Hull

GROMBRINDAL SAYS

Ah, a subject a Dwarf can raise a tankard to at last! Many a Slayer has banged a nail or two into his bonce to make a point. Indeed, Snorri Nosebiter went so far as to hammer a row into his skull in place of a bright orange mohawk.

Ahem. My apologies, I digress: the metal rivets you are referring to are Space Marine service studs, which the Adeptus Astartes use to show length of service to their Chapter. A stud will represent either 10, 50 or 100 years service, depending on its style and the material it is made from. While it has fallen out of favour with some Chapters, those who value tradition wear them with pride.

- Grombrindal

WEAPON OF THE WEEK: SWORD OF TECLIS

When Ulthuan was overrun by Dark Elves and Chaos Warriors, Teclis rose up as a true hero of his people, forging himself a sword with which he could rescue his brother Tyrion. The eponymous Sword of Teclis not only looks gorgeous with moon motifs on the hilt and crossguard, and runic script running up the blade, but it is also one of the most potent swords in the world. Of course, Teclis isn't much of a fighter, so we better mention the Moon Staff of Lileath – given to him by the Elven goddess of the moon (explaining the designs on his sword). This staff turned an already great mage into an unstoppable spell-casting machine.



BIT OF THE WEEK: GENESTEALER SKULL

This skull comes in the Genestealer kit and is the perfect accessory for decorating your bases if you've been crushing Tyranid players and want to show it. Our advice? Barter for it with your friends – the kit has two, so they are ripe for a bit of strategic swapping.



CONVERTING THE DAEMON PRINCE

In this week's Parade Ground we featured a throng of repulsive Nurgle models, including the spectacular Daemon Prince Bilegorger, a cleverly converted model that uses parts from a few kits.

Bilegorger's wings and the horrific tongue spilling out of his belly are plundered from the Plague Drone kit, while Bilegorger's swollen left leg (which looks uncannily like it is infected with the same kind of septic flesh-bloat seen on the Putrid Blightkings) is actually a spare taken from one of the Maggoth Lord kits. The best thing about this is that it's close enough to the Daemon Prince's original leg that it looks quite right. (Disturbing and unnatural, but right). Lastly, the massive maw in his belly is also taken from the Maggoth Lord kit – it's the belly mouth taken from Orghotts Daemonspew's mount, Whippermaw.



Left: Fly wings, nicked from a Plague Drone.



Right: The bottom of the leg is taken from Orghotts's mount, Whippermaw.



Above: Bilegorger's belly is a spare part looted from the Maggoth Lord kit, blended into the Daemon Prince with Green Stuff.

WHITE DWARF'S REGIMENTS OF RENOWN

The Masque of the Twisted Path have a reputation for sinister deeds, considered ominous even among their fellow Harlequins, and many of their battles of late have seen them taking on one of the greatest enemies of the Black Library – the Thousand Sons.

In particular, the Players of the Troupe known as the Weaving Way have clashed several times with the automaton Chaos Space Marines, battling to keep them from gaining access to the webway. In their battles, the Weaving Way have outmanoeuvred the Thousand Sons, leading them astray with their Starweaver, and directly into the path of the Scintillating Serpents, a squadron of Skyweavers who take savage delight in performing the dance of death for the thralls of the Dark Gods. Although the Masque of the Twisted Path have so far enjoyed success, the skeins of fate show that their foes will soon return in greater numbers. The masque will need to draw in allies if they are to triumph again.



Above: The Harlequin Troupe known as the Weaving Way ride into battle aboard their Starweaver.

The sharp edges to the checkerboard patterns painted on the hull were created by using masking tape to separate the areas. If you try this, make sure you buy special low-stick tape, or press the sticky side against some cloth first to reduce its adhesive quality.



Above: The Scintillating Serpents act as high speed executioners, armed with haywire cannons for killing enemy vehicles and zephyrglaives with which they can lop off the heads of the foe.



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