

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 72

13 JUNE 2015

PAINT SPLATTER
HEAVY ARMOUR SPECIAL —
PAINT YOUR LAND RAIDER!



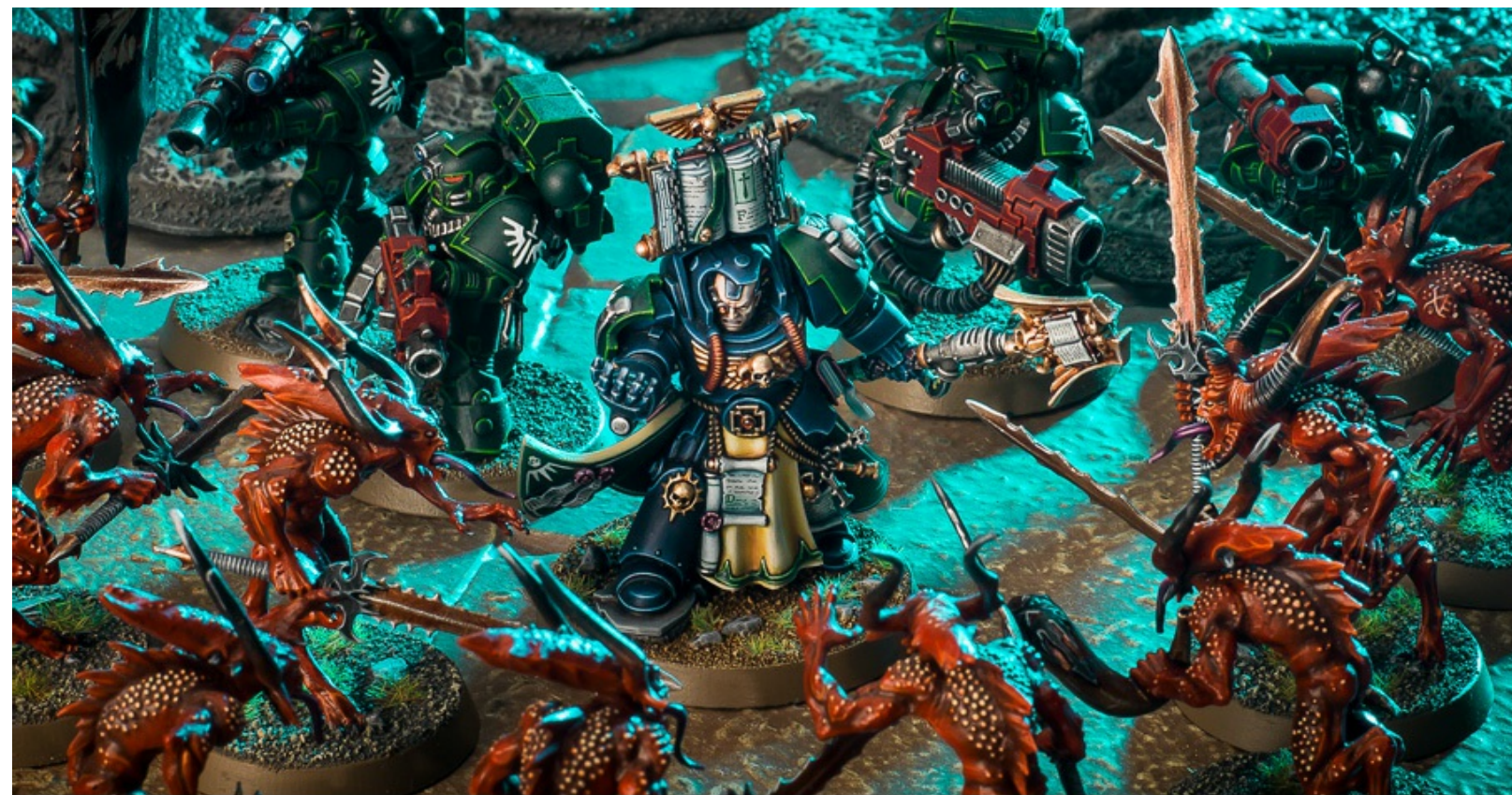
THE WEAVE OF REALITY IS HIS TO COMMAND

PSYCHIC ANNIHILATION!

THE SPACE MARINE LIBRARIAN WAGES WAR WITH THE POWER OF HIS MIND

WHITE DWARF™

ISSUE 72
13 JUNE 2015



Editor: Jes Bickham
jes@whitedwarf.co.uk

Publisher: Paul Lyons
paul@whitedwarf.co.uk

OPENING SALVO

War in the 41st Millennium is waged not just with gun and blade; the dread power of the Warp can be harnessed in terrible and destructive fashion by those known as Psykers. This week, the Angels of Death are bolstered by a veritable paragon of mental might in the form of one such Psyker, a new Space Marine Librarian in Terminator armour. The enemies of Humanity shall surely tremble before his eldritch power!

The new Space Marine Codex includes a fantastic new Formation for the Librarian – the Librarius Conclave – and we put it through its paces against a variety of foes. While on the subject of the Adeptus Astartes, we've also got a Paint Splatter special with full guides to painting a Land Raider, Techmarine and Servitor – essential heavy support for your Space Marine Chapter. Enjoy the issue and see you next week!



LIBRARIAN IN TERMINATOR ARMOUR

Space Marine Librarians are warrior-scholars and mighty psykers. With the power of their mind they can boil blood and shatter bones, conjure raging infernos from their fingertips, banish the Daemons of the Warp and even bend time around themselves.



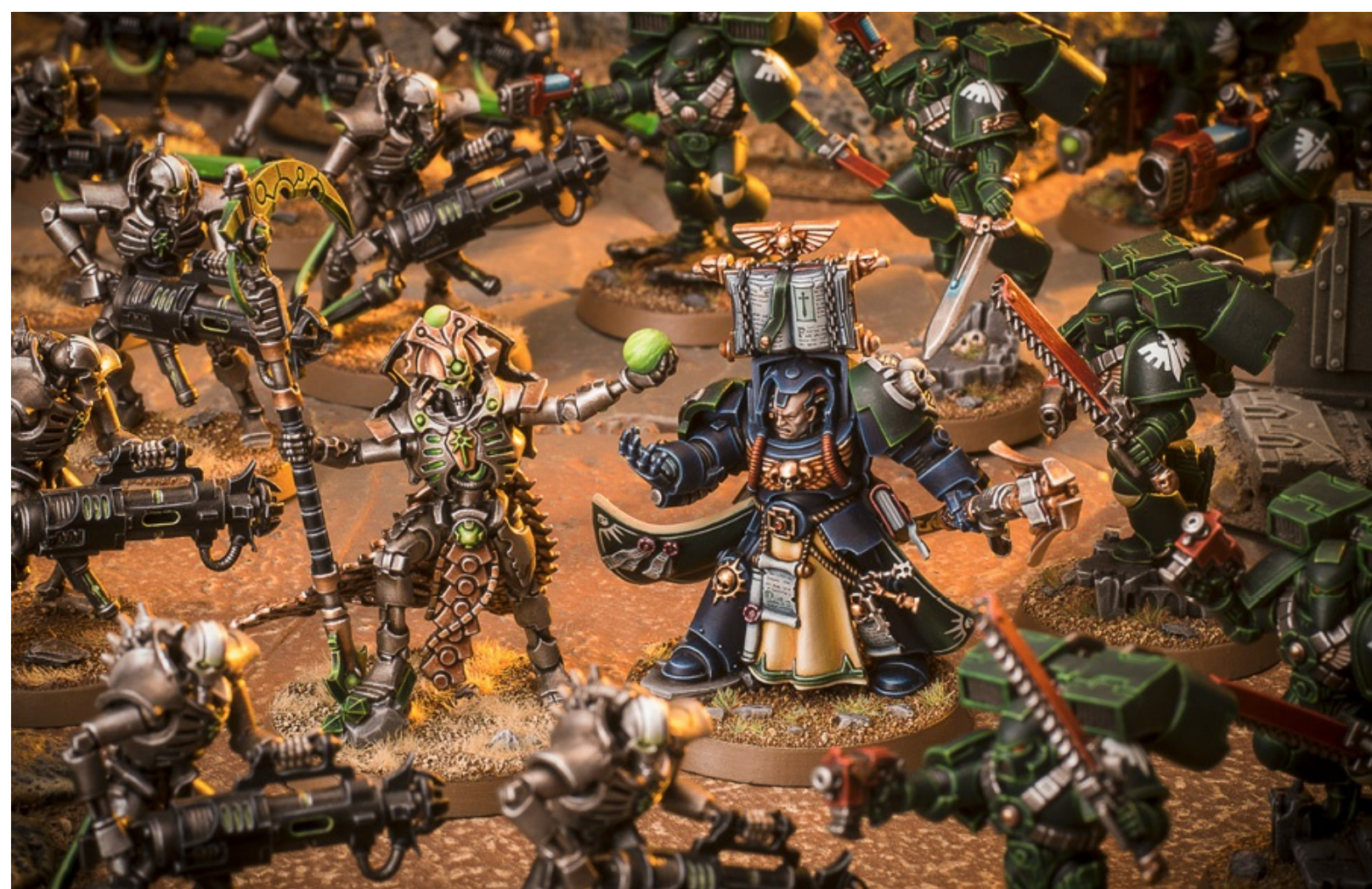
To become a Space Marine Librarian requires both physical strength and exceptional mental fortitude, for a willing aspirant must be both a superhuman warrior and a conduit for the baleful energies of the Warp. It is not a path easily walked and only the most stalwart survive.

This new plastic kit features a Space Marine Librarian wearing a fabled suit of Terminator armour, a relic from the Chapter armoury. Upgraded for use by a Librarian, the suit features a psychic hood built into the armoured torso, enabling the Librarian to channel his psychic powers and nullify those of his foes. Pipes and cables trail from the hood to

the suit's power pack, linking up with the force staff the Librarian carries in his left hand. Though regarded as a sign of office, his staff is also a potent weapon that can be used by the Librarian to deliver a devastating psychic attack.

The Librarian's armour is adorned with the totems and insignia of his office – the aquila on his chest features the horned skull symbol of the Librarius while the book chained across his shoulders is an ancient and sacred work borrowed from the Chapter's scriptorium to deter the fell creatures of the Warp. Books, scrolls and parchments hang from the Librarian's corded belt alongside a set of keys, another symbol of his guardianship of the Chapter's most valued books and – possibly – its darkest secrets, too.

One Librarian not enough for you? Turn to The Rules to see this great new model in action alongside a new formation – the Librarius Conclave.

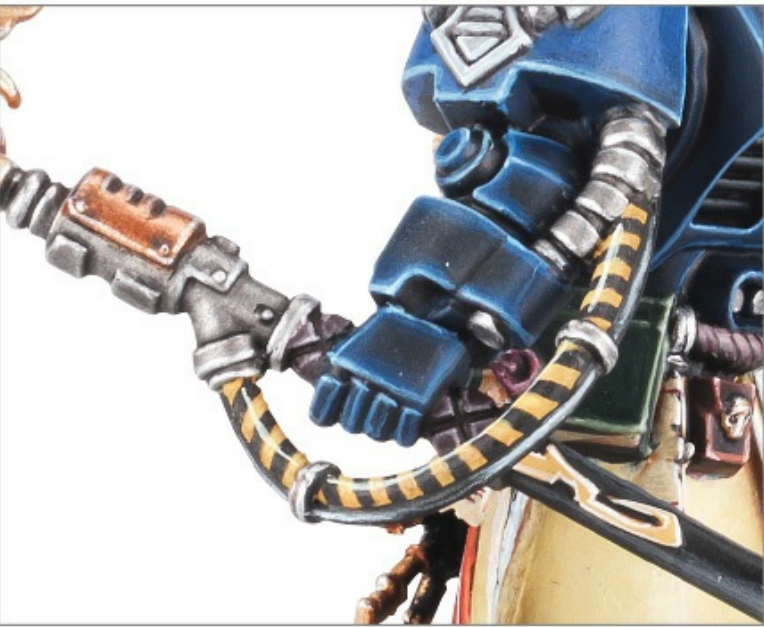


Above: A Dark Angels Librarian meets the challenge of a Necron Overlord.



Left: This open gauntlet is an alternative right hand that comes in the kit. Painted with glowing fingers, it looks like the Librarian is midway through manifesting a devastating psychic power.

Right: The top of the Librarian's force staff is crowned by an aquila holding an open book, one of the symbols of the Librarius.



Left: Force weapons require a great deal of power to wield, both physical and psychic. This power cord links not just to the Librarian's armour, but also to his mind.

Right: A thick cord tied around the Librarian's waist holds several books, scrolls and keys, all symbols of his office. Beneath them his embroidered robes billow in the wind.

ASSEMBLING THE STRIKE FORCE

The Space Marines are the ultimate warriors of Humanity, the sword by which the Emperor's justice is meted out. Whether defending the myriad worlds of the Imperium or embarking upon a holy crusade, they fight for the continued survival of Mankind.

Creating a Space Marine army is now easier than ever before, with access to a vast range of plastic and resin kits, plus a host of extras such as upgrade packs and transfer sheets to really make your miniatures shine on the battlefield.

The starting point for most Space Marine armies is the Gladius Strike Force, at the heart of which sits the Battle Demi-company. The mainstay of this force is a trio of Tactical Squads, supported by Assault and Devastator elements. While these can be Assault Squads and Devastators (both of which have great new kits out), you can also field Bike Squads, Land Speeders, Attack Bikes and even Centurions as part of your Battle Demi-company. And, should you need a little extra firepower, you can even include a Dreadnought. Fielded alone, a Space Marine Battle Demi-company is an impressive force to be reckoned with.

Of course, there's so much more you can add to it. Should you seek the thrill of aerial combat, why not include a Storm Wing of Stormraven and Stormtalon Gunships? Like the idea of tanks? Why not add an Armoured Task Force to your army consisting of Vindicators, Predators and Whirlwinds? Or perhaps you'd rather call on the god-like destructive power of the 1st Company? You could even base your army choices around your chosen Chapter. An Imperial Fists siege-force packed with Assault Centurions and Thunderfire Cannons, for example, or an Iron Hands army backed up by units of Dreadnoughts (yes, units) and squadrons of tanks.

And, should you not find a formation that works for you, remember you can always field an Unbound Space Marine army with no restrictions at all. A Devastator company, perhaps, or an entirely tank-based force. The choice is yours.

CHAPTER UPGRADES AND TRANSFERS

Several Space Marine Chapters have their own Chapter-specific upgrade packs and transfer sheets available from the Games Workshop webstore. There's an Ultramarines upgrade pack, Crimson Fists backpacks and shoulder pads as well as Command Squad and tank upgrades (also great for Imperial Fists), a Black Templars upgrade frame for making your Crusader Squads and a host of transfer sheets (Mentor Legion and Aurora Chapter among them).

There are also upgrade packs for those not-quite-Codex Chapters the Blood Angels, Dark Angels and Space Wolves.





GLORY OF THE IMPERIUM

The units shown here are just the tip of the iceberg when it comes to units you can add to your force. See all of the endless possibilities for your Space Marines army online at www.games-workshop.com.



Don't forget to check out the range of basecoat sprays while you're there. They make basecoating your Space Marine army much quicker and easier.



SONS OF ULTRAMAR

Sons of Ultramar is an Ultramarines painting guide, featuring stage-by-stage painting advice, background information and uniform guides for the Ultramarines 3rd Company and Strike Force Hammerfall.


Want to know how to paint Ultramarines like a pro? Then this is the book for you. This painting guide includes useful tips on how to paint just about every unit in a Space Marine force, complete with company markings and insignia.

The first 40 pages of the book take an in-depth look at the two forces presented in the book – the Ultramarines 3rd Company and Strike Force Hammerfall, an armoured company of Ultramarines tanks led into battle by Sergeant Chronus and supported by 1st Company Veterans. The other 80 pages are crammed full of stage-by-stage painting guides for 15 different units including Tactical Squads, Sternguard Veterans, Land Raiders and plenty more. Whether you're looking for help painting power armour or learning to paint faces, this book will show you how.

WARHAMMER
40,000
ULTRAMARINES
PAINTING GUIDE



SONS OF **ULTRAMAR**



ULTRAMARINES 3RD COMPANY

The Ultramarines Chapter are the exemplars of the Adeptus Astartes, fearless defenders of the Imperium and the lords of the mighty realm of Ultramar. Among their esteemed ranks stand the 3rd Company, the Scourge of the Xenos, led by their noble Captain Mikael Fabian.

For a hundred centuries, the Ultramarines and their glorious realm of Ultramar have stood as shining examples of the might of the Imperium of Man. In Mikael's childhood war of survival they stand resolute against the foe, a thousand fearless warriors under the martial command of their Chapter Master and lorded by the words of the Codex Astartes. Of their military strength, it is the Battle Companies that bear the brunt of the Chapter's wars, each one an army in its own right, able to strike anywhere and at any time in the name of the Imperium. The Ultramarines of the 3rd Company, commanded by Captain Mikael Fabian, are no exception. Over their long and bloody history they have brought great glory and renown to their Chapter, and countless enemies have fallen to their rule.

Though its warriors claim a proud legacy of triumph standing back ready to defend, it is more recent events that have shaped the fate of the 3rd Company. In the final centuries of the 41st Millennium, a new threat spilled out of the intergalactic void upon the Imperium, and the Ultramarines were among those to resist its onset. Known to Mankind as the 'Tyranids', the vast hordes poured forth upon scores of worlds, stripping them of life in their ceaseless hunger for biomass.

With masterful tactics and unflinching heroics, the Ultramarines earned to counter the first onslaught of the Tyranid invasion, designated Blue Fleets. Relentless by the Imperium, in the chaos of war being ships poured across the borders of Ultramar, a Space Marine fleet sailed out to meet them. Captain Fabian and his 3rd Company were among the first to face the invading Tyranid oceans as they followed their Chapter Master into the nightmare war zone of Raxadon.

Once a verdant world of sweeping beaches and glittering peaks, the planet was now a wasteland of death and gloom, a scorching living landscape of dunes and sandstorms. In the ruins of the grand stiner gardens, 3rd Company Tactical Marines dugged through weeds and the shattered remains of other alien races, their bodies torn as they fought through the dunes, fought on. Though the trampled ground was soaked with alien blood, the Tyranids came on in endless living waves, no matter how many were slain again or bled to death.

Their weapons glowing hot despite the light winds, and their armor staining red, the Ultramarines were forced to hold back before the seemingly endless waves of xenos. Eventually, it became clear that the world was lost and, with a heavy heart, Captain Fabian ordered the retreat from Raxadon, knowing he would need to pressure his Chapter to defend their home world. The 3rd Company were among the last to leave, their war now knowing that not one more planet would fall to the alien hordes of the Tyranids.

The battle of this world would soon be fought harshly to fight, however, during the Battle for Maccragge, when the Tyranids landed the 'Ultramarines' home system in vast numbers. The 3rd Company fought in the climactic battle that eventually saw the xenos fleet's strength broken above Oris, before returning to Maccragge itself to hold out to the northern polar fortress, and the Veterans of the Chapter that defended it. Even as Fabian charged down the assault ramp of his Thunderhawk, he feared what he would find, seeing countless space marine pilots fight against the defenses, but courage of the 3rd Company.

As they returned into the fortress' depths the 3rd Company were on edge by a covering tide of biomass, only the combined firepower of their Dreadnoughts and Devastators held the enemies back. After hours of bitter fighting, Fabian's warriors finally reached the center of the complex and to them came the signal to charge. Captain and his brothers behind the sterns of the 3rd Company's last stand. The severed battle-brothers were still leaning back to back where they had died fighting to the bitter end.

This would prove a pivotal moment for both the 3rd Company and their Captain. All who looked upon the courage of that day were astonished against the loss. In remembrance of the events on Maccragge, and in honor of the bloody battle that followed, the 3rd Company came to change their company standard to reflect their fallen comrades. The battle-brothers of the Tyranid head became a symbol synonymous with the Ultramarines 3rd Company, just as their title, the Scourge of the Xenos, came to reflect their undying hatred of the Tyranids.



The lowered standard of the Ultramarines 3rd Company

ICONOGRAPHY OF THE ULTRAMARINES

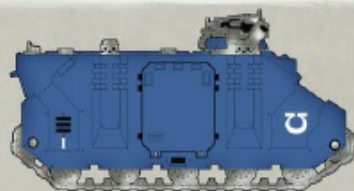
Tactical Markings of the Ultramarines 3rd Company, like the rest of their Chapter, strictly adhere to the teachings of the Codex Astartes and its rules of organization and tactical doctrine. Their left shoulder guard bears the Chapter icon of the Ultramarines, while their right carries their squad markings. The red cross marks them out as the 3rd Company.



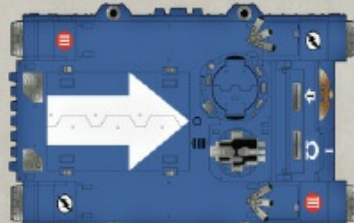
The red skull and crossbones mark of the Ultramarines Chapter, seen here with pride by Brother Fabian.



Brother Fabian's special number is incorporated into the tactical symbol on his shoulder.



This fabric is adorned with the icon of its side and division, and markings denote company, while numerous individual symbols, such as the Chapter icon, are scattered on the fabric. The lightning bolt company badge featured on the left is the mark of the 3rd Company.



SCOURGE OF THE XENOS CAPTAIN



BLUE ARMOUR



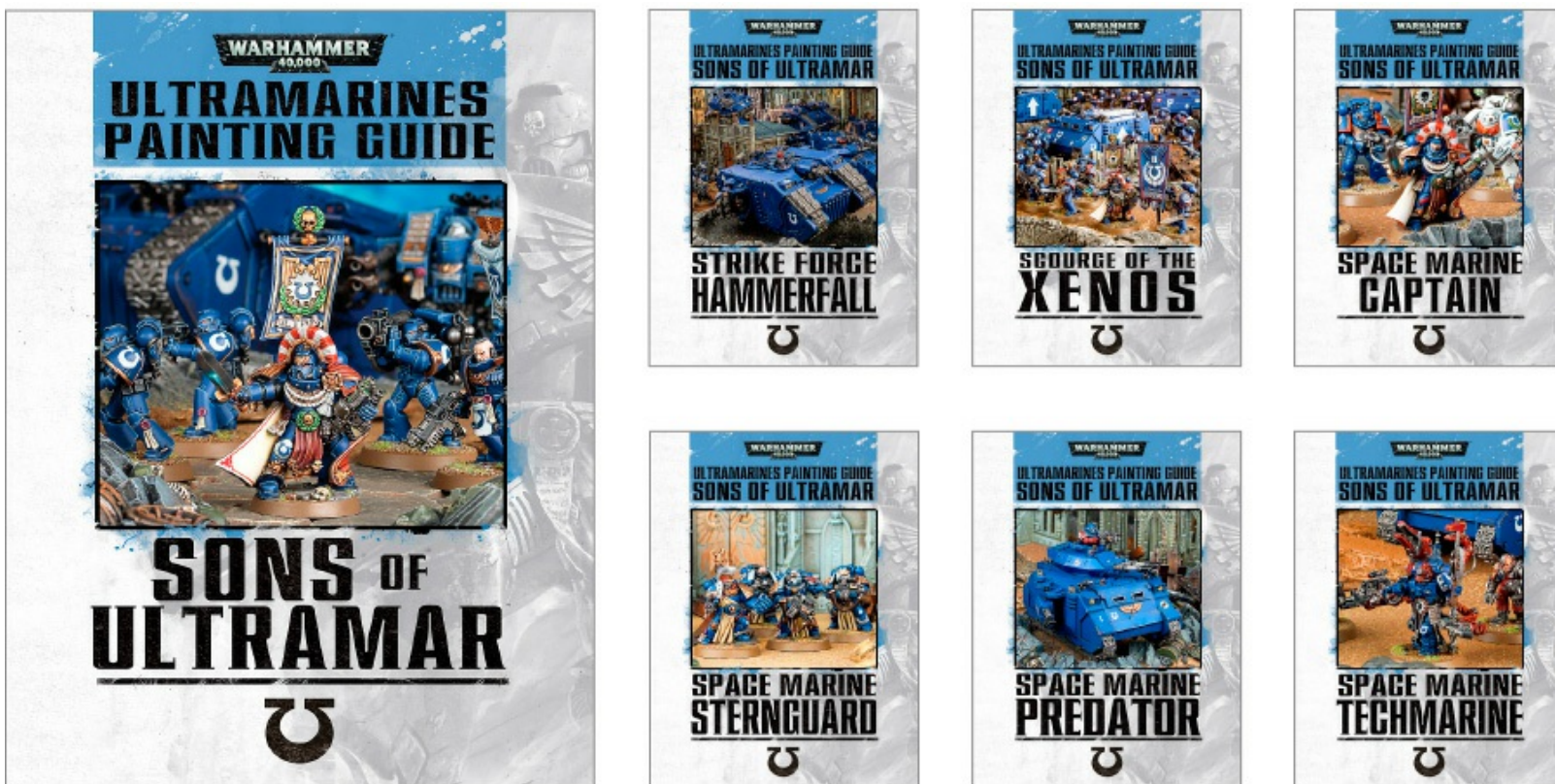
Begin by basecoating the model with Maccragge Blue (1). Then, using a standard brush, apply Noble Grey to shade the armor and give it the faint armor (2). Once it's dry, lift up the edges of these areas using Maccragge Blue (3), again using a standard brush.



Using a Detail Brush, apply a highlight of Cadaver Blue to the edges of the armor (4). Follow this with another highlight to these same areas, this time with Fennian Grey (5). Lastly, add a few edge highlights of Blue Horron (6).

SONS OF ULTRAMAR DIGITAL EDITION

The digital edition of Sons of Ultramar offers more flexibility than ever before – optimised for iPad, it's your choice of the whole book, each of the two stunning collections inside, or even individual painting guides for six iconic Space Marine units.



The new Ultramarines painting guide, Sons of Ultramar, is also available in an enhanced digital edition for iPad and, what's more, it offers a few different ways of getting the painting guides you want.

Your first option is, of course, the whole book, including a host of extra features such as 360° photography and pop-out images of the individual stages. You can also get your hands on each of the two collections (Strike Force Hammerfall and Scourge of the Xenos) separately, should you be thinking about collecting one in particular. And if you're just starting out with your Ultramarines collection and want to get hold of the painting guides you need as you go along, you can even get six of the key guides (for the Space Marine Captain, Techmarine, Sternguard, Land Speeder, Predator and Land Raider) individually, all with the same great enhanced features. It really is everything you need, however you want it.



To find out more about Games Workshop eBook products and to download them, visit blacklibrary.com/games-workshop-digital-editions.



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, the Solar Auxilia receive new reinforcements in the shape of the Auxilia Tactical Command Section.

SOLAR AUXILIA TACTICAL COMMAND SECTION

The Solar Auxilia are an elite body of human warriors that fought during the Great Crusade and the dark days of the Horus Heresy. Hailing from the Segmentum Solar, they are considered amongst the most effective combat troops in the Imperial Army.

This resin kit includes a Solar Auxilia Legate Commander and a full Tactical Command Section consisting of a Strategos, Proclaimator, Vexilarius and two Veteran Auxilia. Compared to the austere look of the Solar Auxilia troopers, these miniatures are lavishly adorned, a clear mark of their power and status. The Legate Commander wears heavily-brocaded clothes and carries a charnabal sabre, while the Strategos carries an array of range-finder equipment representing his cognis-signum. Both come with alternative heads – a helmeted one for the Legate and a bare one for the Strategos. The Proclaimator, meanwhile, carries a hefty-looking Nuncio-vox unit across his shoulders while the Vexilarius carries the Cohort standard.



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



PARADE GROUND

The power of the Warp must be waxing strong this week, for the Studio army painters have tapped into its turbulent currents, producing this quartet of beautifully-painted Psykers for your enjoyment.

EPISTOLARY HILESTO FABIAN OF THE SONS OF GUILLIMAN

Fabian was born on the world of Paraxus, one of the recruiting worlds of the Sons of Guilliman Chapter of Space Marines. Like his brothers before him he aspired to become a Space Marine and, at the age of 13, was accepted by the Chapter's recruiting parties and transported to the Chapter's home world of Praesidia. His journey almost ended the moment he stepped off the shuttle. A Librarian waiting at the gates to the Chapter's fortress monastery saw the glimmer of psychic potential in him and spirited him away. It was two years before he was seen again. Now, over 400 years later, Fabian has become a powerful telekinetic and an Epistolary within the Chapter's ranks. During the Third War for Armageddon he fought alongside the 3rd Company in the defence of Gate IX in Ghattana Bay. Surrounded by hundreds of Ork Dreadnoughts, Stompas and Killa Kans, Fabian tapped into the Warp, summoning gigantic empyric fists to crush the Ork walkers clanking towards him. After three days of fighting, Fabian finally succumbed to exhaustion, the ruins of a Gorkanaut lying crumpled beneath his feet.



SH'KIRA, SHADOWSEER OF THE SHATTERED MIRAGE

The Harlequin masque known as the Shattered Mirage have an extremely dark outlook on life, the galaxy and everything, preferring to fight alongside the Wych Cults of the Dark Eldar rather than their more disciplined Craftworld cousins.

It's believed their taste for Realspace raids was fostered by the Shadowseer known as Sh'kira, who once fought in the Wych Cult arenas of Commorragh before realising her psychic potential. Unable to use her powers in the Dark City, she joined the Masque of the Shattered Mirage, looking to further her knowledge and skills. Centuries of learning and training later, she now holds the position of Shadowseer within the masque and has gradually persuaded others to her way of thinking.

During the battle on Gnosis Prime, it was Sh'kira who helped broker an agreement with the Autarch Zephyrblade, her masque fighting alongside the Impaler Wych Cult and Craftworld forces. It's said she caused the death of the Imperial Knight Herolus of House Griffith, his mind shattered like brittle glass by her psychic trickery.





Left: Sh'kira's creidann grenade launcher is fitted with deadly hallucinogens created by her own hand. Harvested from psycho-crystalline shards from the depths of space, they induce feelings of fear and paranoia in her victims.

Right: A gift from Lady Malys herself, this neuro disruptor has proven its destructive worth on countless occasions.

PORPHYRICUS, DAMNED SORCERER OF THE DEATH GUARD

Once a Librarian within the ranks of Mortarion's Death Guard, the Sorcerer now called Porphyricus renounced his fealty to the Emperor along with the rest of his Legion and dedicated himself to the Chaos God Nurgle.

Despite nearly 10,000 years in the service of Grandfather Nurgle, Porphyricus has barely received any favour from his patron. Frustrated and dismayed, Porphyricus resorted to ever-more depraved ways to draw the attention of the Great Corruptor. On Castix VIII he created a sorcerous plague that infected just one person at a time. When the infected Guardsman died the company medics thought the plague gone, only to find it return the next day. These peaks and troughs of hope and despair were Porphyricus's gift to Nurgle, but they went unnoticed. During the Goanic Crisis, Porphyricus ruined an agri world with a single sorcerous conjuration. In the Battle of Withering Breach he reduced an entire Ork horde to mutated fungal spores. Porphyricus left the world to rot. Grandfather Nurgle smiled and enjoyed his servant's despair.





Left: The chimneys on the Sorcerer's armour constantly pump out spores laced with horrific wasting diseases.

Right: A rheumy eye peers out from Porphyricus's shoulder pad. His ascension to Daemonhood (or descent into Spawndom) has finally begun.

CODICIER BAPHOMEL KHAEMULABRO OF THE BLOOD ANGELS

Battle-brother Baphomel is a diviner of significant power, a trait that became evident almost as soon as the young initiate was plucked from the radiated sands of Baal.

Admitted to the Librarius and now holding the rank of Codicier, Khaemulabro's powers of prophecy make him a formidable strategist and natural Codicier. But, as with all the Sons of Sanguinius, Baphomel's powers are also a particular curse. Armed with formidable powers of precognition and the diviner's hauntingly clear eye for the shadows of the future flickering around him, it is said that Baphomel can foresee the fate of his brother Blood Angels, aware before the unfortunates themselves who is soon to fall prey to the Black Rage and the Red Thirst. Baphomel maintains a quiet vigil, never revealing the threads of the future yet to unwind; nevertheless, Baphomel's every outward sign is closely scrutinised by those fellow Blood Angels he encounters, each of them only too aware of what it is he sees and what it is that awaits them. If not now, then soon...





Left: Like all Blood Angels, Baphomel wears the winged blood drop on his shoulder pad. Long-serving battle-brothers have nicknamed the blood drop of Baphomel's own Chapter symbol 'the diviner's tear' out of the belief he has already foreseen who is next to succumb to the Black Rage and Red Thirst.

Right: A Veteran, Baphomel also wears the Crux Terminatus. Cruelly, Baphomel now serves alongside some of those who have escaped the Blood Angels' curse the longest. And yet, they wonder, does this mean they will be the next to succumb?



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at Space Marine vehicles and Techmarines.



ULTRAMARINES LAND RAIDER CRUSADER

Space Marine tanks are wonderfully easy to paint on account of their large armour panels and simple livery. Because they are primarily one colour (in this case, the blue of the Ultramarines), the easiest way to basecoat them is with a spray can. Not only is this much neater than using a Large Base Brush, it's a lot quicker, too. The tracks were also left off during assembly and sprayed with Leadbelcher spray before being glued on later.

Hull Plates



The final layer of paint on the Land Raider's hull was a drybrush of Etherium Blue. While the infantry models we featured last week (and the Techmarine over the page) have edge highlights on their armour, a drybrush serves tanks just as well, is just as easy and is far quicker. The secret is to have virtually no paint on the brush when you drybrush the model and to drybrush across the edges of the armour panels rather than paint down them like you would a highlight. Combined with battle damage and dirt, you'll have a great-looking tank in no time.

UNDERCOAT AND BASECOAT SPRAYS

When painting your models, it's important to undercoat them first, before you apply a basecoat spray. An undercoat spray is specially formulated to adhere to the plastic of the model, providing a texture for the next layer of paint (the basecoat) to bond with. Without an undercoat, there's a chance your paint may chip off, and no one wants that.

Gold

1



Basecoat: Balthasar Gold

Medium Base Brush

2



Layer: Gehenna's Gold

Medium Base Brush

3



Wash: Agrax Earthshade

Medium Shade Brush

4



Layer: Gehenna's Gold

Medium Layer Brush

5



Layer: Runefang Steel

Artificer Brush

Exhausts

1



2



3



4



5



Mechanicus Symbol

1



Basecoat: Abaddon Black

Medium Base Brush

2



Basecoat: Ceramite White

Medium Layer Brush

3



Layer: Administratum Grey

Artificer Brush

4



Wash: Nuln Oil (recesses)

Medium Shade Brush

5



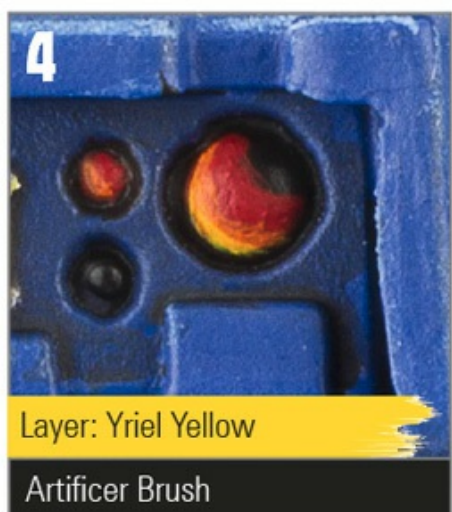
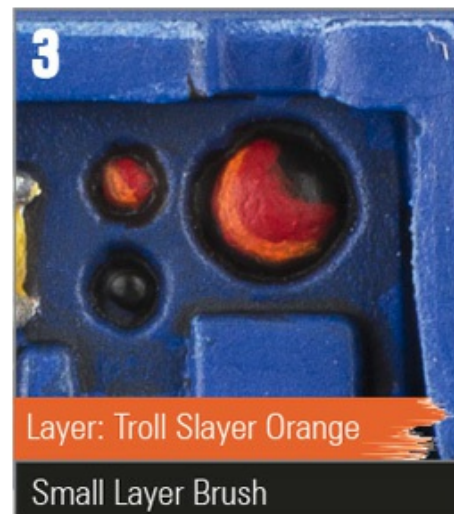
Layer: White Scar

Small Layer Brush

Headlights



Lenses



ULTRAMARINES TECHMARINE

Techmarines often repaint parts of their armour (if not all of it) red to represent their affiliation with the Adeptus Mechanicus. On this model, the head, right shoulder pad and servo-arms are red, the rest of the model painted in the traditional blue of the Ultramarines Chapter. A useful tip for this model: paint the servo-harness separately. Assemble it completely, then use Super Glue: Thin to stick it to a bit of sprue to make holding it easier. When you're done painting, gently remove the harness and glue it to the Techmarine.

Armour



Helmet

1



Basecoat: Khorne Red

Medium Base Brush

2



Wash: Nuln Oil

Medium Shade Brush

3



Layer: Khorne Red

Medium Layer Brush

4



Layer: Evil Sunz Scarlet

Small Layer Brush

5



Layer: Fire Dragon Bright

Artificer Brush

Parchment



Wax Seal



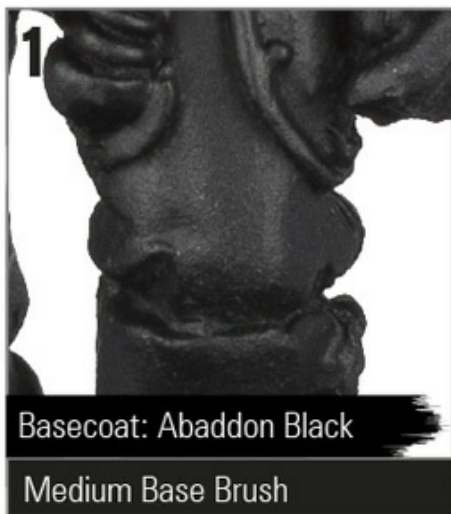
Brass



ULTRAMARINES GUN SERVITORS

Techmarines are often accompanied by a gaggle of Servitors. Unlike most models in a Space Marines force, they don't wear power armour, so they're a great place for a splash of extra colour in your force. This Techmarine's retinue were painted in reds and blacks, the traditional colours of the Adeptus Mechanicus (who might well have gifted them to the Techmarine upon the completion of his studies). Coincidentally, the paint stages used for them are the same as those used on the Studio's Mars Skitarii collection.

Black Overalls



Red Overalls



Flesh

1



Basecoat: Bugman's Glow

Medium Base Brush

2



Layer: Cadian Fleshtone

Medium Layer Brush

3



Wash: Reikland Fleshshade

Medium Shade Brush

4



Layer: Cadian Fleshtone

Medium Layer Brush

5



Layer: Kislev Flesh

Small Layer Brush



Next week: Dark, but not black...



THE RULES LIBRARIUS CONCLAVE

Codex: Space Marines now includes a new formation, the devastating Librarius Conclave, which enables you to field a quintet of Librarians against the Emperor's foes. Here we present their full rules and a few tactical suggestions on how to use them in battle.

The Librarius Conclave is a powerful Formation consisting of between three and five Space Marine Librarians. Here are our tips for getting the most out of them on the battlefield.

A disciplined approach: Librarians have access to all six psychic disciplines so why not use as many as you can? After all, if your Librarians stick close to each other, they can always channel each other's powers where they're most needed.

Combined minds: Many psychic powers are complementary, Endurance and Forewarning, for example. Look out for these potential combinations and keep those Librarians close so they (and their units) can benefit from each other.

Force the issue: If you're planning to charge, or expecting to be charged, always power up your force weapons. If all the Librarians are in one unit, you only need to make one Psychic test for them, too.

WATCH OUT FOR...

Enemy Psykers. Psychic powers are much easier to manifest when there are no enemies around to nullify them. If there are lots of Psykers around, consider using the Empyric Channelling ability. You won't get to use as many powers, but the ones you do use will be more likely to manifest successfully.



LIBRARIUS CONCLAVE



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FORMATION:

3-5 Librarians **1**

1 Chief Librarian Tigurius may be taken in place of a Librarian.

RESTRICTIONS:

None.

SPECIAL RULES:

Empyric Channelling: At the start of the Psychic phase, you can nominate one Librarian from this Formation. If you do this, the nominated Librarian has access to any psychic powers known by other Librarians from this Formation within 12” until the end of the phase; however, other Librarians from this Formation within 12” of the nominated Librarian cannot manifest psychic powers until the end of the phase.

Furthermore, when the nominated Librarian makes Psychic tests this phase, he will harness Warp Charge points on a result of 3+ rather than 4+ if there is one other Librarian from this Formation within 12”, or 2+ rather than 4+ if there are two or more other Librarians from this Formation within 12”.



PSYCHIC WARFARE

Force staff crackling with psychic energy, Chief Librarian Tigurius of the Ultramarines leads a conclave of Librarians against the foes of the Emperor. How will they fare against aliens, Daemons and other Psykers? Read on to find out.

HOW DOES IT WORK?

The rules for our challenges are really simple. We set up two Realm of Battle Gameboard tiles and a bit of scenery and place our chosen models at opposite ends. The value of the models doesn't matter, just so long as they are roughly even or will make for an interesting fight. First turn goes to the side that wins a roll-off, then the models fight to the death.

Sometimes we find someone runs their units away to avoid being shot or chopped up in combat, but the board is only so big. Mocking the player for their cowardly tactics is highly encouraged.

Space Marine Librarians are notoriously dangerous individuals combining the martial prowess of a Space Marine hero with the deadly skills of a Psyker. Five of them together, however, could prove devastating. As explained on the previous page, their Formation special rule – Empyric Channelling – enables one among them to channel the psychic powers of his fellow Librarians, providing they are close enough together. This was one of the deciding factors in the psychic powers we chose for the five Librarians, making each of them a master of their respective disciplines to maximise the number of powers in our psychic arsenal. Force staffs charged, we waded into our first challenge.

THE GREEN HORDE

The first challenge faced by the Librarius Conclave was a 50-strong horde of Orks led by a Warboss. Unfazed by the green tide, the Librarians advanced as one unit. Epistolary Castus tapped into the minds of the Orks ahead of him and drew a cloak of Invisibility over the Librarians, Tigurius further enhancing their protection by reading the skeins of the future. As expected, the Orks advanced too, but their shooting was even worse than usual, a single shot wounding Vicconius.

Advancing again, Darion blasted the Orks with Flame Breath, incinerating eight of their number before unleashing an Inferno on the other Ork mob and causing them to flee. Glancing briefly into the near-future, Tigurius imbued his battle-brothers with precognitive sight before charging into the nearest Ork unit. Smashing into the greenskins, Vicconius was the only Librarian to fall, his armour torn to shreds by an Ork Nob with a power klaw. Having lost the combat, the Orks looked on the verge of breaking until the Nob punched a few faces, bringing order to the masses.

The following turn saw the other Ork unit rally and the Warboss pile into the fight. Forewarned, Aradiel was still smashed apart by the rampaging monster, though Castus got the better of the Ork Nob. Wounded by the Orks, Tigurius ordered the other Librarians to break from the combat, enabling them to recuperate and launch a new assault. It was all they needed. Channelling Darion's Pyromancy, Tigurius immolated the other Ork mob before igniting the unit's force weapons. Castus challenged the Ork Warboss and ended his existence with a psychically-charged force staff to the head.

THE CONCLAVE

Our Librarius Conclave was made up of five Librarians chosen from Codex: Space Marines. They are:

Chief Librarian Tigurius: Divination

Prescience

Forewarning

Perfect Timing

Precognition

Terminator Epistolary Darion:

Pyromancy

Flame Breath

Inferno

Molten Beam

Terminator Epistolary Castus:

Telepathy

Psychic Shriek
Dominate
Invisibility

Codicier Aradiel:
Biomancy
Smite
Warp Speed

Codicier Vicconius:
Sanctic Daemonology
Banishment
Hammerhand

THE SILVER LEGION

The second challenge was against a Necron Reclamation Legion. Better armoured and with far better accuracy than the Orks, the Necrons were going to be a tough challenge. Once again, Epistolary Castus enveloped the Librarians with a veil of Invisibility, though Tigurius's Forewarning was nullified by the Necron Overlord opposing him. Unleashing a barrage of firepower, the Necrons fired into the veil, gunning down Vicconius. Castus was also wounded by the Tomb Blades trying to flank the unit.

Responding swiftly, Darion tapped into the Warp energy swirling around him, engulfing the Necron Warriors in a raging Inferno as Castus unleashed a Psychic Shriek. Though the Necrons marched through the firestorm, they succumbed to the banshee-like howl emitted by Castus, three of them collapsing to the ground. Tigurius once again tapped into the skeins of the future while Aradiel blurred into hyper-fast motion, his legs carrying him swiftly towards the Immortals.

Charging into the unit of Immortals, which also contained the Necron Overlord, the four remaining Librarians struggled to penetrate the armour of the metal warriors, felling just two of their number. Aradiel fared slightly better against the Overlord, however, almost killing him and suffering no damage in return. Amazingly, despite minor losses, the Necrons broke from combat and were subsequently run down by the four blue-armoured Psykers.

This was actually terrible news for the Librarians. Out of combat, and with Castus at the back of the unit, the nearby Necron Warriors turned and fired upon the Librarians. Despite Aradiel trying to push Castus out of the way, the Terminator-armoured Librarian was felled by the incoming gauss fire, his cloak of invisibility dissipating with a blinding flash. By the time the Necrons had finished shooting, only Tigurius and Darion still stood, both on the brink of death. Despite reducing the Tomb Blades to liquid metal with a beam of blazing energy and incinerating another eight Necrons, the two Librarians were both gunned down charging the foe.



ALL FOR ONE...

The first challenge we fought almost ended in disaster. The Librarius is a Formation, not a unit, so we fielded all five Librarians as separate units, forgetting that Independent Characters can join each other to form their own mega-unit. Had we not remembered, Castus's Invisibility power would only have affected one Librarian, not all five. Similarly, Tigurius's Forewarning would only have benefitted one of their number. Grouping them together was definitely a smart tactic. The only downside was that we had to think carefully about our charges. Against the Necrons, charging en masse was a bad idea, the Librarians proving too effective, running down the Necrons and being left out in the open. Better, perhaps, to split them up and engage several units at once.

THE HORROR OF THE HIVE MIND

The third challenge saw the Librarius Conclave take on a Tyranid Neural Node consisting of a hulking Maleceptor and three broods of Zoanthropes, each harbouring a dreaded Neurothrope. Unwilling to advance, the Zoanthropes pulsed with alien energy, their Warp Blasts smashing into Darion with a thunderclap. Clad in Terminator armour, however, he survived the attack unscathed. Searching for a mental weakness, the Maleceptor attempted to overload their minds but their psychic fortitude proved too great.

Advancing, the Librarians drew on the powers of the Warp, but to no avail, their power drained by a leering Synapse creature. Sprinting through a storm of alien psychic force, Tigurius and Vicconius were both swept from their feet by roiling waves of energy, psychic tendrils ensnaring their minds. With the Chief Librarian distracted, the Maleceptor drew on the power of the Hive Mind and invaded the minds of the Librarians. Yet Tigurius, once again, somehow repelled the attack, his psychic hood glowing white hot with the effort.

Now close enough to charge, the Librarians split into three units and ignited their force staffs. Or would have if the Tyranids hadn't nullified their attempts. Infuriated, Tigurius scried the skeins of fate, ducking lashing tendrils to crush the nearest Zoanthrope in his gauntlet. Aradiel blasted the Neurothrope, his staff descending faster than the eye could see. Nearby, the other Librarians ploughed into combat but failed to make a serious dent.

Roaring defiance, the Maleceptor charged Darion, smashing him apart. Castus and Vicconius, however, overcame the brood they were fighting, rounding on the xenos beast. Through no small feat of mental strength, Tigurius finally managed to power his force staff, though his efforts were not required. Striding forward, Castus unleashed a Psychic Shriek that detonated the Maleceptor's synaptic node. Alone, the remaining brood of Zoanthropes stood little chance against the four Librarians. Vicconius and Tigurius strode into combat, the young Codicier focusing the raging power of his mind on the destruction of the Emperor's foes.



DAEMONIC HOST OF THE BLOOD GOD

In the final challenge, the Librarians faced a Bloodthirster of Insensate Rage and a host of Bloodletters. The Blood God's servants surged forward, the Bloodthirster unleashing his Warp Breath upon Aradiel, incinerating him instantly. Reacting quickly, the Librarians hit the Daemons with every power at their disposal. The Bloodthirster ignored the psychic energy swirling around him, though clearly suffered from the effects of Vicconius's Banishment. The screeching Bloodletters were turned to ash by Darion's pyrotechnics before Castus and Tigurius ignited their force weapons and charged the Bloodthirster.

The fight was spectacularly one-sided. Despite Tigurius wounding the Bloodthirster with his force staff, its weakened daemonic Aura protected it from a quick demise. Both Librarians were subsequently pulverised by the beast's Great Axe of Khorne. Bearing down on Vicconius and Darion, the Bloodthirster charged them, killing both in the ensuing (and very messy) combat.



WHAT WE LEARNED

In our challenge, the Librarius Conclave was incredibly powerful, giving all their foes more than a run for their money. Channelling powers through one Psyker (especially with others so close) meant it was virtually impossible to stop the psychic powers they

manifested. Even the Tyranids struggled, despite having plenty of dice to nullify them with.

However useful this ability proved in our challenge, it would be even more devastating in a larger battle. For the most part, our Librarians stayed in one unit. More often, they'd probably be split across several units, contributing to their own unit's effectiveness until the time comes when one requires a boost. It's quite a surprise to find a diviner manifesting Pyromancy powers or Invisibility all of a sudden.



ARMOUR OF CONQUEST

Upon completion of his training, a Space Marine will be presented with a suit of power armour to wear into battle. It is a mighty honour to wear one of these incredible suits and one that only Humanity's greatest warriors are deemed worthy of.



Space Marines are genetically-engineered super warriors. Technically human, they are virtually anything but, possessing two hearts, three lungs and towering muscular physiques that dwarf even the largest human. Unarmoured, a Space Marine is more than a match for most foes, able to shatter bones with his bare hands. Clad in a suit of power armour, he is a god of war that only the galaxy's most terrible denizens would have a hope of defeating.

A Space Marine's power armour is made of thick plates of hardened ceramite, making it incredibly resilient to damage. Though heavy and cumbersome, the armour is connected to the battle-brother wearing it by a host of neural cables that plug into the Black

Carapace implanted beneath his skin, replicating his movements across the suit. This gives the Space Marine an incredible range of movement and agility considering his massive size and bulk. The armour's systems further enhance his killing potential by augmenting his strength, maintaining vital signs and further enhancing his already superhuman constitution. Power armour is far more than protection from enemy bullets, as you can see to the right...

MORE THAN HUMAN

Every Space Marine aspirant must undergo a series of highly-invasive medical procedures, transforming them from humans into genetically-engineered warriors. They receive 19 new organs in total, ranging from the Betcher's Gland that enables them to spit acid, to the Black Carapace – a subcutaneous membrane that links the Space Marine's nervous system to the neural controls inside his power armour.



1 - Auto-reactive shoulder pads. Shaped to deflect or absorb incoming fire, they also feature a Space Marine's Chapter and squad insignia.

2 - The helmet contains a suite of audio-visual information displays. The armoured ridge along the top of the helmet houses the vox antennae.

3 - The helmet's photolenses react to ambient light levels, protecting the wearer's eyes from intense light levels. They also enable him to see in infrared and ultraviolet.

4 - Vox grill and rebreather unit. Although a Space Marine can breathe toxic air using his multi-lung organ, his helmet is designed to filter out the worst pollutants before they get to the wearer. The vox pick-up is used to augment his voice, enabling the wearer to bellow orders, battle cries or challenges on even the noisiest battlefield. So amplified, a Space Marine's shout could deafen a man.

5 - Head-up displays inside the helmet include the Space Marine's vital signs and those of his squad. They also link to the camera mounted above the barrel of the holy boltgun, ensuring unerring accuracy.

6 - The armour's chest plate protects vital life support systems and power cables. Nutrient dispensers, drug injectors and bodily waste filters are also housed inside the armour's torso.

7 - Purity seals are often inscribed with an oath of moment. They are affixed to the power armour with a wax seal by a Chapter serf before battle.



8 - Electronic sealant strips and flexible joints ensure that power armour is fully enclosed for use in hazardous environments and even in the vacuum of space.

9 - Power armour requires a great deal of power and so houses a small nuclear reactor in its backpack, which can sustain the armour's power levels indefinitely. Without it the neural fibres in the suit would fail, leaving the wearer encumbered by the weight of his armour.

10 - Backpack exhaust vents to prevent overheating.

11 - Stabiliser jets for use in zero-gravity situations.

12



13



14



12 - Older armour components such as this Mk VI helmet and Mk V chest plate are revered as sacred relics. They are fully compatible with newer marks of armour.

13 - The molecular bonding studs on this shoulder pad are a hang-over from the days of the Horus Heresy when armour was in short supply. They hold an extra layer of armour to the shoulder pad facing the enemy.

14 - Space Marine power armour often features an Imperial Aquila, showing the wearer's fealty to the Emperor of Mankind.

15



16



17



15 - Space Marines are exceptionally resilient, but sometimes a battlefield injury will prove serious enough to require a bionic replacement. Bionics are grafted to the Space Marine, not his armour, which must be adapted to accommodate them. In this case, the Space Marine's vambrace has been removed.

16 - The soles of a power armoured boot are fitted with magnetic strips, enabling the wearer to clamp himself to metal surfaces. They are especially useful during boarding actions in zero-gravity conditions.

17 - Power armour is often fitted with advanced targeting arrays, boosting a Space Marine's enhanced eyesight to exceptional levels.



'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 painting unusual skin tones.

This week the 'Eavy Metal team came to chat to us about painting skin. We picked two of their more unusual creations to show off – a pair of Crypt Horrors with distinctly unhealthy skin.



This model was painted using a relatively warm palette – purples, reds and yellows – yet the overall finish is a pale skin tone with a sickly hue that really captures the character of a half-dead cannibal. When painting large areas of skin like this, a useful tip is to paint the main colour of the skin first, establishing a rough approximation of the skin tone you want to achieve. You can then use washes to define the recesses and highlights to pick out the raised areas of the model. The main skin tone for this model, for example, was Ungor Flesh, which was then shaded with Reikland Fleshshade in the recesses and highlighted

up to White Scar. That last highlight up to white really helps define the Crypt Horror's bulging muscles and taut tendons. It's also ideal for picking out the features of the model's face to make them stand out. Similarly, the Reikland Fleshshade wash helps smooth the transition between the pale skin and the mutated hump on the model's back.



Left: Here you can see the transition between the light-coloured skin on the Crypt Horror's face and the bruised skin around the spines on his hump.

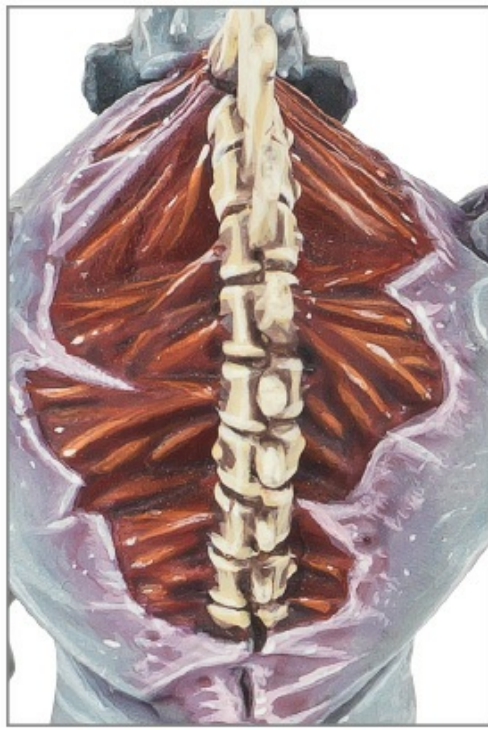
Centre: Painting the mutated skin a different colour is a simple way to add variety to the model and avoid a vast expanse of skin that's all the same colour.

Right: The Crypt Horror's claws clearly show the final White Scar highlights. As you can see, they've only been applied to the very edges of the finger joints.



This Crypt Horror has been painted a chilly blue as though all the blood has drained from his skin. It's the colour a person's lips go when they're extremely cold and fits the Undead, zombie-like appearance of the Crypt Horror perfectly.

On this model, the ruptured skin around the bone piercings and along the model's back was painted a livid purple as though bruised. This is a great technique that can be applied to any model to highlight an injury. Along scars, for example, or around the edges of bionics to show where they've been implanted. A useful tip is to mix a little of the skin tone into the colour you're using for the damaged tissue. If you just go straight in with a bright red or purple, the injury will stand out too much. You can then highlight the wounded area using the original skin highlight colour to help blend the two tones together. You'll also notice this technique has been used around the model's mouth and nose to help emphasise its face.



Left: The pinkish tone around the Crypt Horror's face defines it from the mass of blue flesh that makes up the rest of its body.

Centre: The bruised purple skin helps the transition between blue skin and the glistening red musculature revealed beneath.

Right: The bones are painted a bleached white to help them stand out from the pale skin tone next to them. The Crypt Horror's claws are painted the same colour.

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



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, two of the Imperial Fists' most renowned Successor Chapters get Warlord Traits of their own.



The Black Templars and Crimson Fists share the ruthless tenacity of their parent Legion, the Imperial Fists. Where they diverge is in their adherence to the Codex Astartes, the Crimson Fists – like the Imperial Fists themselves – conforming more or less completely to it while the Black Templars, zealous and suspicious, diverge from it in everything from Chapter size and organisation to their Chapter's very creed. Codex: Space Marines neatly represents this, with the Black Templars receiving their own Chapter Tactics while the Crimson Fists share those of the Imperial Fists.

These slight variations are a hallmark of the Space Marines, and one of the most fun things about them. So, the rules team decided to come up with a couple more – this time, Warlord Traits for the Crimson Fists and Black Templars. These work as you'd expect – if

your Warlord is a member of the Crimson Fists or Black Templars Chapters, when generating Warlord Traits, you can roll on one of the Warlord Traits tables in Warhammer 40,000: The Rules, the Warlord Traits table in Codex: Space Marines, or on the relevant table to the right. The last option is, of course, the one we'd recommend as the most fun.

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 use these new Warlord Traits, why not tell us how it went?
team@whitedwarf.co.uk





Crimson Fists Warlord Traits Table

D6 WARLORD TRAIT

- 1. Pain is for Lesser Warriors:** *Many commanders of this notoriously resilient Chapter have been famed for their extraordinary resistance to pain and injury. Your Warlord has the Feel No Pain special rule.*
- 2. Tenacious Defender:** *When this Warlord plants his feet, he and his warriors will hold their ground with implacable determination.*
Your Warlord, and his unit, have the Counter-attack and Stubborn special rules so long as his unit is within 3" of an Objective Marker.
- 3. Rynn's World Veteran:** *No survivor of the bitter struggle to defend their Chapter planet against the Orks could remain unaffected by the conflict.*
Your Warlord, and his unit, have the Hatred (Orks) and Preferred Enemy (Orks) special rules.
- 4. Expert Instructor:** *After the decimation of their Chapter, the surviving Crimson Fists were forced to become peerless tutors in order to quickly replenish their numbers with fresh recruits.*
If your Warlord does not make a Shooting attack or Run in the Shooting phase, you can nominate one friendly model within 12" of him. That model can use your Warlord's Ballistic Skill this phase.
- 5. Refuse to Die:** *Countless times have the enemies of Mankind tried to slay this stoic warrior in battle. None have succeeded.*
Your Warlord has the Eternal Warrior special rule.
- 6. Scion of Dorn:** *Ever have the Successors of the Imperial Fists been renowned for sharing their Primarch's fearless tenacity in battle.*
Your Warlord, and all Crimson Fists within 12" of him, have the Fearless special rule.





Black Templars Warlord Traits Table

D6 WARLORD TRAIT

- 1. Master Swordsman:** *As a former champion of the Feast of Blades, this Warlord's skill in the art of combat has few equals in the Imperium.*
Add 1 to your Warlord's Weapon Skill and Attacks characteristics.
- 2. Furious Indignation:** *Attacking this Warlord and his warriors serves only to make them attain even greater levels of righteous fury.*
If your Warlord's unit fails a Morale check in the Psychic or Shooting phase, instead of Falling Back, they will immediately move 2D6" towards the nearest enemy unit (but must end this move 1" away from any other units as normal).
- 3. Abhor the Witch:** *Like all Black Templars, your Warlord holds a special level of hatred towards rogue psykers and sorcerers, and countless witches have fallen to his blade.*
Your Warlord has the Hatred (Psykers) and Preferred Enemy (Psykers) special rules.
- 4. Honour Demands Combat:** *When the Crusade takes to battle, few can match the zeal with which your Warlord takes the fight to the foe.*
You can re-roll failed charge rolls for your Warlord and his unit.
- 5. Oathkeeper:** *When this warrior enters battle, nothing will stay his purpose until his sworn foe lies slain and his mission is complete.*
Your Warlord has the Fearless special rule. In addition, he re-rolls failed To Hit rolls when fighting in a challenge.
- 6. Unyielding Determination:** *The single-minded purpose and dedication with which your Warlord fights is both inspiring and infectious in equal measure.*
Your Warlord, and all friendly units within 12" of him, re-roll all failed Morale, Pinning and Fear tests.



THE WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at books, scrolls, snakes, cyborg warriors, a fiery bow and the Warp.

PERILS OF THE WARP

8 THINGS YOU NEED TO KNOW ABOUT THE IMMATERIUM

1. The Warp has many names: Warp space, the Immaterium, the Empyrean, the Ether, the Seas of Souls and the Realm of Chaos.
2. The Warp is an alternative dimension made of pure psychic energy. Gaining access to it can only occur through Warp gates or rifts.
3. The biggest Warp rift is the Eye of Terror. When the Chaos God Slaanesh was born, his psychic scream ripped the boundary between dimensions creating the Eye.
4. The Warp is the home of psychic entities more commonly known as Daemons.
5. Almost every being leaves a psychic imprint in the Warp, but those of Psykers burn the brightest, drawing Daemons to them like moths to a flame.
6. Psychic powers are the Warp made manifest in the material universe.
7. Imperial starships use the Warp to travel across the galaxy guided by the light of the Astronomican. Faster than standard travel, it's also considerably more dangerous...
- 8....which is why they are protected by a Gellar Field. Should it fail, it's unlikely anyone aboard would survive the horror.



POWER OF THE WARP

Most Psykers tap into the Warp in some way, drawing on the energy of the Empyrean to manifest their psychic powers. The Eldar are famously deft at this, concealing their presence from Daemonic entities using ghosthelms and siphoning off just enough Warp energy to manifest their powers without being noticed.

Humans are far less cautious. Sanctioned Psykers are often ill-prepared for the predations of the Warp, diving into the Immaterium only to find themselves swimming with Daemons. A Commissar, bolt pistol ready, is rarely far away when Sanctioned Psykers are fielded, just in case those Daemons try to possess the unfortunate Psyker.

Space Marine Librarians are similarly bullish, but have far greater mental fortitude. Using psychic hoods, and decades of training and faith in the Emperor, they will take everything they need from the Warp to carry out their mission, fighting back the Daemons that claw at their minds at the same time. The mental fatigue this causes is incredible, but that's all par for the course when you're a Librarian.

TRIALS OF A LIBRARIAN

To become a Space Marine is to endure the toughest physical and mental tasks imaginable, engaging in trials that would kill a lesser man. To become a Space Marine Librarian is doubly perilous, for not only must the new recruit survive the trials of initiation to become a fully-fledged battle-brother, but he must also undergo psychic screening by a senior member of the Librarius. Should he survive the ordeal, he will be trained as a Librarian alongside his other duties. Perhaps, after many decades of service, he may even rise to the rank of a Chapter Veteran, earning the right to wear a suit of fabled Terminator armour.



THE SCIONS OF DORN

In Theatre of War we featured Warlord Traits for the Black Templars and Crimson Fists, Successor Chapters of the Imperial Fists who trace their lineage back to the time of the Horus Heresy.

Alexis Polux was Captain of the Imperial Fists 405th Company and, in the wake of the Horus Heresy, became the first Chapter Master of the Crimson Fists. Rational, logical and with a rare humility, his character would influence that of his Chapter for millennia.

The first Chapter Master of the Black Templars was Sigismund, First Captain of the Imperial Fists. A zealous crusader, he fought at the forefront of the Great Crusade for many years. It was during a duel with the Primarch Angron that he chained his weapons to his wrists so he would not lose them, a practice still carried out by Black Templars to this day.



READER'S MODEL OF THE WEEK

Remember the Dragon Slayer by Tomáš Pekar featured in Golden Demon last week? Well, this is his Tau Battlesuit Commander we promised to feature.

Tomáš's Tau army hails from the sept world of Fal'shia, hence the cream-coloured sept markings that complement the green of the battlesuit's armour. Like all his Tau models, Tomáš has weathered his Commander considerably to make him look like he's been fighting for months without end. He's even bagged himself a trophy: the head of an Ork Warlord. Clearly this shas'o is not to be messed with.



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.

HOW DID THEY DO THAT?

Imperial troops often wear purity seals or parchment covered in devotional text or oaths of moment. Once you've painted the parchment, water down a small amount of Rhinox Hide and apply it as lightly as possible using an Artificer Brush. The aim is to create a row of tiny, hair-thin squiggles. Once you've done one row, create more below it until you get to the bottom of the parchment. It takes practice, but looks great when you get the hang of it.



WEAPON OF THE WEEK: BOW OF AVELORN

Bows of Avelorn are granted to the Sisters of Avelorn, the hand-picked defenders of the magical realm's most sacred places. These magical bows pretty much do it all – the Arrows of Isha they fire burn with magical flame. What's more, it's magical flame which burns particularly brightly upon the tainted flesh of those who will destruction. We doubt good intentions will save you, though.



BIT OF THE WEEK: SNAKES

Where the Lizardmen go, their reptilian allies follow, and so we find these piles and piles of snakes sneaking across the Bastiladon sprue. Perfect for a nasty basing surprise.

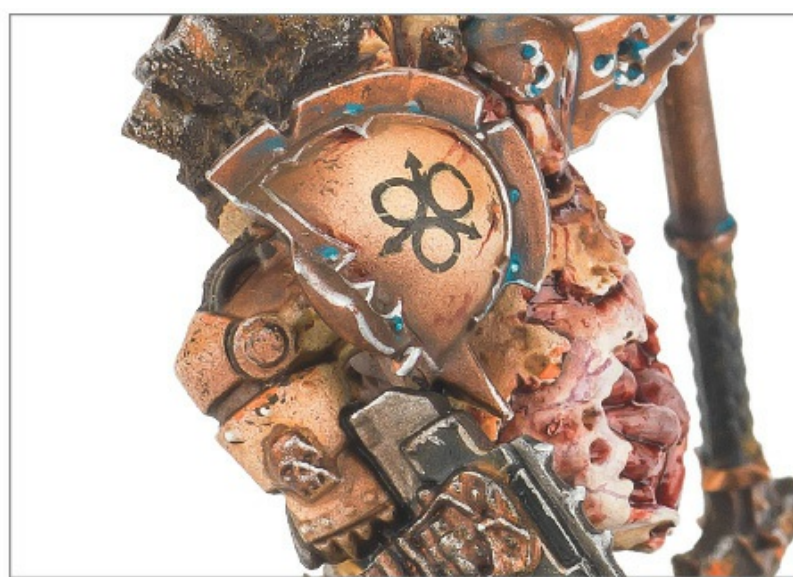
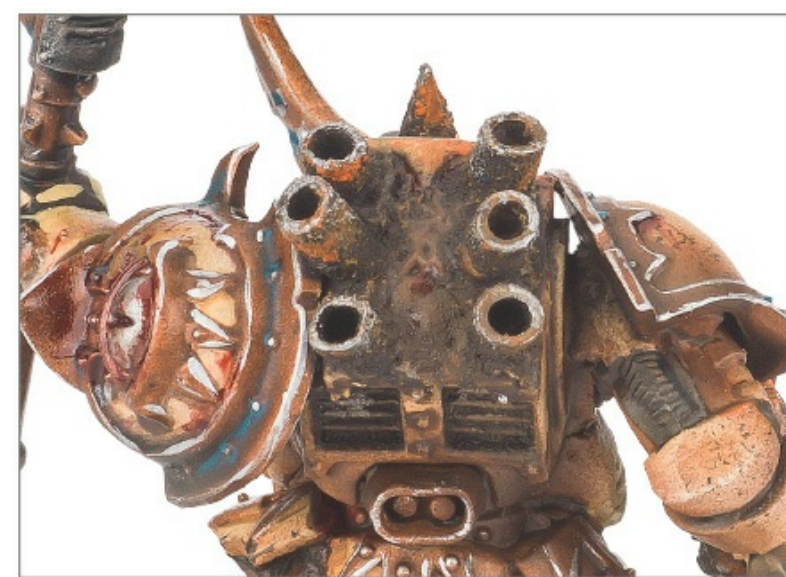


A WHOLE LOT O' ROT

Earlier in the issue we featured Porphyricus, the damned Sorcerer of Nurgle. So impressed were we by the model's conversion and paint job, we decided to find out a bit more about it.

The model is converted using two kits: the Chaos Space Marine Sorcerer in Terminator armour and spare parts from the Putrid Blightkings. The rotten, bulging belly and chainmail tabard fit the front of the Terminator surprisingly well, requiring only a small amount of Green Stuff to merge the two together and to create the ruptured armour around the swollen gut. The model's head also comes from the Putrid Blightkings kit.

The filth-encrusted armour was painted over a Corax White undercoat, shaded with Seraphim Sepia and then gradually 'filthified' (a technical term) using brown washes, watered-down brown paints and weathering powders.



CODEX: APOCRYPHA EXTRA

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

THE CODEX ASTARTES

The definitive guide to the organisation, tactics, insignia and doctrines of the Space Marines. Written by Roboute Guilliman, Primarch of the Ultramarines.

THE GRIMOIRE OF TRUE NAMES

Compiled by agents of the Ordo Malleus, it contains all the true names of Daemons. Such information is hard to come by but grants some measure of power over the Daemon. That is, if the name can be pronounced.

THE BOOK OF HOETH

The High Elf mages of Saphery use the knowledge found within this book to hone their magical abilities, ensuring their spells are as potent as possible.

THE LIBER BUBONICUS

Carried by Plague Lord Skrolk, it contains details of Clan Pestilens's most rotten creations. Just opening its pages can start a plague or unleash a withering pox.

THE IMPERIAL INFANTRYMAN'S HANDBOOK

Every Astra Militarum trooper is issued one of these books. It includes information on maintaining wargear, survival techniques, codes of conduct and strict instructions on how to fight the enemies of the Imperium. Mislaying this book is punishable by death.

THE LIBER MORTIS

Nagash's first book of Necromancy, which concerns summoning the Undead.

THE BOOK OF SECRETS

No one knows what's inside the ancient relic known as the Book of Secrets. Recipes, perhaps, or TV listings. If you find out, don't tell us. Shh...

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



PICK YOUR DEITY

Greetings and salutations, oh Bearded One. My question is this: to which Chaos God is Lorgar bound? Other Primarchs show leanings towards particular gods, but Lorgar hasn't. Why not?

- William 'Undecided' Lacher

GROMBRINDAL SAYS

It's all about Chaos these days. Anyone want to ask a question about Dwarfs? I know loads about them. Anyway, here's what I found out:

Where Primarchs like Mortarion and Angron were drawn to, or noticed by, particular gods, Lorgar is devoted to the whole Chaos pantheon. Unlike Horus and Abaddon, who use the power of Chaos to bludgeon their way across the galaxy to get what they want, Lorgar believes that Chaos should reign supreme and that it should be him that brings it to all people and races across the galaxy. To him, Chaos is the solution to everything. He is, of course, totally barmy.

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

The latest offerings in the White Dwarf bunker are a squad of men that want to be machines and a unit of machines that wish they were men. The irony...

The Skitarii unit known as Borus 8-phi hail from the forge world of Metalica, as signified by their cream-coloured robes. They were recently despatched by the forge world's Tech-Priests to hunt down a band of feral servitors in the titanium mountains of the planet's northern region.

The Destroyer Cult of the Novokh Dynasty has many homicidal warriors, but none as ferocious as the Vengeful Triad. Their core programming retains fractured memories of their former lives, leaving them enraged by the sight of mortal flesh. If they can't live, no one else can either.



Above: These Skitarii are from the 12th Metalica Cohort as shown by the numbers on their holy robes.



Above: The Destroyers of the Novokh Dynasty hover menacingly forward, their targeting reticules searching for new victims to atomise with their gauss cannons.



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Editor: Jes Bickham. Publisher: Paul Lyons

Produced by the White Dwarf Team

Email: team@whitedwarf.co.uk

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