

# WHITE DWARF

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WEEKLY MAGAZINE

WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

ISSUE 73

20 JUNE 2015

**THE LION'S BLADE**  
YOUR GUIDE TO BUILDING  
A DARK ANGELS ARMY

EXCLUSIVE  
DARK ANGELS  
MISSION  
INSIDE!



THE DARK ANGELS STRIKE

# NONE SHALL ESCAPE!

THE INTERROGATOR-CHAPLAIN SHOWS NO MERCY IN THE HUNT FOR THE FALLEN



# WHITE DWARF™

ISSUE 73  
20 JUNE 2015



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# OPENING SALVO

The Dark Angels are the first of the Emperor's Space Marines, among the greatest warriors Humanity has ever known – and this week a fantastic new Interrogator-Chaplain arrives to bolster their efforts as they seek to quash heresy and hunt the Fallen.

Accompanying this grim figure of sinister aspect is a brand-new Dark Angels Codex stuffed to bursting with detail on this most secretive of Chapters. One of the many treasures it contains is the Lion's Blade Strike Force – a unique way to organise your Dark Angels army in thoroughly exciting fashion.

We've also got a Dark Angels-themed Paint Splatter and Sprues and Glue – in short, everything you need to get the Sons of the Lion looking amazing! Enjoy the issue.



# INTERROGATOR-CHAPLAIN

Foreboding figures, Interrogator-Chaplains are Dark Angels whose sinister purpose within the Chapter is a closely guarded secret. Interrogator-Chaplains are charged with the sacred duty of bringing merciless judgement to the Chapter's greatest enemies.



Space Marine Chaplains are larger than life figures, the bombastic and ferocious embodiment of the Emperor's wrath on the battlefield, charged with upholding the traditions of the Chapter and firing the spirits of the Battle Brothers around them. The Interrogator-Chaplains of the Dark Angels are a breed apart, for they have been inducted into the Inner Circle of their Chapter, exposed to the ancient secrets of their order and tasked with bringing the Fallen to repentance, whatever the cost.

The new plastic Interrogator-Chaplain embodies the grim mission of the Inner Circle, his



ornate power armour bedecked with the symbols of his office. There are terrible, secret places on the Rock where only the Interrogator-Chaplains may enter, and the key hanging from his chest armour surely opens some oubliette wherein an unrepentant traitor lies.

The traditional skull-helm of a Chaplain is all but hidden beneath a cowl that is detailed with baroque edging reminiscent of a portcullis, a chilling reminder that the Interrogator-Chaplains guard the Chapter's soul. His backpack also plays to the gothic imagery of the Dark Angels Chapter, with leering skull exhausts and a stream of smoke billowing from the incense burner. For his armament the Interrogator-Chaplain clutches a crozius arcanum – the badge of his office – in one hand, while the other is a power fist clenched as if he is wringing a confession from a Fallen.

*Want to know how to paint your own Dark Angels Space Marines? Turn to Paint Splatter to see our guide.*



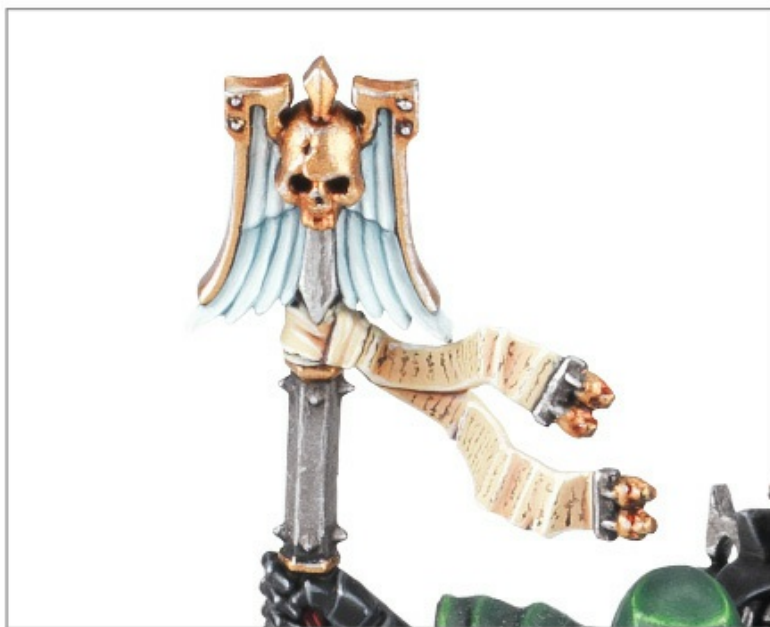
*Above: Surrounded by Deathwing Knights, Interrogator-Chaplain Dakarus metes out judgement upon the Crimson Slaughter.*





*Left: The Interrogator-Chaplain's backpack has a reliquary box set into it. Perhaps it conceals litanies of hate or rites of interrogation, or even one of the fabled black pearls.*

*Right: This haloed Dark Angels icon conveys the Interrogator-Chaplain's exalted status.*



*Left: Chaplains wear skull masks to show they are the Angels of Death, the embodiment of the Emperor's wrath. For Interrogator-Chaplains, who specialise in torturing their captives, this merciless visage is even more terrifying.*

*Right: The crozius arcanum is both a badge of office and a power weapon, a brutal bludgeon for crushing heretic skulls.*



# DARK ANGELS

The Dark Angels are counted among the greatest of all the Space Marine Chapters, defenders of Mankind whose glories are beyond reckoning. Their tireless battle to protect Humanity, however, hides an ancient shame they will conceal at any cost.



The Dark Angels were the first Space Marine Legion created by the Emperor 10,000 years ago. They are heroic warriors who fought at the forefront of the Great Crusade and later stood firm and resolute against the traitor Warmaster in the bitter struggles of the Horus Heresy. Millennia later they still maintain their vigil as defenders of humanity – paragons of martial prowess and unswerving loyalty to the Emperor of Mankind. At least, that is how the rest of the Imperium see them.

In truth the Dark Angels battle constantly to conceal a stain on their honour earned during the Horus Heresy that has blighted them ever since. Codex: Dark Angels tells this story of treachery and redemption, a tale of sullied heroes fighting to redeem past sins and to conceal their legacy. To do this their Chapter has taken on a unique organisation, with a secretive Inner Circle who oversee the zealous warriors of the Deathwing, the tireless huntsmen of the Ravenwing and the steadfast brothers of the Battle Companies.

Along with all the background that explains the Chapter's unique anatomy, the new Codex (which is a jaw-dropping 160 pages long) contains detailed guides to the Dark Angels' heraldry, new artwork which depicts the Chapter at war and extensive guidelines on how to ready your Citadel miniatures for battle, including the Lion's Blade Strike Force, and new Detachments for the Deathwing and Ravenwing. This is, without a doubt, the most comprehensive Dark Angels Codex ever; it's blown us away!





*Above: The Codex cover shows a battle-scarred veteran stood defiant amid the maelstrom of war.*





*Above: Gorgeous artwork and gripping fiction convey the Dark Angels' place in the 41st Millennium, from the appalling secrets they strive to conceal to the acts of heroism and valour that have made them one of the most lauded of all Space Marine Chapters.*



*Above: Glorious galleries within the Codex show the Studio collection of Dark Angels Citadel miniatures, painted by the Studio army painters and the world famous 'Eavy Metal team.*

*Codex: Dark Angels is also available as a limited edition and a digital edition for iPad/eBook.*

# FOCUS ON... THE HUNT FOR THE FALLEN

The sinister appearance of the Interrogator-Chaplain is something unique to the Dark Angels Chapter. To most of the Imperium's inhabitants, the Dark Angels are the very embodiment of heroism and sacrifice – Adeptus Astartes warriors who champion the defence of the Emperor's domain. For 10,000 years the Dark Angels have won countless honours and the adoration of billions. Yet they are harrowed by the betrayal of Luthor and his followers during the Horus Heresy. In the long millennia since, the Dark Angels have conducted a shadowy crusade to hunt down and eliminate these 'Fallen' Dark Angels, avenging their honour and protecting their reputation as staunch and loyal sons of the Emperor, no matter the cost or cruelty it demands. It is telling that even within the Chapter not all know of this secret shame. Indeed, the full truths of the Hunt for the Fallen are known only to members of the shadowy cabal known as the Inner Circle.





This veil of mystery goes some way towards explaining why Interrogator-Chaplains are such unsettling figures. Even within the Inner Circle they are eyed with suspicion, for their grim and brooding demeanour betrays a constant vigilance for signs of weakness or doubt in their battle-brothers, and the unflinching cruelty they mete out on the Fallen imprisoned within the Rock's dungeons surrounds them like an aura.

Including an Interrogator-Chaplain in your Dark Angels army is the first step on your own quest to redeem the Chapter against the Fallen – they exemplify the Hunt, and inject a natural story into any game you play. Duels become a chance to learn a whisper of the Fallen's location, and every foe is to be regarded with suspicion. The Ravenwing become the Interrogator-Chaplain's ever-watchful hunters, despatched to run down the foe on their swift bikes, while the Deathwing are his mailed fist, deployed to deliver righteous judgement with blazing storm bolters.

**CODEX: DARK ANGELS**

# **RECLUSIAM EDITION**

**Within the Dark Angels Chapter there are tiers of secrecy, clandestine circles of brotherhood to whom the Chapter's shame is known. The Reclusiam Edition of the new Codex pays homage to this fabled Inner Circle in an amazing way.**



Sealed within a glorious outer box that proudly bears the heraldry of the Dark Angels Chapter, lies the Reclusiam Edition of the new Codex. The green and gold foil finish of the box gives way to incredible contents as soon as you remove the lid (ours slid open with a very satisfying 'thwump' sound). The special edition of the Codex is bound in a green soft-touch cover that bears the Chapter icon and is only available in this edition. The insides are filled with the same awesome content as the standard Codex.

As you delve deeper into the treasures within, you're presented with 36 Dark Angels



Tactical Objectives cards, seven Interromancy Psychic Power cards and six gorgeous metal tokens, which are perfect for use as Objective Markers (or for giving out to friends to form your own Inner Circle). That's not all though; the Reclusiam Edition also includes a 38-page booklet entitled Dataslate: Cypher. Available in print for the first time (and never again in this finish), it's the ultimate guide to the Fallen.

*The Reclusiam Edition of Codex: Dark Angels is strictly limited to only 900 copies worldwide, and is sure to sell out quickly. Make sure you pre-order your copy to avoid disappointment. It's available online only from:*

**[www.games-workshop.com](http://www.games-workshop.com)**

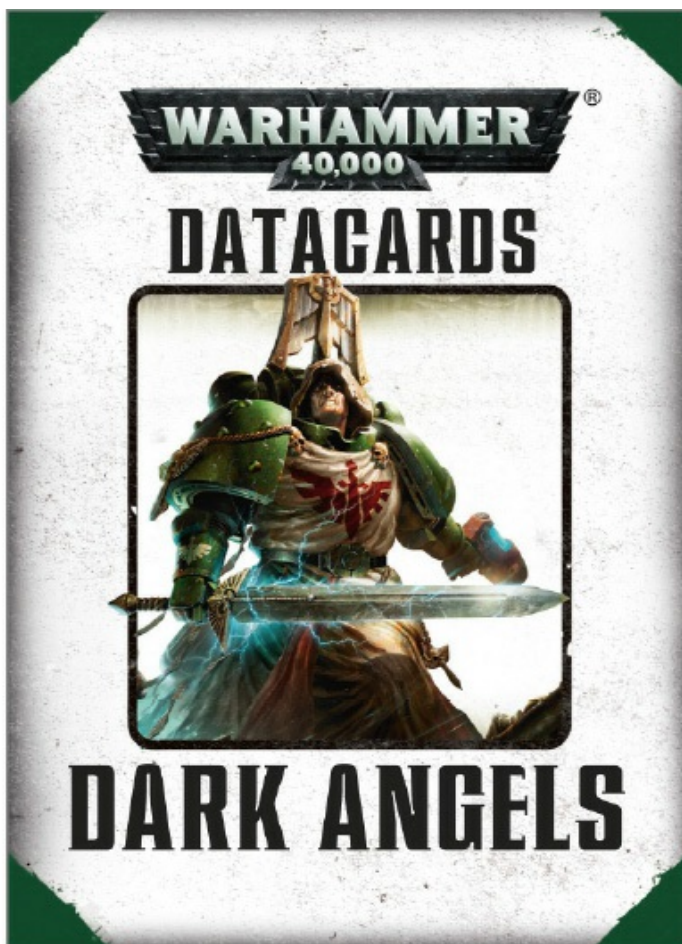


# DATACARDS: DARK ANGELS

## 7 Interromancy Psychic Discipline Cards & 36 Tactical Objectives

Perhaps more so than any other army in the Dark Millennium, the Dark Angels and their successor Chapters maintain a veil of secrecy around their actions, and with the new Dark Angels Datacards you can bring this unique brand of paranoia to the battlefield. You see, if your Warlord is chosen from Codex: Dark Angels, you can keep some of your Tactical Objectives secret – perfect for using the 36 Tactical Objectives cards that come in this set. Objectives include Apprehend and Interrogate (which involves killing enemy Characters) and Not One Step Backwards (which rewards your stubborn refusal to flee from the battle).

Datacards: Dark Angels also includes seven cards for the Interromancy Psychic Discipline, so your Librarians can tear open the minds of your enemies!





## SECRET AGENDA

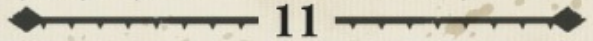
If your Warlord has the Dark Angels Faction, hide your dice roll when generating Tactical Objectives. If the Tactical Objective generated does not have the Dark Angels Type, reveal both the dice roll and the Tactical

Objective to your opponent as normal (unless the mission you are playing instructs you otherwise). If the Tactical Objective generated has the Dark Angels Type, keep the dice roll and Tactical Objective hidden; reveal these Tactical Objectives only when achieving them.



## NOT ONE STEP BACKWARDS

*Intractable and immovable, you must stand firm in the face of the foe no matter what horrors they unleash.*



When this Tactical Objective is generated secretly choose either your next turn, your next two turns or your next three turns; score 1, D3 or D3+3 Victory points respectively if this Tactical Objective is still Active at the end of the number of turns you chose. This Tactical Objective is immediately discarded if any friendly unit fails a Morale Check. If the game ends before this Tactical Objective is achieved, no Victory Points are scored.

**TYPE: DARK ANGELS**

# LORDS OF CALIBAN

**By Gav Thorpe**  
**Hardback | 144 pages**

Compiling six short stories about the Dark Angels, *Lords of Caliban* is an essential read for anyone who wants to delve deeper into the mysteries of the Unforgiven. Each of these stories either ties into Gav Thorpe's Legacy of Caliban trilogy or casts a spotlight on the renowned heroes of the Dark Angels Chapter. For instance, 'All Must End' retells one of the pivotal events from the novel *Master of Sanctity*, but from a very different perspective, while the short and snappy 'Honour of the Third' shows the stoic heroism of Grand Master Belial when he was a mere sergeant in the Dark Angels 3rd Company.

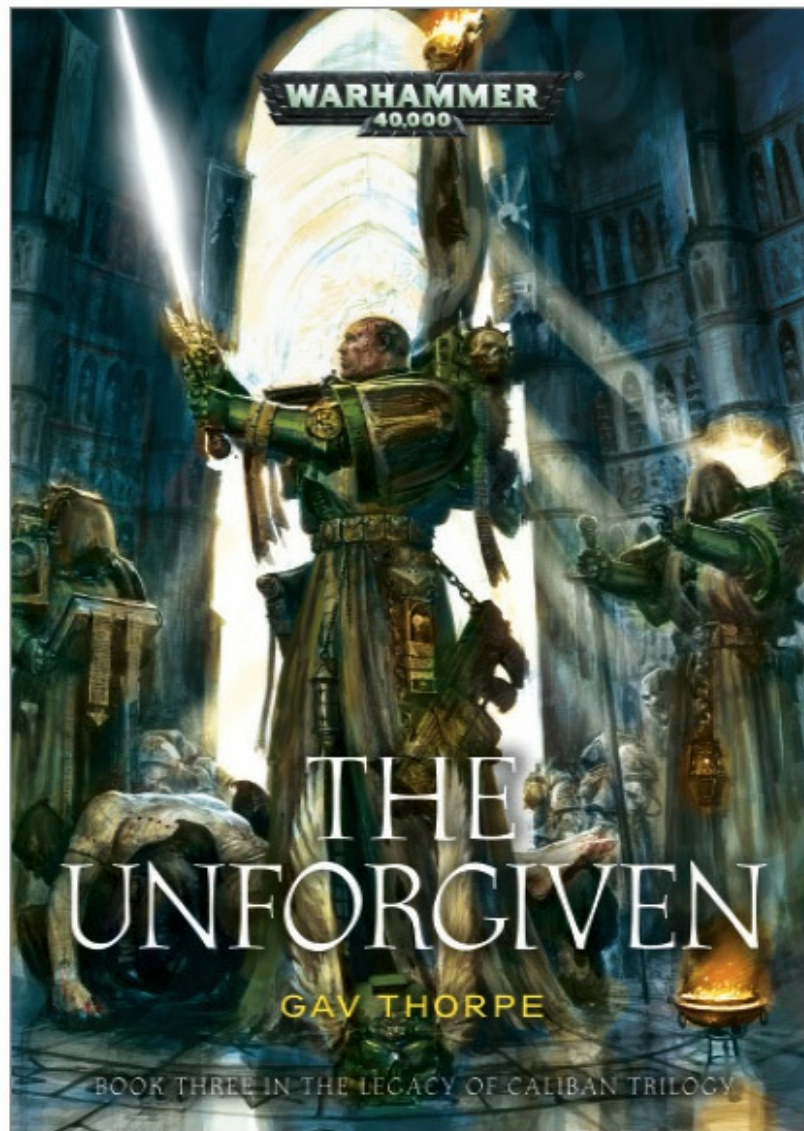




# THE UNFORGIVEN

**By Gav Thorpe**  
**Hardback | 448 pages**

The final instalment in Gav Thorpe's Legacy of Caliban trilogy, *The Unforgiven* picks up the action right where *Master of Sanctity* left off – the Dark Angels have just captured none other than Cypher! Book III begins with one of the most epic lines we've ever read in a Black Library novel, and then roars forwards as the events of the series reach a breathtaking conclusion. Expect betrayals, plot twists and all out action as the Unforgiven go to war, led by none other than Supreme Grand Master Azrael. If you've read the others in the series, you can't miss this. If not, get started with *Ravenwing* right now!



# ALSO AVAILABLE

Also released this week is *Dark Angels: Accept No Failure*, an audio CD that contains two fantastic dramas about the Dark Angels. The first features Company Master Belial as he advises Azrael to conduct exterminatus on Piscina V. The second, 'Holder of the Keys', contains the reminiscences of a Fallen Angel, who confesses to Grand Master Ezekiel.





# VENGEANCE AND RETRIBUTION

**The Dark Angels and their Successor Chapters collectively refer to themselves as the Unforgiven, their past shrouded in terrible secrets. Though ferociously loyal to the Imperium of Mankind, they can often be found pursuing their own mysterious agendas.**

Whether you're hunting the Fallen, upholding the Emperor's justice or purging the galaxy of aliens and heretics, creating a Dark Angels army has never been more exciting. Later in this issue we take an in-depth look at the Lion's Blade Strike Force, at the heart of which is the Battle Demi-company, a formation used by many Space Marine Chapters including the Dark Angels. From this sturdy base of Tactical Squads, Assault Squads and Devastators, you can then add your specialists: tanks, Land Speeders, Deathwing Terminators, the list goes on. Turn to page 12 to find out more about creating your own Lion's Blade Strike Force.

Of course, that's not the only way to create a Dark Angels army. Instead of a Dark Angels Demi-Company, why not build a force based around one of the other Detachments in the Codex. A Deathwing Strike Force would make for a visually striking army on the battlefield, every one of them clad in bone-white Terminator armour and teleported right into the heart of the enemy army. Using this Detachment it's possible to field the entire Dark Angels 1st Company led by Belial and, should the fancy take you, the new Librarian in Terminator armour.

The other Detachment in the Codex is the Ravenwing Strike Force, which focuses on the Chapter's 2nd Company. If you like the idea of a fast-moving strike force, this is definitely the Detachment for you, enabling you to field an entire army of elite, Fallen-hunting Dark Angels riding bikes and Land Speeders, their pilots dominating the skies with Nephilim Jetfighters and Dark Talons. Not only is it a characterful force, exemplifying the secretiveness and dark past of the Dark Angels, it looks great too and delivers one hell of a punch on the battlefield.

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## **IMPERIAL ALLIES**

*The Dark Angels are staunch defenders of the Imperium and, like other Space Marine Chapters, will often fight alongside other forces of the Imperium such as the Astra Militarum and Imperial Knights. Not only is this a fun way to build an allied army, it's also great fun creating a background story for your force. The battle for the Sularian Gate, for example, saw the Dark Angels 5th Company fight alongside Vostroyan Firstborn and Skitarii regiments against the Ork Horde of Warboss Groblonik, while the Fourth Quadrant Rebellion saw the Dark Angels fight alongside the Imperial Fists. The*

*ideas really are limitless.*







## MORE ANGELS OF DEATH

The units shown here are just the tip of the iceberg when it comes to models you can add to your force. See all of the possibilities for your Dark Angels army online at:  
**[www.games-workshop.com](http://www.games-workshop.com)**



Don't forget you can use many of the Space Marine kits for the Dark Angels, too, including the new Assault Squad, Devastator Squad and Terminator Librarian.



# FORGE WORLD

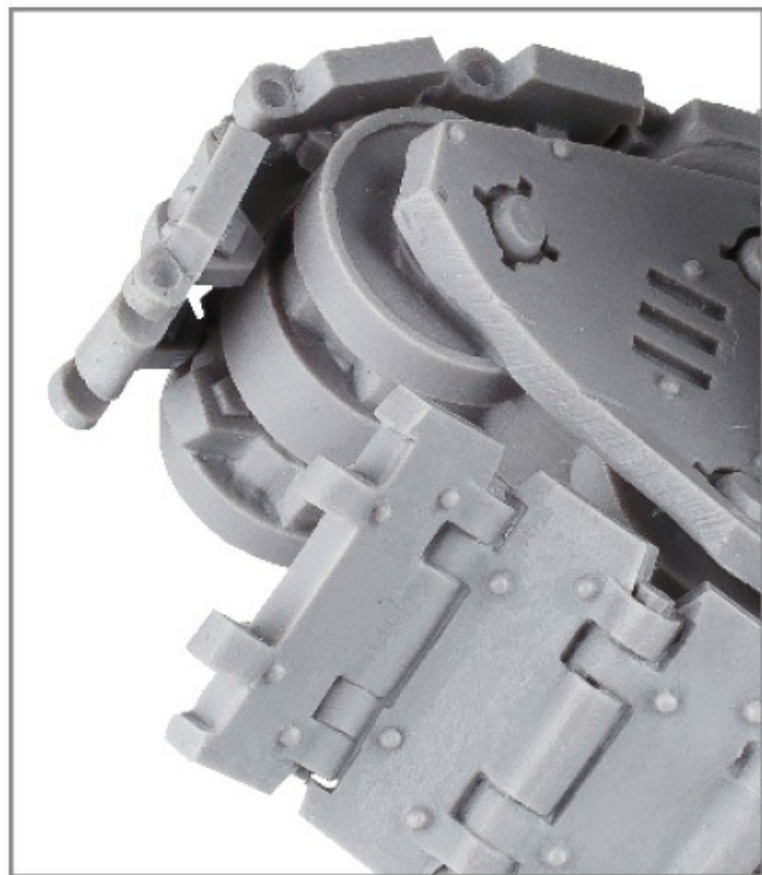
**Forge World make highly-detailed resin models, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week, we take a closer look at Sigismund, First Captain of the Imperial Fists Legion and the Emperor's Champion.**

## **SIGISMUND, FIRST CAPTAIN OF THE IMPERIAL FISTS**

Sigismund was the First Captain of the Imperial Fists Legion during the Great Crusade and the Horus Heresy. Right-hand man to the Primarch Rogal Dorn, he was widely regarded as one of the best swordsmen in the Legiones Astartes and none, save a Primarch, could better him in combat, a fact he proved during the siege of the Imperial Palace where he triumphed over every traitor he met in combat. In the wake of the Horus Heresy, Sigismund became the first High Marshal of the Black Templars Chapter of Space Marines.

This resin miniature captures Sigismund at the height of his power and influence. A giant of a man, he wears a heavily-modified suit of Mark II power armour, over which he wears a tabard depicting the cross of the crusader brethren. In his right hand he carries the Black Sword, a blade of immense power that he wears chained to his wrist, an affectation many of his battle-brothers adopt following the Horus Heresy. Sigismund also bears the Raptor Imperialis on his knee, indicating that he's fought alongside the Emperor himself.





*Left: Sigismund's backpack bears a modified version of the crusade cross, depicted as a sword.*

*Right: The model's display base features the remains of a Sicaran Battle Tank.  
Sigismund can be removed from the display base for use in battles.*

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





# THE LION'S BLADE

**The Dark Angels Chapter are renowned for the ferocity of their attacks, utilising the incredible flexibility of their Battle Companies, Deathwing and Ravenwing to overwhelm their foes. The ultimate expression of this adaptability is the Lion's Blade Strike Force.**



The Dark Angels are in many ways exemplars of what it means to be a Space Marine. Their geneseed is absolutely without flaw and, to outside appearances at least, they embrace the dictates of the Codex Astartes adopted by the Chapters in the wake of the Horus Heresy.

Much like other Space Marine Chapters, when the Dark Angels take to battle they usually do so in smaller formations than Chapter or even company level: after all, there are many enemies to face and many battle zones to fight upon. Because of this, the Unforgiven often adopt a strategic disposition entitled the Lion's Blade, a strike force able to tackle almost any tactical situation. The Lion's Blade is formed around a Battle Demi-company, onto which other Chapter elements are added depending on the mission at hand. Should

the force need to infiltrate enemy positions, Scouts will be called upon, while the threat of enemy armour will often be answered with the Hammer of Caliban. Especially deadly missions will draw the aid of the Deathwing and, if the perfidy of the Fallen is suspected, the presence of the warriors of the Inner Circle is all but guaranteed.

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## ***THE UNFORGIVEN***

*As with each of the First Founding Space Marine Chapters, the Dark Angels have a number of Successor Chapters which are collectively, and secretly, known (along with the Dark Angels) as the Unforgiven.*

*Strictly speaking each Chapter retains complete autonomy; however, when it comes to the Unforgiven this is not the case. Each of these Chapters is closely tied to the Dark Angels, sworn to the same oaths of secrecy and pledged to the same Hunt as the original Chapter.*

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# THE BATTLE COMPANIES

The mainstay of the Dark Angels are its three Battle Companies: the Unmerciful, the Feared and the Unrelenting. Each of these is led into battle by a Company Master and Chaplain, and includes a Command Squad, an unspecified number of Company Veterans, six Tactical Squads, two Assault Squads and two Devastator Squads. In the tradition of all Space Marines, the Battle Companies wear their own distinct iconography, alongside their Chapter livery – and a fellow Dark Angel will be able to tell at a glance what role any given battle brother fulfils.

These markings are the same throughout each of the Battle Companies, and are also repeated in the Reserve Companies. Indeed, the Successor Chapters that constitute the Unforgiven have also adopted the same system: each wears his Chapter badge on his left shoulder, his squad marking on his right and his Company badge either on his knee or as an inset detail on his shoulder pad.



*Left: Battle brother Kuriel is a Tactical Marine in the Dark Angels 5th Company. His company is marked out by the marking on his left knee.*

*Top right: Dark Angels Tactical Marines wear their Chapter badge on their left shoulder*

pad (except in the case of those clad in MK VI power armour).

*Bottom right: The sideways arrows denote Kuriel is a Tactical Marine, while the numeral shows he is from 4th Squad.*



*Left: Battle brother Amaron is an Assault Marine in the Dark Angels 5th Company.*

*Right: Brother Karoth is a Devastator Marine from the 9th Squad.*



*Left: Company marks are worn on the knee, unless the mark of armour prevents it – in which case they're placed on the greaves.*

*Left centre: Amaron's shoulder has the four-pointed assault arrow, and shows he is in the 7th squad.*

*Centre right: Devastator Marines in the Dark Angels Chapter are marked out by an explosion symbol.*



*Right: Karoth's reinforced MK VII armour still enables him to wear his Company mark on his left knee.*

## COMPANY VETERANS

*Each Dark Angels Company (from 3rd to 9th) maintains a cadre of veteran warriors who embrace the most dangerous battlefield tasks. These wear a single white sword on their shoulder pad to set them aside from their battle brothers.*





# THE DEATHWING COMPANY

The Dark Angels 1st Company are known as the Deathwing, an elite brotherhood of warriors who go to battle in Terminator armour. They are the Chapter's ultimate weapon, unleashed into the harshest war zones and against the deadliest of foes and, although their battle brothers in other Companies might not know it, against the Fallen when they are discovered. This is because the Deathwing have been initiated in some of the secrets of the Inner Circle. The spiritual burden this knowledge places upon the bearer is intense, but the reward is a warrior who will fight without cease or mercy to ensure the Chapter's goals are met.

The Deathwing are easily identified by their bone-white armour, worn in memory of an ancient struggle, and by the distinctive motif of a broken red sword. To those outside of the Deathwing, these affectations are explained with allegory and legend – for those within they are poignant reminders of their true mission.



*left: Many consider the omission of squad designation strange – the Deathwing consider it a necessary safeguard to the secrecy of their Hunt. Requests to know more of their identity by those outside of the Chapter are tersely met.*

*Top right: Brother Zadikon is a member of the Dark Angels Deathwing, assigned to Squad Meraeus. Although his armour bears many small elements of personal iconography, only one helps place his rank and status within the Chapter: his right shoulder pad carries the Deathwing's broken sword badge.*

*Bottom left: The other is the Crux Terminatus, which shows Zadikon is worthy to wear Terminator armour, but gives away nothing more.*



# THE RAVENWING COMPANY

The most obvious divergence from the Codex Astartes within the Dark Angels Chapter is found within the Ravenwing, the Dark Angels 2nd Company. The Ravenwing is a highly mobile attack force which rides into battle upon bikes and Land Speeders, specialising in scouting out the enemy, and then sweeping them aside with deadly charges. The wider reputation of the Ravenwing is that they are superb bikers, black-clad avengers who strike suddenly and with unrelenting fury. Those within the Inner Circle know the Ravenwing are the Chapter's Huntsmen, tasked with gathering intel on the Fallen, and running them to ground in the midst of battle. To this end they are entrusted with a portion of their Chapter's secrets – enough to achieve their missions and no more.

The Ravenwing also wear unique heraldry: jet black armour, with the stark white Ravenwing sigil in place of a Chapter badge and a simple squadron numeral on their right shoulder.



*Left: Ravenwing biker Pharen.*

*Top right: Ravenwing bikers wear a simple squad number on their right shoulder.*

*Bottom right: In place of the Chapter badge, they wear the Ravenwing icon.*

# UNSHEATHING THE LION'S BLADE

Codex: Dark Angels includes a way to forge your collection into a Lion's Blade Strike Force: all it requires is the foundation stone of a Dark Angels Battle Demi-company and one or more of the Auxiliary choice from those shown.

Over the page you can see an example of a Lion's Blade Strike Force we have assembled. Task Force Zephon. This represents the Dark Angels army dispatched to put down the heretic uprising of Makir Dreadstone. The main strength of the force is Zephon's Host, a Battle Demi-company led by the stoic Company Master Zephon, containing five squads of Space Marines and sundry support vehicles. Not only does it feel magnificent to deploy a formation of this size on the battlefield, but the Battle Demi-company is also a rugged and dependable asset too, able to hold the line against swarms of the enemy or storm forward to sweep the foe aside.

With the main portion of the Strike Force selected, there are a number of Auxiliary choices too: a small contingent of Scouts provides extra manpower (and ensures the battle brothers of the future are receiving adequate combat experience) while the Hammer of Caliban lends undisguised brutality, with a Land Raider Redeemer to burn the enemy out of cover and a trio of Predator Annihilators which can reduce enemy tanks or monsters to smouldering wreckage or corpses respectively.

The addition of Interrogator-Chaplain Sarphaecus as a representative of the Inner Circle adds a new level of intrigue to the army: unbeknownst to even Company Master Zephon, members of Makir's Chaos coven are rumoured to be Fallen Dark Angels. So Sarphaecus is present to ensure any sign of the Fallen is pursued with maximum prejudice. To that end the Chapter has also provided a Ravenwing Attack Squadron to spearhead the pursuit and a Deathwing Redemption Force which will be held in reserve until the greatest threat in the enemy force is unveiled.



Core 1+



Auxiliary 1+



Command  
0-1 per core



## BATTLE DEMI-COMPANY

- 1 Company Master or Chaplain
- 0-1 Command Squad
- 0-1 Company Veterans Squad
- 3 Tactical Squads
- 1 Assault Squad
- 1 Devastator Squad
- 0-1 units of Dreadnoughts




## INNER CIRCLE (0-1 PER BATTLE DEMI-COMPANY)

- 1 Azrael, Belial, Sammael <sup>1</sup>, Company Master, Interrogator-Chaplain <sup>2</sup> or Librarian <sup>3</sup>



## RAVENWING ATTACK SQUADRON

- 1 Ravenwing Bike Squad or 1 Ravenwing Attack Bike Squad
- 1 Ravenwing Land Speeder or Land Speeder Vengeance



## RAVENWING SUPPORT SQUADRON

- 1 unit of Ravenwing Land Speeders
- 1 Ravenwing Darkshroud or Land Speeder Vengeance



## RAVENWING SILENCE SQUADRON

- 2 Nephilim Jetfighters
- 1 Ravenwing Dark Talon



## 10TH COMPANY SUPPORT

- 1-5 units of Scouts



## THE HAMMER OF CALIBAN

- 1 Techmarine
- 1 Land Raider, Land Raider Crusader or Land Raider Redeemer
- 1 unit of Predators, Whirlwinds or Vindicators



## DEATHWING REDEMPTION FORCE

- 1 Belial, Company Master, Interrogator-Chaplain or Librarian
- 2-5 Deathwing Terminator Squads
- 0-1 Deathwing Command Squad
- 0-1 units of Deathwing Knights
- 0-1 unit of Venerable Dreadnoughts

*1 Sableclaw may be taken in place of Sammael.*

*2 Asmodai may be taken in place of an Interrogator-Chaplain.*

*3 Ezekiel may be taken in place of a Librarian.*



# TASK FORCE ZEPHON: LION'S BLADE STRIKE FORCE



BATTLE DEMI-COMPANY: ZEPHON'S HOST





## RAVENWING ATTACK SQUADRON: THE RAVENKIN



## THE HAMMER OF GALIBAN: THE IRONWING







## 10TH COMPANY SUPPORT: THE SHADES



## INNER CIRCLE: INTERROGATOR-CHAPLAIN SARPHAEGUS



## DEATHWING REDEMPTION FORCE: VENGEANCE INCARNATE





# PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. Here we look at painting Dark Angels Space Marines.



## ***HIDING IN THE RECESSES***

*You'll notice that in this painting guide we use two different types of techniques with Citadel Shades. For instance, The Tactical Marine has an all-over wash of Nuln Oil, while the Deathwing Terminator has a more directed recess wash of Seraphim Sepia – the former darkens the tone of the whole model, whereas the latter provides extra contrast in the depths.*

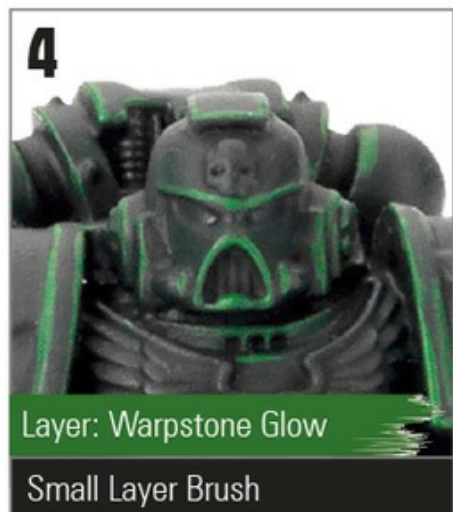
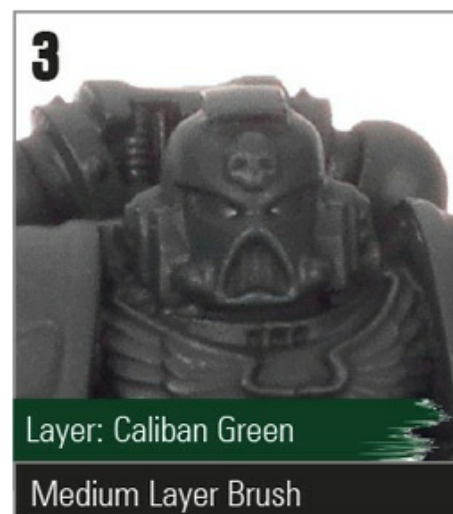


# DARK ANGELS

The Dark Angels are an unusual Chapter in that there are three distinct colour schemes within it – the green of the Battle Companies, the black of the Ravenwing and the bone-white of the Deathwing. For Dark Angels collectors, this is fantastic, since there's enough variety to keep you interested through the long hours as you assemble your own Unforgiven army.

To speed you on your way we've compiled a straightforward painting guide that covers all the main colours and techniques you'll need when painting your own models. It's worth noting that you can use the same reds, whites, bone and metal techniques on each of the models – so just transpose them from one to another.

## Armour



## Chest Eagle



When painting Tactical Marines it's a good ideal to do all the green armour before you go on to the details. As for the details, you can approach these in any order you want, but we found painting the metal of the gun, followed by the casing and then finally the bone chest eagle was a good order and caused a minimum of fuss – just pause to clean up any mistakes you make as you go along. Make a special note of the colours and techniques you use on your Tactical Marines too – repeating these on Deathwing and Ravenwing will give your army a real sense of coherency.



## White



## Metal



## Eyes



# Red





## 5TH COMPANY BADGE

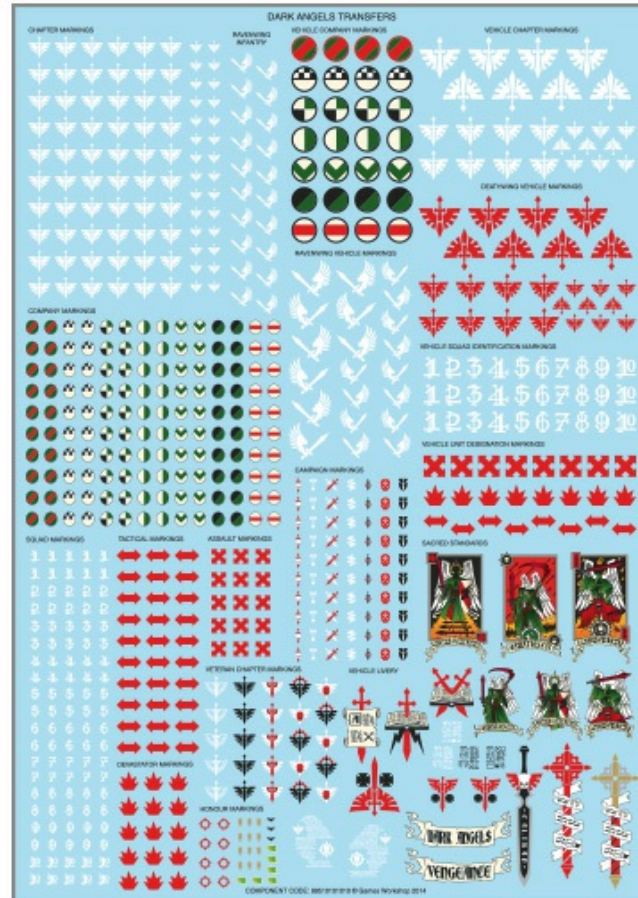
*The Studio Dark Angels collection is mostly made up of warriors from the 5th Company, the Unrelenting. They have a fairly complex company marking, but with a few simple stages, you can paint it on your own models.*

*Highlight the knee pad as you would normally **(1)**. Next, use an Artificer Brush to mark out a fine cross using Zandri Dust **(2)**. Then, fill out the top left and bottom right quarters with Zandri Dust **(3)**. Finally, highlight using the stages described on this page and overleaf **(4)**.*



# TRANSFERS AHOY

The Dark Angels transfer sheet released a few weeks ago is an absolute godsend for Dark Angels collectors. It contains all the squad numbers and markings you'll need to do hordes of models, along with loads of handy extras. If you're not confident with your freehand painting (or just don't want to spend hours and hours at it) the company and campaign markings are especially handy – check it out.



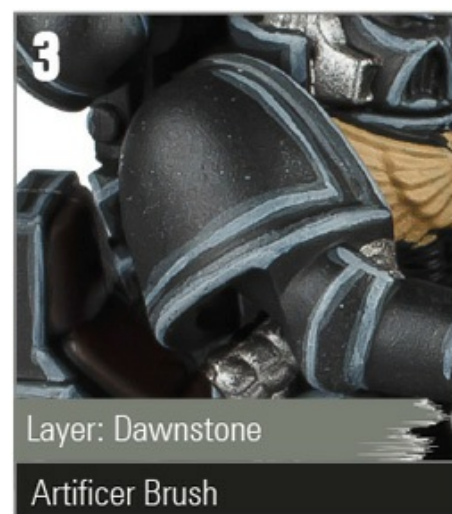


# DARK ANGELS RAVENWING

The black-clad huntsmen of the Ravenwing are perhaps the simplest of all the Dark Angels to paint – all you need is a steady hand as you are painting edge highlights onto all those armour plates. A good tip for when you paint large areas of black such as this is to paint the armour with Abaddon Black, even though you've sprayed the model with Chaos Black Spray. This is because you might need to tidy up areas of the armour later – and there is a tiny difference in the finish between Chaos Black and Abaddon Black.



## Black



## Holster

1



Basecoat: Rhinox Hide

Medium Base Brush

2



Wash: Nuln Oil

Medium Shade Brush

3



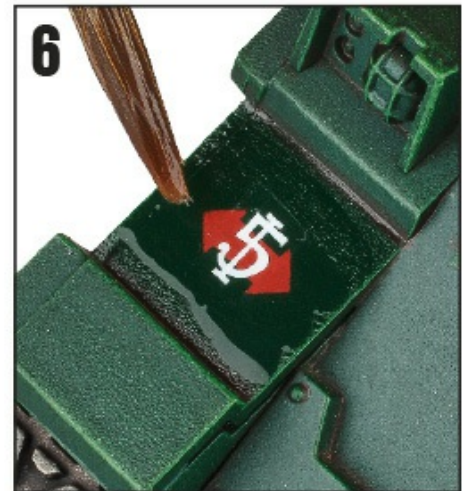
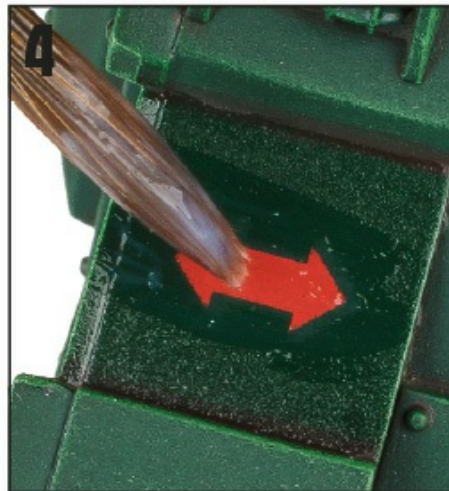
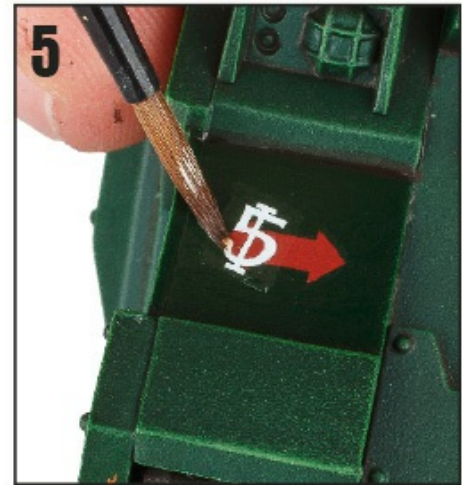
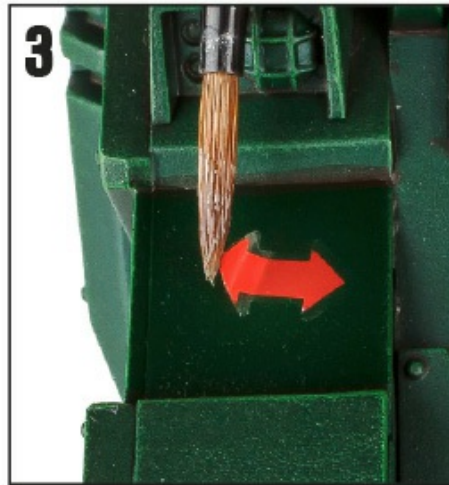
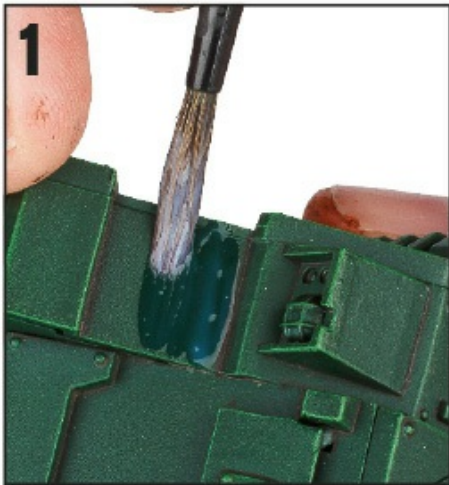
Layer: Doombull Brown

Artificer Brush



## SQUAD MARKING TRANSFERS

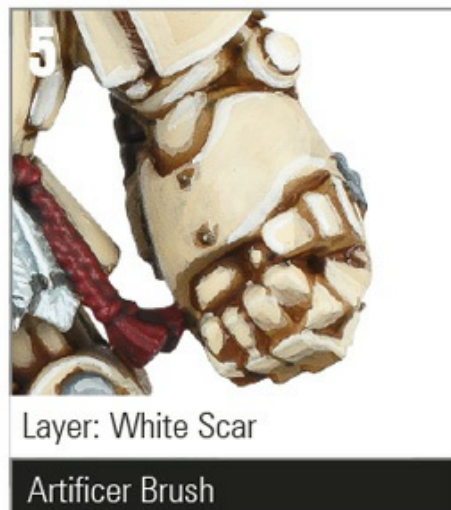
*Dark Angels Squad markings include a unit marker and a squad number – which can be created by combining two transfers. Here's how: prepare the area by painting on a coat of 'Ardcoat (1) and let it dry. Next, prepare your transfer by getting it wet. Don't submerge it, just apply water to the top with a brush until it slides free (2). Apply the transfer to the area and let it dry completely (3), before applying a new coat of 'Ardcoat to prevent the next transfer dislodging the first (4). Apply the second transfer over the top of the first (5) and, when dry, a final coat of Lahmian Medium (6).*



# DARK ANGELS DEATHWING

Painting the Deathwing's distinctive bone-white armour is probably the most complicated aspect of a Dark Angels army, and it's made even more tricky by the sheer volume of detail Deathwing Terminators wear. Take your time when you are doing all those layers, so that you don't paint into the wrong areas by accident. If you do, just clean up by painting over it with the right colour straight away. Also, don't forget to water your paints down when applying the layers to keep the armour nice and smooth.

## Bone

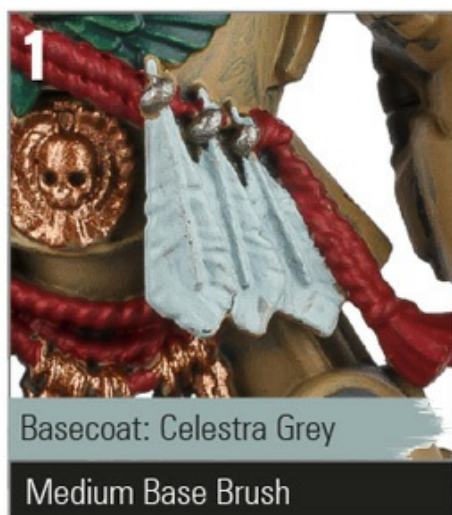




## Crux Terminatus



## Feather





## Green Chest Eagle



## Gold







# HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, the half-blind, half-mad, rock-lobbing Cygor earns its place amongst the legends.





# BEASTMEN CYGOR

The Cygor is one of the youngest miniatures to enter the Hall of Fame, having been released just four years ago. Despite this, the kit has proven a massive hit with painters and converters the world over due to its impressive size, level of detail and the huge number of optional extras that come on the sprue.

The Cygor kit – which also makes the four-armed, ever-hungry Ghorgon – was released at Christmas 2011 alongside the no-less bestial Jabberslythe. Taller, even, than the Warhammer Giant, the Cygor captures the feral, barbaric and cannibalistic nature of the Beastmen but on a much larger scale, with a healthy dose of mythology and magic thrown in for good measure. Taking design cues from the Minotaurs that came out the previous year, the Cygor is bull-headed and cloven-hoofed, but with the body-shape and stature of a gangly human, its head and body hunched over from living in low-ceilinged caverns. That doesn't mean it lacks muscles, though, far from it, but they're the taut, wiry muscles of a creature used to surviving in the wild, not the muscles of a Minotaur who lives only for warfare and butchery.

As you'd expect, the Cygor also only has one eye which, cruelly, is blind to the mortal realm – but it can see magical creatures and items. It's for this reason the Cygor carries a rune-inscribed waystone as a weapon because it would just keep losing a club or axe. Alternatively, you can build the Cygor holding a statue of Morr, another magically-attuned piece of detritus that would look great painted glowing with deathly magical energy. It's this fusion of excellent, suitably Chaotic background, great miniature design and wonderful painting opportunities that makes the Cygor a real design classic.



*Left: The Cygor's bull-like head has a similar design to that of the Beastmen Minotaurs, albeit more gaunt and even less human-looking.*

*Right: Like the Warhammer Giant, the Cygor kit is crammed full of optional extras such as this bound skeleton (shown here on the Ghorgon). But was he tied up while he was*

alive, or is he, in fact, an Undead warrior desperate to escape before he gets crunched up for bone marrow?



*Left: The runes engraved on the Cygor's ogham stone suggest it was once an Elven waystone. Repeatedly thrown around and used as a weapon, it's lost much of its finely-carved shape.*



*Right: A ruined brass bell hangs from the Cygor's belt. It can also be hung from the strap round his neck in place of the carved rune stone.*





# SPRUES AND GLUE

**Sprues and Glue** is our regular in-depth look at modelling Citadel miniatures. Inspired by the wargear options presented in **Codex: Dark Angels**, and with the recent release of so many new Space Marine kits, we set about converting some tooled-up Dark Angels.

## SAMMAEL ON SABLECLAW

Sammael, Grand Master of the Ravenwing, has two options when it comes to leading the 2nd Company into battle. He can zoom into battle on his jetbike Corvex, or he can ride to war in the Land Speeder Sableclaw.

While there isn't a specific model for Sableclaw, you can convert it very easily using the Land Speeder kit and parts from the Ravenwing Upgrade Frame, which includes everything you'll need (and more besides). The upgrade frame can be found in the Ravenwing Bike Squadron box and is also available separately from the Games Workshop website.

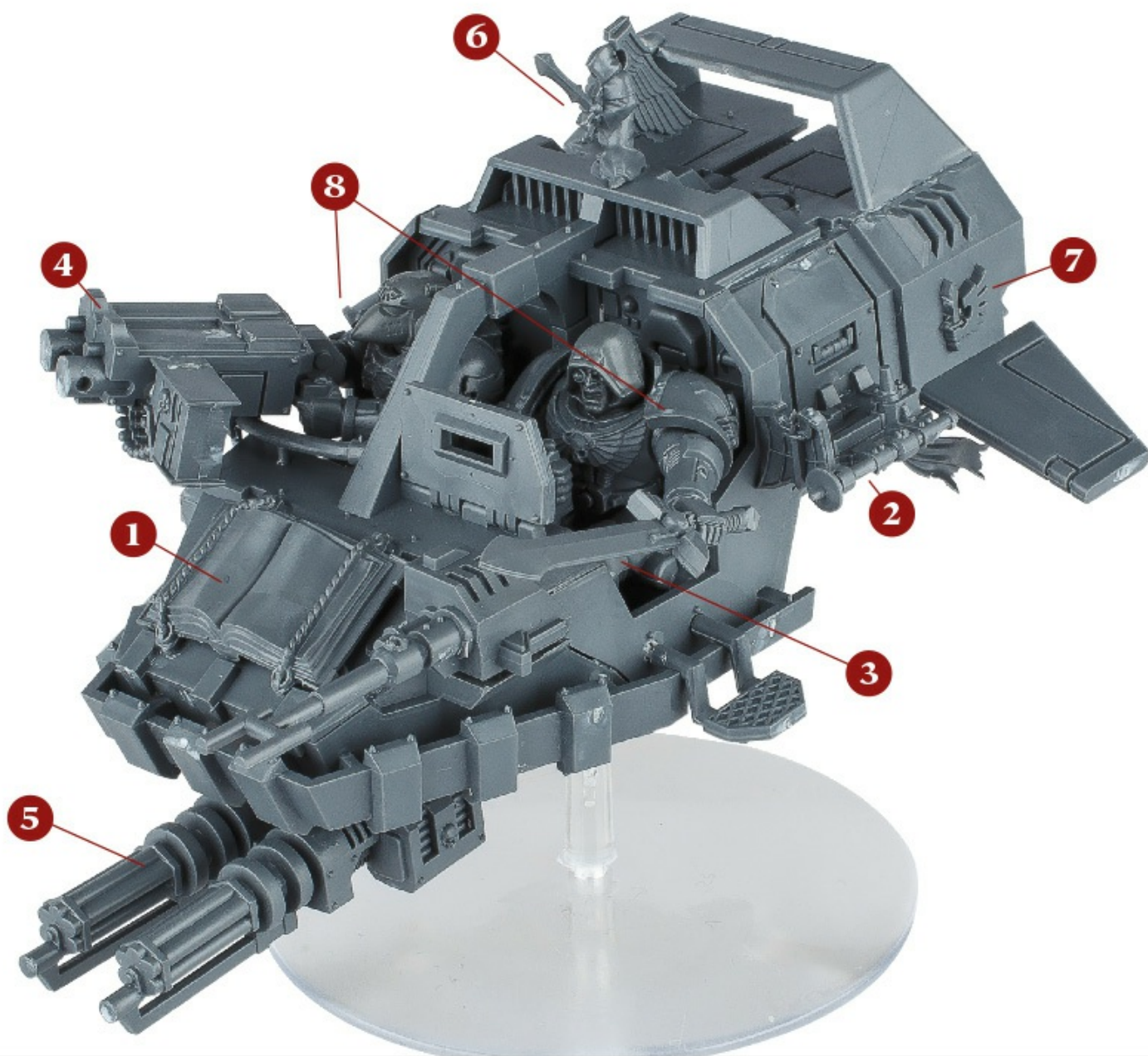
Below you can see our version of Sableclaw with a list of the main upgrade components to the left. All the additional parts come from the Ravenwing Upgrade Frame with the exception of Sammael's robed head and that of his gunner, which we picked from the new Dark Angels Upgrades frame. You can, of course, use the heads on the Ravenwing frame, but we thought these ones really looked the part.

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### CHAPTER SYMBOLS

*Though originally designed as Chapter symbols for tanks and war machines, the large icons on the Ravenwing Accessory sprue also make for excellent battlefield Objective Markers.*





*1 - The Tome of the Long Hunt is mounted across the Land Speeder's hull. It details some of the greatest achievements of the Ravenwing.*

*2 - The mysterious Shield of Night shrouds Sableclaw in a powerful force field, making it almost impervious to harm.*

*3 - The Raven Sword – one of a trio of blades forged from a meteorite that struck the Rock.*

*4 - Sableclaw is armed with twin-linked heavy bolters.*

*5 - And twin-linked assault cannons.*

*6 - A Dark Angel statue sits atop the air intake.*



*7 - Ravenwing symbols adorn the hull, one on each side.*

*8 - Sammael and his gunner both wear shoulder pads bearing the Ravenwing symbol.*

# COMPANY VETERANS

In Codex: Dark Angels, Company Veterans have access to more wargear than ever before. Eager to arm them for battle, we cracked open the bits box and started kit-bashing.

Our first Veteran **(1)** features a pair of arms and a grav-gun from the Tactical Squad box, plus a Chapter shoulder pad from the new Dark Angels Upgrades frame. We also used a plasma pistol from the Upgrades frame to make a Veteran running forward **(2)**, his outstretched arm another spare from the Tactical Squad.



The Upgrades frame also provided us with a power sword, which looks great paired up with the storm shield from the Veterans box to create a mean-looking Dark Angel ready for combat **(3)**. Of course, this does mean you'll end up with loads of spare bits on the Company Veterans sprue... which you can use on your Tactical Marines **(4)**! This battle-brother uses arms, a head and a backpack from the set.



3



4



We didn't stop there, though. A spare grav-cannon and head from the new Devastators box made its way onto our heavy weapon Veteran **(5)**, while the Sergeant has both a head and a grav-pistol from the same box **(6)**.

5



6







# THEATRE OF WAR

**The Battle for Piscina IV is one of the most famous engagements in the recent history of the Dark Angels Chapter and a prelude to the cataclysmic Third War for Armageddon. Here we present an exclusive scenario so you can recreate this epic engagement.**



The Battle of Piscina IV was a brutally one-sided affair, the combined Ork hordes of Ghazghkull Thraka and Nazdreg Ug Urdgrub hammering the planet of Piscina IV with every mob at their disposal in an effort to crash-test their new tellyportas in preparation for Ghazghkull's second invasion of Armageddon. Utterly outnumbered, the Dark Angels 3rd Company under the command of Master Belial (later to become Grand Master of the Deathwing) made good their defences, preparing to sell their lives dearly until the rest of the Chapter could arrive to reinforce them.

This scenario pits the Dark Angels against a numerically superior Ork horde and, while you can even up the points of your respective forces before the battle, we'd recommend against it – after all, this isn't meant to be a fair fight, but a desperate last stand by the

Dark Angels. In fact, there's a great deal of fun to be had playing this way, the Orks trying to wipe out every last 'oomie as they storm the barricades, while the Dark Angels desperately try to hold the fort in the face of overwhelming numbers. Sure, it won't be an easy victory (for either side), but it'll be a very exciting and tense battle.

*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 the Battle of Piscina IV, why not tell us how you got on?*  
***team@whitedwarf.co.uk***





# THE BATTLE OF PISCINA IV



**After his defeat in the Second War for Armageddon, Grand Warlord Ghazghkull Thraka joined forces with the infamous Bad Moon Warboss Nazdreg Ug Urdgrub with the aim of field testing his new tellyporta technology. The hapless world that bore the brunt of this trial offensive was the Imperial world of Piscina IV. Were it not for the stoic Dark Angels 3rd Company stationed there, the planet would doubtless have fallen to the Ork assault within a matter of days, but the Unforgiven held firm long enough for Master Belial and his valiant Deathwing to enter the fray and turn the tide.**

## THE ARMIES

Choose armies as described in Warhammer 40,000: The Rules.

One player is the Dark Angels player, and his opponent is the Ork player. All units in the Dark Angels player's army must have the Dark Angels Faction. If the models are available, the Dark Angels player must include the Battle Demi-company and Deathwing Redemption Force Formations.

If the model is available, he must also include a Fortress of Redemption, though this does not cost any points.

All units in the Ork player's army must have the Ork Faction. The Ork player must include a Warboss (representing Nazdreg) as his army's Warlord.

## THE BATTLEFIELD

The Dark Angels player first places his Fortress of Redemption in the centre of the battlefield. He then sets up any other terrain as he sees fit. Use the deployment map included in this mission.

## OBJECTIVE MARKERS

After terrain has been set up, the Dark Angel player places 3 Objective Markers in his Fortress of Redemption – one on each bunker and another at the top of the main tower.

## DEPLOYMENT

The Dark Angel player deploys first, placing his units anywhere on the battlefield. All units with the Deathwing special rule must start the game in Reserve.

The Ork player does not deploy at this stage – all of his forces must be held in Deep Strike Reserve.

## FIRST TURN

The Ork player has the first turn.

## **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.**

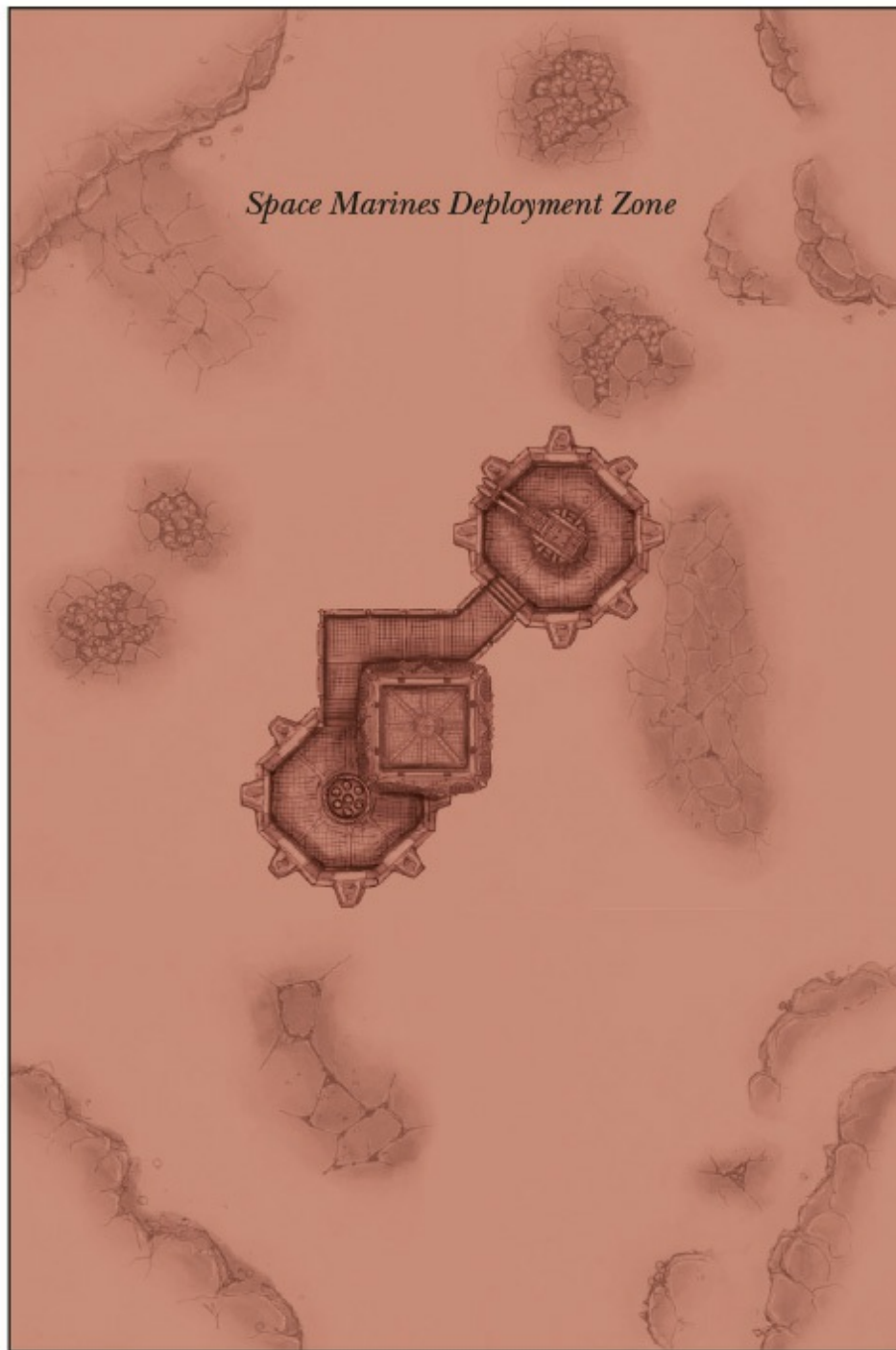
**Determined Defence:** All units in the Dark Angels player's army have the Fearless special rule.

**Tellyporta Assault:** All units in the Ork player's army that do not already have the Deep Strike special rule, gain the Deep Strike special rule. He can begin making Reserve Rolls for units held in Deep Strike Reserve from the start of his first turn. If no units arrive in his first turn, the Ork player can immediately make another Reserve Roll for each unit held in Deep Strike Reserve.

**Waaagh! Nazdreg:** Each time a unit of Orks with the Infantry type is completely destroyed, remove it from play and place it into Deep Strike Reserves, where it will be available to return to the battle at the start of the Ork player's next turn.



*Enemy Player Table Edge*



# 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. This week we take a look at runes, Assassins, torpedoes, the Fallen and the fine art of interrogation.

## THE DARK LEGACY OF CALIBAN

### THE HEROES OF THE FIRST AND SECOND COMPANIES

There's no denying it, Codex: Dark Angels is absolutely loaded with new content, from Interromancy (see opposite) to new Tactical Objectives and more. In fact there was so much that at first glance we nearly missed something really exciting: the new Codex contains two additional Detachments – the Deathwing Strike Force and the Ravenwing Strike Force.

Both of these additional Detachments are designed to enable you to focus your collection on a particular aspect of the Chapter – either the 1st or 2nd Company, and still maintain a Battle Forged army.

The Deathwing Strike Force is a murderous sledgehammer of Terminator-armoured killers. Descending to the battlefield in drop pod or teleporter assault, the Strike Force starts the battle in reserve, only to thunder into the midst of the foe with unnerving precision, the Terminators loosing a murderous fusillade.

The Ravenwing Strike Force is able to weave across the battlefield at breakneck speeds, dodging the enemy's shooting to unleash their own salvos with horrifying effect. Both of these Detachments are thematically brilliant, and sure to keep your opponent on the back foot.





# THE ROCK

## TOWER OF ANGELS

Most Space Marine Chapters have a Fortress Monastery that serves as their base, usually on a significant Imperial World, such as Macragge, Baal or Nocturne. The Dark Angels' home world, Caliban, was destroyed in the aftermath of the Horus Heresy, however, obliterated by the transcendent powers that were unleashed by the wrath of the Chaos gods as Lion El'Jonson and Luthor fought.

A part of Caliban survived, however, and the remaining Dark Angels secured it, turning it into what is now known as the Rock, one of the greatest star-faring vessels in the galaxy. The Rock possesses vast batteries of cannons and lances to defend itself and a dizzying array of propulsion engines with which it travels the stars.

Though it is a battleship, star fort and monastery, the Rock also has a darker purpose. Deep within its bowels echo the morbid screams of the damned, Fallen who are tortured within its dungeons by the Interrogator-Chaplains until they confess.

---



# THE ART OF INTERROMANCY

The Librarians of the Dark Angels have developed a particularly grim form of telepathy that enables them to bore into the minds of their enemies, filling them with dread visions or agonising pain. The most powerful Librarians can reduce entire units to gibbering wrecks, their resolve utterly broken, their minds wiped of all thought and function.

Yet this psychic discipline also has a darker purpose. Librarians often aid the Interrogator-Chaplains in their work, using their powers to shatter, or bypass altogether, the mental defences of Fallen Dark Angels.





# DESIGNERS NOTES: INTERROGATOR-CHAPLAIN

The new Interrogator-Chaplain takes his design cues from Asmodai and Seraphicus, the Interrogator-Chaplain from the limited edition Dark Vengeance boxed set. The aim with this new Interrogator-Chaplain was to keep the robes synonymous with the Dark Angels, but to really up-armour him and make him look like a real brute. That's why, unlike the other two, his power armour is visible on his torso, not hidden by robes. His armour is deliberately old-fashioned, too, likely a modified suit of Mark V Heresy armour, the irony being that he's hunting Fallen as old as the armour he wears.

The Chaplain also wears a lot of layers, including two sets of robes, a suit of power armour and a cloak. Together, they represent the many layers within the Dark Angels Inner Circle. It's no coincidence that they're painted in black, green and bone, the three colours of the Chapter.

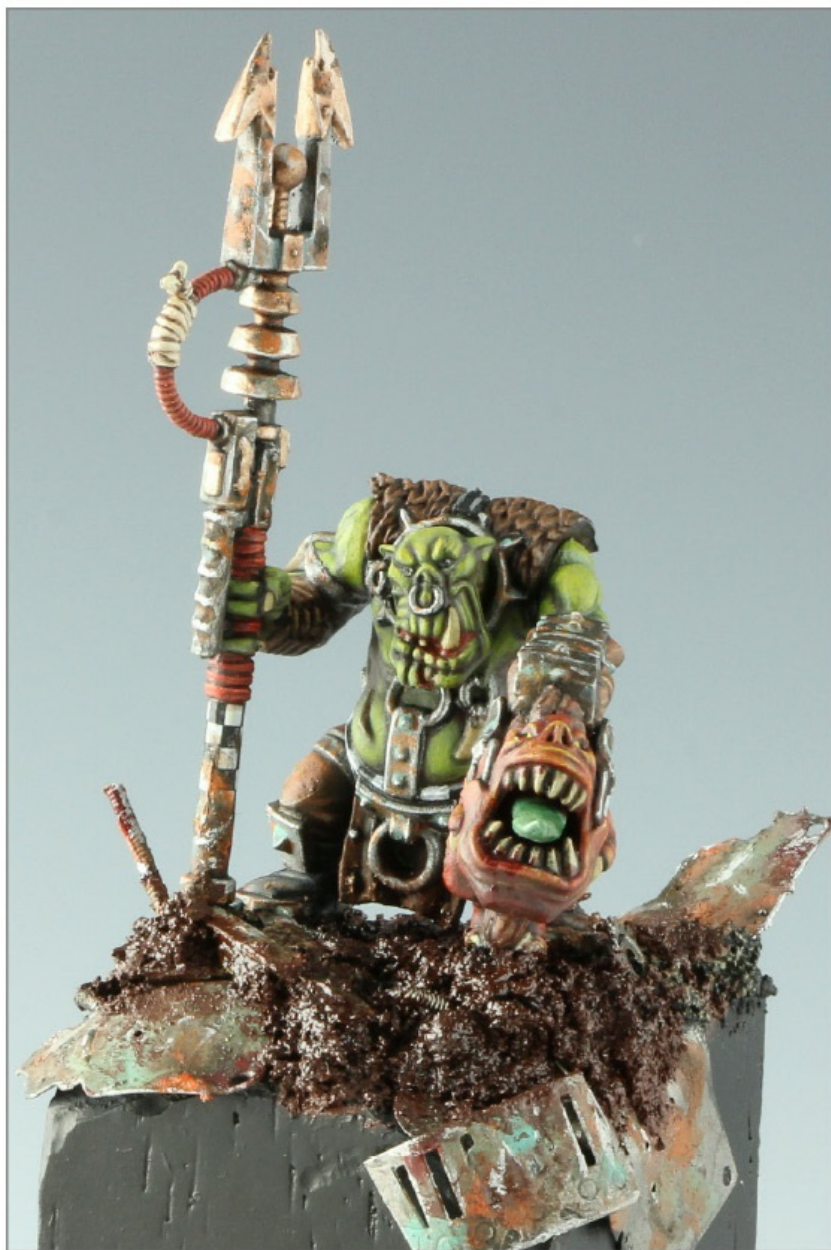




# READER'S MODEL OF THE WEEK

John Margiotta is making it his personal mission to get his miniatures featured in as many issue of White Dwarf as possible. And when he paints so well, who are we to refuse his efforts?

His latest piece is this gnarly Ork Runtherd, which John painted as part of his Goff Ork collection. Of particular note is the weathering on the model, which includes both rust and verdigris on the metal areas. Also, did you know the Runtherd is missing a finger on his right hand? We didn't either until we saw John's model. We reckon the Squig ate it.



*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.*



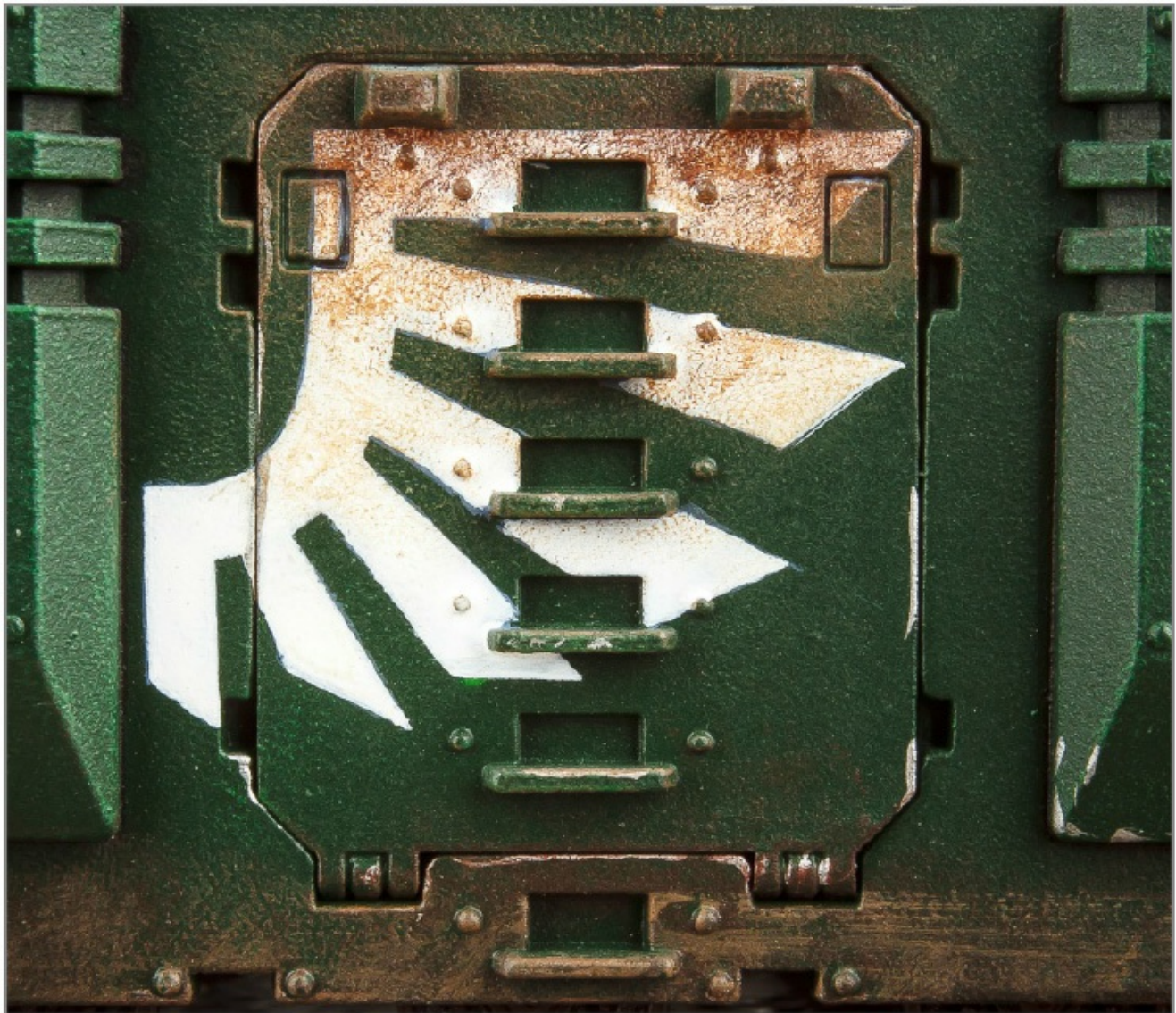
# WEAPON OF THE WEEK: TROLLHAMMER TORPEDO

As Dwarf weapons go, the trollhammer torpedo is one of the least conventional. A weapon of convenience rather than a meticulously-designed piece of wargear, it involves cramming a massive, flanged harpoon into the maw of a drakegun. Fired with incredible power, it can skewer large monsters with ease, the operator reeling the wounded beast in with the gun's underslung winch. The harpoon's effect on smaller targets is best left undescribed...



# HOW DID THEY DO THAT?

The Dark Angels vehicles painted by the Studio Army Painters all feature dirt and dust around their tracks and skirts, making them look as though they've driven across a war-torn, mud-covered battlefield. It's an easy technique to achieve: simply drybrush the colours you use on your models' bases onto the lower sections of your vehicles. A layer of Typhus Corrosion first helps build up the appearance of wet mud, the grit in it providing a great texture to paint over.





# BIT OF THE WEEK: FLAMING RUNE

The flaming rune held aloft by the Dwarf Runesmith is an excellent component representing Wrath and Ruin. It's also a great piece to further your painting skills if you've got a burning desire to show off.



# **CODEX: APOCRYPHA EXTRA**

**Notes from the worlds of Warhammer. This week: the Unforgiven.**

## **GUARDIANS OF THE COVENANT**

Clad in armour the colour of gun metal, the Guardians of the Covenant are a common sight in the Segmentum Pacificus where they have made their home on Mortikah VII. Dour in the extreme, the Guardians of the Covenant are considered exceptionally monastic in their nature, zealously studying the teachings of the Emperor and their Primarch when they are not at war. When the time for battle comes, however, they bring the righteous zeal of warrior monks against the foe, cleansing the enemy with bolter and fire.

## **DISCIPLES OF CALIBAN**

Founded in the 37th Millennium at the request of the Dark Angels Chapter Master, the Disciples of Caliban have been heavily scrutinised by the agents of the High Lords since their inception. In spite of this, no spiritual or physical flaw has been found – in fact their gene-seed is of the very highest pedigree. The Disciples are a star-faring Chapter who even now ply the stars seeking out fresh foes to crush with their deadly planetary assaults.

## **ANGELS OF ABSOLUTION**

The Angels of Absolution are steady allies of their parent Chapter in spite of the doctrinal issues that divide them. They have fought alongside the Dark Angels countless times over the millennia, battling against Orks, traitors forces, Chaos Space Marine warbands and more. Most recently the Angels of Absolution have been sighted reinforcing the Imperial defences around the Eye of Terror, mustering their full strength against the threat from beyond.



# HOW FAR HAVE YOU FALLEN?

Throughout this issue you will have seen mention of the Fallen. If you know who they are then you must be a member of the Inner Circle, a hero of the Dark Angels. If you know nothing of them, then clearly you are not worthy of such information yet.



Of course, you could always delve into the Chapter Library beneath the Rock and dig up a copy of the Cypher Dataslate, which covers, in detail, the background and exploits of the infamous Fallen warrior, from the Horus Heresy to the present day. The Dataslate also includes an army list entry, enabling you to field Cypher and up to three squads of Fallen Dark Angels in your army, plus six missions to play through, which convey the mysterious, unknowable activities of Cypher and the Fallen. They're especially good fun if your opponent has a Dark Angels army. You can download the Cypher Dataslate now from:





# ASK GROMBRINDAL

The White Dwarf is a font of hobby knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer, need a bit of painting advice or you're after a few tactical tips, drop us a line:

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



## COG-BUDDIES?

Hi, Grombrindal. I was wondering, are the Techmarines of the Adeptus Astartes as knowledgeable as the Tech-Priests of the Adeptus Mechanicus in the ways of the machine? And do they get along?

- Brendan 'Internal Relations' Hair

## GROMBRINDAL SAYS

Hi? A bit informal there, lad, but I've been told that's what all the beardlings say nowadays so I'll let you off. Here are my findings:

Space Marine Techmarines are trained on Mars by Tech-Priests of the Adeptus Mechanicus. They will be taught about machine spirits, rites of activation, forge-craft, battlefield repairs, and so on, but they certainly won't be taught everything. The Tech-Priests guard their knowledge jealously and they don't even tell each other everything, let alone an outsider. So, in summary, they have a lot of respect for each other, but the Tech-Priests are far, far more knowledgeable.

**- Grombrindal**



# WHITE DWARF'S REGIMENTS OF RENOWN

Before entering the Astropathic Sanctum on Achyllan Prime, the Assassinorum Execution Force sent to kill Lord Severin Drask encountered a vast horde of Chaos Cultists rampaging through the city streets.

Unable to skirt around the unwashed masses, the four Assassins set about despatching them as quickly as possible before any could escape to warn their fell master in the Temple of Shades. Taking their positions among the city ruins, the Assassins struck.

According to mission transcripts, it was Viktor Zhau who initiated the first kill, decapitating the mob leader with a well-placed shot from the roof of a nearby building. The horde, confused, rallied to their other leader, who ordered them to split up and search the nearby buildings for threats. Unbeknownst to them, it was actually Klara Rhasc in disguise, her orders driving the Cultists into the waiting weapons of Syllas Torq and Noctus Kord who waited for them in the shadows. No Cultists escaped the massacre that ensued.







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