

WHITE DWARF

ISSUE 74
27 JUNE
2015



ENDLESS WAR AND MIGHTY HEROES

WARHAMMER!

ON THE EVE OF A NEW AGE, WE CELEBRATE THREE DECADES OF FANTASY BATTLES

WHITE DWARF

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ISSUE 74
27 JUNE 2015



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OPENING SALVO

Can you feel it, readers? The sense of anticipation? This week is the calm before the storm, the deep breath before the plunge. The End Times have come and the Warhammer world has been obliterated in a deluge of Chaos and treachery. And yet, all is not lost... for next week the Age of Sigmar begins.

And so we reach the end of one era, just as we await the beginning of a new one, and in this issue we take the chance to celebrate over 30 years of epic battles with the greatest heroes, vilest villains and most terrifying monsters. We hope you enjoy the read.

We've also got an exclusive new Warhammer 40,000 mission for the Dark Angels fans among you in the shape of Hunt the Fallen. It's terrific fun – why not let us know how your own hunts go?



WINDRIDER BATTLEHOST

A Windrider Battlehost is the fury of the craftworlds borne upon the storm, a lethal strike force commanded by the prescient genius of a Farseer. With a trio of Windrider squadrons, and supported by the heavy weapons of a Vyper Jetbike, they are death from the skies.

WINDRIDER BATTLEHOST



11 MINIATURES

WARHAMMER
40,000

When the Eldar of the craftworlds need to strike at their foe with unforgiving speed, they often draw upon the Windrider Battlehosts to lead the way. Formed of Craftworld Guardians upon jetbikes, these ultra-fast formations are able to strike at the foe without warning, cutting down the enemy with a blizzard of shuriken discs and blazing beams of energy before fading away, out of harm's reach.

The Windrider Battlehost boxed set contains a wealth of plastic kits, with nine Eldar Windriders, a Vyper Jetbike and a Farseer Skyrunner. This flexible force is the ideal core of a Craftworld Eldar army, or reinforcements for an established collection. Each Eldar Windrider can be armed with twin-linked shuriken catapults or scatter lasers, while the Vyper has a host of heavy weapons to choose from.

ARMOUR OF FAITH

By Graeme Lyon
Hardback | 128 pages

A small force of Ultramarines must thwart the schemes of the traitor Death Guard no matter the cost.

Armour of Faith is the third volume in the Plagues of Orath sequence, a trilogy of novellas describing the bloody, intense war for an unassuming Imperial world. Great schemes are at work on Orath and unless the small Ultramarines task force can prevail, the Death Guard will open a warp rift in the heart of the Imperium big enough to rival the Eye of Terror.

With this as its premise, *Armour of Faith* follows a squad of Centurions, and the Chaplain who leads them, as they battle Daemons and Death Guard to protect the desperate, terrified human inhabitants of a world on the brink. In this, Lyon portrays a rare side of the Adeptus Astartes at war: how they cope with civilians, self-doubt and the nature of faith.

WARHAMMER®
40,000

SPACE MARINE BATTLES™

ARMOUR OF FAITH

GRAEME LYON



DEATHFIRE

**By Nick Kyme
Hardback | 512 pages**

Vulkan lies in state on Macragge as his grieving sons prepare to return his body to Nocturne.

Vulkan, once thought unkillable by those who have seen him rise from the most cataclysmic of wounds, now lies dead, sealed within a stasis crypt within the Ultramarines Fortress of Hera. While shattered elements of the Salamanders Legion gather with the intention of returning their liege to Nocturne, the stage is set for an epic quest, as the XVIII Legion set off on a perilous journey. Along the way their strength and faith will be tested against foes few could imagine...

Deathfire beautifully follows the story arcs laid down in *Vulkan Lives* and *The Unremembered Empire*, drawing you along with the crew of the Charybdis on an adventure that goes right to the heart of the Salamanders Legion.

THE HORUS HERESY®

Nick Kyme

DEATHFIRE

Into the Ruinstorm

The Salamanders fight to bear
Leman Russ' body home to Nocturne

*These Black Library books are also available as eBooks and MP3 downloads. For more information visit:
www.blacklibrary.com*



FURTHER READING

If *Deathfire* has lit the flames of your imagination you'll be pleased to know that Nick Kyme has already written a small library's worth of novels about the Salamanders, both within the setting of the Horus Heresy and also in the 41st Millennium. A great starting place is *Salamanders: The Omnibus*, a gargantuan paperback that includes three full novels that hurl the Fireborn on a quest for vengeance.

Check it out at:
blacklibrary.com



THE HORUS HERESY BOOK FIVE: TEMPEST

Ultramar, the jewel of the Imperium's border realms, is a dagger poised at the throat of Horus's rebellion. But, upon the world of Calth, the Word Bearers plan to cripple the Ultramarines and sunder their empire entirely.

As the fires of rebellion ignite across the galaxy, the Ultramarines, isolated and insulated from the unfolding war, muster their forces on the world of Calth, following orders to unite with the Word Bearers Legion. Little do they know they are in the jaws of a trap. Before the day is done the Word Bearers will be revealed as Chaos worshippers and unleash the mayhem of the Ruinstorm upon the galaxy.

As the fifth book in Forge World's Horus Heresy series, Tempest brings the action to Calth with new missions and rules for Roboute Guilliman, Primarch of the Ultramarines, the massive Warlord Titan and much more. Check it out now!

THE HORUS HERESY

BOOK FIVE



TEMPEST

The Wasp-Flask

For the duration of the Cith's last formation, she was kept by an unstable to communicate between themselves. The destruction of both her shield and starship facilities in the opening stages of the attack, had totally destroyed the vox network that had also been a means of communication between Imperial star systems on a sector of Celsius even though high. Short range local vox connections were only kept beyond recognition by the mounting solar infections and the human intergalactic of distant cleaning and orbital sweepers. Despite this, the Denebians were to have maintained the collection of star cities, implying low signs that they experienced the same problems which bedeviled the Celsius.

Iterations recovered from *Calix* suggest they employed a device that operated by summarizing common causes through the *Wings* thus bypassing the inference which most conventional recommendations denies. The few accounts of these iterations recovered from the *Wing* section of the *Wolfram System* are, unfortunately, fragments of almost ridiculous ones that speak of endocrinological warp entities and stochastic psychic disturbances that postulate the arrival of *depressions* on *Calix*.

Beavers controlled many important species and strategic targets on Cals. We didn't see the orbital resources contributing to a decline in the beaver population, so it's likely that overfelling, overgrazing of the landscape, and the various types of cultural damage are by any means the higher Legion's main causative agent among the eastern population because by comparison, the western population was very long-term stable. Millions upon millions of beavers were present in the West and agency at the time had no tools, and little money to do as the fighting came on. Today, the *Western Beaver* interests continue to promote their statistics of the *North American Beaver* population, which is now at a record level, and destruction is now a thing of the past.

well as the formidable firepower of their even foot against the system's ion shell and the resulting fireball ion radiation was beginning to take its toll on the stations at Cthulhu's castle. Those not shielded by the star's plane or protected by the augmented physiology of the Legionaries Aratus were soon blistered and burned, and more would have to succumb to extreme radiation poisoning. Only those areas endures the very extremes of which should circumstance still held by the Legion escapade, the legions drag through fire who still could, see that it is anything but a temporary respite.



ULTRAMARINES ARMOURED FORCES

The Ultramarines Legion was able to draw upon the wealth and resources of Ultramar and as such possessed the strategic resources of transportation and material amassed over many years. Not least among these was the mighty fleet of warships, many of which were constructed within the *Forge Worlds*, in the core of the very heart of Chapter, in the *Forge Worlds* of *Theonians*. Of equal importance to the Legion's ongoing operations was the large numbers of armoured vehicles which its chapters were able to field, and the Ultramarines army will need in the many doomsdays of an uncertain future.

Each of the Ultramarine Legion chapters maintained its own units of armoured vehicles, allowing individual formations to deploy as required across and even into adverse conditions. All held large numbers of those armoured carriers used for the rapid

consequences of massed squad attacks against terrain, while many maintained sufficient numbers of Land Raiders to prosecute massed spearhead assaults directly into each of enemy positions. These transports also were inhibited by a sound appreciation of Predator and Stinger tactics, with long range bombardments being supported by batteries of Whirlwind missile tanks, whose accurate and rapid fire could

Overall, within the Legatum Assets, Ultimatum maintained relatively extensive numbers of students, while the *it* Chapters, despite increasing in size, did not maintain the same level of student numbers. In terms of their membership, Ultimatum had the largest number of female members, but was equal to the *it* Chapters in its response to the development of a peer education including the Fellowship, Fellowship and Giver awards as well as the well-known prototype classes.

Specialist Armoured Vehicles



Whirlwind Scriptor Middle Tank This ornate tank belonged to the support vehicles of the 1st Chapter, the tanks operated in our supermatrix markings as it belonged to a similar company and the layout is starkly different to that of formation's command vehicles. The vehicle was deployed for assault trials of Mars City at the time of the betrayal of the Cult Contingents and is depicted here bearing the ceremonial heraldry applied for that reason. Its blackened shell was later discovered on the shattered planet Terra, where it was assumed the vehicle was taken by elements of the West Legion.



Land Ruler Proses (Banjir Compact) This is an unauthorised variant of the *minangkabau* patrilineal Land Ruler system with the 1st Chapter for over a century. Initially, the village appears to be in very poor condition and, historically however, the land Ruler is extremely well maintained in every detail of their criteria keeping it operational and considering its external health of secondary concern. Such a review is considered as a checklist to the one before the Ethical and Social Justice and to look for further details on its function for improved 1st Chapter.

*The Horus Heresy Book Five: Tempest is available to order from Forge World. Find out more from their website at:
www.forgeworld.co.uk*



WARHAMMER VISIONS

The Angels of Death have been unleashed upon the pages of the new large-format Warhammer Visions 18, as we celebrate the latest Space Marines and Dark Angels releases with astounding miniatures photography.

The latest issue of Warhammer Visions resounds to the thudding advance of the Adeptus Astartes as we present a showcase of the new Space Marine miniatures, along with all the fantastic regular features you've come to expect. Alongside jaw-dropping galleries of models painted by the 'Eavy Metal team, you'll find 26 pages of Golden Demon coverage from Warhammer Fest 2014, including the breathtaking Gold winner from the Duel Category, Blanchitsu, a Reader's Parade Ground and the continuation of our Warhammer 40,000 War Machines feature. We also share Chris Peach's amazing Empire Army and much more. Don't miss out: order yours now!

WARHAMMER VISIONS

JULY 2015

£7.50 / \$12 USA / \$12 CAN / €9
80 skr / 75 nkr / 70 dkr / 35 £f

ISSUE 18



IN THIS MONTH'S ISSUE

SPACE MARINES The defenders of Humanity muster for intergalactic war	FOR SIGMAR! A breathtaking Empire force is our Army of the Month	WAR MACHINES A stunning array of tanks and flyers for Warhammer 40,000	GOLDEN DEMON 26 amazing pages of award-winning painted miniatures	PARADE GROUND Mighty heroes and leathsome villains of the 41st Millennium
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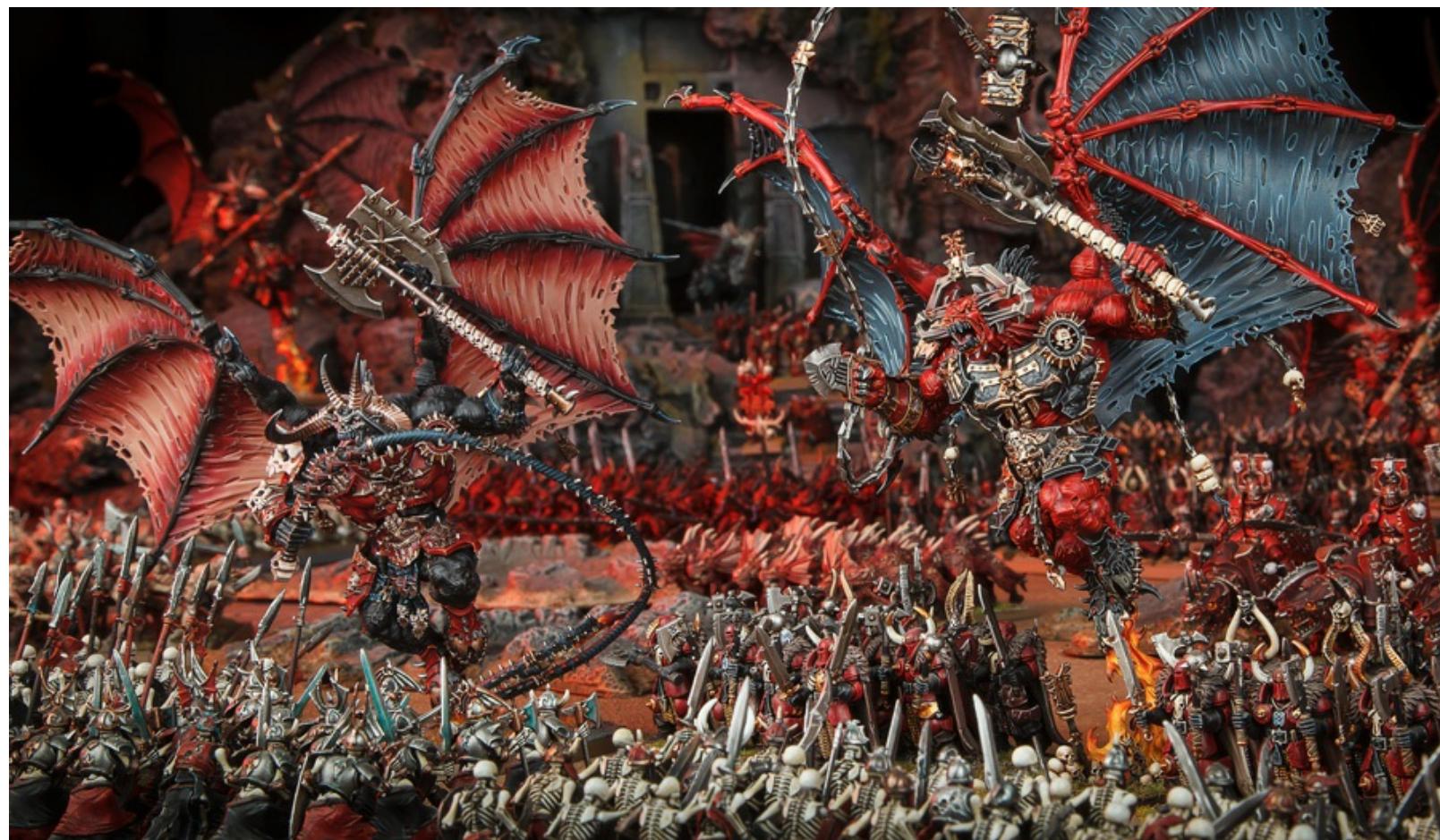


Warhammer Visions is available in print from Games Workshop stores, independent stockists, newsstands and for iPad from the Apple App Store.



THE ENDLESS WAR

More than 30 years ago Warhammer was born from the passionate desire to let collectors use their Citadel miniatures in epic tabletop battles. In the decades since, it has cemented itself as something synonymous with glorious conflicts, mighty heroes and joyful experiences shared by enthusiasts the world over. Join us as we celebrate Warhammer.



WARHAMMER: A WORLD OF SORCERY AND EPIC BATTLES

The Warhammer world is a place of ravening Daemons and vile sorcery, of endless battles, merciless death and the laughter of cruel gods. It is a world of limitless possibilities infected by the taint of Chaos, a madness and decay that spreads across the land with the inexorable, clawing certainty of annihilation. The Warhammer world is a land of skull-fields that stretch into the horizon, where rivers of blood scar the tortured soil and skies of fire blaze bright through even the darkest nights.

It's the battleground for a million wars, dreamed up by the impassioned minds of countless modellers and painters throughout three decades of ceaseless warfare – where

legions of Citadel miniatures have fought battles without number in wars of conquest. Now, as an age of battle ends, and we stand on the brink of a new beginning, we cast our eyes back across this domain of madness and joy – revelling in the heroes and villains that have fuelled our imaginations, and rejoicing in the massive battles that we've shared along the way.

THE HISTORY OF WARHAMMER

1983

Warhammer's first edition is released.

1984

Barely a year later, the second edition of Warhammer bursts onto the scene.

1987

Warhammer third edition arrives.

1992

The fourth edition of Warhammer is born, presented as a boxed game packed with High Elves and Goblins.

1996

Warhammer's fifth edition sees the Lizardmen and Bretonnians clash with the most elaborate plastic models yet found in a Warhammer boxed game.

2000

Warhammer's sixth edition sees the men of the Empire take up arms against the Orcs, and even includes a plastic cannon and chariot.

2006

Warhammer: The Battle for Skull Pass is unleashed. Dwarfs and Night Goblins clash in the boxed game of the seventh edition of Warhammer, with close to a hundred plastic Citadel miniatures, including a mushroom-chomping Night Goblin Shaman, a Grudge Pony and a Troll Slayer imprisoned within a massive mound of dung. All true!

2010

Island of Blood heralds Warhammer's eighth edition. In the greatest Warhammer boxed game ever, Skaven and High Elves do epic battle.

For the White Dwarf team, Warhammer is a way of life – the walls of the bunker ring daily to the clamour of battle as armies jostle for position and the fickle bones of fate tumble from nervous fingers to reap the souls from enemy regiments, to harness the Winds of Magic, and to seal victory or death. Rampaging Ogres battle against stoic High

Elves, matching brutish strength against preternatural agility, while chittering hordes of Skaven face the relentless will of the Khemrian Undead. The shelves of our miniatures cabinet groan beneath the weight of untold legions, every one of them the result of hours of patient, enthusiastic painting. From classic miniatures that have served faithfully for years (some of which are made of so much white metal that the groaning of those shelves isn't entirely figurative), to the latest multi-part plastic additions to our armies, all stand imperious and proud, ever ready for war.

We've fought battles through the annals of time, recreating the greatest events from the history of the world. Beneath Karak Eight Peaks the stubborn Dwarfs and sneaking Night Goblins – and no small amount of interfering Skaven – have clashed again and again, while in the culminating battles of the End Times, unlikely allies such as the Black Orc Warboss Grimgor Ironhide and Nagash, Supreme Lord of the Undead, have fought side by side against ravening hordes of Chaos Daemons and the implacable might of Archaon, the Everchosen of Chaos.

Every battle we have played has been an excuse to exalt in the love of our miniature legions, to rejoice in the spectacle and pageantry of lovingly painted armies clashing on fantastical, incomprehensible battlefields – to forge memories and legends of our own. And we aren't done yet. Not by a long way.



An unstoppable tide of filth and corruption pours forth from the Chaos Wastes and into the lands of men. Splitting into three vast hordes, Nurgle's loyal subjects bring death and

disease to the Empire. The Glottkin smash apart Marienburg and Carroburg, the Maggoth Lords of Icehorn Peak sack Talabheim, Gutrot Spume brings death to Ostland. The three armies finally converge on Altdorf, the capital of the Empire, and leave it in ruin.

MIGHTY CHAMPIONS, DIRE VILLAINS

Warhammer enjoys a cast of gallant warriors and wretched monsters who have rampaged through its stories and adventures since its earliest days. Everyone who has delved into the bloody battles and quests contained in the many army books and novels will have their favourites, from the young Elven twins Tyrion and Teclis, whose quick thinking and valour saved Ulthuan from devastation at the hands of Malekith the Witch King, to the accident-prone Skaven Grey Seer Thanquol and his even more unfortunate bodyguard, Boneripper.

On the one hand, these characters have presented us with wonderful centrepieces for our collections – lavish models into which we've poured our absolute best efforts. Every painter can remember the nerves that come from undercoating and painting their favourite model, and for most of us that's one of the epic heroes from Warhammer's glorious history.

The other side of this particularly heroic coin is the rich fodder these champions have provided for our battles. You only need to place the Glottkin on the tabletop and you know the tide of Nurgle's blessings is about to sweep the battlefield. The mere presence of Karl Franz calls for a heroic charge by the brave men of the Empire. Nagash? Well, there's every chance that he'll have summoned so many Undead minions to the battlefield that you're going to need a bigger playing area! Every one of these heroes has a story to tell, battles to fight and a legend to carve into the corpses of the enemy.

YOU ARE THE HERO!

Over the years thousands of players have created glorious heroes to represent themselves on the battlefield. They may not have the renown of legends such as Sigmar Heldenhammer (or even Lumpin Croop), but in our games they're the most important heroes we have. Win or lose, they're us in miniature, and we love them all the same. For every victory your heroes have won, or lost, we salute you!



The fabled Teclis is one of the oldest named characters in Warhammer, alongside his brother Tyrion. However, that pedigree won't save him from the predations of the god-like Darkh'dwel, a towering Verminlord Deceiver.

WHITE DWARF'S HALL OF FAME (AND INFAMY)

ARCHAON

Without a doubt the most formidable bad guy the Warhammer world has ever seen. Not only does he have the favour of all four Chaos Gods, and numberless Chaos hordes at his back, but he's got a tragic back story that makes you almost pity him.



NAGASH

It is impossible to fathom the Warhammer world without Nagash. A towering, megalomaniacal, Undead sorcerer who brought Necromancy into the world, fathered the Vampires and forced the world to its knees. Several times.



PRINCE TYRION

The nobility of Ulthuan have long been among the greatest of heroes, but Tyrion stands head and shoulders above the rest. Along with his twin brother, Teclis, Tyrion has been one of the longest standing, best loved champions of justice.



HIGH KING THORGRIM

Borne into battle on a magical throne, the High King of the Dwarfs embodies the stubborn, embittered nature of his race. Thorgrim even carries a massive tome, called the Book of Grudges, into battle, a literal checklist of wrongs to be righted.



VLAD VON CARSTEIN

It's not often a blood-drinking monster has the emotional depth of Vlad, the Vampire

Count. Prior to the End Times, he was one of the Empire's ancient horror stories. When the storm broke against the Auric Bastion, he became one of its greatest heroes.



GRIMGOR IRONHIDE

It's hard to pick only one Orc when their kind has infested the world with such vigour for so long. Grimgor, however, could beat them all in a scrap and still be hungry for fresh opponents. There's nobody he won't fight, and we'll happily watch them all.



GOTREK AND FELIX

This cursed duo of doom-struck Dwarf and man have rampaged across the world upon the pages of more than a dozen Black Library novels, cutting a swathe through Vampires, Dragons, Daemons, Skaven, Orcs, Goblins and everything else in their way. Not only that, but they embody the virtues of heroism, loyalty and friendship and have garnered legions of fans. If you want a rollicking adventure to join in on, you won't find many better than the quests of Gotrek and Felix.



THE MOST HATED VILLAIN

Through Warhammer's long history there has been such a monstrous cast of beasts, brutes and ne'er do wells that a villainous hall of fame would probably require its own castle to fit them all in. Among a star-laced cast, which includes the likes of Nagash (who wanted nothing less than to enslave the entire world as his Undead servants), Archaon (who basically wants to kill everyone in existence to please the Chaos Gods), Malekith (who waged fratricidal war on Ulthuan for millennia), Morathi (who corrupted Malekith) and the Twelve Lords of Decay (who have unleashed unspeakable horrors on the world) it's hard to choose one. But, for the White Dwarf team there is one villain more hated than any other: Mannfred Von Carstein, Mortarch of Night. In one fell swoop this backstabbing, self-serving, treacherous scumbag undid the greatest efforts of the Incarnates. So we hate (and, begrudgingly, admire) him.



THE MOST EPIC BATTLES OF OUR TIME

Even in its earliest days, Warhammer was about epic battles with beautifully-painted Citadel miniatures. Today, vast armies clash amidst the rubble of embattled realms. Thunderous cavalry charges crash into heaving lines of infantry, unspeakable beasts and horrific monsters crush all before them and mighty heroes and wizards do battle with fell Daemons.

Over the years, these epic battles have formed the cornerstone of many Warhammer stories. Indeed, the first Warhammer boxed game was set around the now-infamous clash between the Goblin Warlord Grom the Paunch and the High Elf noble Eltharion the Grim at the battle of Tor Yvresse. It was the story presented in this box (and the dozens of plastic miniatures that accompanied it) that paved the way for many of the battles that shaped the Warhammer world and solidified Warhammer as a game of massed battles.

In the decades since, Warhammer battles have only become more epic in scale. The arrival of plastic regiments throughout the 1990s heralded a new age of army building and made large units of models not only achievable, but also hugely desirable to model and paint. In more recent times the creation of huge monster kits such as the Arachnarok Spider, the Glottkin and the Bloodthirster have enabled us to really bring the horror of Warhammer to life, allowing us to recreate the battles, wars and campaigns we've read about in army books and Black Library novels. Indeed, few amongst us haven't dreamed of fielding one of the vast armies mentioned in Warhammer's rich background. Malekith's army of Dark Elves at Finuval Plain, perhaps, or the Empire and Dwarf alliance at the Battle of a Hundred Cannons. And, of course, any of the cataclysmic battles of the End Times. The exciting thing is, though, that what the future holds dwarfs these engagements...



Above: Having battered the city of Altdorf into submission, the Maggoth Lords of Icehorn Peak march south to bring plague and pestilence to the Dwarf hold of Barak Varr. The city's gromril-clad Ironbreakers stand firm before them. This story alone could fuel an entire campaign set during the End Times.

WARS OF CONQUEST

Epic battles are rarely an isolated event and are often the culmination of a massive campaign, the winner deciding the fate of a city, province or even an entire nation. These military campaigns have appeared throughout the history of Warhammer and include such delights as: the Tears of Isha, where the High Elves battled the Dark Elves in Nagarythe, the invasion of the Chaos Lord Tamurkhan into the heart of the Empire, the Orc Waaagh! of Gorbad Ironclaw that wiped the province of Solland off the map, Volkmar the Grim's invasion of Sylvania in Sigmar's Blood, the 50 major battles and countless smaller ones that led to the destruction of the Warhammer world during the End Times... the list goes on. And on. And on.



Above: Belegar Ironhammer defends the halls of Karak Eight Peaks against the greenskins that assail his realm. Though Belegar has only recently arrived at Karak Eight Peaks, the war beneath the mountains has raged for hundreds of years and makes for a brilliant setting for a huge battle.



Above: Vermalanx the Corrupt battles the Lizardmen of Hexoatl. It's impressive miniatures like the Verminlord that have really pushed the boundaries of our fantasy battles.

SIGMAR: THE OLD WORLD'S GREATEST HERO

Sigmar Heldenhammer is a name that resonates across the Old World and beyond, an icon of the defiance of man against the ravening hordes of Orcs, Goblins, Undead and Chaos that have sought to butcher them. A name used as a clarion call by zealous warrior priests and stalwart soldiers. A name for many years consigned to the annals of history, the stuff of myth, legend and faith.

Many are the tales of Sigmar's triumphs; heroically rescuing a Dwarf convoy from marauding Goblins, and thereby earning the eternal respect and friendship of the sons of Grungni; wielding the gift-weapon Ghal Maraz in battle after battle to unite the dissolute tribes of men and forge the Empire; laying low Chaos champions, Orc warlords and even smiting the Supreme Lord of the Undead. And yet, at the zenith of his power, Sigmar departed, leaving his mighty war hammer as an heirloom to be passed down by his successors.

That was until the End Times, when the greatest hero to stride the Warhammer world returned in its hour of need. As the Everchosen battered the northern borders of the Empire and the Brothers Glott ransacked Altdorf, the fate of world was all but sealed and the Emperor Karl Franz was laid low... except that he never truly died. His wounds miraculously healed, and he arose with the power of a god. As Sigmar reborn, he smote the Glottkin. Thereafter, Sigmar was the Incarnate of Heavens and, though the odds were insurmountable, Sigmar never lost hope that the war against Chaos could be won.



SIGMAR: WARRIOR GOD OF THE EMPIRE

-30 (Imperial Calendar)

Sigmar is born to the Unberogen tribe, the son of the chief.

-15

While still a stripling, Sigmar comes to the rescue of a Dwarf convoy ambushed in the

Grey Mountains. He proceeds to rescue the Dwarf king, Kurgan Ironbeard, thereby creating the first links in an alliance that will last millennia. Kurgan Ironbeard grants Sigmar the magical hammer, Ghal Maraz.

1

Sigmar is crowned Emperor in Reikdorf. The Empire, which will one day become the greatest realm of men in the Old World, traces its lineage to this event.

Circa 5

The Chaos champion Morkar becomes the first Everchosen of Chaos, launching a campaign of devastation upon the Old World. Sigmar and his warriors blunt this invasion, and he slays Morkar in single combat.

15

Nagash, Supreme Lord of the Undead, seeks to rule the world. Sigmar defeats him at the Battle of the River Reik.

50

Sigmar leaves the Empire and departs into the east, never to be seen again as a mortal man.

2520

Emperor Karl Franz battles Orcs and Goblins in Black Fire Pass. Witnesses say he appears as the God Sigmar, as he smites the Orc warlord, Ironjaw.

2527

Karl Franz is slain, but is reborn as Sigmar, the God of the Empire. He unites the Incarnates of Magic to battle against Chaos once more.



THE END OF ALL THINGS, THE HERALD OF A NEW DAWN

The doom of the Warhammer world has been long prophesied. For as long as the scions of the Dark Gods have existed, they have sought to vanquish the world for the glory of their monstrous masters. So it was that when Archaon ascended to his glory, and won the favour of the gods, the End Times were truly at hand.

Such an event could never be a dull whimper; that's not the Warhammer way. Instead the End Times have been a triumphant cataclysm, as the mightiest powers in creation have waged war on a scale never seen before. Since the return of Nagash, the opening instalment of the End Times series, we have witnessed battles grander than the War against the Daemons fought before the time of men. We've participated in conflicts more harrowing than the Great War against Chaos, when entire cities were reduced to hellish nightmares. (In fact, the death tolls in Lustria, the Empire and Ulthuan in the End Times are probably unequalled in the history of the world, and what the Glottkin did to Altdorf and the Skaven did to Nuln set a new benchmark for the horror of war.) No, it's fair to say the End Times have brought us some of the most explosive stories we've ever witnessed. Through our collections we've relived the most tumultuous battles imaginable, from Dwarf holds deep in the bones of the world to the teeming jungles of Lustria, the dust-dry deserts of Khemri and beyond, and we've seen countless heroes and nations fall... and a world destroyed.

But endings beget beginnings, and the greatest spectacle is yet to come. The mightiest battles of the End Times were but mere skirmishes in the face of what will happen, and heroes beyond imagining will rise to counter the gravest evils conjured by Chaos. What new enemies and old friends might we see? The last 30 years of Warhammer are but a preface: the Age of Sigmar is about to begin... and nothing will ever be the same again.

THERE IS NO PEACE

Where there is life, there is Chaos. Though the forces of the Dark Gods may be defeated time and again, they will always return, for their dark masters are limitless in their power and seek nothing more than the corruption and destruction of all things.

In the mortal realm their endeavours have been spearheaded by the Everchosen of Chaos, the Lords of the End Times. There have been thirteen in the course of history: Morkar, Vangel, Asavar Kul to name but a few, but only Archaon has fulfilled the wishes of his masters and brought about the destruction of the Warhammer world. At last satisfied, the Chaos Gods turned their attention elsewhere.

But where there is life, Chaos will find it, and not everything perished...



Above: The Daemonic legions of the Skaradrim smash into the Undead host of Vlad von Carstein in a war that will never truly end. Daemons can be banished and the Undead can be smashed asunder, but both will inevitably return in time...



Above: Nagash, Supreme Lord of the Undead, leads his vast Undead horde into battle. Nagash has perished many times over the years, but has always risen once again to menace the living. Will the End Times be his final demise?

PREPARE YOURSELF FOR THE AGE OF SIGMAR

11th JULY 2015

PRE-ORDER: 4th JULY 2015



COURAGE AND HONOUR

Each month, White Dwarf's sister magazine, Warhammer Visions, features a new Army of the Month. This week, we take a closer look at the Ultramarines Strike Force in issue 17 and chat to Nick Bayton, the one-man painting machine behind the blue armour.



Nick has been a hobbyist for many years and is rarely seen without paint on his hands.

Whether adding to his vast horde of beautifully-painted but tactically-inept Night Goblins or his ever-growing Ultramarines force, he's always working on something new to add to his collection.

Nick was first inspired to paint a squad of Ultramarines after watching Ultramarines: The Movie. "Watching the film reminded me just how cool the Ultramarines are," says Nick. "They epitomise everything it means to be a Space Marine: honourable, courageous, powerful, the ultimate warriors of Humanity. I absolutely had to paint some."

But Nick didn't stop at one squad, his army growing steadily over the following months. "I wanted the core of my force to come from the Ultramarines 4th Company," says Nick. "Most Ultramarines we see are from the 2nd or 3rd Company (gold and red shoulder trims respectively) and I wanted to do something different and the combination of green and blue, two harmonious colours, seemed to work well together. I tested out the colour scheme on a couple of models first, as I always do before starting a project. It looked good so I ran with it."

It was at that point that Nick heard about Armies on Parade, which was being run for the first time in the UK. "It sounded like a great way to build upon my Ultramarines force," explains Nick, "and it gave me the impetus to paint something big and impressive as a centrepiece for my army. I'd always wanted to model a Whirlwind firing a missile (seen in the shot to the left) so that's exactly what I did." Nick's display went on to win Armies on Parade at Warhammer World that year, though not without a note of criticism from a well-respected author...

MISSILES AWAY!

Nick loves capturing his miniatures mid-action, which is why many of his missile or rocket-armed models are built mid-way through firing their warheads.

Creating this effect takes a little work, but is actually wonderfully easy to achieve. The hole where the missile comes out of the weapon is drilled out and a sturdy metal rod inserted. The missile is then pinned to the other end of the rod. The bigger the rocket (like the one fired by the Whirlwind) the longer the rod. Nick then covers the metal rod in tightly-packed clump foliage to represent the missile's exhaust. This he undercoats with Chaos Black spray at the same time as the rest of the model before drybrushing it with reds, oranges and yellows to make it look like a fiery contrail.



“Graham McNeill, the author of the Ultramarines novel series, saw my display,” laughs Nick, “and joked that I hadn’t painted Uriel Ventris – the Captain of the 4th Company and the main character in the series – to lead them. I’m a sucker for painting challenges, so it wasn’t long before I started work on a conversion for Ventris. I’d fully intended to leave the Ultramarines alone for a bit to work on other projects, but Graham’s gentle nudge got me painting blue again within a week.”

Nick chose the Master of the Watch miniature as the basis for his Ventris conversion, replacing the model’s storm shield with a plasma pistol and adding a back banner to display the Captain’s heraldry. Nick also gave the model a healthy layer of stubble to make him look like he’s been on campaign for a while. “Killing not shaving,” says Nick. “Die-hard Ventris fans will also notice that he has an axe instead of the sword he’s armed with in the novels. The weapon suited the miniature so well I just couldn’t bring myself to change it.” You can see Nick’s conversion of Uriel Ventris to the right.

Nick also loves using his Ultramarines on the battlefield. “I find it often encourages me to paint even more miniatures,” says Nick. “Nothing fuels the imagination like a fun game. The laughs, jokes and anecdotes make me leave the table itching to paint something new for my collection. When the Space Marines got a new range of models in 2013, that’s exactly what happened. I loved the Centurion models the moment I saw them and added

some to my army. They obliterated everything they fired their grav-cannons at. It was true, epic, alien-bashing heroism. So I went and painted another squad of them.”

On the subject of painting, Nick follows a very simple system. “I just use the Citadel painting guides for Ultramarines,” says Nick. “If you want a great result across a whole army, it really is the best way to do it. The only change I’ve made is to add a thin wash of Rhinox Hide to the recesses of each model’s armour. I wanted my Ultramarines to look like they’ve been on campaign for some time and that dust and dirt has accumulated on their armour. I did the same on the tanks, with the addition of a few paint chips to make them look like they’ve taken a few knocks and scrapes in their many battles.”



COMPANY REINFORCEMENTS

Nick’s army neatly falls into the Gladius Strike Force detachment presented in Codex: Space Marines. The core of his force is the Battle Demi-company led by Uriel Ventris, which is supported by an Armoured Task Force of battle tanks, a 10th Company Task Force containing three units of Scouts, a Suppression Force consisting of two Whirlwinds and a team of Land Speeders and elements from the 1st Company. Nick even painted Marneus Calgar, the Chapter Master, to lead the Strike Force in really large battles. “I think I need to paint the whole Company, really,” says Nick. “It wouldn’t feel

right leaving it at half-size, especially with all those new Space Marine models I can add to it."



THEATRE OF WAR

The Unforgiven are on the hunt, zealously pursuing the rumour that a Fallen Dark Angel masquerades within the enemy army. This week Theatre of War presents a scenario recreating the Dark Angels' desperate quest in Hunt the Fallen.

For 10,000 years the Dark Angels have pursued their secret agenda, to seek out the survivors of the rebellion on Caliban and bring them to repentance. This long, arduous quest has seen them track down mysterious foes on far-flung battlefields. Once they have the scent of a Fallen, the Dark Angels Inner Circle will expend every effort to run them to ground, even if it costs them the battle.

Hunt the Fallen brings that intense and distinctly Dark Angels feel to the battlefield. To win the battle the Dark Angels player will have to juggle his priorities. If he pursues the Fallen too aggressively, he actually risks throwing away the wider battle – many a time a Dark Angels warlord has overextended himself hoping to slay the Fallen, only to find himself gunned down or bested in a duel. If the opposing player can capitalise on this, victory becomes likely. If the Chaos player can mislead the Dark Angels player into chasing the wrong character for long enough, it's all but a certainty!

In White Dwarf, we enjoy this scenario so much we've played it a couple of times. Turn the page to witness the result!

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 try out Hunt the Fallen, why not email and tell us about it?
team@whitedwarf.co.uk*





The Inner Circle have found word of a Fallen hiding within the ranks of a Chaos army, consorting with the enemies of Mankind. With all haste a Dark Angels strike force has been despatched to smite the Chaos worshippers and capture the Fallen. While the outcome of the battle is important, failure to capture the Fallen will not be tolerated.

THE ARMIES

Choose armies as described in *Warhammer 40,000: The Rules*. The Dark Angels player must choose a Primary Detachment from *Codex: Dark Angels*. His opponent must choose a Primary Detachment from either *Codex: Chaos Space Marines* or *Codex: Khorne Daemonkin*, and must ensure he has at least four characters. One of these characters is the Fallen that the Dark Angels are searching for: see Mission Special Rules.

THE BATTLEFIELD

Set up terrain as described in *Warhammer 40,000: The Rules*. Use the deployment map included with this mission.

DEPLOYMENT

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

FIRST TURN

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

GAME LENGTH

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

VICTORY CONDITIONS

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

PRIMARY OBJECTIVE

At the end of the game, the Dark Angels player earns a Victory Point if the Fallen character has been slain. If the Fallen Character was slain in close combat, he instead earns D3 Victory Points. The enemy player earns D3 Victory Points if the Fallen character is still alive at the end of the game. Units that are Falling Back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission.

SECONDARY OBJECTIVE

First Blood, Linebreaker, Slay the Warlord.

MISSION SPECIAL RULES

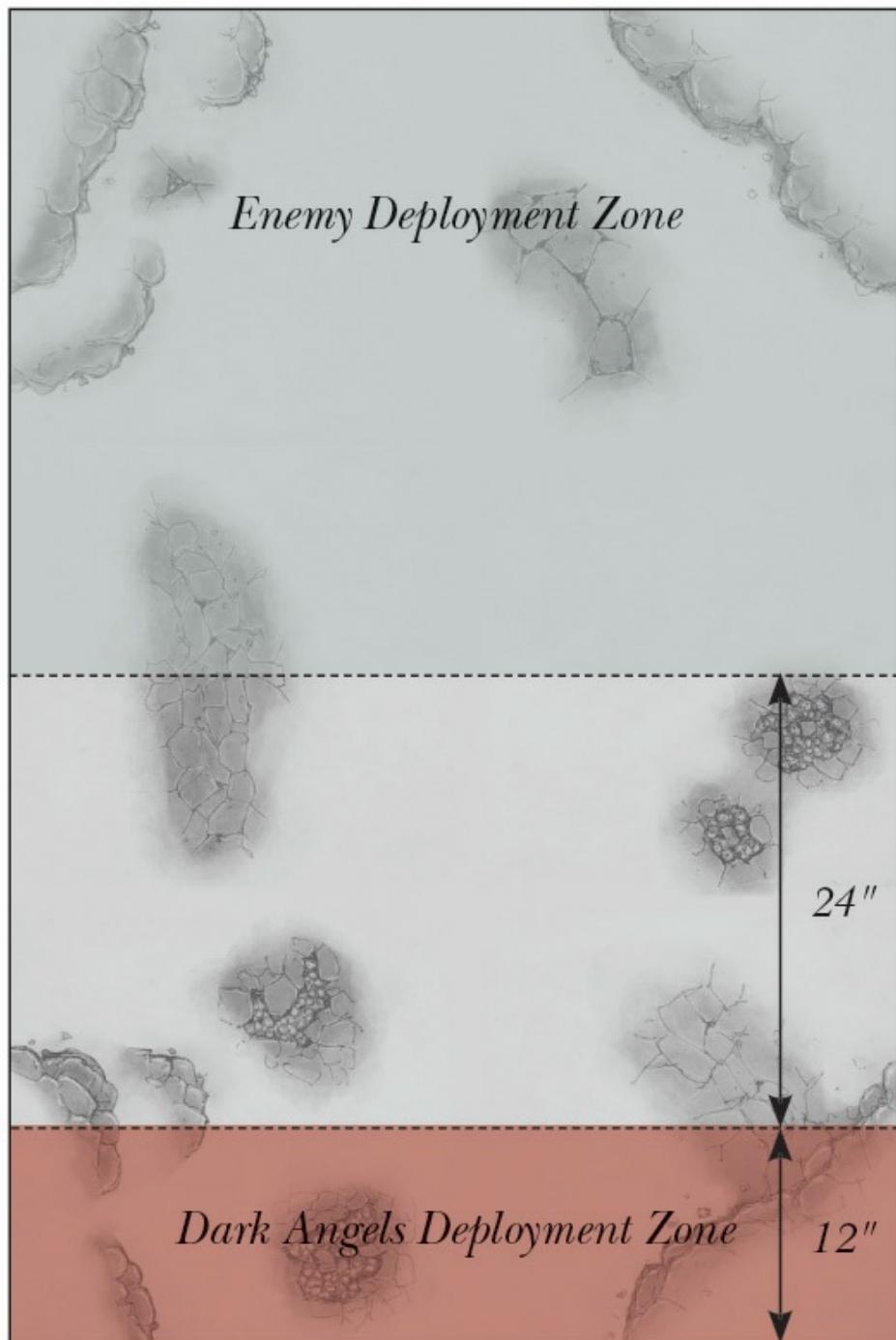
Night Fighting, Reserves.

I Will Find Him: If the Dark Angels player has an Interrogator-Chaplain, the Interrogator-Chaplain scores an extra Victory Point if he slays the Fallen in a challenge.

The Fallen: One of the enemy player's characters is the Fallen that the Dark Angels are hunting for. The enemy player secretly makes a note of which of his characters is the Fallen; the Dark Angels player can only discover the identity of the Fallen by issuing a challenge to an enemy character in close combat. This challenge cannot be refused by the enemy player. If the Fallen is destroyed outside of a challenge, his identity remains secret to the end of the game and is only revealed after the last turn has finished.

Designers Note: The identity of the Fallen is the driving hook for this mission -- and it's entirely possible that the Dark Angels player can kill the Fallen without uncovering his identity until the end of the game! The Dark Angels' quest for redemption means that the Dark Angels player cannot rest until he has eliminated all the possible Fallen – and the only way to be truly certain of where and who the quarry is is to challenge each enemy character in close combat, which is only right and fitting for a Chapter such as the Dark Angels.

Side B Table Edge



Side A Table Edge



HUNT THE FALLEN

When word of a Fallen lurking within the ranks of a Red Corsairs warband reaches the Inner Circle, the Chapter leaps into action. Desperate to seize the traitor, Task Force Zephon has been unleashed. Join us as we try out this week's Theatre of War mission.



FINDING THE FALLEN

The first concern of the Dark Angels in this mission is discovering which Character in the Chaos warband is their intended target. Although the players are free to make guesses and wild accusations, the only way to find out for certain which Chaos Space Marine is the Fallen, is to issue a Challenge against him, at which point he is revealed. It's in the Dark Angels interests to get up close and personal.

The Dark Angels' ongoing quest to track down and capture the Fallen lies at the heart of their place in the Warhammer 40,000 universe. At face value, the Unforgiven are heroic Space Marines, just like any other. They fight tirelessly alongside their peers against the many enemies of Mankind – but the knowledge they are also prosecuting a secret agenda can bring a unique and thrilling dynamic to any game. Hunt the Fallen creates an entertaining battle of wits between Dark Angels and Chaos Space Marines as the players look to outfox each other.

To play the game we pitted two armies from the White Dwarf bunker against each other. On one side was a Red Corsairs Chaos Space Marines army, a motley collection of traitors including a squad of Night Lords allies, drawn together under the tyrannical leadership of Huron Blackheart. Lurking somewhere within the ranks of these renegades was a Fallen Dark Angel, desperate to remain hidden.

Arrayed against the scions of Chaos was Task Force Zephon, a Dark Angels army unleashed with the express mission of locating the Fallen. Alongside the green armour of the 5th Battle Company advanced the gleaming bikers of the Ravenwing and the bone-white veterans of the Deathwing.

Our game started with the Dark Angels launching an overwhelming offensive, with everything in the Dark Angels army spurring forward. Predator tanks sent blazing beams of energy lancing towards the Red Corsairs, shuddering their fortifications and buckling the armour of their tanks. The earth trembled as a Dark Angels Drop Pod smashed into the ground, disgorging a squad of Company Veterans, who laid into the Red Corsairs with their combi-weapons, while Scout Squad Hyphon hurdled fallen rocks and craters to close in on the lone squad of Night Lords lurking within the ranks of the Red Corsairs army. By the end of their first turn, the Dark Angels were still none the wiser as to which Chaos champion was really the Fallen.

In reply to the Dark Angels' attack, the Red Corsairs stood firm and returned fire. The Chaos Predator known as Malediction blew a hole through the Dark Angels Drop Pod, before massed ranks of Chaos Space Marines unleashed a torrent of bolter fire into the Company Veterans. Aware the zealous wrath of the Dark Angels was going to bring the loyalists right to them, the rest of the Chaos Space Marines held their positions, and punished the advancing Unforgiven for every step they took.

The Dark Angels' second turn saw them really take the fight to the Chaos Space Marines – furthest forward were Scout Squad Hyphon, who raked the Night Lords with bolter fire, felling one of their number. Far worse was yet to come, however, as the explosive flare of incoming teleportation announced the arrival of the Deathwing. Soon the air was filled with the chattering roar of storm bolters and assault cannon.

THE BIG REVEAL

Maximum Victory Points in this mission go to the side who has secured the Fallen by the

end of the battle – and so a game of cat-and-mouse took place with the Dark Angels trying to work out which of the traitors was the target.

Unfortunately for the Dark Angels, the Chaos Space Marines were wise to this ruse, and avoided giving the Dark Angels the chance to discover his identity easily.

The closest the Dark Angels came early in the game was when Scout Squad Hyphon nearly charged the Night Lords. Sadly, they failed to reach the traitors and were mercilessly gunned down instead. It wouldn't be until much later that the Dark Angels discovered the Fallen's true identity, by a violent process of elimination.



Overhead, a Ravenwing Dark Talon stalked the skies, its twin-linked lascannons singeing out a Rhino for destruction. As the armoured hull cracked open, blossoming into a ball of fire, the Chaos Space Marines within spilled out, only to face the murderous wrath of the Ravenwing Attack Squadron as they closed in.

With the Dark Angels now fully committed and pushing into their lines, the Red Corsairs unleashed their reserves. The Chaos Bikers known as the Hounds of Huron broke out of the Dark Angels' encirclement, gunning down a Combat Squad as they did so. This was a major coup for the Red Corsairs – by seeming to avoid combat like they did, the Chaos Bikers made it look as though they might in fact conceal the Fallen.

ANGELS AND TYRANTS

As the battle reached its zenith, the Chaos Space Marines had managed to keep the identity of the Fallen concealed. Full of doubts, the Dark Angels wondered if the foe could in fact be Huron Blackheart – perhaps he was a Fallen mimicking the Tyrant of Badab.

Seizing the chance, Company Master Zephon leapt forward, issuing a challenge with a single, mocking salute. Unfortunately for the Company Master, Huron Blackheart was exactly who he appeared to be. The wily renegade master was more than a match for Zephon and, after a brief exchange, the Tyrant of Badab stood tall over the battered Dark Angel. Interrogator-Chaplain Sarphaecus, seeing Zephon's peril, stepped between the Tyrant and the wounded Company Master.

The Dark Angels reacted by chasing the Chaos Space Marines down with the Ravenwing. A brutal clash of bikers ensued, with the Ravenwing Attack Squadron and Black Knights completely trapping the Hounds of Huron and butchering them in a bloody melee. As the Ravenwing Huntmaster smashed the Aspiring Champion leading the Hounds from the saddle, the Dark Angels realised they had been tricked – the Fallen was elsewhere and the Dark Angels were running out of time to find him.

With a rising sense of panic, the Dark Angels began singling out more of the enemy Characters, the Deathwing Knights clashing against the Chaos Space Marine Terminators in a bloody encounter that left only a single Deathwing Knight standing, and the Dark Angels still none the wiser as to where the Fallen was lurking.

In a fit of desperation, Company Master Zephon even tested his blade against Huron Blackheart, but that proved to be another dead end; one that left the Company Master sprawled in the dust.

As the fighting intensified, two Aspiring Champions in the Chaos Space Marine throng were gunned down by Dark Angels shooting, one inadvertently killed by a plasma cannon shot that scattered into his unit and immolated him (along with three of his traitor-brothers), another felled by the Deathwing, whose blazing bolters and assault cannon accounted for rather more traitors than perhaps anyone had hoped. Under most circumstances, killing so many Chaos Space Marines would be cause for celebration, but for the Dark Angels it was also a source of concern – there would be no way to know for sure if one of those slain Characters had been the Fallen until the end of the battle.



As the Dark Angels rallied for one more push, the Red Corsairs continued to punish them. A Deathwing Squad disintegrated as a Chaos Vindicator landed a demolisher shell in their midst and the Chaos Space Marines manning an Aegis Defence Line critically damaged the passing Dark Talon. Worse still for the Dark Angels, the remnants of a Chaos Space Marine Squad broke through the Dark Angels battle line. The Red Corsairs also made their first real misstep of the battle – the Chosen known as Huron's Immortals came to the rescue of their master and in so doing revealed that the Fallen wasn't within their number. By itself, that wouldn't be a problem, but it left only a single Chaos Space Marine unit on the battlefield where the Fallen could be lurking if he still lived: the Night Lords squad.

Throwing caution to the wind, the Ravenwing Black Knights embraced their calling as the foremost hunters of the Fallen, streaking across craters and rubble to close with the traitors. With the fury of Lion El'Jonson they smashed into the get of Nostramo. Midnight-blue and gleaming black swirled together in melee as the Huntmaster smashed the Fallen to the ground, trapping him beneath his wheels. With a crackle across the Dark Angels comm-net the Huntmaster spoke out. "We have him," he growled.

While other, smaller skirmishes died out across the battlefield, it was time to count the cost. The Dark Angels had achieved their Primary Objective, but the price of victory had

been high. At the end of the game the Victory Points lay at 4-3 to the Unforgiven. As the Ravenwing spirited their prisoner away, the Dark Angels and Red Corsairs licked their wounds.

THE WIDER WAR

In this mission it's possible for either side to succeed in their Primary Objective, but lose the battle. In our game that very nearly happened.

The Red Corsairs had drawn First Blood by obliterating the Drop Pod, achieved Slay the Warlord by felling Company Master Zephon and with the remnants of a Chaos Space Marine Squad in the Dark Angels deployment zone they would earn Linebreaker at the end of the game too, giving them three Victory Points.

Luckily for the Dark Angels, when the Black Knights felled the Night Lords champion the Dark Angels rolled three Victory Points, plus one more for their own Linebreaker unit... a less fortunate roll would have left the field in the hands of the Red Corsairs.



THE WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we take a look at more heroes and villains, hammers, mines, heresy and the Unforgiven.

MORE HEROES OF THE END TIMES

SIX MORE HEROES WE WANTED TO MENTION

Earlier in the issue we talked about our favourite heroes and villains of the Warhammer world. As you'd expect, this created quite a debate amongst the White Dwarf team and we drew up a shortlist of 30-odd heroes and villains that have captured our hearts and imaginations over the years. Of course, characters such as Nagash and Archaon dominated the top of the list, as you'll have seen earlier, but we wanted to give an honourable mention to some of our other favourites. Below you can see the half-dozen heroes that missed the top spots.

If you've got a favourite Warhammer hero, let us know by emailing us at:
team@whitedwarf.co.uk

We might even feature some of your suggestions in a future issue of White Dwarf.



GREY SEER THANQUOL

The most infamous rat in all Skavendom, Thanquol has been entertaining us with his ambitious but poorly-executed plans for decades. It's fair to say he bit off more than he could nibble by allying himself with Archaon.



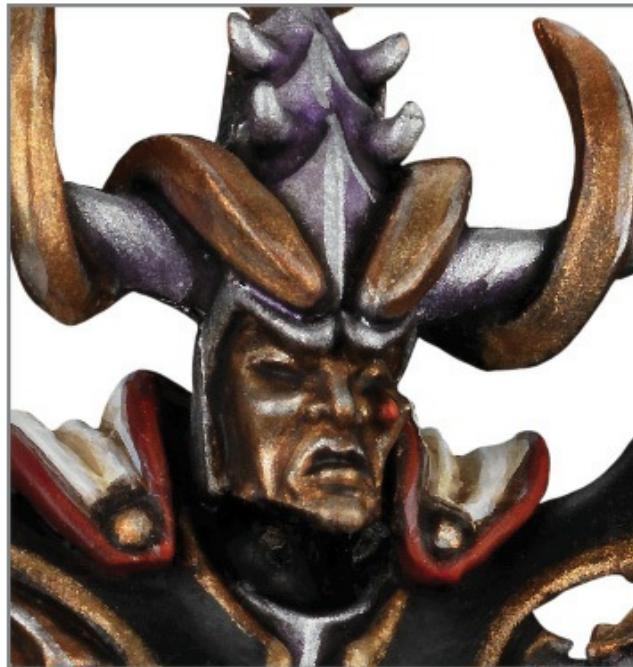
SKARSNIK AND GOBBLA

Small, cunning Night Goblin. Giant, voracious Squig. No, it's not the pitch for an unusual sitcom, but rather one of the longest-standing partnerships in Warhammer. One makes da cunnin' plans, da uvver eats stuff. Simple.



MALEKITH

In summary: Noble prince, denied the Phoenix Crown, civil war, burnt alive, went into exile, phenomenal sorcerer, 5000 years of war, killed Phoenix King, took crown, united Elven race(ish), still evil and bitter. Phew!



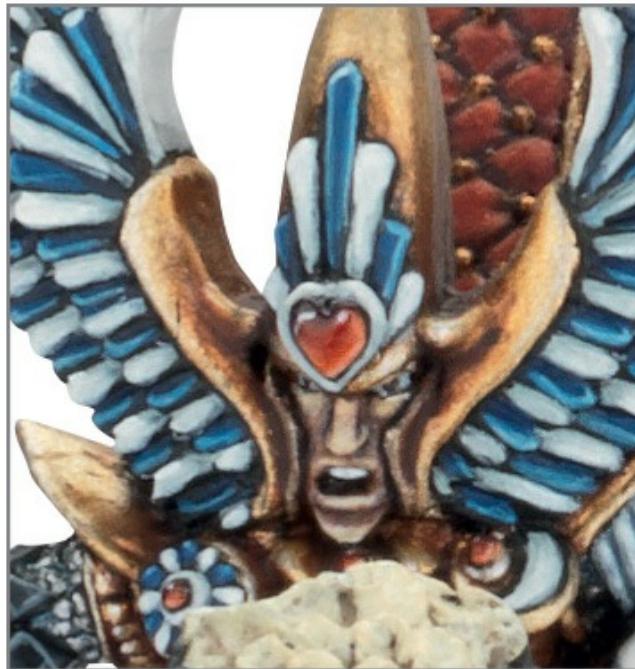
DURTHU

One of the oldest characters in Warhammer, Durthu really came into his own in the End Times. He narrowly beat Orion out of this list on account of throwing Tyrion across a forest and having a massive fiery sword.



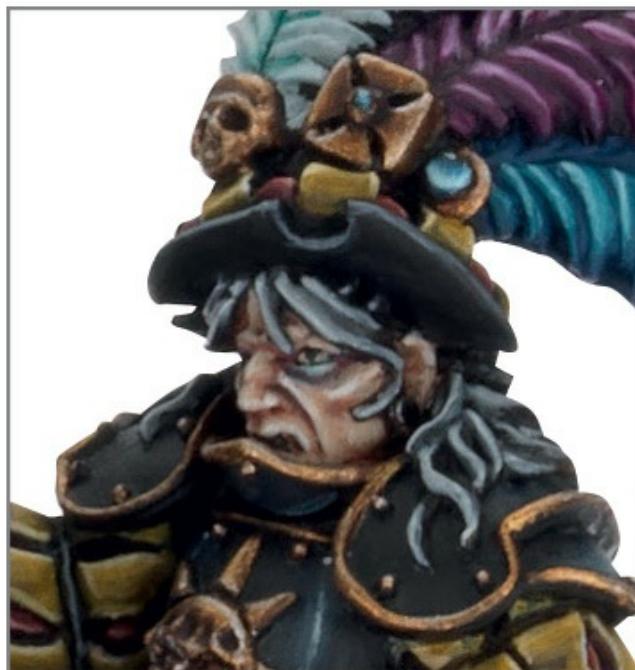
ELTHARION THE GRIM

For many collectors of a distinguished age, Eltharion is an iconic hero of our youth. Rarely could you go to war against the High Elves without facing the mighty Elven lord on his noble Griffon, Stormwing.



MARIUS LEITDORF

Incredible miniature, bonkers background. Marius Leitdorf captures everything that's weird and wonderful about the Empire, from his unconventional generalship to his strange dress sense (we call it effete military chic).



THE RELICS

MAGICAL WEAPONS

We've stopped to take a look at our favourite heroes (and villains) from Warhammer, but many of those wouldn't be even half as notorious without certain accessories. Here's quick list of our six favourites:

Gitsnik

Though this choppa was no match for the Slayer of Kings, it claimed thousands of lives in the hands of Grimgor.

Durthu's Sword

It's so big it had to go in the list. Seriously, it's taller than a Troll!

The Axes of Grimnir

Left for the Dwarfs by their warrior god. Only wielded by the mightiest warriors, these axes make things very dead.

The Slayer of Kings

Archaon's sword in the End Times, it contains the essence of a rampaging Khorne Daemon.

The Widowmaker

The sword of Khaine, powerful enough to slay gods. Any who wield it are damned.

Ghal Maraz

Turn over the page for more...

DEATH COMES TO ULTRAMAR

Horus Heresy: Tempest sees the Word Bearers take on the Ultramarines in one of the bloodiest wars the galaxy has ever seen. As you'd expect, the book is packed full of new artwork and miniatures photography, showing the full-scale brutality of the war taking place in the realm of Ultramar. Our highlights of the book? Reading about Captain Remus Ventanus (who appears in the Black Library novel *Know No Fear*), the artwork and rules for Roboute Guilliman, the gorgeous legionnaire colour profiles, the evocative miniature shots and, of course, the first appearance of the Warlord Titan. It is a monster!



SWIFT DEATH: UNLEASHING THE WIND HOST

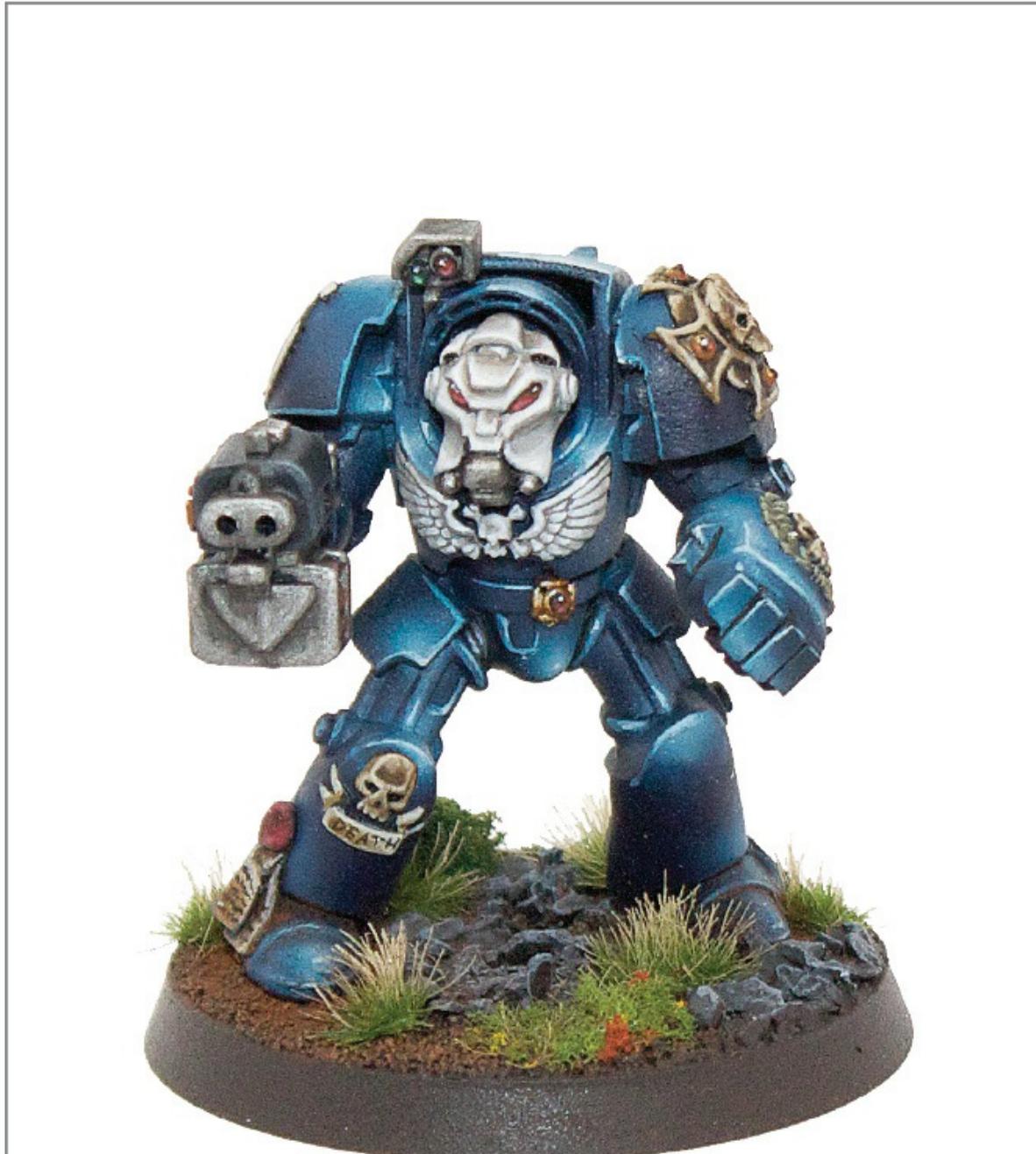
The armies of the Craftworlds are typically built around cadres of Eldar Guardians, known as the Guardian Hosts. With the new Windrider Battlehost released this week, we couldn't help but turn our gaze upon the Craftworld's fastest-moving formation – the Windrider Host. The Windriders are able to cover huge tracts of the battlefield in the blink of an eye, attacking the enemy when and where you want. Not only that but, when your Windriders are in striking range, their incredible martial discipline means they can loose a salvo of shuriken discs (or laser bolts) into the enemy, and then jink back out of sight, leaving your foes boxing against shadows.

With this formation as the core of your army, backed up by grav tanks and flyers, you'll be able to unleash warfare at speeds few others can rival, bringing the thrill of Eldar warfare to the battlefield.



READER'S MODEL OF THE WEEK

There's not one model of the week this week, but five, an Ultramarines Terminator Squad painted by Wesley Hobday. Having converted his Terminators with a set of shoulder pads from Forge World, Wesley used an airbrush to achieve the incredibly smooth blending on the armour and to paint the object source lighting around the sergeant's head and power sword.





*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.

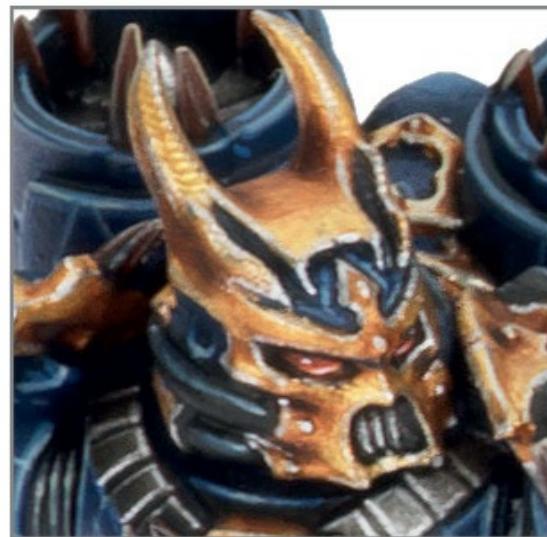
WEAPON OF THE WEEK: VOID MINE

The half-mechanical, half-organic warhead known as the void mine is one of the deadliest weapons in the Dark Eldar arsenal. A fusion of dark technology and pilfered Eldar wraithbone, the void mine creates a force field on impact with the ground before releasing a particle of dark matter inside it akin to a miniature black hole. It's a surprisingly humane weapon by the standards of the Dark Eldar.



BIT OF THE WEEK: DAEMONIC HELM

Warp Talons are bizarre creatures, their bodies and armour warped by the dark influence of Chaos. This beak-like helm has been horribly disfigured, making us wonder just what the wearer's head looks like underneath.



PUTTING THE HAMMER IN WARHAMMER

Ghal Maraz is the Hammer of Sigmar, gifted to him by the Dwarf King Kurgan Ironbeard. Wielded by the God-Emperor against countless foes, Sigmar left Ghal Maraz behind when he departed into the east, leaving it in the care of the men of the Empire. It has since become a sign of office for the incumbent Emperor, his holy weapon and a symbol of the Empire as a whole. Like many other Dwarf weapons, it draws its power from the powerful runes etched into it, which include no less than three Master Runes, including the Master Rune of Skalf Blackhammer who, it's believed, actually forged Ghal Maraz in the first place. No Dwarf weapon like it has been created since.

Yet Ghal Maraz is more than just the symbol of the Empire, for it is has now become the symbol of Warhammer itself, having appeared on the front cover of the last three Warhammer rulebooks. Long may it do so in the future...



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous places of the Warhammer world.

BUGMAN'S BREWERY

Before it was ravaged by a marauding Goblin tribe, the famed brewery of Josef Bugman was considered the finest source of ale in the Old World (and judging by the lack of ale from elsewhere, the rest of the world too). The subsequent destruction of Bugman's marvellous pub, and the death of his family, sent the master brewer on a murderous quest for revenge.

THE BLACK PYRAMID

A vast structure fashioned in the arid lands of Khemri, the Black Pyramid was wrought from ebony stone by countless thousands of slaves. It is cruel, but fitting, that so many died in its creation, for it would become the one place where Nagash would regenerate on the occasions that he was defeated. In the End Times Nagash raised it up, floating it into battle across the Old World to fight Chaos.

THE BLIGHTED ISLE

A forbidden place off Ulthuan's northern coast, the Blighted Isle is the resting place of the Sword of Khaine. In recorded history only two Elves were mad enough to travel there with the intent of drawing the sword. Nonetheless it has been fought over countless times and thousands have died to control it.

THE OAK OF AGES

A tree so ancient that time does not recall its origins, the Oak of Ages is a site of spiritual significance for the Wood Elves, and the central nexus of the World Roots that connect all things. As Archaon's great ritual unravelled the world, the Oak of Ages was the last thing drawn into the maelstrom.

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



BY AXE AND HAMMER

Dear mighty son of Grungni, I have always wondered, why do Dwarfs favour axes and hammers over other weapons such as swords?

- Ron 'Hammer Time' Schwass

GROMBRINDAL SAYS

Oh, there are many reasons, youngling. Here are my top three:

1. They are the weapons of the gods. Grimnir carried two rune axes, while Grungni

wielded a hammer. No swords.

2. Hammers are used for forging runes and weapons, axes for chopping down trees to fuel the fires of industry. Swords aren't too good at either.

3. As a race, we Dwarfs are not known for our speed and agility – we're certainly not natural fencers. We prefer weapons that hit hard and true and swords are just too puny. Men and Elves can play with them, we'll stick to real weapons.

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

Squad Vyston is a Tactical Squad of the Guardians of the Covenant's 3rd Company, assigned as reinforcements to Dark Angels Task Force Zephon. Squad Vyston's presence in the Task Force is a testament to the close-knit nature of the Unforgiven Chapters, who willingly lend support to each other in this manner – a relationship other Chapters consider a little too friendly. Although no official records confirm it, rumours abound that Zephon requested Squad Vyston specifically for some hidden purpose.

Mounted in their Razorback, False Doctrine, Squad Vyston are often the first battle-brothers into the fight, eagerly closing the distance with heretics and aliens to mete out the Emperor's judgement face-to-face. Throughout the ranks of the Unforgiven, Squad Vyston have a legendary reputation: they are often referred to as pyroclasts or tome burners, for when the battle is done they root through the archiviums and datastacks of shocked allies, consigning volumes deemed heretical to a blazing conflagration.



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