

WHITE DWARF™

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WARHAMMER AGE OF SIGMAR
ISSUE 77
18 JULY 2015

THE FORCES OF CHAOS
YOUR GUIDE TO THE SERVANTS
OF THE RUINOUS POWERS

A LIGHT IN DARK PLACES
THE LORD-CASTELLANT SEEKS TO
SCOUR THE TAINT OF CHAOS!



WARHAMMER®
AGE OF SIGMAR™

WHITE DWARF

TM

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BANISH THE DARKNESS!

Sent from great Azyrheim to sunder the forces of Chaos, the Stormcast Eternals are Sigmar's might made manifest – each an immortal hero who rides the lightning to the Mortal Realms, there to smash the servants of the Ruinous Powers to dust.

Their forces are bolstered this week with the arrival of brand-new Stormcast Eternal Liberators – superhuman warriors determined to lay low the tyrant with grim resolve and an impressive array of deadly weaponry. They are the perfect accompaniment to the Age of Sigmar starter set and your front line of resistance against the malign intent of the dark powers.

Also on pre-order this week is the mighty Warhammer Age of Sigmar book, a not-to-be-missed tome that continues the story of the Stormcast Eternals' strike back against Chaos. Between its covers you'll find wonders untold – astonishing revelations, incredible art, dramatic battleplans and much more. To war!



LORD-CASTELLANT AND GRYPH-HOUND

The Lord-Castellants are beacons in the darkness, gatekeepers and implacable bulwarks in the Stormhosts' advance. They bear warding lanterns to strike down the servants of Chaos and to protect their brethren, while at their heels prowl fearsome Gryph-hounds.



The mission of the Stormcast Eternals is to strike into the heart of the Mortal Realms with the wrath of the heavens, liberating them from the grip of Chaos. The Lord-Castellants are charged with piercing the darkness and holding back the tide of Chaos, guarding Realmgates and fortresses against all foes. With their magical warding lanterns held aloft, they possess the power to banish the servants of Chaos.

The Lord-Castellant is a stunning new plastic model, long cloak billowing out behind him, lantern in one hand, halberd in the other as he strides fearlessly forwards to drive back the darkness. As tall and bulky as a mighty Retributor, the Lord-Castellant is a formidable

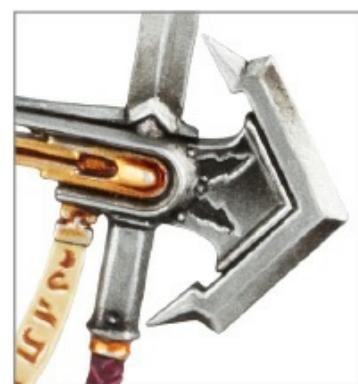
figure, clad in the finest armour the forges of Sigmaron can fashion, head wreathed in a halo of sigmarite gleaming as brightly as the sun.

At his heels is the faithful Gryph-hound, a creature from the Celestial Realm with a hatred of Chaos. This razor-beaked beast possesses the muscle, and the talons, to make short work of any who threaten the Lord-Castellant.



Left: The Lord-Castellant is accompanied by a Gryph-hound, which fights loyally to protect its chosen master.

Right: Parchments hang down the Lord-Castellant's back, fluttering gently upon the breeze.

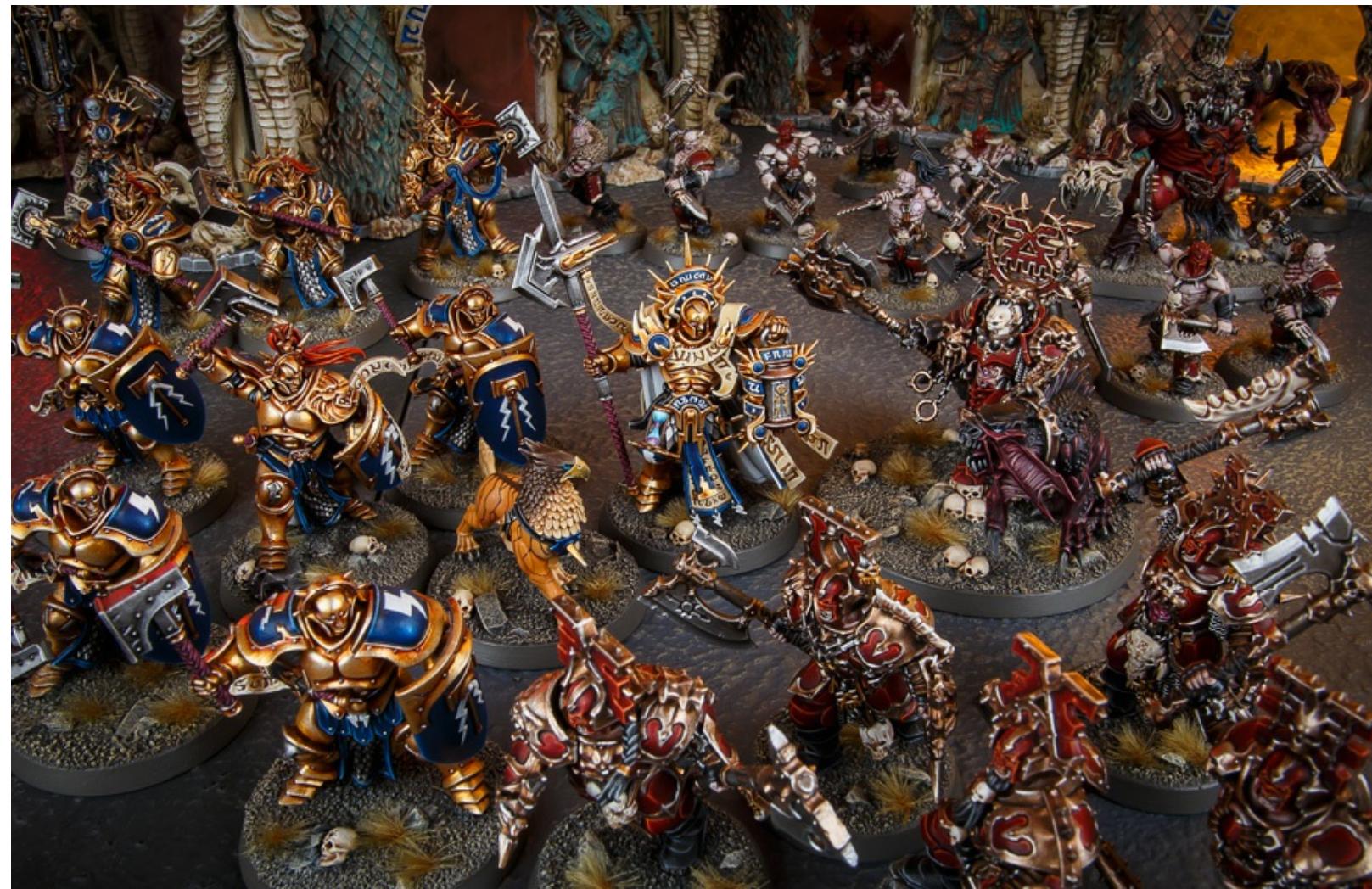


Left: Gryph-hounds in the service of Sigmar's armies are marked with a Sigmarabulus icon.

Left centre: The aquiline features of the Gryph-hound speak of an intellect and nobility absent in the sickening creatures of Chaos.

Right centre: The warding lantern is an intricate relic. In battle the Lord-Castellant can unshutter it to release the magic within.

Right: The Castellant's halberd, a deadly polearm that can fell a raging orruk with a single chop.



Above: Led by a Lord-Castellant, the Hammers of Sigmar drive back the hordes.



OPHIDIAN ARCHWAY

The Ophidian Archway is a remnant of an ancient era, an arcane structure with unknown origins and mysterious purpose. Those who show even the least fear in its presence may find themselves victim to the eldritch power writhing within its walls.

The Ophidian Archway is an impressive plastic scenery piece bursting with strange creatures and symbols carved onto its surface by ancient cultures. Debate has run wild in the White Dwarf bunker as to the origin of the many-headed serpent sculpted on its wall...





Above: Arcane sigils, a remnant of the world-that-was, are carved into the walls around the arch; strange monsters add to the menace of the ruins. In your games the Ophidian Archway can provide a magical boon (or curse) to those willing to risk it.



BALEFUL REALMGATES

Across the Mortal Realms countless Realmgates can be found, each an eldritch threshold. These strange and arcane portals are the key to Sigmar's coming war.

This plastic scenery kit contains two Baleful Realmgates to bring the Age of Sigmar onto your tabletop. Each Baleful Realmgate is a relic of an ancient time, which has been damaged and corrupted by Chaos. Ancient though these are, there is no doubt that whatever force can control the Baleful Realmgates will assuredly have the upper hand in the coming war.





Above: Tendrils of sorcerous smog crawl inwards from the Baleful Realmgate – an eerie reminder of the power within. A unit that passes through one Baleful Realmgate will emerge instantaneously from another – allowing your warriors to cover great distances in an eye-blink.

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FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books for Warhammer 40,000 and the Horus Heresy. This week our pages are graced by none other than Roboute Guilliman, Primarch of the Ultramarines, and the Kytan Daemon Engine.

KYTAN DAEMON ENGINE OF KHORNE



A blasphemous fusion of brass, steel and the essence of a Daemon of the Blood God, Kytan Daemon Engines are blood-reeking killers that stalk the battlefields of the Dark Millennium with murderous intent. Their thunderous advance is the herald of

destruction, for Kytan Daemon Engines possess staggering durability and lethal weaponry. A single sweep of their howling great cleaver can sunder a battle tank or behead an Imperial Knight, while the Daemon of Khorne entrapped within the Kytan's armoured hull can heal even calamitous damage to its metallic vessel.



Above: The Kytan Daemon Engine of Khorne is a plastic and resin kit, and includes new parts to build its legs. These back-jointed limbs feature servos and joints worryingly reminiscent of those found on an Imperial Knight.

ROBOUTE GUILLIMAN, PRIMARCH OF THE ULTRAMARINES



Roboute Guilliman is the Primarch of the XIII Legion, the Ultramarines. A formidable warrior and peerless tactician, Guilliman is also a renowned statesman who governs over 500 worlds in the Ultima Segmentum.

This resin kit by Forge World captures the noble Guilliman at the height of his power during the Horus Heresy. Clad in ornate power armour, he salutes his warriors from the marble steps of the Fortress of Hera, the steps engraved with the names of the worlds falling under his rule. In his right hand he holds aloft the Gladius Incandor, a blade of exceptional craftsmanship and a symbol of the Legion. His left arm is encased in the Hand of Dominion, a powered gauntlet that, with Guilliman's strength behind it, could fell a Titan.



Left: Guilliman is described as “handsome the way a regent on an old coin is handsome, like a good sword is handsome... ” His face certainly conveys the strength and humanity of a patrician, a laurel of victory mounted behind his head.

Right: Guilliman’s shoulder pad bears many Imperial symbols, including an iron halo, a golden laurel, lightning bolts and the inverted white omega of the Ultramarines Legion.

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***



THE FORCES OF CHAOS

For years uncounted the Mortal Realms have been ground beneath the heel of the Dark Gods, subjugated by the scions of Chaos. As Sigmar's righteous warriors bring a glimmer of hope to the downtrodden, Daemons, Beastmen and Chaos Warriors ready for the fight.



Above: From one burning horizon to the other the legions of Chaos rejoice in their uncontested might. Since their victory in the Age of Chaos, they have ruled as tyrants of blood and suffering and none have stayed their hand. The Stormcast Eternals of the self-proclaimed God-King might possess power, but Chaos has nothing to fear...

The Mortal Realms have become the plaything of the Chaos Gods, a blighted reality where Daemons frolic and warbands of Chaos worshippers wage cruel wars of persecution against the battered remnants of once free peoples.

From the burning plains of Athgrand in the Realm of Fire, where bands of Beastmen root out scattered survivors of the tribes of men who cower there, to the pinnacles of the Glass Mountains of Hysh, where the sorcerer covens of Tzeentch erect altars of arcane wizardry, the dominion of Chaos is savage, brutal and nigh complete. As Sigmar launches the first blows of his war of liberation, the Dark Gods stir and their servants rejoice. Against the upstart warriors of the Stormcast Eternals and the misguided outcasts who rally to their

cause is arrayed the greatest power in history: the forces of Chaos.

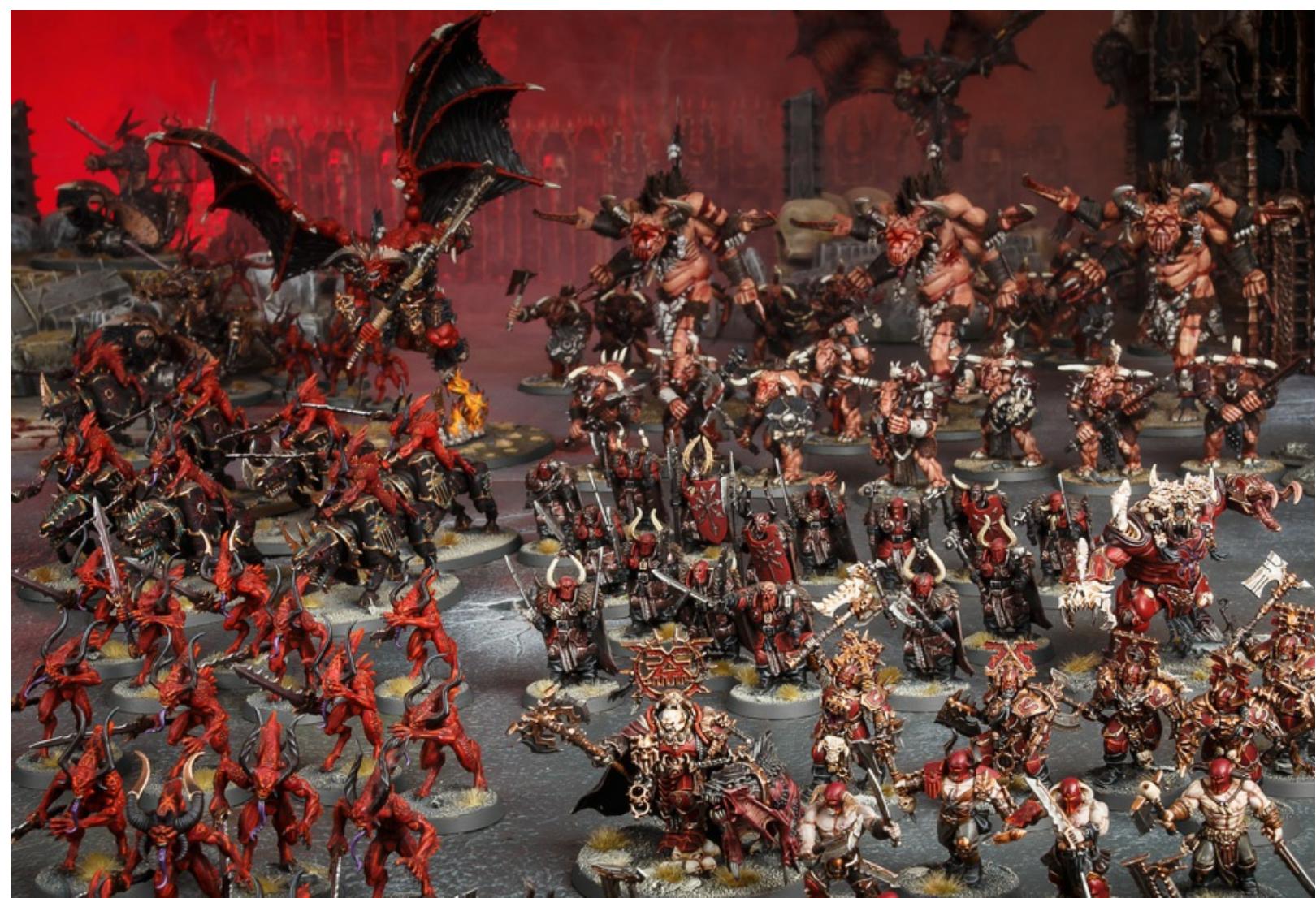
THE ARMIES OF THE BLOOD GOD

THE SONS OF RAGE

Blood-spattered and berserk, the worshippers of the Lord of Skulls are the paramount soldiers in the armies of the Dark Gods. Khorne is the Blood God, a deity of rage incarnate and his followers echo his brutal ways upon the battlefield. Every axe blow and sword thrust is a sacrament of death, every skull they tear from the bodies of the slain an offering to their monstrous patron. The creed of Khorne is as simple as it is cruel: Khorne cares not from where blood flows, only that it does so in great, gushing rivers. The only offerings Khorne demands of his supplicants are the skulls of his foes, and these are worn proudly on chains, nailed to banner poles and gathered into vast piles, heaped into mounds until they pierce the tortured skies.

In battle they fight with all the rage of their bloody patron. With froth-flecked lips men and beasts howl Khorne's praises as they bludgeon and hack the foe, horn-headed Daemons entering the Mortal Realms to bathe in the glory of their master as the tang of blood assails the senses. To fight the red-clad sons of rage is to mire oneself in war at its most visceral and atavistic.

As Sigmar's warriors unleash their crusade of redemption, the warriors of Khorne respond in kind, delighting in the thrill of battling such demigods. Nowhere has the fighting been more fierce than in the murderous climes of the Brimstone Peninsula in the realm of Aqshy. There Korghos Khul and the brutal, cannibalistic warriors of his Goretide rejoice in the slaughter. The Stormhosts sent to secure the Gates of Azyr even now advance on Khul's Red Pyramid. But for the armies of the Blood God this is not a thing of fear or concern, but a source of delight. With axes and brazen armour they will drown the hopes of Sigmar's chosen, and those who depend upon them, in an ocean of blood.



Above: As the storm clouds of Sigmar's crusade gather, Korghos Khul calls upon the Blood God's faithful, uniting Daemon, Beastman and monster against the gilded warriors of Azyrheim.

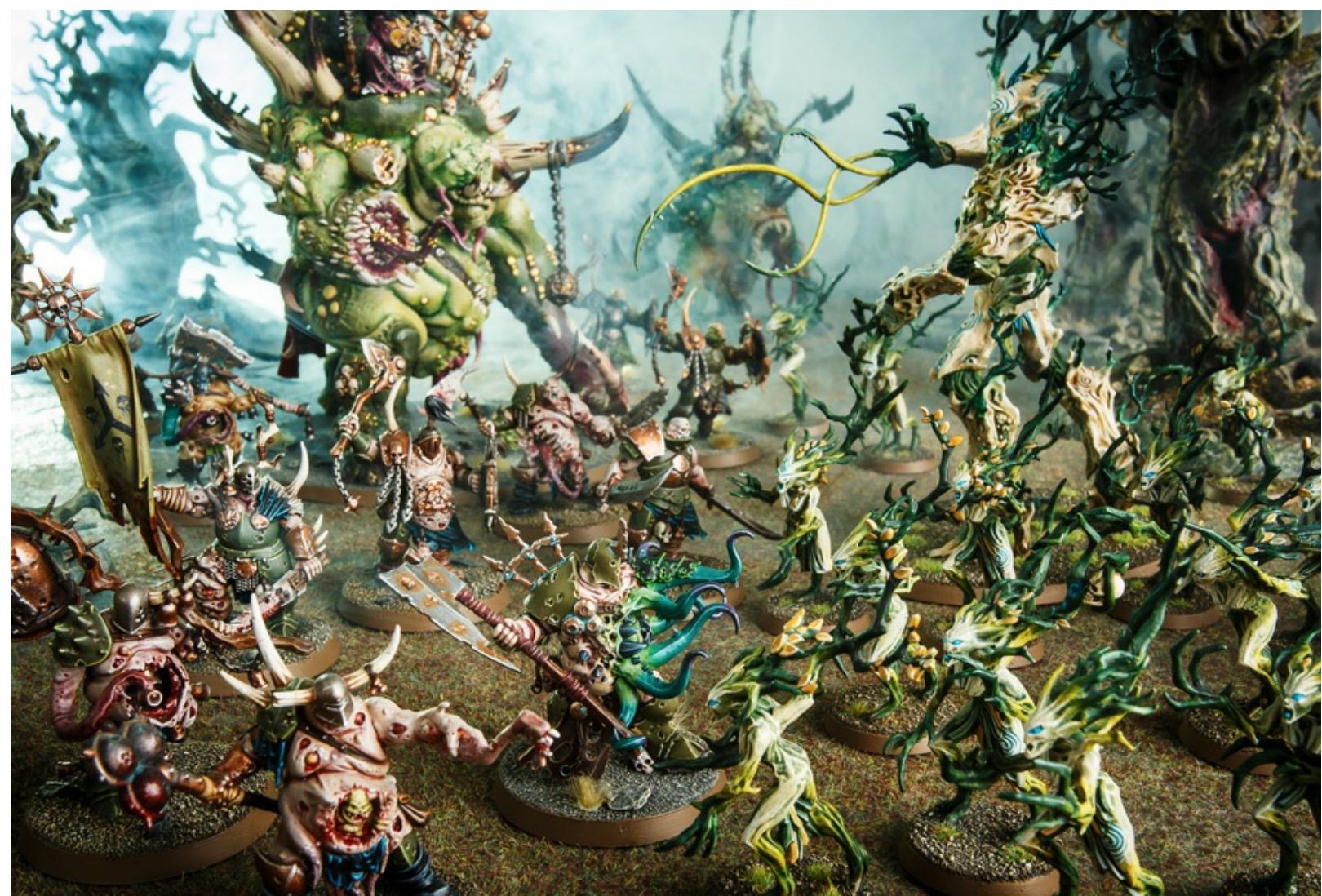
CHILDREN OF THE PLAGUE FATHER

THE HERALDS OF DECAY

To the Chaos God adored by his worshippers as Grandfather Nurgle, the spreading of pestilence is a gift, a treasure to be shared and enjoyed by all – whether they wish it or not. The Lord of Decay gladly visits poxes and diseases upon all, sparing those who rejoice and worship him, blighting those who spurn his benedictions with the most agonising, pus-dribbling deaths imaginable.

In the Mortal Realms, Grandfather Nurgle has long rejoiced in the chance to spread unfettered disease. Every realm has felt the stinking, sickening choke of his power. In Shyish, shambling legions of diseased warriors march to war against the Deathrattle Legions and Deadwalkers of Nagash, fighting battles almost without end as neither side exhibit fear or pain. In Ghyran, entire herds of ghurbeasts have died of the flux after a single rot fly settled in the ear of their shepherd, and millions of souls perished when, in desperation, starving men gorged upon the diseased carcasses littering the plains.

The children of the goddess Alarielle have suffered more than any other at the hands of the Plague God, however. Across Ghyran rivers have run foul with effluent and whole Jade Kingdoms have succumbed, bowers collapsing beneath the weight of decay and wildlife rotting away. Once-lush meadows are reduced to rancid, stinking bogs and the trill of songbirds is replaced by the sonorous thrum of Plague Drones. But in the depths of the Realm of Life, the battle has intensified as Stormhosts descend on lightning bolts to take up the cause of Alarielle and the Sylvaneth. The scions of Nurgle have divided into seven unstoppable plague legions, each led by a monstrous champion such as the daemonic Bolathrax and his mighty Rotguard of seven Great Unclean Ones.



Above: Despoilers of Ghyan, the Glottkin have proven to be a lodestone for the pestilence sweeping the Realm of Life. Blightkings, Plaguebearers and every other form of diseased monstrosity have rallied to join their glorious armies. Against such a union of filth, even the magical hammers and unshakeable faith of the Stormcast Eternals may not be enough to prevail.



Above: Among Nurgle's children, few are more beloved or blessed than the Putrid Blightkings, who have felt the kiss of the daemonfly and the plague-change it brings. Their bodies are shrines to the Lord of Decay, foul with rot and rampant with disease. In battle they are all but immune to pain; ragged flesh and hideous mutations absorbing sword thrusts and hammer blows with indifference.

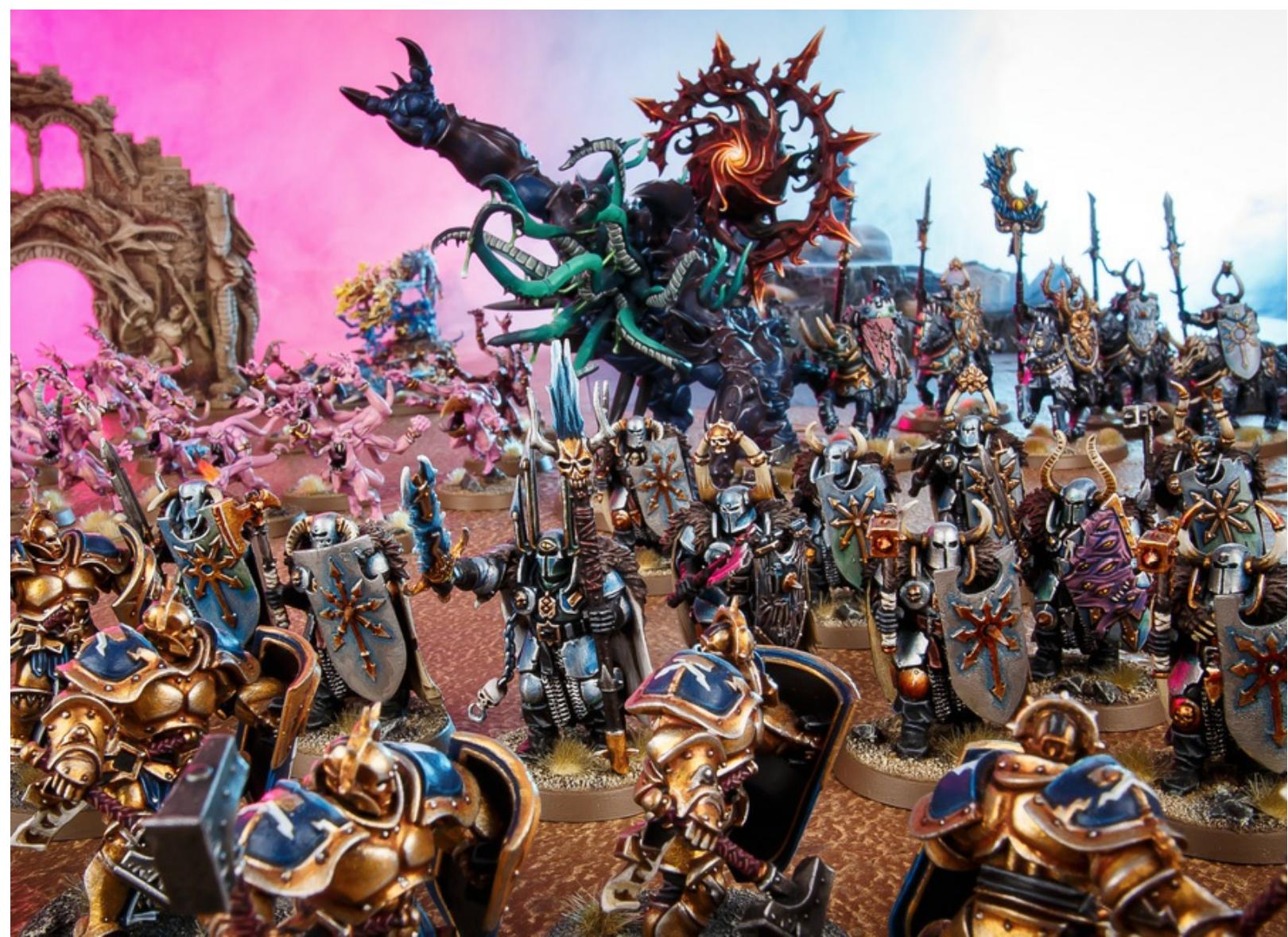
SCIONS OF THE GREAT DECEIVER

THE ARCHITECTS OF CHANGE

Through countless ages the Chaos God Tzeentch has delighted in beguiling and misleading those around him. Tzeentch reads the skeins of fate as a scholar might a manuscript, eagerly interpreting potential futures to suit his designs. Tzeentch's every action is part of a bewildering and confusing scheme, hidden behind veils of sorcery and intrigue. It was Tzeentch who first convinced his brothers to invade the Mortal Realms before the Age of Chaos, delighting in the havoc his scheming wrought. But Tzeentch craves power above all, and his every action is part of a plot to gain glory over his brother Chaos Gods.

The followers of Tzeentch mirror their master's scheming ways, using sorcery and witchcraft as much as axe and sword in their battles. The Pandaemoniad of Tzeentch turned every occupant of the city of Chamontarg to stone, while the Scintillating Coven burned the thousand villages of the Galfance League in a single night of horror.

Ever mindful of the chance to raise his status, and diminish his brothers, Tzeentch even now steals his soldiers for war. As brayherds and warbands muster beneath the watchful eye of the Lords of Change, the Architect of Fate plans for victory.



Above: A riotous carnival of constantly mutating daemon flesh and ensorcelled steel, the legions of Tzeentch are without number or reason. Gibbering Daemons loose torrents of eldritch fire to set their foes ablaze while sorcerers hurl coruscating bolts of change to warp flesh and turn armour to ash. Should a warrior's faith and resolve be sufficient to withstand such magicks, the scions of Tzeentch are still deadly foes, and will kill as readily with blade and claw as arcane power.

SERVANTS OF THE LOST PRINCE

THE ARMIES OF EXCESS

Slaanesh, the God of Excess, is missing, absent from the pantheon of Chaos and the schemes of the damned. Rumours abound that during the Age of Myth the Dark Prince was stolen away while he lay glutted on the souls harvested at the destruction of the world-that-was. Whatever his fate, his followers reave and despoil still.

The scions of Slaanesh fight on in the manner of their hideous patron. Lurid processions of Daemonettes still prowl the Mortal Realms, enticing the unwary to a fate of excess, debauchery and death. Keepers of Secrets yet vie for power with a greater frenzy than ever – for should they find and free their master he will surely lavish untold blessings upon them.

Across every realm armies of excess scour the land for signs of their liege. Countless millions of men, aelves and duardin have died, their fastnesses burned by reaving bands of Chaos-worshipping mortals, Daemons and Beastmen intent on their search. And they are the fortunate ones. Those less so are broken by the pleasure seekers who desperately, frantically unleash every imaginable cruelty upon their victims in faint hope of feeling their lost god's presence once more.



Above: Masterless though they might be, the armies of Slaanesh worshippers battling in

the Mortal Realms are no less fearsome for it. Instead they are driven by a maddening desperation, every battle a chance to feel the sensations of excess they crave. They blame the forces of Order for their master's absence, and it would be better to die upon the curved claws of the Daemonettes or beneath the hooves of a brayherd than fall into their hands a live prisoner – whether you know of Slaanesh's location or not, the torture will not relent.

GNAWERS OF CREATION'S SOUL

CHILDREN OF THE HORNED RAT

The ratmen are the most numerous of all the children of Chaos, amassing in unfathomable numbers in the bowels of creation. From Blight City, their hideous home that clings like a suppurating scab to the Realm of Chaos, the ratmen burrow and gnaw their way into the Mortal Realms. Billions teem within Blight City's tunnels and their numbers grow steadily.

When the Skaven strike, they do so without warning – a vast tide of chittering beasts, a wall of rusting weapons, matted fur and scabrous flesh. With arcane weaponry they blast their foes, for though the Skaven seem simple-minded, their Warlock Engineers possess the cunning to fashion some of the deadliest weapons ever witnessed in the Mortal Realms. Even as lightning cannons and warpfire throwers hurl searing death upon the foe, giant mutated abominations stalk through their ranks, the hideous product of infernal breeding and blasphemous surgeries. Greatest among Skavenkind are the Verminlords, mighty Daemons of the Great Horned Rat who not only ensure the Rat God's wayward children don't wipe each other out in internecine conflicts, but also lead them in their ever-creeping conquest.

Inscrutable though the Great Horned Rat's plans may be, the actions of his followers are felt across the Mortal Realms. In Ghyr vast legions of Plague Monks march alongside the diseased hordes of Bolathrax, united in their desire to eradicate the lush Realm of Life forever, and in Shyish, the Skaven clans battle constantly against the undead of Nagash, Rat Ogres and Stormfiends smashing Deathrattle Legions asunder in the chill depths of the Realm of Death.



Above: Since the ascension of their god to the pantheon of Chaos, the Skaven have clawed and gnawed their way from the Realm of Chaos into the Mortal Realms. Though fractious and given to internecine warfare (most often characterised by self-destructive squabbling and the wanton murder of their own kind), under the direction of the Verminlords they remain a relentless threat to the world above.



Above: The Skaven are without a doubt the most numerous of all races, surging forth from their Under-Empire to gnaw-kill the inhabitants of the Mortal Realms. With slaves and pack rats beyond counting and eldritch war machines created by fevered minds, they are a deadly threat, driven by the will of the greedy Great Horned Rat.

And coming in next week's White Dwarf: Flee before the madness of the forces of Destruction!



'EAVY METAL

'Eavy

Metal is our regular feature celebrating beautifully-painted Citadel miniatures. Curated by the renowned 'Eavy Metal team, this week we take a look at painting monsters and aliens.

The worlds of Warhammer Age of Sigmar and Warhammer 40,000 are full of mystical monsters and terrifying aliens, the perfect subjects for unusual colour schemes and the ideal miniatures to try out painting techniques you might not otherwise consider. Here we show you what you can achieve with a little colourful imagination.

This Chimera was painted in a dark but eye-catching colour scheme with fantastic freehand detail along its back, flanks and tail. Chimeras are bizarre, otherworldly creatures, neither wholly physical or entirely magical, making this model the perfect candidate for a weird colour scheme. After all, a beast made of magic could feasibly be any colour, so why limit yourself to natural ones? The deep purple colour scheme was inspired by the night sky, the scales and blemishes along the Chimera's body picked out in stark white and pale blue as though they are stars glittering in the firmament. That alone would make for an exciting colour scheme, but if you look closely you can see very tiny lines painted around those blemishes in a rough hexagonal grid. The effect is one of crackling energy, as if the beast were still coalescing in the material realm.



Left: The Chimera's hound-like head is painted dark grey but shaded with purple to match the model's skin.

Centre: The Chimera's avian head has also been shaded with purple. Note how the fur on this side of the model is also green.

Right: The hexagonal freehand pattern on the skin is an extension of the scaly skin around the Chimera's hindquarters. It's a great way to add texture and detail to an otherwise flat area of the model.

Tyranids are extragalactic monsters and by far the strangest aliens the magos biologis have ever seen. What better candidates for an unusual colour scheme?

This Tyranid Warrior is painted in the colours of Hive Fleet Kraken, with pale skin and a red carapace. To emphasise the Warrior's alien appearance, its tongue and flesh hooks are painted a lurid green, suggesting they're highly poisonous. Ironically, this unnatural alien's carapace was inspired by nature, the vibrant orange patterns on its back a common sign of warning on highly-toxic creatures.



Above: The cracked effect on the Warrior's carapace was achieved by applying ever-lighter patches of orange along the raised edges, working up from Troll Slayer Orange to Lugganath Orange and, finally, Pallid Wych Flesh on the very top edges.

This Hive Guard has also been painted in the colours of Hive Fleet Kraken, but with noticeably paler skin. Interestingly, its joints and skin vents are a pale blue, suggesting softer cartilage, while its hooves and impaler cannon are a dark green. Again, these certainly aren't natural colours, but they suit Tyranids perfectly, the green gun (and

electric blue shock tendons) drawing the eye to the most dangerous part of the Tyranid. The Hive Guard has two freehand textures painted on its carapace, a mottled effect created by dozens of black dots and tiny striated lines along the edge.



Above: The mottling was applied using Abaddon Black and an Artificer brush. Note how the mottles never touch each other and how they're concentrated around the centre of each chitinous plate, leaving plenty of space for the growth striations along the edges.

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



WARRIORS OF THE BROKEN WORLD

Across the Mortal Realms, scattered human war-tribes still fight against the dark forces of the Chaos Gods. Descendants of those who once inhabited the Broken World, they worship Sigmar the God-King and seek only revenge for their lost peoples.



Above: The war-tribes of Azyrheim push huge War Altars into battle, the Warrior Priest in the pulpit bellowing out praise to the God-King. Though they lack the physical strength of Sigmar's lightning-forged warriors, they fight with no less conviction, their zealous determination making them a valuable asset in Sigmar's mighty armies.

As Sigmar's Stormhosts surge forth from Azyrheim, the descendants of the world-that-was rise up to fight alongside his chosen warriors. Led by fanatical Warrior Priests, these zealous warbands march across the Realm of Heavens to Azyrheim in the hope of joining one of Sigmar's vast armies. As the Stormcast Eternals step through the Gates of Azyr into the Mortal Realms, so too does Sigmar's flock of devout followers.

Though some fight for honour or personal gain, most simply seek revenge. Revenge for their ancestors slain long ago on the Broken World, revenge for everything they've lost

since, revenge for those who fell to Chaos. Chanting fervent battle hymns, they march into battle alongside the Stormcast Eternals, desperate to serve the God-King in any way they can. They will see the Mortal Realms saved no matter the cost to their own lives.



SPRUES AND GLUE

Sprues and Glue is our regular in-depth look at modelling Citadel miniatures. This week, we offer scenery-building advice for the new Ophidian Archway, looking at the modularity of the kit and showing you how to combine two (or more) of these great scenery pieces.

TOOL KIT



Fine Detail
Cutters



Knife



Mouldline
Remover



Plastic Glue:
Thick

The Ophidian Archway is the first modular scenery piece for Warhammer Age of Sigmar. The kit is designed in such a way that it can be assembled in several different configurations and very easily combined with other archways to create even larger pieces of terrain for your armies to fight over.

Before building and painting your terrain, it's worth taking time to prepare the components. Like most plastic models, the Ophidian Archway comes on several sprues; we recommend removing the parts with a pair of Fine Detail Cutters before tidying up the feed points (the rods that join the component to the sprue) with a Citadel Knife. It's worth noting that the feeds on scenery kits can be pretty thick, so clip them off as close to the component as possible before cleaning off the remains with a knife. Alternatively, use a Mouldline Remover to clean them off at the same time as the mouldlines – it's especially good for tidying up the inside angles of windows and arches, which can be difficult to clean with a knife (1). Pay special attention to the bottom edge of each piece – if it isn't flat, you'll have a hard time gluing it to the base sections.

1

When gluing your scenery together, Plastic Glue: Thick is the glue for the job. It dries slower than Plastic Glue: Thin, but its consistency makes it ideal for filling in any gaps that appear between the pieces as you put them together **(2)**. It also forms a much sturdier bond, enabling your scenery to survive years of battlefield use. We recommend leaving your building overnight to ensure the glue has set fully before undercoating.

2

The modular nature of the Ophidian Archway kit means that combining two or more kits to create larger buildings is both really easy and great fun. Before putting glue to plastic, it's worth doing a dry assembly of your building, using adhesive putty to hold the pieces in place while you plan what shape it will be.

Below you can see a building constructed from two Ophidian Archways **(3)**. The archway on the left was constructed first, including both ruined end pieces, the internal floor and the serpent columns on the left-hand side (marked **(C)** below).

The completed archway was left overnight so the plastic glue had plenty of time to set before the right-hand arch was glued into place and the serpent column glued in the middle **(D)** to secure the join between the two buildings.

INTO THE RUINS

A - The archway is one piece with details on both sides.

B - There are two ruined end sections. This one featuring a griffon and another of a shackled beast.

C-E - Each kit contains four end columns covered in serpents.

F - A section of tiled flooring enables you to create a second level beneath the upper windows.

G - Each wall piece and column has a foot to provide stability. When combining buildings like we have here, we found it beneficial to stick the walls and columns together first, let them dry completely, then stick the feet on afterwards.



It's worth noting that the floor sections have designs on both sides, one featuring a serpent wrapped around a sword (**4**), the other covered in scrollwork (**5**). We chose to have the scrollwork side facing upwards on both sections of the building so the design would be consistent.

4



5

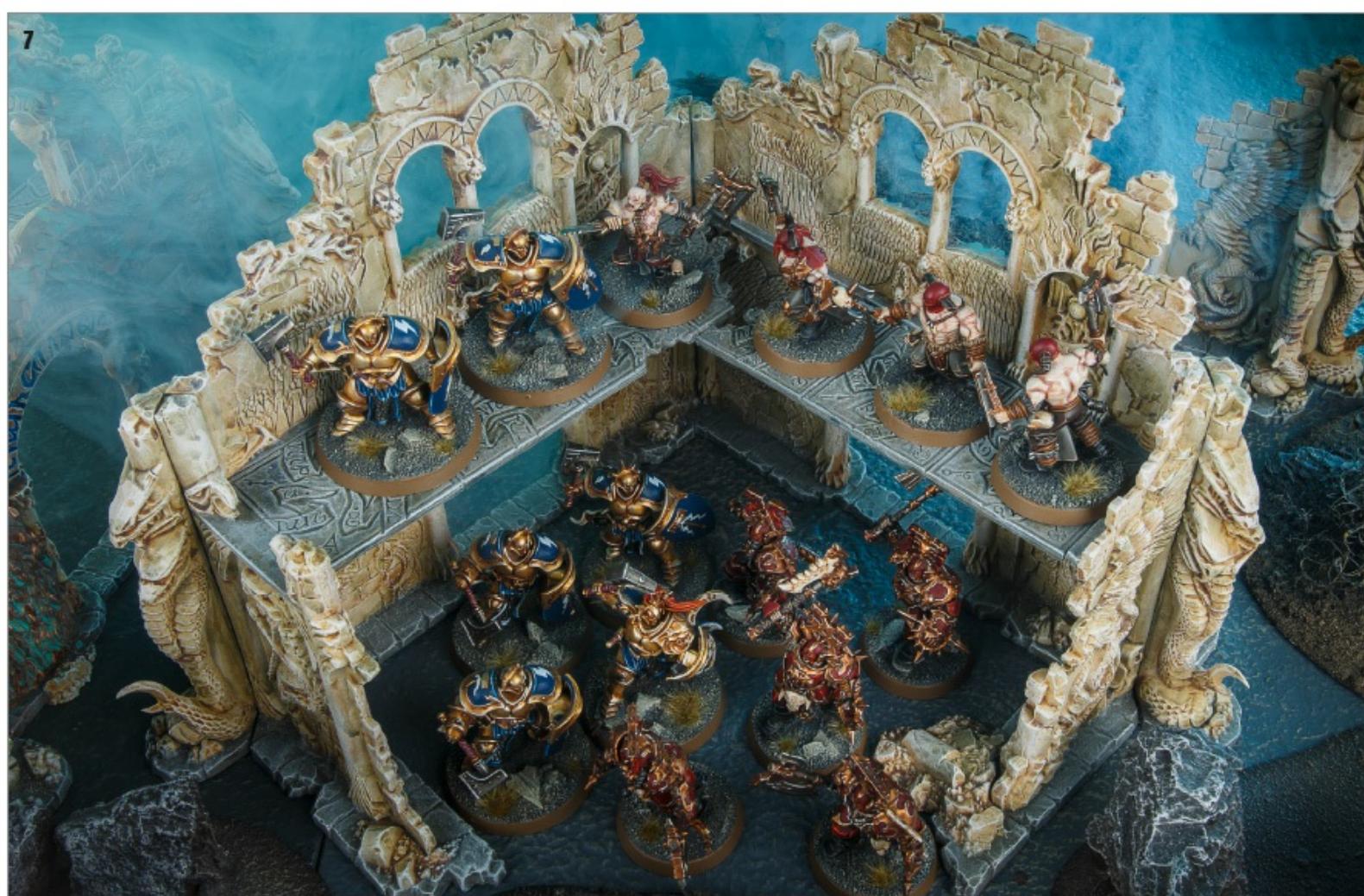


Another great feature of the flooring is that it can be cut to size should you need a shorter section for your converted building. By gently scoring the groove between the tiles with a Citadel Knife (**6**), you can snap the walkways to the required length. On the building below (**7**) you can see how we cut one tile off the end of a walkway so that it would fit into the corner of a right-angled building made from two Ophidian Archways.

6



7



WARSCROLLS

The warriors and creatures that battle in the Age of Sigmar are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar.

If you've got your Warhammer Age of Sigmar starter set you'll have seen warscrolls for all the models in it – and also, in last week's White Dwarf, the warscrolls for the new Lord-Celestant and Stormcast Eternals Liberators. In the following pages, we present the warscrolls for the new Lord-Castellant and Gryph-hound. These warscrolls – and those for all new models – will also be available in the box with the miniatures and in new books we publish, and you can download warscrolls for all existing Warhammer miniatures from www.games-workshop.com right now. Yes, right now!

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of the unit that the warscroll describes, and text explaining the background for the models and how they fight.



1. - Title: The name of the model that the warscroll describes.
2. - Characteristics: Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
3. - Description: The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given.
4. - Abilities: Abilities are things that the model can do during a game that are not covered by the standard game rules.
5. - Keywords: All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.



LORD-CASTELLANT

Masters of defensive warfare, the Lord-Castellants watch over their Stormcast brothers. From their warding lanterns, a glorious golden glow spills forth. This magical light has many uses, from driving back the tainted foe with its purifying aura, to shielding and healing wounded Stormcast Eternals with celestial energy.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Castellant's Halberd	2"	3	3+	3+	-1	2

DESCRIPTION

A Lord-Castellant is a single model. He is armed with a Castellant's Halberd and carries a Warding Lantern.

ABILITIES

Warding Lantern: In your hero phase the Lord-Castellant may unleash the magical energies of his Warding Lantern. If he does so, pick either a **CHAOS** unit or a **STORMCAST ETERNAL** unit that is within 12" of the Lord-Castellant.

If a **CHAOS** unit is chosen it is struck by the searing light of the Celestial Realm and suffers a mortal wound. **CHAOS DAEMON** units cannot abide the touch of this light and suffer D3 mortal wounds instead.

If a **STORMCAST ETERNAL** unit is chosen it is bathed in the healing energies of the lantern and you can add 1 to all save rolls it has to make until your next hero phase. In addition, until your next hero phase, each time you make a save roll of 7 or more for that unit, one model in the unit heals a wound.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CASTELLANT



GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Beak and Claws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Gryph-hounds can have any number of models. They savage their foe with their razor-sharp Beaks and Claws.

ABILITIES

Loyal Companion: Once a Gryph-hound has bonded with a companion, it will defend it to the death. A Gryph-hound makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of a Lord-Castellant.

Darting Attacks: Gryph-hounds attack in a series of darting strikes. Immediately after this unit attacks in the combat phase, roll a dice and move each model in the unit up to that many inches.

Warning Cry: It is said that it is impossible to sneak up on a Gryph-hound. If an enemy unit is set up within 10" of this unit, roll two dice. Any unit within that many inches of the Gryph-hounds is alerted to the enemy unit's presence, and can attack it with one of its weapons as though it were your shooting phase.

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS



THIS 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 marvel at Realmgates, wonder at Gryph-hound feathers and offer some painting tips.

STEP THROUGH THE REALMGATES

ONE STEP CLOSER TO OBLIVION

The Baleful Realmgates on pre-order this week bring a welcome portion of the magic and mayhem of the Age of Sigmar to the tabletop. Not only do they look great on the battlefield, but they're also thrilling gaming pieces in their own right. They were barely in the office for a moment before we had them built and in service.

We love how their rules work: if a unit moves into a Baleful Realmgate it can exit via another one somewhere else on the battlefield (or via another table edge, but that's not half as cinematic). Already in our games we've seen Stormcast Eternals leaping through crackling eldritch portals to launch flanking attacks against Blood Warriors and Bloodreavers, and an exceptionally brave Gyrocopter pilot who dared the roiling magics to emerge behind the enemy and line up the perfect bombing run. (You'll find the warscroll for the Baleful Realmgates in the box.)

Now we've got to grips with them, we're excited about the prospects they open up. We're imagining battles on massive boards, where to access areas of the battlefield our warriors will have to hack their way through the enemy and get control of the Baleful Realmgates for themselves. There are also rumblings around the bunker of a game where we link more than one battlefield and wage war across multiple realms (and tables!). Watch this space!



ANCIENT HISTORY

RUINS OF THE MORTAL REALMS

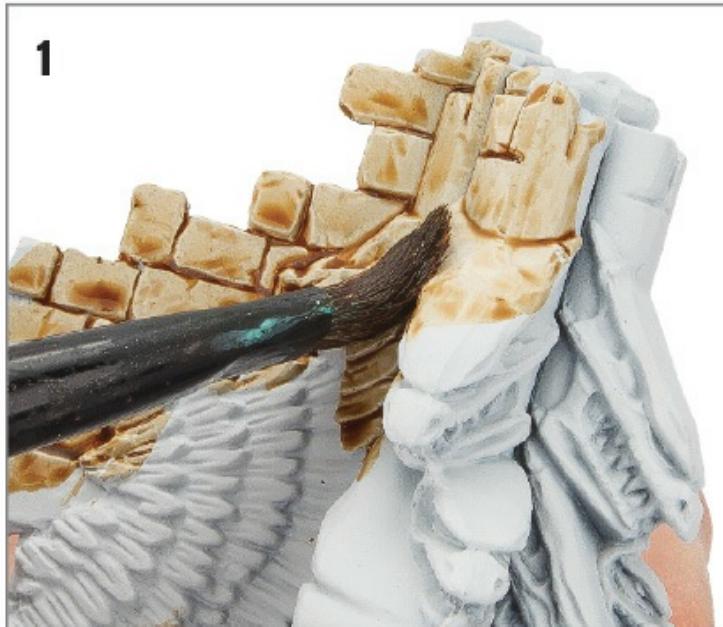
The Mortal Realms are impossibly vast places, larded over by the tyrannical legions of the Dark Gods. But they were not always so. Whole ages have passed since the world-that-was and countless civilisations rose and fell even before the Age of Chaos. During this time of legend, known as the Age of Myth, Sigmar adventured across the Mortal Realms as the barbarian warrior-god. He found fledgeling mannish kingdoms and scattered remnants of other races and offered them wisdom and protection when it was needed. Sigmar united the pantheon of scattered deities, bringing the likes of Malerion, Gorkamorka and Nagash into the fold of his Great Alliance.

As the Age of Sigmar begins and his Stormcast Eternals smash into the Mortal Realms with the fury of thunderbolts, the broken remains of these sundered nations are the battleground upon which they must battle Chaos for the future of the Mortal Realms.

PAINT SPLATTER EXTRA: OPHIDIAN ARCHWAY

Earlier in the issue we showed you how to combine two or more Ophidian Archways to make larger ruined buildings. Of course, once we'd glued them together, we set about painting them, the start of our own Warhammer Age of Sigmar scenery collection. Here's how we painted them.

The scenery pieces were sprayed with a Corax White undercoat, paying careful attention to reach the areas under the walkways. A heavy wash of Seraphim Sepia was then applied to the whole building using an L Shade brush **(1)**. We found that placing it on a warm windowsill helps the wash dry faster (put some newspaper down first to catch any excess). Then, using an M Scenery brush, the walls were drybrushed with Pallid Wych Flesh **(2)**.



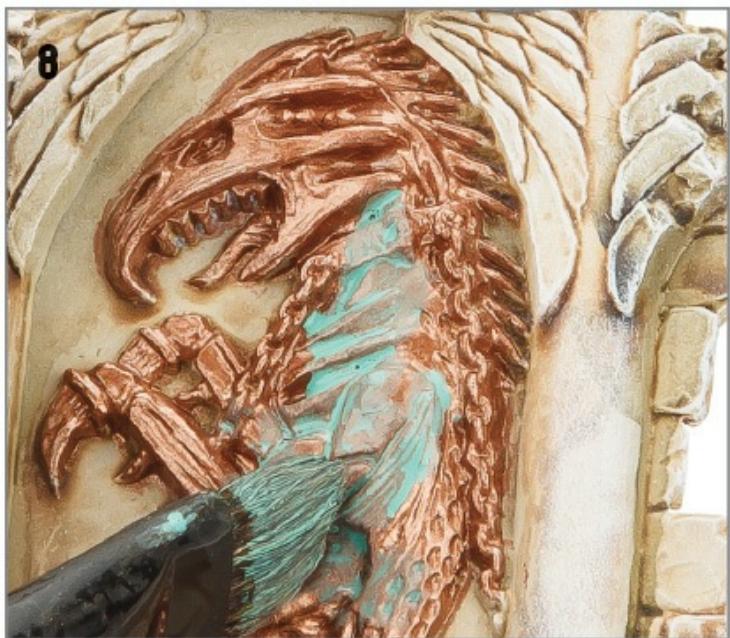
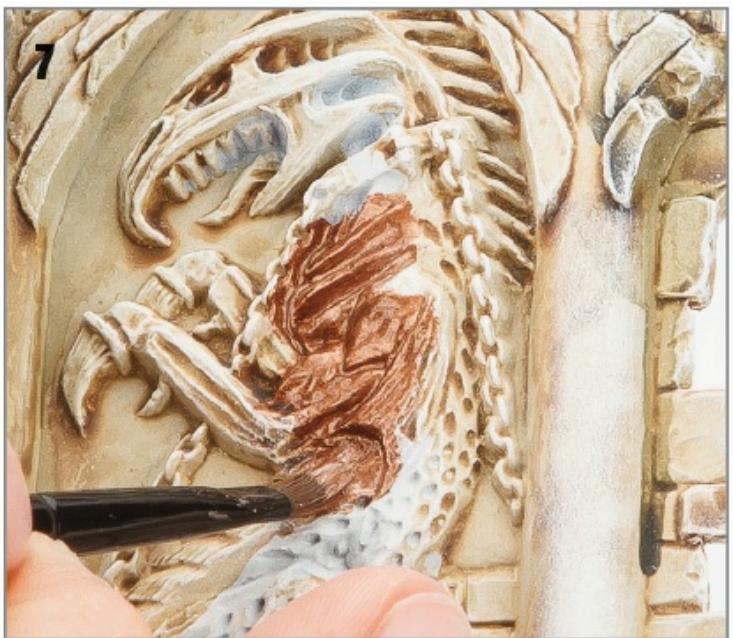
Using an L Base brush, all the flooring was painted in Stormvermin Fur **(3)**. It's worth noting that while the L Base is a pretty big brush, its narrow edge makes it perfect for painting the straight edges on the upper floor tiles and for getting between the piles of rubble on the base. This layer applied, the whole building was given a light wash of Athonian Camoshade to make it look dirty and mossy **(4)**.



With the wash dry, the stone floors were given a drybrush of Administratum Grey using an L Dry brush (5) before the whole building (floors included) was drybrushed with Praxeti White (6). It's crucial at this point that the drybrush is very light, so make sure you get most of the paint off the M Scenery brush by wiping it on a paper towel first.



The murals were then basecoated with Balthasar Gold (7) and washed with Nihilakh Oxide to make them look old and corroded (8).



READER'S MODEL OF THE WEEK

John Margiotta is one of our most regular contributors, flabbergasting us on an almost weekly basis with his latest paint job. He rates this Eldar Autarch as one of his favourite Citadel miniatures, and chose to tackle it with unique flair by making sure the whole model looked like it was embroiled in a bloody battle, rather than on parade. The Autarch is covered in scuffs, scratches and plenty of blood, too. We love the gory smears on the Autarch's cloak, as if it had been dragged through pools of blood. In John's own words, "In reality, war is never clean."



*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.

BIT OF THE WEEK: SKULL RACK

This impressive selection of bones and skulls is Murderfang's trophy rack. If you build the kit as a Space Wolves Venerable Dreadnought or Bjorn the Fell-Handed, it's a spare, and would make a corking trophy for any Space Wolf (or like-minded warlord).



WEAPON OF THE WEEK: KHARIBDYSS

It's not often we choose a giant monster for our Weapon of the Week, but let's face it, the Kharibdyss is basically a living weapon. With its many rapacious mouths (any of which look like they could swallow your head whole) and a tail capable of slicing a man in two, it's a horrific creature. And that's before we get to the extra-horrible top head (the one with all the eyes) and the claws as long as a Liberator's forearm. Totally horrific. Utterly deadly.



UNLEASHING THE GRYPH-HOUND

We loved the new Gryph-hound as soon as we saw it – a feathered attack beast to accompany the Lord-Castellant into battle. The Studio army painters gave us some tips on how they painted theirs:

“We started the model with an all-over basecoat of Jokaero Orange, which we layered with Tau Light Ochre and then added a recess wash of Reikland Fleshshade. We used Ushabti Bone as an edge highlight for the muscles and to paint the Gryph-hound’s underbelly. The feathers at the front of his head were layered with Ushabti Bone, Screaming Skull and finally Pallid Wych Flesh, while the rear was basecoated with Rhinox Hide, and then blended in with a mix of Rhinox Hide and Lahmian Medium.

“The lightning effect on the Gryph-hound’s fur was done with an XS Artificer Layer brush, painted in a natural pattern so it forks down from the spine.”



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: abhumans

OGRYNS

Towering brutes who hail from harsh, high-gravity planets, Ogryns are known equally for their formidable bulk and strength and their stupendous dim-wittedness. Despite their obvious mutation, Ogryns are generally accepted for Imperial service, for they are capable of a loyalty and faith that is greatly admired by Imperial commanders across the galaxy. Usually Ogryns can be found fighting in frontline roles, where they suffer any hardship without complaint, although many are co-opted by ranking officers, nobles and other Imperial agents as bodyguards. Unlike many other bodyguards, an Ogryn will not only willingly take a slug for his charge, but fight on undaunted.

RATLINGS

Sneaky and diminutive, Ratlings are in many ways the exact opposite of Ogryns. They are small and weak but very quick-witted indeed. Their reputation for light-fingered shenanigans when they are assigned to Astra Militarum duties is overlooked (barely) by virtue of the fact they can procure much-needed supplies when called upon, and their accuracy with sniper rifles is all but unequalled.

NAVIGATORS

Gifted with a third eye, Navigators are essential for the Imperium to successfully travel the void. The third eye, set in their forehead, allows Navigators to see the tides and currents of the Immaterium. To look into the third eye of a Navigator brings death or complete insanity and as such they are feared by the Imperial Navy ratings around them. Even so, none would risk harming one, for being lost in the void is a fate worse than death.

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



THE EMPEROR'S WRATH

Howdy Grombrindal, I trust the beard is as lustrous and full as ever. I have a question about the trusty boltgun. Why is it the sacred weapon of the Space Marines when they have so many other weapons that are more powerful?

- Jay 'The Gun' Weston

GROMBRINDAL SAYS

My beard is marvellous, thank you, youngling. Bushy and full as ever.

As to the bolter's significance to the Adeptus Astartes, it is tied into their very nature. Bolters are loud, brutal and leave devastation in their wake – much like the Space Marines themselves. Both are weapons of shocking violence and absolute dependability (when well maintained, at least). So I think it's fair to say they see a little of themselves in the gun. Also, 10,000 years is a long time to build up a sentimental attachment.

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

This squadron of Leman Russ tanks is drawn from the armoured reserves of the Krakan Fen Guard, an Astra Militarum regiment recruited on a verdant world found in the galactic south east. Krakan's terrain is typically wildly overgrown, with an appalling mix of murderous wetlands inhabited by deadly fauna and cloying swamps and jungles. As a result the Fen Guard have an aptitude for warfare in the most challenging conditions, a trait the logisticians in the Astra Militarum exploit in deploying them far and wide.

These models were basecoated using Citadel Spray paints – the whole tank was basecoated with Zandri Dust spray, then areas were blocked off with adhesive putty to mark out the camouflage pattern. They were then sprayed again with Caliban Green and given a healthy wash of Agrax Earthshade. The weathering effects were done using the tips for chipping and dirt from a video found on the Warhammer TV YouTube channel.

*You can check this video out and many more online at
youtube.com/user/GamesWorkshopWNT*



NEXT ISSUE: the forces of destruction run rampant across the realms



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