

WHITE DWARF

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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

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DEATH FROM AFAR
NONE SHALL SURVIVE THE
JUDICATORS' HAIL OF DOOM

WARSCROLL
INSIDE!



WARHAMMER
AGE OF SIGMAR

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ISSUE 78
25 JULY 2015



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A HAIL OF DOOM!

The ranks of the Stormcast Eternals continue to swell as the Judicators make their incontestable might known this week. Supporting their immortal brethren from afar, the Judicators slaughter the cruel servants of Chaos at range with skybolt bow and boltstorm crossbow – none can withstand this withering hail of death and destruction!

Joining our coverage of this splendid new array of heroes this week is a piercing exploration of how the Stormcast Eternals structure their Stormhosts, alongside a new instalment of Codex: Apocrypha that seeks to shed some light on the mystery of the Mortal Realms – those vast, unmappable regions that form the battlegrounds of Warhammer Age of Sigmar.

We also detail the forces of Destruction, a Grand Alliance that contains all the wanton violence of the wildest factions to be found in the realms. Let all who witness them know true fear... and enjoy the issue!



JUDICATORS

Judicators are lethal marksmen who deliver deadly justice from afar, unleashing the wrath of the storm across the battlefield. Those foolish enough to linger before the keen eyes of the Judicators must face a relentless barrage of ensorcelled arrows and murderous bolts.





Stormcast Eternal Judicators strike with a hail of magically imbued arrows, lightning bolts streaking from the skies to blast apart the scions of Chaos. A volley from the Judicators can blunt any assault, reduce a blood-mad charge to stumbling carnage, or sweep the battlements clear of even the most determined defenders. As the Stormhosts advance, the Judicators are ever at the front lines.

This multi-part plastic boxed set contains five Judicators, each armed with a deadly ranged weapon, either a skybolt bow or a boltstorm crossbow. There are 12 heads (six crested ones for the crossbows and six with halos for the bows, including two with topknots to denote a Judicator-Prime) and a sheathed storm gladius and a quiver containing arrows or bolts, depending on your choice of weapon, for each model. The bows, known as the skybolt bow and shockbolt bow, are reinforced recurve bows, with sigmarite banding around the handle and limb ends. Each is nocked with a deadly skybolt arrow, and the kit includes the option for one model to bear a shockbolt bow, its arrows shards of chained Celestial lightning.

Alternatively, you can arm your Judicators with mechanically repeating boltstorm crossbows – shorter-ranged, rapid-firing weapons which hurl out a dense torrent of shots to scythe down hordes of advancing foes. One Judicator from the set can be armed with the immense thunderbolt crossbow, a brutal weapon that unleashes a blast of Celestial magic on its unfortunate victim.



Above: As the murderous hordes of Chaos advance, Stormcast Eternal Judicators rain death upon them, retinues armed with skybolt bows and boltstorm crossbows meting out judgement from afar.

The Judicators are the long arm of the Stormhosts, bringing sudden, inevitable death to Sigmar's foes. Turn to Warscrolls to see their warscroll and to read more about them.



Left: Judicators armed with stormbolt bows wear haloed helmets.

Left centre: Those armed with boltstorm crossbows wear crested helms.

Right centre: Each Judicator carries a deadly storm gladius sheathed at his waist.

Right: The Judicator-Prime has a lion's head sculpted onto his right shoulder.



Left: Quivers of skybolt arrows hang from the Judicator's belt.

Right: The shockbolt has a golden sigmarabulus set behind the arrow head.



Left: The boltstorm crossbow can loose a withering hail of bolts, magically imbued shots that pierce armour to sunder flesh, cutting down the wicked.

Right: This Stormcast Eternal Judicator is from the Lions of Sigmar Stormhost. Note the white star on his left shoulder – the symbol of the Justicar Conclaves. This is found on the transfer sheet in the kit.



Left: The massive thunderbolt crossbow is one of the deadliest weapons in the arsenal of the Stormcast Eternals, capable of felling an ogor or blasting a Chaos Warrior apart with a single shot.

Right top: Such is the bulk of the thunderbolt crossbow that even a mighty Stormcast Eternal needs two hands to bear it.

Right centre: The yawning muzzle of the thunderbolt gives a clue as to the murderous shot it launches – a magical orb that streaks across the battlefield leaving the image of a twin-tailed comet burned into the eyes of the foe.

Right bottom: Each Judicator armed with a crossbow carries a quiver loaded with a pair of quarrel caskets, ready to reload his weapon in a single fluid motion.



WARHAMMER VISIONS 19

Witness the birth of the Age of Sigmar as Warhammer Visions 19 is released this week.



The latest issue of Warhammer Visions heralds the dawn of a new era as we showcase the amazing new Warhammer Age of Sigmar starter set and a brand-new army, the Stormcast Eternals.

In addition to the spectacular gallery of all the latest releases, we've got coverage from Golden Demon at Warhammer Fest 2014, the latest from Forge World and some amazing regular features like Readers Parade Ground, a Warhammer 40,000 Parade Ground and Blanchitsu. There is also an amazing Army of the Month, with as many Tyranids as you are ever likely to see in one place at a time, and ever-handy painting advice in Paint Splatter. Warhammer Visions 19 is available to order now – don't miss out.

FURTHER READING

With *Scorched Earth* and *Cybernetica* out side-by-side this week, there's a definite Horus Heresy feeling in the air. If you want more Horus Heresy goodness, get online and check

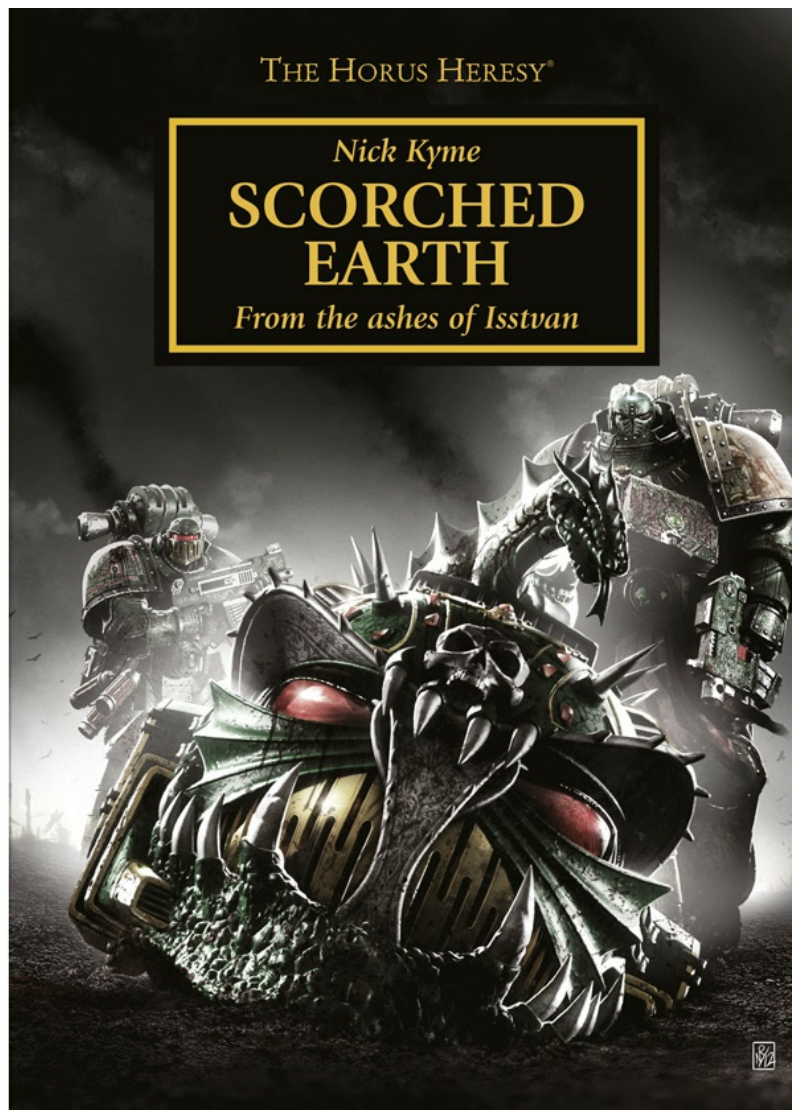
out the Horus Heresy section on the Black Library website for more.

Cybernetica is only available from the Black Library website, while *Scorched Earth* is available in hardback, as an eBook in ePub and MOBI formats, and even as an audiobook in MP3 and CD formats.

SCORCHED EARTH

By Nick Kyme | Hardback | 128 pages

In the aftermath of the Isstvan V massacre, the shattered legions begin to rebuild...

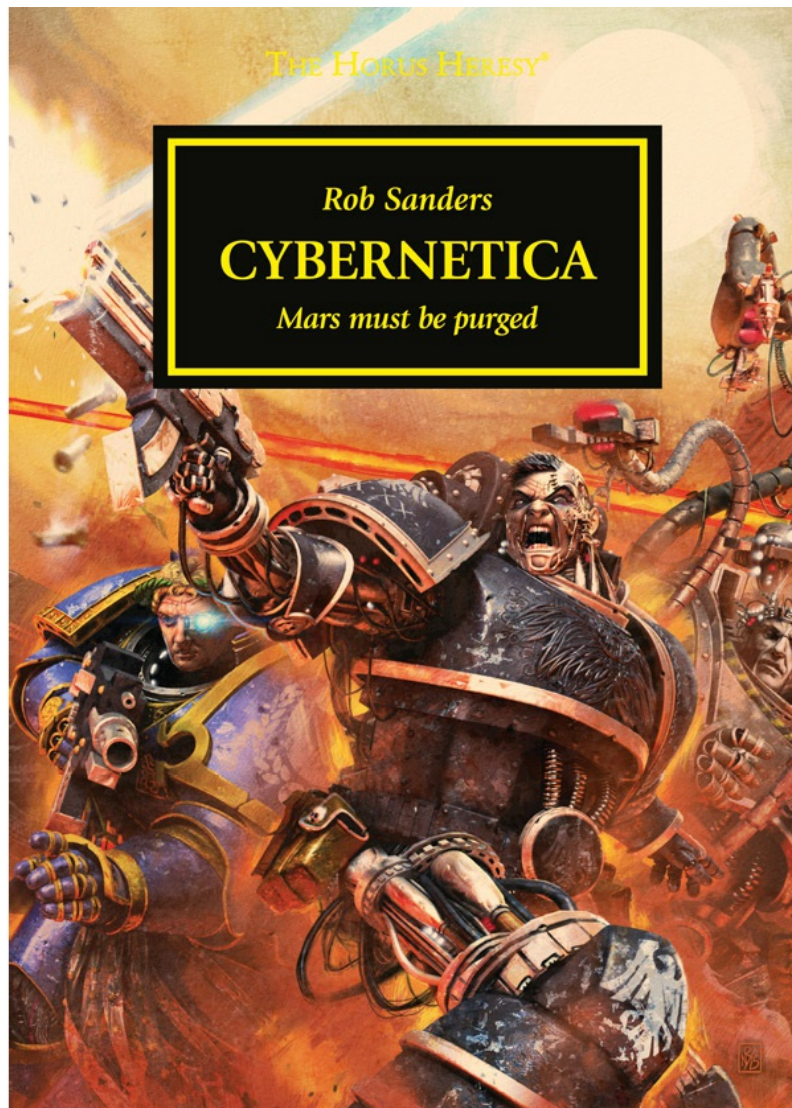


Previously only available as a limited edition hardback, *Scorched Earth* now gets its anticipated general release, telling the tale of the events that transpired in the wake of the infamous Dropsite Massacre. With Ferrus Manus beheaded, Vulkan apparently dead and the loyalist armies shattered, it falls to remnants of the Salamanders Legion to pick up the pieces and find the determination to keep on fighting. This is a novella that shows an unexpected side of the indomitable Legiones Astartes: defeat. How does a Space Marine who has lost everything find the will to fight on? All is revealed in *Scorched Earth*.

CYBERNETICA

By Rob Sanders | Hardback | 128 pages | BL website exclusive

Mars has fallen to the Warmaster's allies, warranting the cruellest of remedies.



Cybernetica continues a narrative first started in the Horus Heresy novel *Mechanicum*, which saw the Red Planet fall to the allies of the Warmaster. With such a threat right on Terra's doorstep, Rogal Dorn and Malcador the Sigillite must decide upon the best way to eliminate the rogue Mechanicum. Containing the traitors on the Red Planet requires fleet resources the Imperial Fists cannot spare, while reconquering it will surely take a gruelling toll on the warriors asked to do so. The meat of this enthralling novella focuses on the scarcely believable third option: what if Mars was instead subjected to exterminatus...?



FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books for Warhammer, Warhammer 40,000 and the Horus Heresy. This week, it's the very biggest of them all...



The war machines of the Collegia Titanica are the mightiest killing machines in the

armies of the Imperium, walking battleships with the firepower to level cities and reduce armies to mounds of smoking corpses, and the Warlord Titan is one of the very largest. In size it dwarfs even the mightiest vehicles, towering over the likes of Imperial Knights, Stompas and even the Reaver Titan. And now Forge World bring this God-Machine to the tabletop.

This vast resin masterpiece has an amazing, internally detailed head (complete with crew) and mounts two arm weapons (Belicosa pattern volcano cannons) and two carapace weapons (Reaver laser blasters), giving it a level of firepower unmatched on the battlefield. The kit comes with a beautifully presented and wonderfully comprehensive instruction guide (and you'll need it to assemble this monster).

If you want to learn more, get online to Forge World's website:

www.forgeworld.co.uk



FORGING THE STORMHOSTS

The Stormcast Eternals, Sigmar's favoured warriors, are the greatest force to ever oppose the legions of the Chaos Gods. Here we look at the organisation of the Warrior Chambers, the holy orders that make up Sigmar's world-shattering Stormhosts.

The Stormcast Eternals are the greatest army to walk the Mortal Realms since the coming of Chaos, an immense warrior brotherhood of vengeful heroes, every one of them determined to vanquish the ruinous powers. Numbering hundreds of thousands, they strike from the heavens on columns of lightning hurled by Sigmar himself. How many Stormcast Eternals Sigmar has deployed is unknown, their vast legions – the Stormhosts – now battling across every realm, from the lava-strewn Igneous Delta in the Realm of Aqshy to the Chaos-tainted ruins of Elixia in the Realm of Chamon.

AN ARMY OF HEROES

Every Stormcast Eternal is a hero in his own right, a mighty warrior plucked from the maelstrom of battle by Sigmar and reforged to fight in his Stormhosts. Some, such as the Hallowed Knights, are chosen for their utter devotion to the God-King, while others, like the Celestial Vindicators, are selected for their absolute hatred of Chaos. Whatever the reason for their choosing, all are heroes beyond measure.

THE STORMHOSTS

Every Stormcast Eternal is part of a Stormhost, a gathering of warriors many thousands strong. The exact number of Stormhosts created during the First Striking is known only to the God-King himself, who split some of his most trusted Stormhosts into strike forces and hurled them from the sky on bolts of azure lightning to open the fabled Gates of Azyr. Their missions complete, they rejoined their Stormhosts to deploy in their entirety, marching forth from newly-opened Realmgates to reconquer the realms and drive back the forces of Chaos.

First among Sigmar's chosen warriors are the Hammers of Sigmar, the first Stormhost created by the God-King. Possessed of a steely determination, the honour of leading the assault on the Mortal Realms fell to them. They know that failure is not an option, for all other Stormhosts look to them as exemplars of Sigmar's cause.

THE WARRIOR CHAMBERS

Within each Stormhost there are seven chambers, each with their own role to play in the reconquest of the Mortal Realms. The most common are the Warrior Chambers, which consist of hundreds, if not thousands, of Stormcast Eternals. Each chamber is led by a Lord-Celestant and his advisors, which include officers such as Lord-Relictors and Lord-Castellants.

The Hammerhands are the first Warrior Chamber of the Hammers of Sigmar. Led by Lord-Celestant Vandus Hammerhand, they were instrumental in reopening the Gate to Azyr on the Brimstone Peninsula. They later joined forces with the Goldenmanes, the second Warrior Chamber of the Hammers of Sigmar, when they pursued the Khorne Lord Korghos Khul to the Gate of Wrath.

THE CONCLAVES

Each Warrior Chamber is divided into four conclaves organised by battlefield role. They are the Redeemer, Angelos, Justicar and Paladin Conclaves. A Justicar Conclave, for example, is made up of Judicator retinues that rain lightning-wreathed arrows down upon the enemy while the Prosecutors of an Angelos Conclave fly ahead of the host on magical wings to hamper the enemy's advance. It's from these conclaves that a Lord-Celestant draws his warriors, forming them into Brotherhoods for each engagement. In the opening battle on the Igneous Delta, for example, Vandus Hammerhand's force was known as the Thunderstrike Brotherhood.

Over the page you'll see how a Stormcast Warrior Chamber is organised, followed by an example of a Brotherhood drawn from the ranks of Vandus Hammerhand's Warrior Chamber – a veritable army of Stormcast Eternals.

ICONOGRAPHY OF THE STORMHOSTS

A Stormcast Eternal can easily be identified by the colour of their armour and the iconography they wear on it. Here are examples of warriors from two different Stormhosts.

*The Stormcast Eternal to the left **(1)** is a Liberator, as signified by the hammer and shield he carries into battle. His left shoulder also bears a lightning bolt, the icon of the Redeemer Conclaves to which every Liberator belongs.*



The colour of the Liberator's armour – in this case gold and blue – marks him out as a Stormcast Eternal from the Hammers of Sigmar, the first of all Sigmar's Stormhosts.

*The hammer and lightning bolt icon on his shield **(2)** signifies that he was created during the First Striking.*

*What's not immediately obvious is the Warrior Chamber he belongs to. This is signified by the colour of the plumes and crests worn by higher-ranking warriors such as Liberator-Primes, Retributors and the Lord-Celestant. A red plume **(3)**, for example, indicates that this warrior is a member of the Hammerhands, the first Warrior Chamber of the Hammers of Sigmar.*



The second Stormcast Eternal (4) wears turquoise and white armour, indicating that he's a warrior of the Celestial Vindicators, the sixth Stormhost created by Sigmar.



He is part of the Justicar Conclaves as indicated by the star symbol on his left shoulder pad (5). His wargear, in this case a skybolt bow, marks him out as a Judicator. In lieu of a shield, his right shoulder pad (6) bears the hammer and lightning bolt symbol of the First Striking.





HAMMERS OF SIGMAR

WARRIOR CHAMBER

The exact combination of retinues within each concave may vary from chamber to chamber, but in most cases the number of retinues in each will match the example below.



CHAMBER COMMAND

LORD-CELESTANT



LORD-REFLECTOR



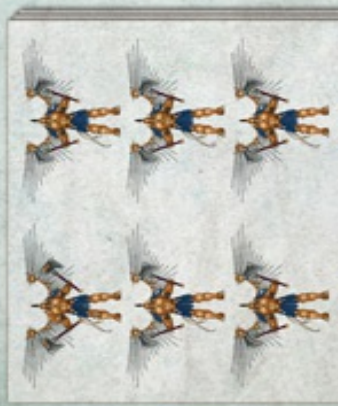
AUXILIARY COMMAND



May be supported by additional reflectors

ANGELOS CONCLAVE

3 ANGELOS RETINUES



C PALADIN CONCLAVE

6 PALADIN RETINUES



REDEEMER CONCLAVE

9 REDEEMER RETINUES



JUSTICAR CONCLAVE

6 JUSTICAR RETINUES



THE HAMMERHANDS, FIRST OF THE HAMMERS OF SIGMAR

The army above is an example of a Stormcast Brotherhood drawn from Vandus Hammerhand's Warrior Chamber.

Including warriors from each of the four conclaves (Angelos, Paladin, Redeemer and Justicar), it is a large force from which smaller armies can be picked, or which can be fielded in its entirety. There's plenty of scope for adding to the army, too, by including more retinues and heroes or another Warrior Chamber entirely. You could, for example, recreate the army at the battle for the Igneous Gate and paint Jactos Goldenmane's Warrior Chamber to fight alongside this force. The majority of the models in the army come from the Warhammer Age of Sigmar boxed set while many of the Liberators were built using the plastic kit that came out last week.

ETERNAL WARRIORS OF SIGMAR

The number of active Stormcast Eternals in a Warrior Chamber is in constant flux. As Brotherhoods are dispatched, the effective available strength of the remaining chamber is of course reduced and some of these Brotherhoods may be abroad in the Mortal Realms for months (and perhaps yet years) at a time. But they will all one day return...

When a Stormcast dies, his body and spirit are returned to Sigmaron where they are reforged once more, ready to do battle. Though a Warrior Chamber may become depleted over time, it will not remain so for long.



1 - Vandus Hammerhand, Lord-Celestant of the Hammerhands, first Warrior Chamber of the Hammers of Sigmar.

2 - Ionus Cryptborn, Lord-Relictor of the Hammerhands, guardian of lost souls, first of his noble order.

3 - The Castix Fraternity, Prosecutors of the Angelos Conclave.

4 - Numen's Harbingers, Prosecutors of the Angelos Conclave. Instrumental in re-opening the Igneous Gate.

5 - Brothers of the Blazing Crescent, Retributors of the Paladin Conclave. This retinue stood alongside Ionus Cryptborn when Korghos Khul's horde assaulted the Gate to Azyr.

6 - Kinband of the Crystal Sea, Liberators of the Redeemer Conclave.

7 - The Five Sons of Gemmeus, Liberators of the Redeemer Conclave.

8 - The Cadent Brethren, Liberators of the Redeemer Conclave. One wields the hammer

Cudourus, a grandhammer that glows with celestial energy.

9 - The Brothers Coruscant, Liberators of the Redeemer Conclave.

10 - Brethren of Aeriis, Liberators of the Redeemer Conclave.



11 - Cadivus Frateri, Liberators of the Redeemer Conclave.

12 - The Kinclave of Velox, Liberators of the Redeemer Conclave.

13 - The Brothers Djimon, Liberators of the Redeemer Conclave. First among the conclave to fight in the Realm of Fire.

14 - Trucido's Venerators, Liberators of the Redeemer Conclave.

15 - The Hammerfall Kindred, Liberators of the Redeemer Conclave.

16 - The Brothers of Stella Turris, Judicators of the Justicar Conclave. Defenders of the Igneous Gate.

17 - Sagittar's Titan Slayers, Judicators of the Justicar Conclave.

18 - The Luminox Brethren, Judicators of the Justicar Conclave.

19 - The Clavian Kinsmen, Judicators of the Justicar Conclave.

CREATING YOUR OWN STORMHOST

Building your own Stormcast Eternals army isn't just a question of working out what to put in it. On top of that, you've got the choice of which Stormhost they'll belong to, and which chambers they will be drawn from. They could come from one of the Stormhosts described in Warhammer Age of Sigmar, and even from a specific chamber like Vandus Hammerhand's. Or you could create your own Warrior Chamber or even your own Stormhost, complete with their own colour scheme, heroes, history and legends.

*If you do, why not show us? Email: **team@whitedwarf.co.uk***



THE MORTAL REALMS

The Mortal Realms span reality, each impossibly vast and made of the concentrated essence of magic. From this springs untold vistas of the incredible and unbelievable. And yet, across it all, war rages...

Vast to the point of impossibility, spectacular in their wonder and horror, the great realms spread out across all reality and into the fractured hinterlands beyond.

One, spoken of only in the whispered fever-dreams of the mad, is a darkling place of horror and death: the Realm of Chaos, wherein the monstrous kingdoms of the Dark Gods collide and reform in a never-ending duel of wills. From here spew forth the twisted Daemon legions, bringing naught but death and pestilence in their wake.

The Realm of Heavens, meanwhile, is the final bastion of Sigmar and his gleaming hosts. Long ago the God-King sealed Azyr's great gates, promising sanctuary to the decimated free peoples who had long suffered under the dominion of Chaos. Ever since, the followers of the Dark Gods have laid siege to these gates in their multitudes, throwing billions upon billions of souls upon them in an unceasing but fruitless campaign to bring them down.

Azyr and the Mortal Realms are formed from the concentrated essence of magic unbound. Each is a universe unto itself, incalculably vast and more fantastical than any mortal could bear to imagine. Each seethes with – and is formed from – those sorcerous energies that the learned men of the world-that-was once knew as the Winds of Magic.

Where once mortal men saw the hot and furious Wind of Fire, now they make war across the roiling enormity of Aqshy, the Realm of Fire. Equally, the Wind of Metal was but a pale whisper of the hard, unyielding vistas known as Chamon, the Realm of Metal.

So it is with Ulgu, Ghyran and all the rest, each realm a facet of an ensorcelled whole, and each so huge as to defy imagination. Even were a mortal man to devote his every waking moment to one realm's exploration, his quest would unveil but a fraction of its glory and terror before old age ushered him into his grave. Add to this that each realm is linked to the others via mystical portals known as Realmgates, and the sheer enormity of these new horizons would drive even the most learned of scholars insane.

Bizarre and twisted landscapes abound in each of the realms, from the highest snowcapped peaks to the lowest depths of the stygian underworld. In the Osseun Steppes of Shyish, scrimshawed orchards and vast plains of sculpted bone spread to horizons burning with spectral fire. In the floating gardens of Ghyran, the Sylvaneth guard verdant vales that hang suspended in shafts of golden sunlight, tumbling emerald waterfalls

spilling from their flanks to rain as pure life force on cities of marble and gold. Moons of inscribed silver hang above luminescent marshlands crawling with Spiderfang tribes while spiraling stone towers the size of mountains loom from oceans of roiling shadow. No two realms are alike, and within each one the myriad landscapes are diverse beyond description.

The Age of Chaos has left its terrible, savage mark across these realms, however. War has blighted the many worlds of the realms, and great armies march across them in an inexorable tide.



The Mortal Realms have long laboured under the rule of Chaos, but the storm is beginning to break. In Ghyran, as elsewhere, the Stormcast Eternals and others who would see the reign of Chaos ended are fighting back against the followers of the Dark Gods. The war for the Realm of Life has begun.

Where the power of the Dark Gods waxes strong, reality has grown thin and raw Chaos spills through the cracks. Canyons writhe with screaming faces. Trees grow, rot, crumble and grow again in a constant cycle, each twisted rebirth taking only moments to complete. Deserts become jagged crystal while rivers run with blood and bile. Save only the Realm of Heavens, no domain has escaped the corrupting claws of Chaos. The victory of the Dark Gods nears completion, but there is yet a glimmer of hope, a single candle burning in the darkness. For Sigmar knows that in every Mortal Realm there are nations, kingdoms, even free-floating moons and drifting isles that have so far escaped this corruption, and he has unleashed his tempest of Stormcast Eternals to defend them, and to reclaim the realms from the poisonous grip of Chaos.

Just as the Gods of Chaos are yet to wreak the wholesale ruination of the Mortal Realms, so they have not yet slaughtered or subjugated all of their peoples. Countless races and tribes have been crushed beneath the iron heel of Chaos or turned to worshipping the Dark Gods in defeat and a craven effort to save themselves. But many more still fight on. Some – those mired amid the devastation wrought by the Dark Gods – exist in a constant state of siege, battling every day to hold back the tide of madness that surrounds them. Scattered bands of hard-bitten warriors fight an ongoing war of attrition in the name of Order, smashing their mighty armies against the unyielding followers of Chaos, fuelled by word of glimmering warriors who may, at any time, ride in on bolts of lightning to aid them in their plight.

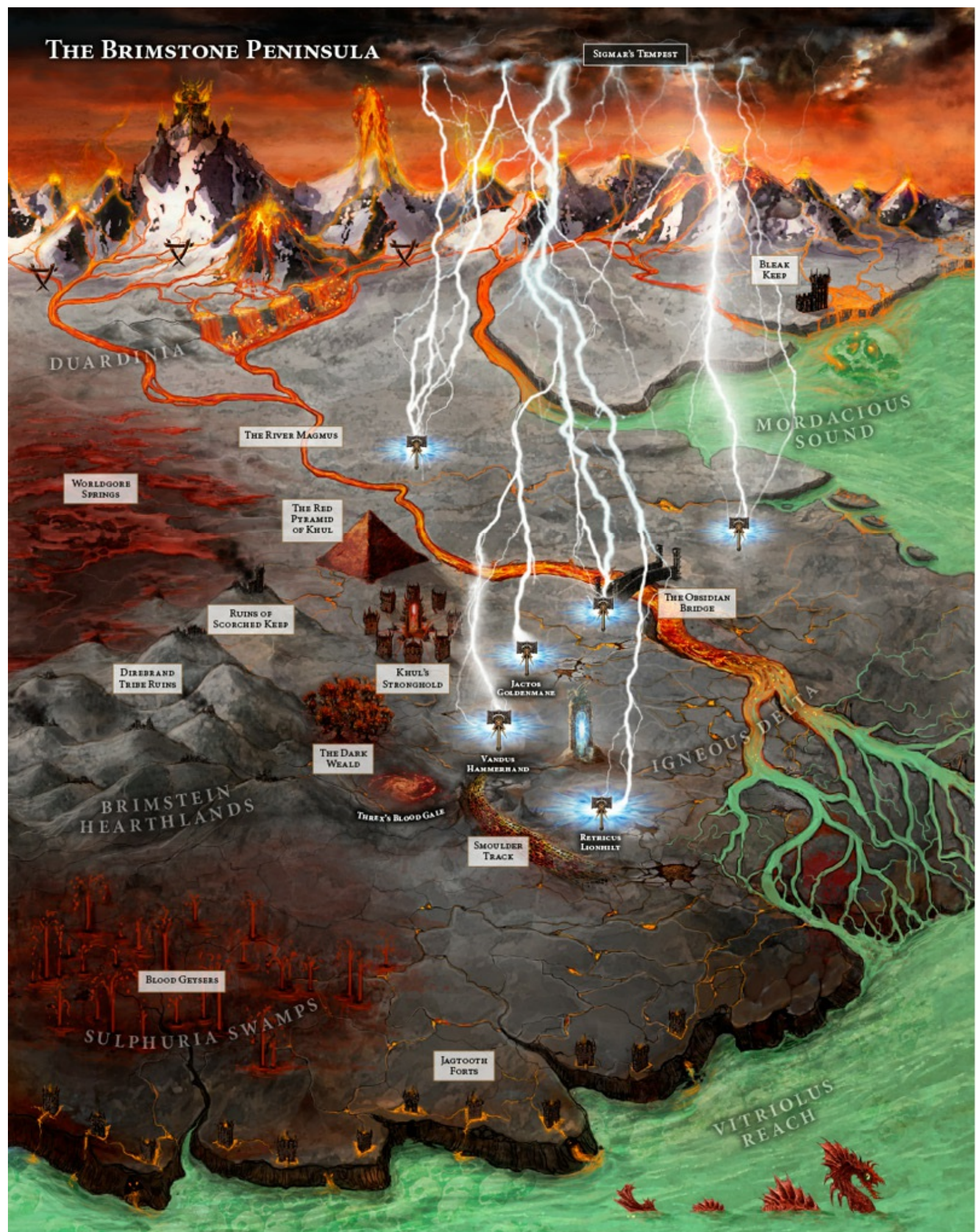
Among the Wailing Hills of Ghur, tribal elders still recount the tales of Solmund the Slayer, who won back the twelve treasures of the sun from the Daemon Ghol'thorn. Upon the Ravening Plains, swordgrass still lies dead for many leagues where the Battle of Blights was fought for possession of the Neverghast. The conquests of Korghos Khul, the defence of Sylphthane, the massacre amid the Crucibane Hills; all of these stories and countless others are told and retold from the Furian Heights of Aqshy to the shadowed reaches of the Ulgulands.

Now, though, the drums of war thunder like never before. Now, blades clash afresh across the Mortal Realms. New legends will be forged, new tales told of sorrow and triumph. The Mortal Realms stand upon the brink of destruction, but they have not yet fallen. And a storm is coming...



Above: The Sylvaneth have been roused in great numbers, battling back against the servants of the Plague God throughout the Realm of Life.

THE BRIMSTONE PENINSULA



Above: The Brimstone Peninsula is one of the first great battlegrounds of the war against

Chaos, the site of the Stormcast Eternals’ first strike into the Mortal Realms and the battle for control of the Igneous Gate.



HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, we journey to the Realm of Chaos for a closer look at the Daemon Prince.



CHAOS DAEMON PRINCE

Daemon Princes were once mortal champions of Chaos, their activities so debased, violent or sycophantic that the Chaos Gods had no choice but to take notice. Over time they were rewarded for their endeavours with mutations and gifts, culminating in their eventual rise to Daemonhood. The Chaos Gods are fickle, though, and the path to Daemonhood is an all-or-nothing deal that's certainly not guaranteed to pay off.

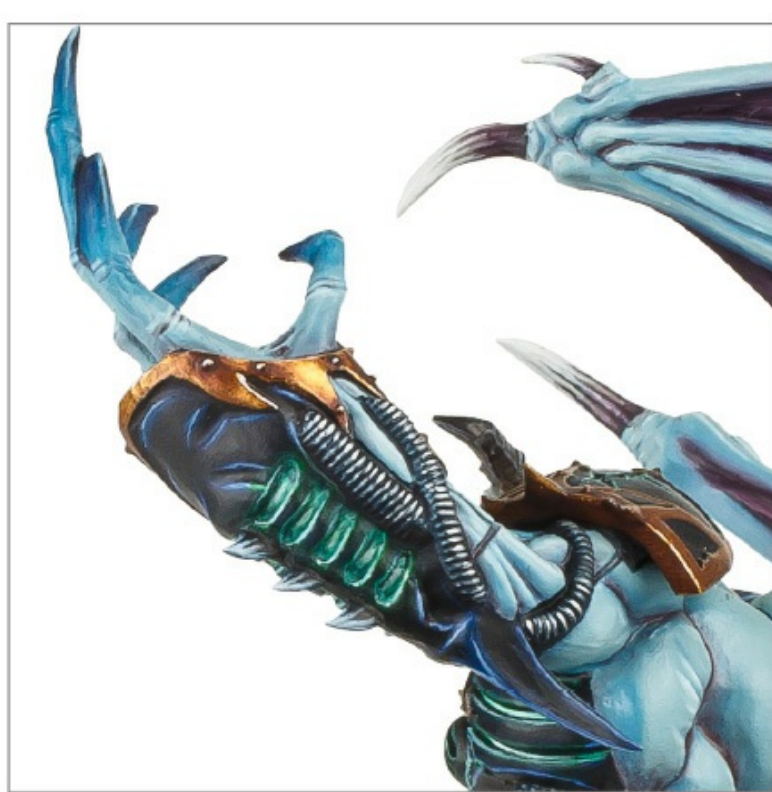
The release of the plastic Daemon Prince kit in 2010 was highly anticipated, Daemon Princes being an iconic part of so many of the different armies formed by the followers of the Chaos Gods, and yet so varied in both origins and manifestation. The challenge for the miniatures designers was to make a Daemon Prince with plenty of modelling options that could be used in the worlds of both Warhammer and Warhammer 40,000.

The end result was a model with multiple characters, each one different depending on the parts used to construct it and the way it was painted. The Daemon Prince to the left, for example, was clearly a Chaos Space Marine before he was elevated to Daemonhood. He still wears parts of his power armour, though they've been stretched by the power of the Warp to accommodate his size. Look carefully and you can still see the vent on the top of his head that would once have been the top of his helmet. Yet the same kit just as easily produces a bestial Daemon Prince wielding an ancient axe, or a horned fiend with an eight-pointed Chaos star branded into his chest.

Every part of the model tells a story and part of the fun of building the Daemon Prince is deciding what his story will be. Just what did this mortal champion do to deserve his Daemonhood?



Above: The Daemon Prince's sword is as mutated as its wielder, the blade crackling with the raw energy of Chaos. Look closely, though and you'll see that this vast blade was once a mundane power sword, the weapon's power pack still visible on the hilt.



Left: The Daemon's power armour has grown with him, his pauldrons now half the height of a man. It's details like this that tell the story of the Daemon Prince. Clearly he was once a Space Marine, but what Legion or Chapter did he fight for and what did he do to become a Daemon? That story is for you to decide.

Right: The mutating power of Chaos is clear on the Daemon Prince's arm where ancient power armour and cabling are fused with skin. It's the perfect place to try out some unusual painting techniques.



THE FORCES OF DESTRUCTION

As Sigmar launches his war of reconquest against the legions of Chaos, other powers are also waging relentless wars across the Mortal Realms. While orruks fight and brawl for the atavistic joy of battle, the ogor tribes battle to glut their insatiable appetites.



An alliance of Beastclaw ogors, Spiderfangs and Aleguzzlers storms across the realm of Ghur, smashing through the blood-red hordes of Khorne. United by a love of battle, such an alliance creates an unstoppable avalanche of armoured muscle and bad intentions – against which only the best-led armies can hope to prevail.

From one end of reality to the other, the clamour of war is heard as the Chaos Gods attempt to maintain their domination of the Mortal Realms, no longer unopposed thanks to the heroic intervention of Sigmar's Stormcast Eternals.

But not all creatures in the Mortal Realms are cowed by the dominion of Chaos – some instead rejoice in the thrill of never-ending warfare and the chance to test their mettle against a foe as relentless and unbending as themselves. These are the forces of Destruction, warriors for whom the concept of Order and Chaos mean nothing and only might makes right.

As the Age of Sigmar dawns, orruks and grots, ogors and Aleguzzler Gargants all have their part to play – whether it is to crush the legions of Chaos or thwart Sigmar’s grand designs is yet unknown.

THE GREEN HORDES

ORRUKS AND GROTS

Utterly wild and unpredictable, the greenskin races of orruks and grots are perhaps the most warlike creatures to be found anywhere in the Mortal Realms. Orruks are mighty and muscular creatures, lantern-jawed brutes whose only joy in life is bludgeoning, chopping and otherwise brutalising anything in their path. Grots, by contrast are diminutive and agile. Though they lack the powerful bulk of their larger cousins, they still find a cruel joy in war.

In the Age of Myth, the prominent deity of the greenskins, Gorkamorka, fought a tremendous battle against Sigmar – a legendary encounter that shattered mountains and gouged out valleys. Eventually the two gods found mutual respect for one another, and the two-headed Gorkamorka agreed to fight for the God-King's Great Alliance. He was a primal force, sent rampaging against the enemies of the God-King. Legend tells that Gorkamorka finally lost interest in following orders, and resumed his gleeful fighting of everyone instead.

At the dawn of the Age of Sigmar, the greenskins remain scattered across the Mortal Realms, but their power is depleted. Tens of thousands toil beneath the lash in Chaos slave camps, while others battle in the wilderness, wherever they can survive.

As the Stormcast Eternals launch their lightning strikes into the Mortal Realms, the greenskins also muster in greater numbers than have been seen in an age. The rising tide of violence is a catalyst that empowers them, rousing them to take up arms and unite in mighty Waaaghs!, greenskin crusades. Across the Mortal Realms, from the Gilded Fjords to the Screaming Stones, orruks emerge from skull-faced mountains to wage war.



Above: Orruks and grots gather in tribes, some as small as a few hundred greenskins, others numbering in the hundreds of thousands, or even more. The Spiderfangs ride into battle on the back of grotesque venomous arachnids, instilling their foes with primaeval dread as the click-clack of claws heralds their advance.



Above: Although the Age of Chaos has been hard upon the greenskins, they remain

undaunted and unbowed. Across the Mortal Realms orruk armies continue to battle against the scions of the Dark Gods.

TOWERING BRUTES, RAVENOUS KILLERS

OGORS AND GARGANTS

The creatures known across the Mortal Realms as the ogors have much in common with the greenskins, in attitude if not appearance. Brutish and bellicose, they are given to bullying anything smaller than they are, and hunting down, killing and eating anything bigger.

Although little is known of the ogor tribes, reports from those who have survived their deadly migrations speak of vast hordes of ogors rallying together with common purpose. The Beastclaws, for instance, favour massive monsters, such as the Stonehorns and Thundertusks, and the dread power of Ironblaster cannons, and are led into battle by gnarled Beastclaw Hunters. The Gutbusters, it seems, prefer rank upon rank of merciless ogors, united under the despotic leadership of a Gutbuster Tyrant and his Ironguts. A single blow from an Irongut's falchion can cut a Stormcast Eternal in two, and their thunderous charge can shatter entire shieldwalls. For the ogors, fighting is enjoyable, but it is also a means to an end: they possess a relentless, all consuming appetite that they sate in banquets of flesh and bone in the aftermath of battle.

The Aleguzzler Gargants are another of the forces of Destruction found in the Mortal Realms. Towering creatures with an utter disregard for anything smaller than themselves (which they happily crush underfoot), the Aleguzzlers are inveterate drunkards, a quality that leads to these fleshy behemoths stomping around unleashing their alcohol fuelled aggression, or making others suffer for their murderous hangovers. The lumbering advance of these fleshy brutes is both terrifying and nigh unstoppable.



Above: A vast army of Beastclaw ogors scours the Realm of Ghur, laying waste to all

before them. The ogors have fought endless wars against the forces of Chaos, determined to protect their hunting grounds from the scions of the Dark Gods. Such battles have often caused them to unite (for a time) with the orruks and Aleguzzler Gargants, a truly formidable alliance.



Above: An Aleguzzler clan on the charge is an avalanche of muscle and bone, able to kick through phalanxes of Chaos Warriors and tear down Chaos strongholds. Unfortunately, such is their level of drunkenness that Aleguzzler charges often include plenty of stumbling and no small amount of unplanned vomiting.

And coming in next week's White Dwarf: Rest uneasy; the forces of Death arise!



WARSCROLLS

The Stormcast Eternal Judicators are death from afar, Sigmar's vengeance borne upon the wind with all the fury of a lightning bolt. Here we present the warscroll for using them in your games, as well as some advice on how to use them to best annihilate Sigmar's foes.



Judicators are the long arm of the Stormhosts, avengers who smite the foe with eldritch bolts from afar. In your battles they are the key to slaughtering the Stormcast Eternals' enemies before they can get to grips with your warriors. With four different types of weapon in the kit, you've got some real choices to make when you build them – so to help you along, we've compiled some tips on what each weapon is best for:

Skybolt bow: With long range and deadly stopping power, the skybolts are perfect for bringing down heavily-armoured foes.

Shockbolt bow: Shockbolts are great at killing off groups and monsters – chain lightning can kill up to six enemies or badly wound a monster with a single shot.

Boltstorm crossbow: The ultimate crowd-killer, boltstorm crossbows might have a shorter range than the bows, but they fire twice (three times if the Judicator stayed still). Get close and scythe down mobs of Bloodreavers, grots and other lesser foes.

Thunderbolt crossbow: The power of this crossbow is incredible – and what's worse, it's most accurate against large units.

GET THE WARSCROLLS

Warscrolls contain everything you need to use your models in your games. Getting hold of the warscrolls for your models is easy. Every new release for Warhammer Age of Sigmar has the warscroll for the models in the box.

If you've got an existing Warhammer army, you can download a free Battletome full of warscrolls online:

games-workshop.com





JUDICATORS

Whistling volleys of arrows and bolts herald the attack of the Judicators. Evil men are found wanting in their sight, and fall pierced by crackling arrows of pure lightning, or feathered with dozens of sigmarite crossbow bolts. Rank upon rank of the enemy tumble to the floor as the Judicators ply their deadly trade, until nothing remains of their foe but corpses.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skybolt Bow	24"	1	3+	3+	-1	1
Boltstorm Crossbow	12"	2	3+	4+	-	1
Shockbolt Bow	24"	1	3+	3+	-1	1
Thunderbolt Crossbow	18"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Gladius	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Judicators has 5 or more models. Units of Judicators are armed with either long-ranged Skybolt Bows or rapid-firing Boltstorm Crossbows. 1 in every 5 models may instead be armed with either a Shockbolt Bow or a Thunderbolt Crossbow. In addition, every model in the unit carries a sharp Storm Gladius.

JUDICATOR-PRIME

A Judicator-Prime leads this unit. Add 1 to the hit rolls for a Judicator-Prime.

ABILITIES

Rapid Fire: If a unit of Judicators does not move in the movement phase, then you can add 1 to the Attacks characteristic of any Boltstorm Crossbows the unit uses in the shooting phase of the same turn.

Chained Lightning: If a Judicator attacking with a Shockbolt Bow scores a hit then the bolt explodes into a storm of lightning. Instead of making a single wound roll, roll a dice and make a number of wound rolls equal to the number scored.

Eternal Judgement: You may re-roll any hit rolls of 1 when a Judicator attacks a Chaos unit in the shooting phase.

Thunderbolt Crossbow: When a model attacks with a Thunderbolt Crossbow the target is struck by a mighty blast of Celestial energy; pick an enemy unit within 18" and roll a dice. Subtract 1 from the roll if the target is a **MONSTER**. If the result is equal to or less than the number of models in the unit, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, JUDICATORS



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 look at Stormcast armour, transfers, an owl, a pirate and the colour turquoise.

IN SIGMARITE CLAD

WE TAKE A CLOSER LOOK AT THE ARMOUR OF THE STORMCASTS

Every Stormcast Eternal wears a suit of full plate armour made of pure, unalloyed sigmarite. Mined from the heart of Mallus, the world-that-was, sigmarite is nigh impenetrable and virtually immune to the taint of dark magic.

The armour worn by each Stormcast is a reflection of their rank within their Warrior Chamber. Liberators and Judicators wear relatively plain armour, their greaves and vambraces unadorned save for a lightning bolt on the right knee. Prosecutors wear similar armour, albeit with the twin-tailed comet engraved on their vambrace, the symbol of their conclave.

Warriors of the Paladin Conclave, such as the mighty Retributors, wear far more ornate armour, denoting their high status within the Stormhost. Their left pauldrons are embellished with symbols and roundels, their helms resplendent with lightning bolts and the reliquaries on their backs are crowned by a halo of sigmarite.

Lord-Celestants wear even more elaborate armour. The lion head, as worn by Sigmar himself, forms a major part of their armour and is fashioned into both their breastplate and right pauldron. They also wear a heavily-decorated shoulder guard and roundel on their right arm.



THE MAN BENEATH THE ARMOUR

In battle, all Stormcast Eternals wear grim-faced helms that hide their features. Indeed, there's no flesh to be seen on a Stormcast Eternal at all and many that encounter them believe them to be god-like beings. This is not far from the truth, for though the Stormcast Eternals were once men, their reforging has made them so much more. Intrigued? Pick up a copy of the Black Library novel *The Gates of Azyr*, a tale that really puts certain truths in context.

ICONS OF THE CONCLAVES

Every Stormcast Eternal is part of a conclave, each of which has a symbol to help warriors identify each other in the heat of battle. The Stormcast Eternal transfer sheet that comes in each Stormcast box includes symbols for all the warrior conclaves: a lightning bolt for Liberators, a star for Judicators, a crescent moon for Retributors and a twin-tailed comet for Prosecutors.



Left: The conclave symbol is worn on the left pauldron of a Stormcast's armour, as

shown here on this Judicator. The colour of the symbol has no relevance, merely whatever shows up best on the armour panel below.

Right: Retributor armour is covered in filigree and icons of Sigmar, including their left shoulder pad. As a result, their conclave icon is featured on their right shoulder instead.

BACK TO THE REALM OF CHAOS

Earlier in the issue we finally relented to the whispered promises of the Chaos Gods and inducted the Daemon Prince into our Hall of Fame. As we mentioned in the article, there are dozens of options in the kit and we thought we'd share a few of them with you.



The kit includes three heads: a feral beast with curved horns **(1)**, a snarling monster with a lunatic grin **(2)** and the former Chaos Space Marine shown earlier. The kit also has six arms, two in horribly-stretched power armour, one with grasping boney fingers and three clutching weapons. The corrupted power sword you've already seen, but the kit also comes with a possessed blade and a brutal axe **(3)** perfect for a Daemon Prince who's more concerned with butchery than adoration. And do you recognise these bits **(4)**? They're actually backpack exhausts, just really big ones melded with flesh. Grim.



PAINTING THE CELESTIAL VINDICATORS STORMHOST

Earlier in the magazine you will have seen a Stormcast Eternal Judicator from the Celestial Vindicators Stormhost. With their vibrant turquoise armour, they make for an impressive sight on the battlefield, so we had a chat to the guys in the Studio army painting team, who came up with this stage-by-stage guide on how to paint them for your collection.

After assembly, the whole model was undercoated with Chaos Black spray and then basecoated with Macragge Blue spray. Applying the basecoat this way is not only very quick, but also very easy, providing a smooth base for the next layer of paint (in this case Sotek Green) and gives the model's armour a more vibrant, lacquered appearance.



The armour was basecoated with Sotek Green and the gold trim with Retributor Armour. The tabard and shoulder pads were basecoated with Celestra Grey.

2



The whole model, save the areas painted gold, was washed with Nuln Oil, making sure that more was applied in the deep recesses. The gold areas were washed with Reikland Fleshshade.

3



With the washes dry, the armour and trim were tidied up with their original colours while

the shoulder pads and tabard were painted with a layer of Ulthuan Grey.

4



Finally, the armour was highlighted with Temple Guard Blue, the gold with Runefang Steel and the grey areas with White Scar. The base was finished using sand and Mordheim Turf.

READER'S MODEL OF THE WEEK

Kaptin Badrukk is the biggest, baddest Ork Freebooter around, which is why Luther Davies painted him for his growing Ork Waaagh!

Like all Flash Gitz, Badrukk wears ostentatious clothing to show his wealth. Luther painted his tattered coat a deep purple and all the dags and glyphs yellow to show his former allegiance to the Bad Moon clan before he got booted out for being too flash. Luther has even freehand painted a treasure map onto Badrukk's loin cloth where X may (or may not) mark the spot of a hidden cache of teef.



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: OWL FAMILIAR

The Sylvaneth forests are home to many mystical creatures. Some, like Dryads, are vicious and full of rage. Others, like this three-eyed owl from the Treelord kit, are cunning and spiteful, waiting for just the right moment to strike.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: companions – loyal, sinister and otherwise.

DRACOTHS

Gigantic, lightning-spitting drakes, Dracoths can be tamed and ridden by only the most noble. First amongst the Dracoths to submit to a Lord-Celestant of Sigmar's Stormcast Eternals was Calanax, Vandus Hammerhand's ceaseless mount in the war for the Igneous Delta. Alas, such loyalty comes often at a price, even for beasts as mighty as a Dracoth...

AZRAEL'S WATCHER IN THE DARK

There are more than a few of these sinister, diminutive, shrouded wraith-like figures lurking in the Rock, and they are a mystery perhaps even to the Dark Angels themselves. No matter, for whenever Azrael, the Supreme Grand Master of the Dark Angels takes to the field of battle, it is in the company of such a creature. Whether it is always the same Watcher, perhaps even Azrael himself knows not, and yet the creature bears always the Lion Helm, one of the very foremost of the relics of the Dark Angels.

TAU DRONES

The Tau would like to think that all the races of the galaxy will one day see sense and join them in adherence to the all-consuming philosophy that is the Greater Good. And yet, strangely, their staunchest companions seem to be the mechanical intelligences they build for themselves! Even these are programmed with a primitive understanding of the Greater Good, unswerving allies to Tau warriors like Commander Shadowsun, and relentless nuisances and constant threats to everyone else.

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



WYCH BITS DO I NEED?

Greetings, great white-bearded one. I have a question about the conversion of Viliar Ythiss, the Succubus in Raiders of Commorragh. What bits were used to make her, as I'm struggling to find a left-handed blast pistol?

- Jonathan 'Armless' Byard

GROMBRINDAL SAYS

Great white-bearded one... I like it. Your level of respect is most appreciated. I will find an

answer to your question.

The conversion for Viliar Ythiss is based on the Succubus model with a couple of choice components from the Wyches boxed set, such as her head and left arm. That arm is actually two pieces – the arm and the gun. The left arm originally held a knife, while the blast pistol was originally attached to a right hand. The knife was carefully cut below the hilt and the blast pistol around the trigger before the two parts were joined together. A simple but effective conversion.

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

In 926.M41, the Blood Angels 2nd Company were despatched to the Vidar Sector to destroy the Necron World Engine. Among their number was Squad Haevron, the Company's fourth Tactical Squad, who distinguished themselves by holding the Perfidious Catacombs on Varvenkast for a week without reinforcement. Battling against hordes of living metal warriors, Sergeant Haevron and his squad could do little more than hold their ground against overwhelming numbers while civilians were evacuated. Despite their skill at arms, there was little evidence of the destruction they caused, for the Necron dead simply phased out when broken beyond repair. Only the wounds and battle-damaged armour of the ten Blood Angels remained as evidence of their hard-fought engagement.



Above: Squad Haevron was painted following the painting guide in Sons of Sanguinius, albeit with a wash of Nuln Oil instead of Agrax Earthshade.



Above: The Company markings are a yellow blood drop on the right shoulder pad, while the squad markings are a red blood drop on the right knee.

NEXT ISSUE: Retribution, decimation, death! and... Arimies on Parade!



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