

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE
CITADEL MINIATURES
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
ISSUE 81
15 AUGUST 2015

THE AXEMAN COMETH!
THE EXALTED DEATHBRINGER OF
KHORNE CHARGES IN



WARHAMMER®
AGE OF SIGMAR



WHITE DWARF

ISSUE 81
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THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.



BLOOD AND GUTS

The Mortal Realms are drowned in blood, choked under the heel of Chaos – and at the forefront of the unimaginable brutality wrought on the peoples of the realms stand the Exalted Deathbringers, butchers beyond compare and the horrifying lieutenants of the Lords of the Khorne. Daemonic of aspect and shorn of humanity, they will stop at nothing to claim skulls for the Blood God, and the arrival of the Stormcast Eternals is merely another opportunity to spill blood in Khorne's name.

You can see this brutal new miniature in all its glory right over the page, and we've also got a full painting guide for the Exalted Deathbringer on page [here](#) (plus its warscroll [here](#)).

To further celebrate the Blood God we're also proud to present a look at making suitably imposing armies of Khorne and a treatise on his mightiest heroes. Sigmar has certainly got his work cut out if he wants to topple the throne of skulls... ☠

KHORNE BLOODBOUND

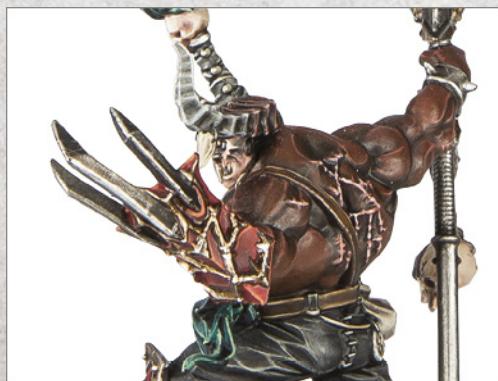
EXALTED DEATHBRINGER

Every worshipper of Khorne fights to earn the approval of the Blood God, offering oblations to their murderous lord upon the field of battle. The Exalted Deathbringers are the embodiment of this cruel creed, fuelling their ascent to glory with every foe they butcher.

Exalted Deathbringers are reapers of men, blood-splattered killers who harvest skulls with every swing of their axe and claim souls with each thrust of their skullgouger blades. They are Bloodbound who have risen in status and prowess until they are on the brink of ascension. Khorne watches their labours, for their bloody acts of violence have piled mountains of skulls at the feet of his throne and shed rivers of blood in his name.

Such is Khorne's approbation that he pours out his blessings upon them, making the Deathbringers even deadlier – their bodies ripple with muscle, their flesh scarred with runes of devotion to their murderous god. Their strength is such that they can heft ruinous axes – gigantic weapons forged from those taken from the enemy's defeated champions, flensed trophy-skulls hanging from them – exulting in every rise and fall of these accursed blades and the great gouts of blood they unleash. Horns jut from their heads in mimicry of those on Khorne's mightiest daemonic servants and their teeth are hardened into vicious fangs for tearing the flesh of their victims. The Exalted Deathbringer model is a plastic kit that captures the monstrous might of these killers perfectly. Eschewing armour, he wears only sparse plates, as much to evoke fear with the hideous faces carved into them as to protect his own body. The Exalted Deathbringer cares nothing for his own safety, only for the glory of battle. ☀

For more on the new Exalted Deathbringer, check out our Paint Splatter article on page 16 and the full warscroll [here](#).



1 Where others might carry a shield, the little protection an Exalted Deathbringer affords himself is, in fact, another wicked, bladed weapon – the skullgouger. In combat he uses it to turn aside the enemy's blows, ramming the blades of his skullgouger into guts, groins, throats and eyes as he does so – all of which serves to delight the Deathbringer's patron, Khorne.



2



3

2 The Exalted Deathbringer has been carved with the rune of Khorne, a brand of scarified flesh to mark his infernal allegiance. He is well on the road to Daemonhood.

3 Upon the Exalted Deathbringer's face is the clearest sign of the Blood God's favour: curved horns, reminiscent of those on a Wrath of

Khorne Bloodthirster, jut from his head, while the features of his face have taken on a twisted, feral visage. He is well on the road to Daemonhood.

4 As Bloodbound clash with the Hammers of Sigmar, the Exalted Deathbringer shoulders his way to the front of the fighting.



4

NURGLE ROTBRINGERS

Like a **filthsome** tide, the Rotbringers of Nurgle sweep across the Mortal Realms, vast legions of blighted warriors who bear axe and disease alike in their mission to subjugate the few remaining free peoples and drown the Mortal Realms in pestilence and decay.

READY FOR BATTLE

The Nurgle Rotbringers are one of the main threats facing the Mortal Realms as the armies led by the Glottkin, Gutrot Spume, Morbidex Twiceborn and more wreak havoc in the Realm of Life. You'll find a host of warscrolls and a new warscroll battalion in the Quest for Ghal Maraz book. The Nurgle Rotbringers kits also come with warscrolls included in the box, and you can find warscrolls for the rest of the Nurgle Rotbringers range in Warscrolls Compendium: Warriors of Chaos, free to download from:

www.games-workshop.com

Across the Mortal Realms the servants of Nurgle gather in vast numbers, hulking warriors bloated by the power of their hideous patron until they are a grotesque parody of their former humanity. Tough, resilient and utterly foul to behold, these are the Rotbringers, powerful warriors who have willingly given themselves to the Lord of Decay that they might spread his sicknesses and diseases far and wide.

Hideously mutated lords lead the throng, including powerful warlords such as Gutrot Spume, the commander of Nurgle's great plague fleets, and the hideous brothers Glott, known and feared across the realms as the Glottkin. The Maggoth Lords,

Orghotts Daemonspew, Morbidex Twiceborn and Bloab Rotspawned, have slain thousands with plague-curse and blade alike. Behind these sorcerers and lords march the Putrid Blightkings, hardened killers who have felt the plague kiss of a daemonfly and whose bodies have undergone the plague-change. With sword, axe, mace and mutated limbs they fight, a wall of putrescent flesh and bulging muscle that will not be denied.

And now, the Nurgle Rotbringers have been repackaged for Warhammer Age of Sigmar, with new warscrolls, ready to crush the free folk and drive the Stormcast from the realms. Check them out now. ✕



MASTER OF THE HUNT

The White Scars have finally run a hated foe to ground – but can they slay the Doomrider?



By Josh Reynolds
Audio drama | 78 minutes

Four times the daemonic traitor known as Doomrider has escaped the Great Hunt of the White Scars. Kor'sarro Khan is determined there will not be a fifth.

Available on CD for the first time, *Master of the Hunt* is a riveting audio drama that sees the greatest huntsman in the galaxy, Kor'sarro Khan, ride to war against the sickening Daemon Prince of Slaanesh.

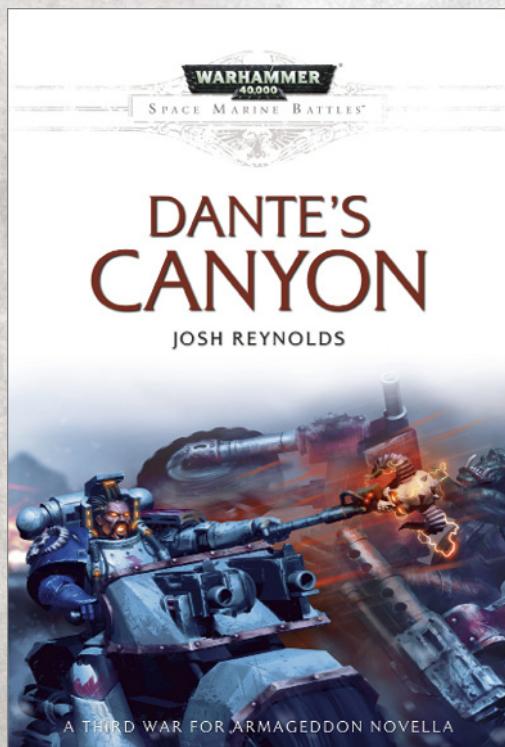
With exemplary voice-acting from Black Library staple Toby Longworth and a great score to boot (when the White Scars ride into battle against the Chaos advance, it really takes off), it's a brilliant production. Without spoiling the ending, the result is an epic confrontation between hero and villain that should leave listeners very satisfied – plenty of blood is shed. ✕

These Black Library books and audio CDs are also available as eBooks and MP3 downloads. For more information visit:

www.blacklibrary.com

DANTE'S CANYON

As Orks swarm over Armageddon, the White Scars must harness the power of the storm.



By Josh Reynolds
Hardback | 128 pages

In *Dante's Canyon*, two of the galaxy's fastest-moving forces go head to head in a battle for the war-ravaged world of Armageddon. The elite warriors of the White Scars Tulwar Brotherhood clash with the speed-obsessed maniacs of the Ork Kult of Speed.

Previously only available as an eBook, *Dante's Canyon* is now offered as a hardback novella, with the same binding and finish as the other titles in the popular Space Marine Battles series. The cover depicts Stormseer Kanim, one of the principle heroes of the piece. Kanim has visions that one of the members of the Tulwar Brotherhood is destined for great deeds, but as the battle with the Kult of Speed looms large, it becomes increasingly obvious the Stormseer might not be able to spare his brother, not without a terrible cost. Josh Reynolds sets an excellent pace in the novella as the White Scars operate their trademark hit-and-run warfare. Of particular note is Scout Squad Rukn, who had our attention from the moment they spring the story's opening ambush to the bloody conclusion. ✕

FURTHER READING

There is a distinct White Scars theme to Black Library's releases this week, and if stories of the Sons of the Khan inspire you, then rejoice! There are plenty more to be had, whether you want to try out the *Hunt for Voldorius* by Andy Hoare, which depicts another of Kor'sarro Khan's great hunts, or to delve into their history with the exceptional *Scars*, which sees the Great Khan choose his allegiance in the Horus Heresy, there is loads to choose from. Check out the whole range online: blacklibrary.com

FORGE WORLD

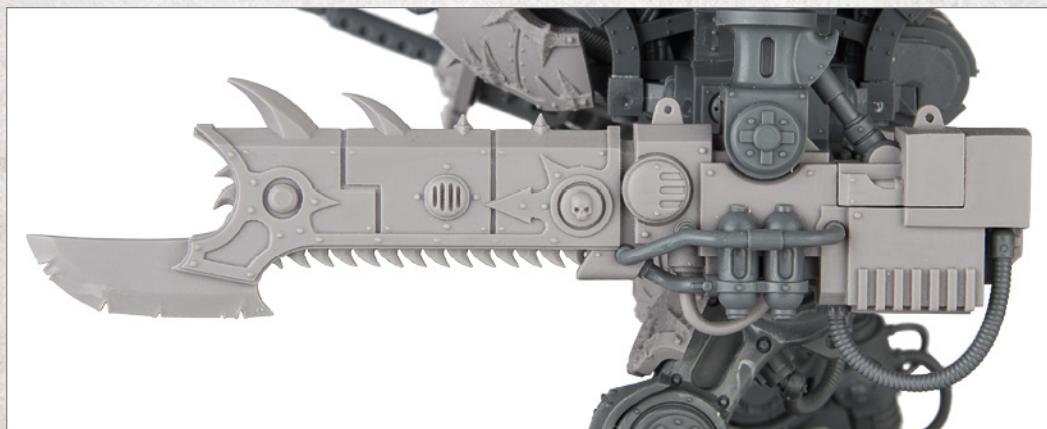
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we present the behemoth of Daemon-forged metal, belching smoke stacks and shattered oaths of fealty which is the new Chaos Knight.



Chaos Knights are the sinister cousins of the noble war machines of the Imperial Knight houses – they are towering effigies of destruction with the murderous power to smash battle tanks asunder and obliterate entire infantry companies with their thunderous weapons.

In ancient times, many Imperial Knight houses were lured into alliance with the Warmaster, readily joining the Horus Heresy that split the Imperium. Famous treacheries, such as those of Houses Devine and Makabius, live in infamy for the oaths broken and the atrocities committed. It is a matter of shame that in the millennia since many rogue Nobles, and occasionally entire Knightly houses, have also turned on their former allies and cast in their lot with the Dark Gods.

The new Chaos Knight model from Forge World is a resin and plastic kit that enables you to build either a Knight Errant or Knight Paladin. The Knight suit's armour has been corrupted by the warping power of Chaos, with the shape of the eight-sided star straining to push out through the armoured carapace. All of the armour plates have traditional Chaos stylings, with the eight-pointed star device and the eye of Horus prominent throughout. The kit also includes a pair of shields, one with space to add your own heraldic device, while the other is covered in leering daemonic faces. There are also alternative gun-shields for your rapid-fire battle cannon and thermal cannon, and an entirely new reaper chainsword. If you're looking for a hulking addition to your Chaos army, this is it! ☀



1



2

1 The reaper chainsword is the standard close combat armament of many Knight war suits, a massive chainblade that can hack a land raider in two or deliver a deathblow to a Hive Tyrant. The one on the new Chaos Knight is a separate piece, with horns protruding from the metal casing, and has a savage bayonet (for impaling other Knights, we reckon).

2 From above you can see the extent of the corruption wrought upon the Knight suit's carapace. Whether this is a sign of Chaos-taint causing the ancient and venerable armour to crack open, revealing the evil beneath, or a deliberate design of the lunatic artisans of the hell-forges is unknown.

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



BOUND BY BLOOD

The Blood God's armies are unimaginably vast, frenzied legions of bloodthirsty warriors who seek to drown the Mortal Realms in violence, slaughter and eternal battle. Bound to Khorne by oaths of blood, only eternal glory or a bloody death awaits them.

WARSROLLS COMPENDIUMS

Every unit in Warhammer Age of Sigmar has a warscroll that includes all their rules. Warscrolls for new units such as Bloodreavers are included in the kit while warscrolls for existing units like Skullcrushers and Bloodthirsters can be found in Warscrolls Compendiums, downloadable for free from the Games Workshop website.

Following the dissolution of Sigmar's Grand Alliance, the Mortal Realms were overrun by the forces of Chaos, entire nations and mighty kingdoms torn asunder by the unstoppable armies of the Dark Gods. Revelling in the violence and bloodshed, Khorne's power grew strong, his mounting rage and desire for carnage sweeping across the Mortal Realms, infusing those of a violent disposition with an unquenchable thirst for slaughter.

And so did Khorne's armies grow beyond measure, a tide of mortals, monsters and Daemons to conquer all existence.

Collecting an army dedicated to Khorne is both an exciting challenge and a diabolical pact, a bloody bargain you'll find hard to renounce once you witness the Blood God's chosen warriors in battle. At your command is a frenzied horde of blood-mad marauders whose primary concerns are claiming skulls and spilling blood and where honour and gallantry can be shoved aside and replaced with violence and slaughter. There is no thought for self-preservation or civilisation, of redemption or vengeance, just an overriding need for battle that gives the army an incredible sense of power and purpose.

One great way to build a Khorne army is to follow the story of the Age of Sigmar as it unfolds, adding new units to your force when they appear in the narrative. The Khorne force shown below is based around Korgos Khul's Goreblade Warband that comes in the Warhammer Age of Sigmar starter set – the first Chaos army encountered by the Stormcast Eternals. Though a formidable force, the Goreblade is just a small fragment of Khul's kingdom-crushing army, which numbers in the millions and lays claim to vast tracts of the Realm of Fire. When Vandus Hammerhand's Thunderstrike Brotherhood descended from the heavens to re-open the Gate to Azyr on the Brimstone Peninsula, it was Khul's Goreblade that opposed them, his forces swelling exponentially as his followers

raced across the lava fields of Aqshy to fight this new and deadly enemy.

To represent Khul's reinforcements in his ongoing war with the Stormcast Eternals, we have added several new units to his Goreblade in the form of the Frenzyblood Tribe – a unit of Bloodreavers – and Mordax Slaughterthirst, an Exalted Deathbringer second only to Khul himself within the Goretide. We have also tapped into the Warriors of Chaos Warscrolls Compendium (available to download for free from the Games Workshop webstore) to include a unit of Mighty Skullcrushers, part of the Brass Stampede that fought alongside Khul's Goreblade at the Gate of Wrath. As a small force with a great story behind it, it's a worthy dedication to Khorne. But you can always go bigger...

Korgos Khul's Goreblade warband is reinforced by the Brazen Beasts, a thunderous cavalcade of Juggernaut-riding warriors eager for battle. Units like this are the perfect addition to a Khorne Warband – a fast-moving, hard-hitting shock unit that will ride roughshod over all but the toughest opponents. While the Bloodreavers set about massacring the enemy's troops (and picking the best cuts of meat for the flesh-banquet), the Skullcrushers can tackle the enemy's best warriors head on, claiming many worthy skulls for Khorne's throne.





Whether mortal or Daemon, all the models in the army above are painted in the colours of Khorne: red, brass and black, with numerous skulls and plenty of bare skin to show their disdain for armour and self-preservation. Not only does this make painting the army easier, with one set of stages to follow for all the models, it also unifies the force together into a very impressive collection.

Khorne's mortal armies are known collectively as the Bloodbound, huge legions made up of countless men, creatures and beasts, every one of them consumed by rage and the desire to kill. Should a Bloodbound host wreak enough carnage, Khorne will send his daemonic emissaries to further the bloodshed, Flesh Hounds and Bloodletters rising gore-slick from pools of blood to join Khorne's mortal followers in battle. Spurred on by

the presence of Khorne's Daemons – his rage and anger made manifest – the Bloodbound fight even harder. Rivers of blood flow, piles of skulls rise ever higher and mountains of eviscerated corpses litter the battlefield, Bloodcrushers, Skullcannons and even mighty Bloodthirsters rising hungrily from the gore to join the slaughter. An exciting premise for a Warhammer Age of Sigmar army if ever there was one.



The army above represents Korgos Khul's horde as it marches to war against the Stormcast Eternals, a roiling tide of Bloodbound fanatics, Warriors of Chaos and Daemons of Khorne. At the heart of the army is Khul's Goreblade Warband, which is accompanied by a tribe of Bloodreavers. Joining them are a horde of warriors picked from the Warriors of Chaos Warscrolls Compendium including Chaos Knights, Chariots, Mighty Skullcrushers

and a Warshrine, plus Skullreapers and Wrathmongers led by Mordax Slaughterthirst and Skarr Bloodwrath respectively. The army is further bolstered by a host of Daemons led by Karavox, a Bloodthirster of Insensate Rage who leads the Bloodletters known as the Huntskards. It's a mighty army worthy of Khorne that will turn the Mortal Realms red with the blood of its people and claim many skulls for the Blood God. ✕

CHAMPIONS OF THE BLOOD GOD

Khorne has many champions, from mortals like Korgos Khul and Valkia the Bloody to Bloodthirsters such as Ka'Bandha and Karavox. Who will you choose to lead your army, or will you create your own battle-hungry champion?

BLOOD OF CHAMPIONS

KORGHOS KHUL

Korghos Khul is one of Khorne's mightiest generals and leader of the Goretide. It's said that he was once a Skullreaper and the first of Khorne's servants to set foot in the Realm of Aqshy during the Age of Chaos. As an Aspiring Deathbringer he led the assault on the city of Aqshyara and was locked inside when the great portcullis that guarded its entrance came crashing down. The slaughter that ensued drew Khorne's attention and Khul was forever blessed by the Blood God.

Since that day, Khul has lived a hundred times his mortal lifespan and not a day has passed without him making a gory offering to Khorne. Yet despite the Blood God's favour, daemonhood evades him and he seeks ever more worthy adversaries to slay in his god's name. The Stormcast Eternals, it seems, are next on his list...



VALKIA THE BLOODY

Gorequeen, Lady Wrath, Da Red Spear – Valkia the Bloody is known by many names across the Mortal Realms, a merciless killer who strikes without warning, leaving only corpses in her wake. Legend has it that Valkia was once a tribal queen who personally decapitated those who displeased her. Betrayed by her own tribe for her murderous devotion to Khorne, her body was plucked from the battlefield by the Blood God and brought back to life, reshaped in a form more pleasing to him, with daemonic wings and cloven hoofs. As one of Khorne's favoured champions and, it is rumoured, his consort, Valkia terrorises the Mortal Realms to please her warrior god. Her followers, knowing Khorne's burning gaze rests upon the Gorequeen, fight all the harder in her presence, determined to impress their wrathful deity.



Khorne has many mortal champions, blood-crazed warriors who have shown their loyalty to the Skull Throne thousands of times over. They are butchers and murderers, every one of them seething with the Blood God's wrath and unstoppable in their wanton destruction.

SKARR BLOODWRATH

Skarr Bloodwrath was once a mortal warrior, a tribesman of the Skaramor on the world-that-was. Through sheer ferocity he claimed the title of warlord, earning Khorne's favour by slaying the champions of rival gods. So great was the slaughter he caused that when he finally died the Blood God was loath to relinquish his soul to the underworlds, instead bringing him back to life to continue his gory work. Now, aeons later, Skarr's mind is entirely consumed by death and destruction. Though Wrathmongers and Skullreapers follow him into battle, he commands no one, caring nothing for tactics and strategy, only bloodshed and butchery. Should Skarr fall in battle, Khorne will weigh up his offerings and resurrect him accordingly. Sometimes his rebirth is instantaneous, other times it may take centuries, but Skarr always returns.

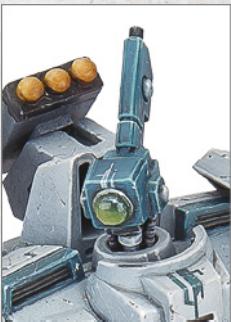


SCYLA

The monstrous Spawn known as Scyla was once a champion of the Chaos Wastes before even the Age of Chaos. Through his bloody endeavours he was gifted with mutations, every one of them a vicious tool to further the carnage he caused. Gnarled horns burst through blood-red skin, his mouth filled with fangs, his fists swelled to the size of boulders and a serpentine tail snapped at those who got too close. Khorne's greatest gift – though some would argue otherwise – was to give Scyla the mind of a ravenous beast. Driven by animalistic rage, Scyla never sleeps, never tires and never stops, charging from one battle to the next in an endless orgy of destruction. The Bloodbound see it as a great honour to fight alongside Khorne's favoured Spawn, though only the insane fight directly next to him, for to do so is to invite their own destruction. ☣



'EAVY METAL



1



2



3

1 This model has been converted from a Broadside battlesuit combined with the XV8 Battlesuit Commander. The head is actually a support system from the Broadside kit.

2 The Fire caste symbol is picked out in purple, one of the model's key spot colours.

3 The Recon Drone shares the Commander's colour scheme, its upper hull emblazoned with a series of battle honours.



Despite being relative newcomers to the galactic battlegrounds of the 41st Millennium, the warriors of the Tau Empire have access to some of the best technology around, including battlesuits, drones and advanced weapons systems. Many also make use of camouflage patterns and elaborate stealth fields, which make for great painting opportunities on your Tau miniatures.

This Battlesuit Commander is a member of the Bork'an Sept, as shown by the turquoise markings on his armour. Like all Tau Commanders, his helmet is painted in

the colours of his sept world, while other panels on his armour, such as the centre of his shoulder pad and the middle panel on his left thigh, indicate what cadre and battle formation he's attached to.

Another feature unique to the Tau is the geometric patterns painted on their armour. While unintelligible to other races, to the Tau they represent battle honours, appellations and pertinent suit data. The lines were drawn on with a thin pencil to establish the pattern before the shapes were blocked in with Stegadon Scale Green and highlighted with Sotek Green.

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures. Curated by the renowned 'Eavy Metal team, this week we take a closer look at Tau camouflage and sept markings.



Tau vehicles and Stealth Teams often use high-tech camouflage systems to disguise their outlines or, in some cases, to obscure their form entirely. While Imperial tanks make use of disruptive camouflage patterns painted directly onto their hull, the Tau use projection fields and digital technology to change the pattern on their vehicles to suit their needs. A splinter camouflage pattern, with jagged edges and geometric shapes, represents this high-tech solution of adaptive camouflage perfectly and looks great on Tau models. The Piranha above is a great example of putting the theory into practice.

The pattern was achieved by masking off parts of the model with masking tape and painting the straight lines. The masking tape was then reapplied in a different direction and the next colour applied. Note how the pattern only covers the nose and one wing of the Piranha, giving the impression that it's changing mid-flight, obscuring the craft's black hull with a confusion of geometric shapes. ☛

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.



6 The crew are painted grey to make them stand out from the rest of the vehicle just like the head and weapons on a regular model are often painted a different colour to draw your eye to them.

5 The yellow sept markings show this Piranha is from Kel'shan Sept. Note how the sept markings are never hidden by the camouflage pattern.

6 The camouflage on the drones is painted to line up with the pattern on the hull.

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. Here we look at the Exalted Deathbringer.

The Exalted Deathbringer is a tower of bulging muscles and bad intentions. He's also a joy to paint, thanks to the different textures and techniques you can use on him. Our top tip: make sure you paint the skin first – roughly half the model is made up of bare flesh and by tackling it first you prevent the risk of getting any of the flesh colours on other parts of the model later. Think of it as painting the model from the innermost part outwards.

Skin



Basecoat: Rhinox Hide

L Base



Layer: Cadian Fleshtone

XS Artificer Layer



Layer: Doombull Brown

M Layer



Layer: Pink Horror

S Layer



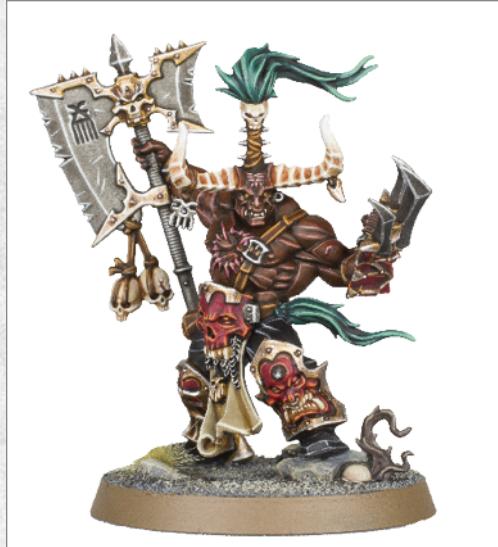
Layer: Tuskgor Fur

S Layer



Layer: Kislev Flesh

XS Artificer Layer



Black Cloth



Layer: Mechanicus Standard Grey

S Layer



Layer: Administratum Grey

XS Artificer Layer



Metal



Basecoat: Leadbelcher

M Base



Wash: Nuln Oil

M Shade



Layer: Runefang Steel

XS Artificer Layer

Loin Cloth



1

Basecoat: Steel Legion Drab

M Base



2

Layer: Karak Stone

M Layer



3

Wash: Seraphim Sepia (recesses)

M Shade



4

Layer: Karak Stone

S Layer



5

Layer: Screaming Skull

XS Artificer Layer

The Studio painters painted the topknot on the model in green, which provides a strong contrast with the red, black and bronze on the model, and acts as a spot colour to unify the Exalted Deathbringer with the other models in the collection. When painting your own models it's worth

thinking about which spot colour you want to use throughout your force ahead of time – you certainly don't have to use green. A little planning will ensure the models in the collection look good together – just choose a spot colour and use a little of it somewhere on each model. ☺

Red Armour



1
Basecoat: Khorne Red

M Base



2
Wash: Nuln Oil

M Shade



3
Layer: Evil Sunz Scarlet

S Layer



4
Layer: Fire Dragon Bright

XS Artificer Layer

Gold



1
Basecoat: Retributor Armour
S Base



2
Wash: Agrax Earthshade

M Shade



3
Layer: Sycorax Bronze

S Layer



4
Layer: Runefang Steel

XS Artificer Layer

Bone

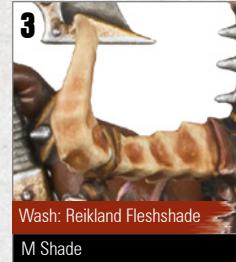


1
Basecoat: Zandri Dust
M Base



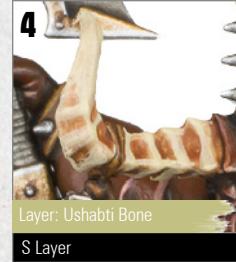
2
Layer: Ushabti Bone

M Layer



3
Wash: Reikland Fleshshade

M Shade



4
Layer: Ushabti Bone

S Layer



5
Layer: White Scar

XS Artificer Layer

Leather



1
Basecoat: Mournfang Brown
S Base



2
Wash: Agrax Earthshade

M Shade



3
Layer: Skrag Brown

S Layer



4
Layer: Tau Light Ochre

XS Artificer Layer

Plume



1
Basecoat: Incubi Darkness
M Base



2
Wash: Nuln Oil

M Shade



3
Layer: Kabalite Green

S Layer



4
Layer: Sybarite Green

XS Artificer Layer

THE LORDS OF DECAY

The Mortal Realms are besieged, teetering on the brink of obliteration as the scions of Chaos crush peoples and kingdoms beneath their feet. At the head of this invasion are the mouldering legions of Nurgle, armies of plague-worshippers determined to drown reality in a tide of filth.

Nurgl is a generous god, a beneficent father who wishes nothing more than to pour out gifts upon his children. To that end the God of Plagues blesses the Mortal Realms with his most beloved creations. At his bidding rivers are made alive with spores and larvae while foetid swamps are made breeding grounds of pestilent vitality, bloated corpses floating amid the murk. When Nurgl's will is finally done, all creation, from one end of the Mortal Realms to the other, will be but part of the Garden of Nurgl in the Realm of Chaos.

To achieve his aims, Nurgl has loosed vast armies of mortal men devoted to his cause. These Rotbringers are fanatically loyal to the Plague God and have sworn themselves to Nurgl both body and soul. Since the Age of Chaos such men have swept aside kingdoms and principalities in crusades of filth, leaving nought but festering ruins in their wake. Worse still, they are not alone. The Plague God bolsters the Rotbringers with packs of Daemons from the Realm of Chaos and roving herds of Beastmen from the fell places of the realms. Even ratmen from Skaven Clan Pestilens swell their numbers. Truly the time of corruption is at hand.

Beneath the Cliffs of Damnation the vast Deadwalker armies of Nagash are smashed by the Nurgl Rotbringers and their allies. By battle's end, the Glottkin and their men stand triumphant.





THE ROTBRINGERS, SONS OF DISEASE

THE NURGLE ROTBRINGERS

Below: Gutrot Spume and his regiments of Putrid Blightkings have sailed across the void to visit ruin upon Ghyan, cutting a swathe across the Mortal Realms. Spume boasts vast legions of oath-sworn warriors, thousands of champions and millions of warriors eager to test themselves against the Stormcast Eternals flocking to reinforce the Realm of Life.

Right: Born anew in the festering paradise of Nurgle's Garden, Morbidex Twiceborn has joined the quest to find and kill Alarielle. Morbidex gleefully spans the bridge between the mortal followers of his beloved Nurgle and the daemonic legions, for it was the kindness of Nurglings that spared him death – and when he wages war it is often beside a gibbering horde of these diminutive plague Daemons.

To Nurgle, a contagion is not a curse, but a glorious boon. After all, is not the hatching of maggots in suppurating flesh the birth of new life? The Rotbringers are those mortal men who have embraced these gifts with gratitude and faith, tribes of hardy warriors who have witnessed the power of Nurgle's plagues and fallen down in worship, devoting their existence to fighting in the Plague God's glorious name.

Across every realm, from the Fireplains of Aqshy to the Glade of Horned Growths in Ghyan, the Rotbringers fight to expand the power and dominion of their patron – duardin kings are butchered in their holds and the Sylvaneth are hewn down like kindling. At every turn they cast down the strongholds of the free, trampling the crops and effigies of the faithless. By sorcery and blade they spread the blessings of Father Nurgle. All before them must bow to their lord or die.

Nowhere has been more cruelly struck by the Rotbringers than the Jade Kingdoms of Ghyan, for the Plague God envies the fecundity of the Realm of Life. His orders to his Rotbringers are simple: corrupt Ghyan and enslave its inhabitants.

Mighty armies led by the greatest of his champions eagerly hack their way through briar and vine. Maggoth Lords crash through sacred glades seeking the goddess of Ghyan, while the Nurgle Sorcerers Slaugoth Maggotfang and Ethrac Glott conspire to loose the Vile Rains, a supernatural storm that will overrun the Athelwyrd in a deluge no living thing save the servants of Nurgle can survive. Torglug, once defender of the Lifewells and now Nurgle's Executioner, has earned himself the epithets Tree-cutter of Thyrr, Gut-Spiller, and Ironhood the Woodsman. Even now his legions of Putrid Blightkings swell the ranks of Nurgle's Grand Congregation.







THE LEGIONS OF DECAY THE DAEMONS OF NURGLE

To face the Daemons of Nurgle is to behold abject despair. They invade the Mortal Realms from the Garden of Nurgle to do their master's bidding – vast hordes led by Heralds, Daemon Princes and even the dread Great Unclean Ones.

Where the Daemons of Nurgle march, the screams of the dying resonate. From the Ash Crags of Aqshy, where the aelven warhosts of Prince Cadris drowned in an avalanche of ichor, to the Sundered Causeway, where the refugees of the Gadrion Alliance were slaughtered, the reach of Father Nurgle is both long and remorseless. Such is Nurgle's greed for the Realm of Life that vast numbers of his Daemons have thronged to his Grand Congregation, uniting with the Rotbringers and their allies under the monstrous dominion of Greater Daemons such as Pupa Grotesse, a vast and hideous Daemon whose filthy ablutions in the

crystal rivers befouled an entire region. At the Battle of Rotwater his clouds of Plague Drones and the serried ranks of Plaguebearers were without number, willingly wading waist-deep in the sludge of the once crystal-pure river to match blades with the Hallowed Knights arrayed against them.

Unlike the Sylvaneth and Stormcast Eternals that battle against them, the Daemons of Nurgle feel no sorrow at the war that ravages the Jade Kingdoms. Instead, they are joyful in their work, delighting in the devastation of their master's pestilences. At the battle of Athelwyrd, the virulent malaise within the plagueswords of Nurgle's Tallymen turned thousands of Dryads to white ash, each victory counted with morbid interest by Wrech Ga'blarr and his fellow Heralds. This for them is joyous work, after all, and long will it yet go on in the Mortal Realms...

Above: Across each of the realms, the hordes of Nurgle advance, their shambling procession heralded by the endless droning of flies and the rank stench of decay.

As the power of Nurgle grows within the Mortal Realms, more of his Daemons are able to pass from the Realm of Chaos and into reality – drawn by the rampant spreading of disease and by the adoring worship of the Rotbringers.



THE PLAGUE RATS, THE VERMINTIDE **SKAUVEN PESTILENS**

When the Great Horned Rat ascended to the pantheon of the Chaos Gods, he wasted no time forging alliances with the great Gods of Chaos. As the Verminlords, foremost amongst his servants, furthered his cause in the Mortal Realms, the Great Horned Rat sealed a pact with Father Nurgle, an uneasy alliance born of respect for the power of festering pox and virulent ague: the legions of Clan Pestilens would join the scions of Nurgle in their quest to hunt down the goddess Alarielle.

To this end, the filth-sodden pack-nests of Clan Pestilens have emptied, swarming to the call of Vermalanx the Corruptor, the Great Horned Rat's chosen agent in the hunt for Alarielle. Already they have committed vile atrocities, reducing glorious glades to festering mulch, defiling meadows and rivers and even burning the remains of an ancient Sylvaneth Treelord in an effort to draw out their foe.

The Brotherhood of the Red Boil have provided thousands upon thousands of Plague Monks in obeisance of the pact between the gods, and in Ghyran the Plague Priest Kratsik drives these hordes into a battle frenzy. In this he is aided by the Plague God, for Father Nurgle has bestowed a singular blessing on the Brotherhood: within the skull of each Plague Monk a daemon maggot burrows. With every mouthful of diseased brain these maggots consume, they compel their hosts to obey Kratsik with yet more fanatical devotion. In the Battle for the Horned Glade, this fearlessness saw the Skaven of Clan Pestilens tear down countless tree spirits, even as their Rotsmog claimed still more, locking the Sylvaneth in battle for long enough for the Skaven's Rotbringer allies to reach the fray, the Putrid Blightkings more than ready to lend axe and blade to the insane warriors of the Great Corruptor. ✕

Above: The scabrous hordes of Clan Pestilens are utterly devoted to worship of the Great Horned Rat as the Great Corruptor. Clan Pestilens boasts many Plague Monks, who show their frenzied devotion to their god on the battlefield with every foe they tear down. Their fangs and teeth are ripe with foul diseases and their blasphemous banners proclaim inevitable death in the grip of some dire plague.

ARMIES ON PARADE 2015

Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army for your collection. As we storm into the third week of this year's event, our painters show off their progress so far.

HOW TO TAKE PART

Anyone can take part in Armies on Parade. All you need to do is paint an army and take it in to one of our stores on 24 October – the Parade Day. The only restriction is that your army, which can include a display board, needs to fit in an area no larger than 2' by 2'. For more information, chat to the staff in one of our stores – they'll be more than willing to help you plan your entry.

AMIDST THE RUINS OF ANDRONICUS

Former Armies on Parade winner Owen Patten has been hard at work on his entry for this year's competition and has recently completed another unit, a Crisis Team of XV8 Battlesuits.

"I've been splitting my time between painting new units and building my display board," says Owen. "Before starting a project like this, I make sure I have a clear idea of what I want to achieve, what the display will look like, how many models I'm going to paint, and so on. I'm

working on my models and my board – a ruined industrial complex in Andronicus Hive on Agrellan – simultaneously, making sure I've left enough space for each unit on the display."

Below you can see Crisis Team Cea'monta, which Owen has converted with spare heads from the Broadside Battlesuit kit and scenic bases made from plastic off-cuts he had spare after making his board, which we look forward to featuring in the next few weeks.



THE ENDLESS DESERT

Having spent the last few weeks frantically drybrushing Skeleton Warriors for his Tomb Kings entry, Dan Harden has decided to paint something different this week – a Numinous Occulum.

"This week I started planning my display board," says Dan. "All my Tomb Kings have sand-coloured bases so I'm going to paint a Realm of Battle board tile to match them. Of course, a flat, featureless desert would make for a pretty boring display, so I've decided to paint some of the new Age of Sigmar scenery pieces to go on it, starting with the Numinous Occulum. I really like the colour scheme for the Ophidian Archway in issue 77 and the cream-coloured walls fit really nicely with the bleached bones of my Tomb Kings. I'm planning to add an Ophidian Archway to my board in the same colour scheme and, hopefully, a pair of Baleful Realmgates."



THE SPREAD OF CORRUPTION

Inspired by Nurgle's corruption of the Realm of Life, Jamie Forster has been painting at a ferocious pace and has recently completed his second unit of Putrid Blightkings, the Haemolytic Brethren. "I'm painting my Nurgle army with a much warmer palette than most people," says Jamie, "as I want them to be fighting in the Realm of Life where there's an overabundance of

flora and fauna for them to corrupt and render down into sludge and slime. I haven't started work on my board yet, but I plan to paint a few copse of verdant trees and a polluted Temple of Skulls where my filthiest heroes will stand. I've also got another unit underway, a Chaos Warshrine carrying none other than Gutrot Spume into battle." ☀





WARSCROLLS

Exalted Deathbringers are powerful warriors determined to scale the heights of glory by slaughtering the enemy on the battlefield. Here we present the warscroll for using the new model, as well as some tips on using him to reap skulls in your games.

KILLER COMBO

Many of the fighters in Warhammer Age of Sigmar become more dangerous when used alongside other models, and the Exalted Deathbringer is no exception. He gets two bonus attacks if he's near a Khorne General. If he's also near a Bloodsecrator, he gets another one. Our advice: keep him alongside your Mighty Lord of Khorne and use him as a hyper-muscular battering ram.

The Exalted Deathbringer is a deadly addition to any warband, a paragon of butchery capable of laying waste to whole regiments. The Exalted Deathbringer can even command the warriors around him, inspiring them to follow his example and fight on against the odds – and if you're willing to sacrifice a few of your lesser minions, you can even have the Exalted Deathbringer hack up a few of his (former) allies to spread his influence further.

The Exalted Deathbringer's main use is as a killing machine, so get him into the fight where his ruinous axe and skullgouger will

reap a heavy toll on the enemy. The ruinous axe can kill a Stormcast Eternal Liberator in a single blow, while the Skullgouger can make the enemy pay when you pass a saving throw (it's very satisfying to reverse an enemy's attack and turn it into a killing blow of your own).

Finally, don't overlook the Blooded Lieutenant ability: the Exalted Deathbringer becomes much more dangerous if he's near a Khorne General. Our advice? Use him as a bodyguard by keeping him close to your general where he can really reap some skulls! ☣

WARSCROLL



EXALTED DEATHBRINGER

Exalted Deathbringers fight to scale the final heights of glory, hewing bloody handholds for their ascent with every worthy foe they butcher. Second only to the Mighty Lords of Khorne, each Exalted Deathbringer is a whirlwind of violence amid the madness of battle that leaves nothing but severed heads and corpses in its passing.



DESCRIPTION

An Exalted Deathbringer is a single model. Some Exalted Deathbringers wield a Ruinous Axe and carry a Skullgouger, while others enter battle armed with a Bloodbite Axe and carrying a Runemarked Shield.

ABILITIES

Blooded Lieutenant: This model makes 2 additional attacks whilst he is within 12" of a KHORNE general.

Runemarked Shield: If an Exalted Deathbringer carrying a Runemarked Shield suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 2 or more, the wounds or mortal wounds are ignored.

Skullgouger: Each time you make a save roll of 6 in the combat phase for an Exalted Deathbringer with a Skullgouger, he turns aside the attack and delivers a brutal counterblow, inflicting D3 mortal wounds on the attacking unit.

COMMAND ABILITY

Brutal Command: If this model is your general and uses this ability, all MORTAL KHORNE units from your army that are within 12" can use the Exalted Deathbringer's Bravery characteristic instead of their own until your next hero phase. If there is a unit from your army within 1" of this model when it uses this ability, you can inflict D3 mortal wounds on that unit. If you do so, this ability's range is increased to 24".

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, EXALTED DEATHBRINGER

THE WEEK IN

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 axes, rays, flying hammers, plasma cannons, pus, gore and videos. Phew!

BLOOD, SKULLS AND VIOLENCE!

FUELING THE FIRES OF WRATH

Without exception, all of Khorne's followers burn with a desire for bloodshed and violence. However, some among them have a very different part to play in Khorne's armies and must hold back their rage to carry out their duties.

Among them are the Bloodsecrators, who carry Khorne's brass-bound totems into battle. They alone know when to unleash Khorne's wrath through the Portal of Skulls bound within the totem and they must be self-aware enough to use it rather than becoming caught up in the blood-frenzy of the warriors around them.

Khorne's Bloodstokers have a similar dilemma. Though desperate to leap into battle and spill blood, they believe that wielding others as a weapon is an equally effective way to offer praise to Khorne. Using cruel whips they goad their charges, be they man or beast, into a frothing frenzy so they may better slay Khorne's foes. Whether Khorne is pleased by this cunning offering is unknown, though the blood spilt and skulls claimed because of it are undoubtedly appreciated.

WHY LEADING FROM THE FRONT IS THE ONLY WAY TO FIGHT

Getting into character when fielding an army of Khorne is all part of the fun when commanding his legions. Will you lead your army like Skarr Bloodwrath, who cares only for blood-frenzied butchery, or will you fight more like Korghos Khul, who understands the need for a modicum of tactical nous to ensure overall victory?

The overwhelming desire, whichever way you look at it, is to hurl yourself, as the army general, straight into the enemy battle line and claim the first skull in Khorne's name. But is the first skull necessarily the best? Would you, a Mighty Lord of Khorne, really stoop to butchering

cattle when you could be slaying monsters and legendary heroes? Perhaps it would be better to send your Bloodreavers in first – they are expendable, after all – while you hunt down a worthy offering. Or maybe you should let your Mighty Skullcrushers and Skullreapers charge in first and obliterate the foe – that would certainly please Khorne. But would the bloodshed they cause make your oblation look meagre in comparison? Perhaps Khorne will see the carnage caused by your whole army as your offering. Perhaps not. Best just to claim some skulls and revel in the carnage. After all, Khorne cares not from whence the blood flows.



WHITE DWARF

THE RUINOUS AXES OF KHORNE

The massive-bladed axes borne into battle by the Exalted Deathbringers have a bitter heritage that makes them feared and loathed by all who face them. They are forged from the gathered blades of those the Bloodbound have slain.

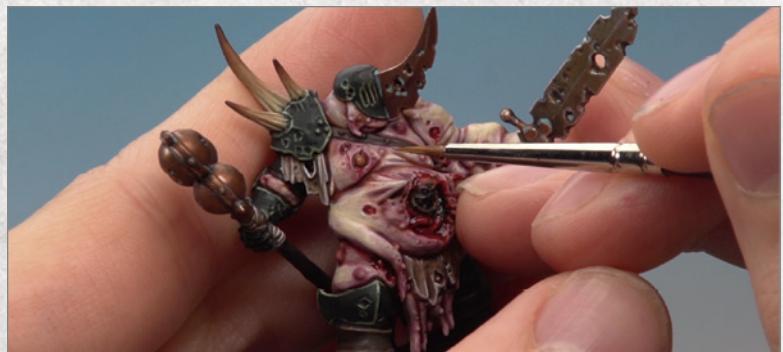
Hundreds, sometimes thousands of weapons are melted down and refined over and over again by enslaved blacksmiths until finally a weapon is forged that harnesses the essence of all those the Bloodbound have brought to ruin. That these axes are then wielded by Exalted Deathbringers to bring yet more ruin upon the realms only deepens the loathing felt for these fell weapons.



PAINTING NURGLE'S GRAND CONGREGATION

The deluge of Nurgle worshippers (and their even more numerous Skaven allies) continues this week with the repackaged Nurgle Rotbringers going on pre-order. If the idea of painting up your own hordes of plague-worshipping killers appeals, but you feel like you need a little advice, get over to the official Warhammer TV channel on YouTube. The talented guys who make our stage-by-stage painting videos have done an outstanding job on their tutorials for painting Maggot Lords and Putrid Blightkings (the finished effect on the livid, suppurating flesh on the torn-open belly has to be seen to be believed).

Of course, if you plan to muster the enemies of the Plague God, there are also guides for Durthu (perfect for using on your Sylvaneth Treelords) and, of course, the Stormcast Eternals – and they are all in wonderful, clear HD. Check them out: youtube.com/user/GamesWorkshopWNT



READER'S MODEL OF THE WEEK

SKULL COLLECTING

The Exalted Deathbringer can cut down mighty warriors with a single blow. Expect him to make a big impact where the fighting is fiercest.

FRENZIED BODYGUARDS

Need someone calm and confident to advise your general? Good luck! If you're looking for a blood-mad killer who fights like a psycho to protect your Khorne Lord, this is your man.

MUNITORUM REPORT: EXALTED DEATHBRINGER

UNGOUED SKULLS

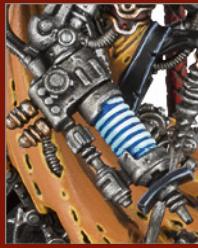
Every time someone tries to hit your Deathbringer, there's a chance they'll get their skull emptied instead.

CRAVEN COWARDICE

When the casualties start mounting up, and the resolve of the Bloodbound wavers, the Exalted Deathbringer can be the difference between victory and a rout. If in doubt, have him kill a few 'friends' to help ensure loyalty.

BIT OF THE WEEK: ERADICATION RAY

Nothing says 'certain death' like a weapon with eradication in its name. This little beauty looks like a crazy, arcane gun, and it's a spare part if you build your Tech-Priest Dominus with the volkite blaster instead.



Not seen enough red and brass armour this week? Then you're in for a treat, because this week's Reader's Model is an Onager Dunecrawler in those exact colours (with a little bit of bone paintwork thrown in for good measure).

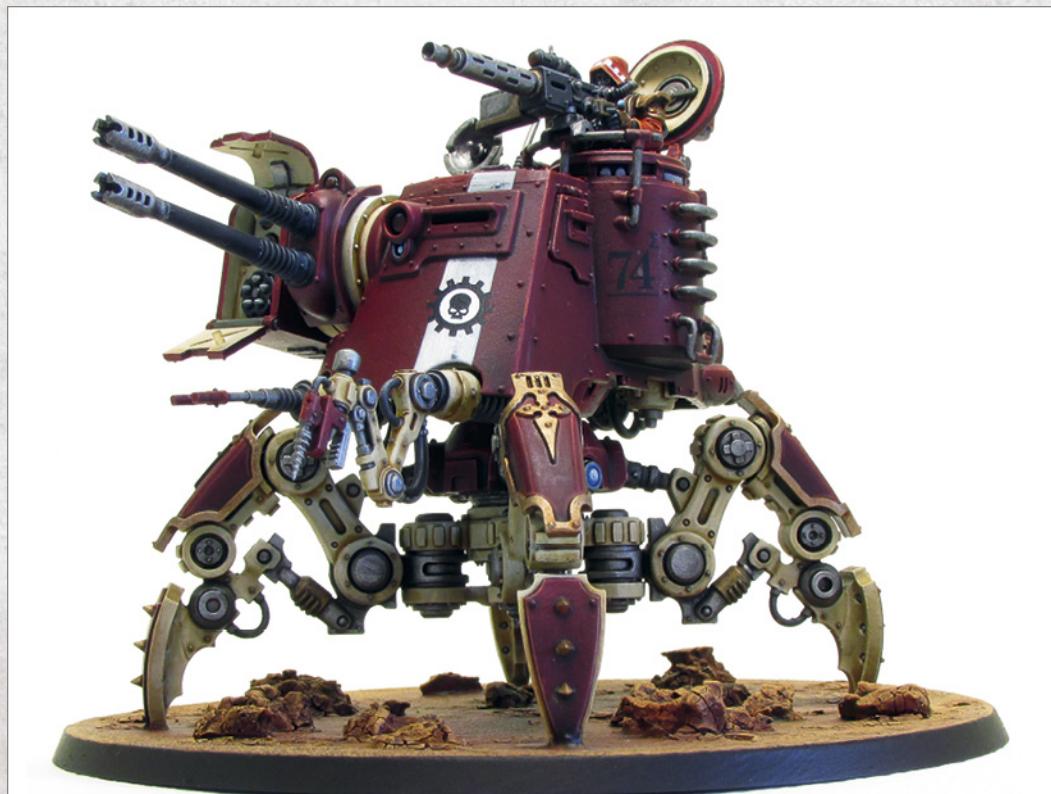
This fine example of Martian technology was painted by Stuart Thomas who opted to paint it in the colours of Mars, as shown by the red armour panels and the cog-framed skull icon on the hull. Stuart also

made a subtle conversion to the model, pinning the top hatch so that it could be displayed either open or closed.

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.



WEAPON OF THE WEEK: SIGMARITE WARCLOAK

It's not often an item of clothing qualifies as a weapon, but these magical sigmarite warcloaks are surprisingly deadly – all a Lord-Celestant need do is whirl about in battle and the magically imbued hammers that hang from its tassels will fly off towards the foe. Not only does this create a hail of magical death as the Lord-Celestant spins about from one foe to the next, but it must really surprise the poor soul struck down by militant tailoring.



ALL HAIL THE HALLOWED KNIGHTS

The story of the Hallowed Knights fighting in the Realm of Life has had us all itching to play through some of the battleplans set in the war for Ghyan. One White Dwarf has taken it further than the rest, though, and begun painting his own Stormcast Eternal army inspired by the

heroics of the Bladestorm Warrior Chamber of the Hallowed Knights. These Retributors are the first models in a rapidly growing army, painted following the simple guide we printed in White Dwarf 76. You'll also find the painting guide in the Quest for Ghal Maraz book.



ASK GROMBRINDAL



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

THE UNTOUCHABLES

Hello Grombrindal, I have a question about the Culexus Assassins. If they have no soul and cause psykers to become sick with their mere presence, how on earth do they travel around in the Imperium? Wouldn't them being on a ship cause problems for the Navigators?

- Samuel 'the Starfarer' Jefferies

GROMBRINDAL SAYS

Well met, beardless. It's true that psykers cannot abide their presence, but that doesn't mean that untouchables such as Culexus Assassins can't travel on space ships. They just need to do it carefully. On the biggest ships, it's no problem at all. Bear in mind the largest Imperial Navy ships measure in the kilometres, so it's really no problem to keep them apart. Also, the Navigators reside in specially shielded areas of the ship to keep them safe. Also, in many cases, untouchables must wear inhibitors to limit their horrific null effect. Their soulless nature can be very bad for morale.

- Grombrindal

CODEX: APOCRYPHA EXTRA

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

LEMAN RUSS

Easily the most famous battle tank in the 41st Millennium, the Leman Russ proudly bears the name of the Primarch of the Space Wolves Legion. It remains in service across the Imperium, a beloved war machine seen in almost every Astra Militarum force.

MACHARIUS

Curiously, the Macharius heavy tank is named after a man born millennia after it first entered service with the Imperial Army (later the Astra Militarum). The reason for this seeming anomaly is that the STCs for the tank were lost for thousands of years until a delegate from Forge World Lucius pieced together the scattered information required to build them again. Their original name is now lost and remains unknown.

LAND RAIDER

The main battle tank of the Space Marine Chapters, the Land Raider is one of many vehicles built from STCs discovered by the redoubtable Arkhan Land. Without Land's remarkable contributions, the armies of the Imperium would be without many of their most dependable vehicles, amongst them the Land Speeder and Land Crawler.

MALCADOR

Malcador the Sigillite was second in authority only to the Emperor of Mankind, a trusted advisor and powerful psyker who gave his life in service to the Golden Throne of Mankind. This heavily armed and armoured vehicle is a favourite of the Death Korps of Krieg, who look past the limited fields of fire of its weapons, appreciating it for its monstrous firepower and heavy armour – both well suited to the assaults favoured by the Death Korps.

WHITE DWARF'S REGIMENTS OF RENOWN

Rumbling onto the back page of this week's issue is this smoke-belching Leman Russ Executioner, painted by Dan Hyams for his Armies on Parade entry.

"I've wanted to paint a Vostroyan Firstborn army since I first saw them on the cover of the Cities of Death book," says Dan. "The models are brilliant and I love the idea of an army of them smashing through the ruins of an Imperial city to get to grips with the enemy (probably Tau, just like the artwork). My other source of inspiration was the converted Vostroyan Baneblade shown in the first Apocalypse book – the one with the standard bearer in the top hatch and the Vostroyan turret gunner. It was that tank that inspired me to

convert this Leman Russ Executioner, known as Venator Solaris, which features a Vostroyan Tank Commander (converted from a Vostroyan Sergeant) signalling the advance from the turret."

Dan's Executioner was basecoated with Steel Legion Drab, then drybrushed with progressively lighter colours, from Baneblade Brown through to Karak Stone and up to Praxeti White. Dan then carefully painted Typhus Corrosion around all the bolts, panels and tracks to make them look oily and wet. The muzzle of the executioner plasma cannon was painted with Druchii Violet and Nuln Oil to give the impression of significant heat damage. ✎



NEXT ISSUE: UNHOLY FORTRESSES, GORE-SOAKED KILLERS, GRAND ALLIANCES...

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 22/08/15

Unless noted otherwise, these products are all available to pre-order from 15 August and are on sale from 22 August. Find out more about this week's new releases on pages 2-7 of this issue.

KHORNE BLOODBOUND EXALTED DEATHBRINGER

1 miniature – bring death in the name of Khorne, exult in your bloody god's favour.

£17, €22, 170dkr, 200skr, 190nkr, 85zl, USA \$28, Can \$34,
AU \$48, NZ \$57, 170rmb, ¥3,900

NURGLE ROTBRINGERS GUTROT SPUME

1 miniature – the master of the plague fleets of Nurgle.

£16, €21, 160dkr, 200skr, 180nkr, 80zl, USA \$26, Can \$31,
AU \$28.50, NZ \$34, 160rmb, ¥2,600

NURGLE ROTBRINGERS LORD OF PLAGUES

1 miniature – an ageless champion of Nurgle to lead your Rotbringers.

£9, €11.50 (Spa €12), 90dkr, 100skr, 100nkr, 45zl, USA \$14.75, Can \$17.75,
AU \$22, NZ \$26, 90rmb, ¥1,860

NURGLE ROTBRINGERS MAGGOTH LORD

1 miniature – three are the mighty Maggorth Lords, so which will you choose?

£46, €60, 460dkr, 550skr, 510nkr, 230zl, USA \$76, Can \$91,
AU \$110, NZ \$129, 460rmb, ¥9,000

NURGLE ROTBRINGERS THE GLOTTIN

1 miniature – the Brothers Glott descend upon the Mortal Realms.

£66, €86, 660dkr, 800skr, 730nkr, 330zl, USA \$109, Can \$131,
AU \$152, NZ \$178, 660rmb, ¥12,300

NURGLE ROTBRINGERS PUTRID BLIGHTKINGS

5 miniatures – feel the kiss of the daemonfly and accept the blessings of Nurgle.

£33.50, €44, 340dkr, 400skr, 370nkr, 168zl, USA \$55, Can \$66,
AU \$92, NZ \$110, 340rmb, ¥7,500

NURGLE ROTBRINGERS SORCERER

Online only

1 miniature – unleash the magic of corruption.

£8.20, €12.50 (Ire & Spa €13), 100dkr, 115skr, 115nkr, 40zl, USA \$15, Can \$18,
AU \$22, NZ \$26, 80rmb, ¥1,440

NURGLE ROTBRINGERS FESTUS THE LEECHLORD

Online only

1 miniature – escape the ills of the world with the apothecary of Nurgle.

£11, €15.50 (Ned & Spa €16), 120dkr, 140skr, 140nkr, 60zl,
USA \$19.25, Can \$21.75, AU \$28, NZ \$33, 120rmb, ¥2,370

NURGLE ROTBRINGER LORD ON DAEMONIC MOUNT

Online only

1 miniatures – on leprous steed comes a mighty champion of the Plague God.

£23.50, €31 (Ned & Spa €32), 250dkr, 300skr, 290nkr, 125zl,
USA \$40, Can \$48.50, AU \$61, NZ \$73, 250rmb, ¥4,100

DANTE'S CANYON

By Josh Reynolds

Hardback, 128 pages

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$20, Can \$22.50,
AU \$25, NZ \$28.50, 105rmb, ¥1,560

Also available as an eBook. See www.blacklibrary.com for prices and details

MASTER OF THE HUNT

By Josh Reynolds

Audio drama, 78 minutes

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$20, Can \$22.50,
AU \$25, NZ \$28.50, ¥1,560

Also available as an MP3 download. See www.blacklibrary.com for prices and details

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