

WHITE DWARF™

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WARHAMMER 40,000

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ISSUE 82

22 AUGUST 2015



IN THE
CHAOS
DREADHOLD!

BUTCHERY INCARNATE!

THE BLOOD WARRIORS COME TO KILL IN KHORNE'S NAME



WHITE DWARF

ISSUE 82
22 AUGUST 2015

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NEW RELEASES

Khorne cares not from where the Blood Warriors flow – and here's a brand new boxed set of them. Not only that, but we've got four brand new kits (and a book to go with them!) making up the new Chaos Dreadhold, an edifice so monstrous it deserves its own feature...

BATTLEGROUND: CHAOS DREADHOLD

And here it is! We take a look at what the Studio army painters were able to achieve with the amazingly versatile new Chaos Dreadhold kits.

CODEX: APOCRYPHA

Uneasy are the Grand Alliances, but for any who hope to reign, conquer or survive, they may be the only way.

ARMIES ON PARADE

The fourth week of this year's Armies on Parade and we look at how a few of our painters are doing, and look ahead to the substantial matter of boards.

WARSCROLLS

Blood for the Blood God! Skulls for the Throne of Khorne! Warscrolls for all the new releases! The demands of Khorne are simple and few, but we're here to meet them. This week: Blood Warriors.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings. This week, there's dread, there's blood, there's bone...



KHORNE'S CHOSEN

The gifts of Khorne are not subtle ones, and easily earned. When the Mortal Realms fell to Chaos, it was the Blood God who found the most favour amidst those with the will to survive. After all, the only thing Khorne asks is that the blood flows – his is a simple creed, and his patronage is a generous one, in its own horrifying fashion. As the Age of Chaos choked the realms in bloodshed and horror, desperation led many to worship at the Throne of Skulls; tribes of mortals swore themselves to Khorne and became the

Bloodbound. Foremost among Khorne's mortal followers are the dreaded Blood Warriors, armour-clad madmen who live only for slaughter. A brand-new 10-man box of these inhuman berserkers arrives this week to buttress the Blood Warriors found in the Warhammer Age of Sigmar starter set; overflowing with brutal weaponry and modelling options, disciples of Khorne everywhere will be rejoicing. With these monstrous murderers at your command, how can Sigmar hope to win? ☠



KHORNE BLOODBOUND

BLOOD WARRIORS

Once proud heroes and tribesmen, the Blood Warriors have long since fallen to worshipping Khorne, their humanity and honour burned away by the Blood God's eternal wrath to be replaced by hatred, anger and an unquenchable thirst for destruction.





1

Like all of Khorne's followers, Blood Warriors live only for battle, slaughtering all before them without mercy or finesse, hacking, bludgeoning and tearing their foes apart with keen-edged goreaxes and spiked gorefists, resorting to bare hands and razor-sharp teeth when they lose or break their weapons in their unstoppable blood-frenzy. There is no act of violence, no form of carnage too debased for the Blood Warriors of Khorne. Their souls blackened by endless conflict, they exist only for slaughter and wholesale butchery, appeasing their gore-hungry god with severed skulls and spilt blood. Should a foe lay down their weapons in surrender, the Blood Warriors will butcher them swiftly and move on in search of a more worthy offering to Khorne. Should an enemy rise up against them, the fury

unleashed by the Blood Warriors is terrible to behold, the bloodshed and destruction beyond reason or logic. Even when mortally wounded they fight like caged animals, dragging down their foes and ripping them apart as their tainted life-blood spills from their bodies.

Clad in the brass-bound armour favoured by Khorne's servants, the 10 Blood Warriors in this multi-part plastic set come with an armoury of weapons, every one of them designed to inflict horrific injuries. Their favoured weapons are goreaxes, battle-notched heads marked with the rune of Khorne and hafts bound in the skin of vanquished foes. In their off-hand many wield a second goreaxe every bit as deadly as the first, while others choose to carry a gorefist, a spiked buckler that can

1 Blood Warriors from Korghos Khul's Goretide spill through a burning Realmgate into the beast-ridden Realm of Ghur in search of skulls.

1 This battle-scarred Blood Warrior carries a goreglaive, a huge double-handed blade that's best swung in violent arcs to cleave heads from necks.

2-4 Drenched in blood and blessed by Khorne, many goreaxes have started to mutate, their heads forming skull-like faces and fangs.

5-7 A Blood Warrior's gorefist is as much a weapon as it is a shield, a many-bladed buckler emblazoned with a stylised rune of Khorne.

8 Leering faces and brazen skulls adorn the armour of many Blood Warriors, yet another dedication to the Blood God.

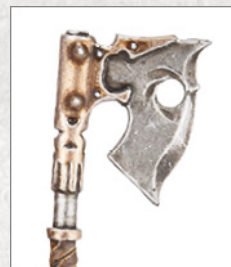
9 There are 13 heads in the set, two bare, the other 11 wearing helms. This Blood Warrior has clearly earned Khorne's favour, an icon of Khorne held between the vanes of his helmet.

10 This Chaos Champion wears no helm so he can savour the stench of battle. A rune of Khorne has been ritually carved into his forehead.

11 The helms worn by some Blood Warriors have started to mutate into daemoniac visages with glowing eyes full of menace.

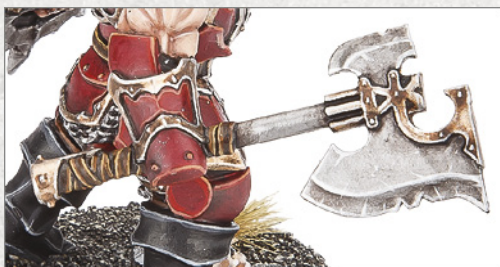
12-14 The 13 heads are compatible with all 10 bodies in the kit giving you loads of different modelling options. All of them feature the skull icon of Khorne.

15 The unit standard is a brass icon of Khorne, its face covered in the blood of countless sacrifices. Razor-sharp chains and cruel hooks hang from it ready for a worthy offering.

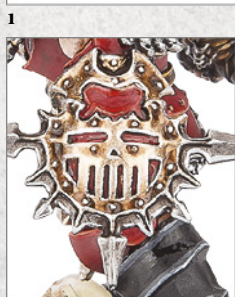


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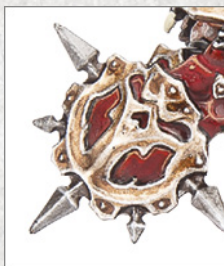
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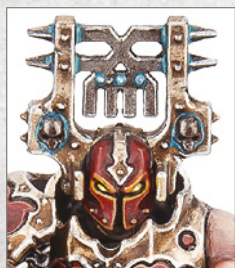
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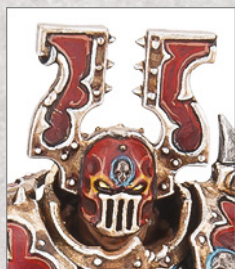
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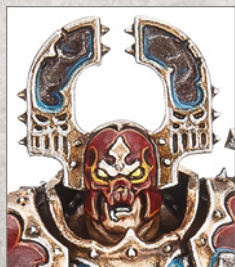
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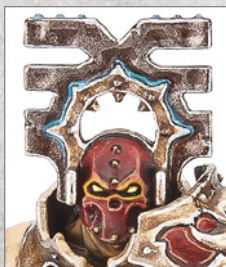
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be used to parry incoming attacks or, more likely, slash the throats and eviscerate the bellies of their foes. All feature a rune of Khorne or a leering Daemon face that pulses with dark energy when it tastes fresh blood, a sure sign that the Blood warriors have been marked by Khorne and their offerings observed.

In addition to the 20 goreaxes and 10 gorefists, the kit also contains a goreglaive, a massive two-handed blade taller than a man with a toothed edge that can hew through bodies like a scythe through wheat. There's also an extra goreaxe to mark out the Chaos Champion, its blade subtly warped to take on the aspect of a grimacing skull (see image 2, left). The set also contains an icon of Khorne, a suitably brutal banner made of brass and iron. It

takes the shape of Khorne's skull-rune while the pennants that stream either side are, in fact, chains ending in cruel hooks for displaying worthy sacrifices.

Another great feature of the kit is the way the models go together. Like the Bloodreavers that came out last week, the Blood Warriors are entirely modular, the legs, torsos (front and back), heads and arms all compatible with each other and each Blood Warrior can be posed at the waist and head to give you a wide variety of movement in the models, be they bellowing out challenges or charging, goreaxe raised, into the enemy ranks. ⚔

You can find a warscroll for the Blood Warriors, containing all their rules, [here](#), along with a few suggestions on how to use them in your battles.

16 Amidst the smouldering ruins of Scorched Keep, the Blood Warriors of the Goretide lay into the Hammers of Sigmar with frenzied abandon. With both sides utterly dedicated to their cause, it will be a gory fight to the death.



SKULL KEEP

A Skull Keep is a symbol of domination, a jagged fang that juts from the landscape to dominate the area around it for the glory of Chaos. All who defy the will of the Chaos Gods within sight of these towering effigies will feel the wrath of the legions within.

From the base of its spiked walls to the top of its skull-adorned battlements, Skull Keep evokes a feeling of utter dread. With howling gargoyles and soaring blades upon its battlements, this unholy edifice is a place of murder and destruction, the cornerstone of Chaos Dreadholds across the Mortal Realms. Each Skull Keep is a plastic kit that enables you to build a two-storey tower – complete with a (double-sided) armoured portal on the ground floor and a sacrificial pulpit from which your Chaos Lord can instil terror in the cowering masses below. ❶



1



2

- 1 The pulpit juts from the first floor portal. From here a Chaos Lord can abjure his followers, rally an army, harangue the enemy or (more likely) slaughter prisoners, letting their lifeblood run through the grilles to the tortured earth below.
- 2 The battlements of the Skull Keep provide a dominant position for the unit garrisoning it to fend off attackers. From above you can see a hatchway (set within a Chaos Star) for the warriors within to gain the ramparts.
- 3 From his vantage point atop the Skull Keep, the Bloodseccator bellows the praises of his god, fuelling the rage of the warriors below him.

The Skull Keep is just part of the new Chaos Dreadhold range released this week. Turn the page for more...

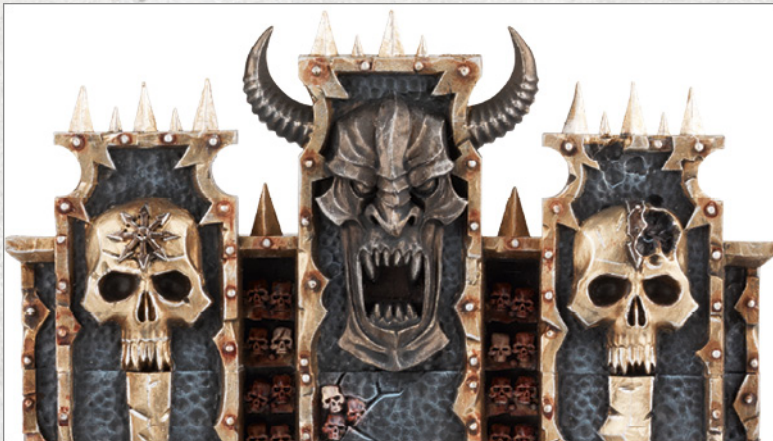


CHAOS DREADHOLD

OVERLORD BASTION

The barbed battlements of the Overlord Bastions pierce the wounded skies like daggers jutting from the sundered earth. They are a locus of fell energy, crackling with magical power, a bulwark of evil from which the lords of Chaos crush all who oppose them.

The dark power woven into the stonework and metal of the Overlord Bastions makes them favoured demesnes of Chaos Lords and Sorcerers. Taller even than the Skull Keep, the Overlord Bastion is a fearsome sight, the focal point for many a glorious battle. The Overlord Bastion kit contains a three-storey tower and an adjoining section of fortress wall, along with a brazen staircase that your warriors can use to scale the iron-bound battlements. The extra height of this kit makes it an imposing addition to your battlefield, fit for a mighty Chaos Lord. ☒



1

- 1 The lower battlements are capped off with an end plate only found in the Overlord Bastion kit. The ramparts feature this especially chilling daemonic face.
- 2 The fortress walls are adorned with the blasphemous iconography of Chaos – alcoves are lined with rows of skulls while the iron banding evokes the eight-pointed star of Chaos.
- 3 The Overlord Bastion comes with a staircase, so that your warriors can climb to the battlements. Of course if you prefer, this could lead to the portal on the first floor of the tower instead.
- 4 Bloodbound and Daemon alike rally around the Overlord Bastion.



2



3


All the scenery kits for Warhammer Age of Sigmar include detailed instruction books and full warscrolls.



CHAOS DREADHOLD

MALEFIC GATE

The Chaos Dreadholds are secured by massive brazen gates behind which the legions of the Dark Gods can assemble, ready to march upon the quaking Mortal Realms. When the Malefic Gate swings wide, it is to unleash the armies of destruction upon the foe.

The Malefic Gate is a massive scenery kit that gives you a complete gateway for your Chaos Dreadhold – two sections of wall, complete with battlements and ramparts, and the two sides of a huge skull-adorned gate, wrought from iron, stone and pure evil. The Malefic Gate can stand alone, barring off a corner of your battlefield or it can be integrated into a larger fortress by combining with the other scenery kits out this week. The kit also contains a frame with two bridges to link parts of your Dreadhold together and a pair of gargoyles to decorate your ramparts. 



1

- 1 The floor of the gatehouse, complete with macabre blood drain set into the floor.
- 2 The malefic gates are designed so that even after construction they can be sealed shut or swung wide open (so take care when you are gluing the kit together). This is perfect for creating epic moments in your games, when you want to fling the gates open to loose the Knights of Chaos (or a herd of Khorgorath).
- 3 The Malefic Gate is thrown wide open as the Blood Warriors charge into the besieging hosts of the Hammers of Sigmar.



2

Turn [here](#) to see how the Chaos Dreadhold kits combine to make a fortress worthy of the Dark Gods.



CHAOS DREADHOLD

FORTRESS WALLS

From spiked ramparts the hordes of Chaos look down upon the conquered realms with spite and contempt. Stretching far into the horizon, the fortress walls of the Chaos Dreadholds carve up the land, barricades that dominate the tortured landscape.

Chaos Dreadholds vary wildly in size, from lone towers watching over a subjugated region to monstrous fortresses spanning hundreds of miles, jagged curtains of iron and stone housing titanic armies of Blood Warriors, Bloodreavers... and worse.

If you want to turn your Chaos Dreadhold into a mega-fortress such as you'll see in this issue, you'll need some Fortress Walls. Each set includes one wall section, which joins to the Skull Keep, Overlord Bastion and Malefic Gate to extend your domain. ☠

1 The Fortress Walls are designed to link other elements of the Chaos Dreadhold together. Their wedge shape means that you can use them to make curves, snakes or straight pieces, based entirely on how you place them beside each other.

The eerie daemonic skull set within the Chaos Star on the walkway (paved with hundreds of skulls) is a reminder of just who the masters of the Chaos Dreadholds really are.

2 High up on the ramparts of the Fortress Wall, the Bloodbound prepare to repel the Stormcast Eternals' assault.



Want to learn how to paint your own Chaos Dreadhold? Check out our stage-by-stage guide [here](#).



BATTLETOME: CHAOS DREADHOLD

Hardback | 80 pages
Also available for iPad and eBook

[DIGITAL EDITIONS]

Battletome: Chaos Dreadhold is also available as a digital edition in iPad and eBook formats.

These and other Games Workshop Digital Editions are available from www.blacklibrary.com/games-workshop-digital-editions



The Mortal Realms are enslaved, bound by the Dreadholds of Chaos like chains of dominion.

The Age of Chaos has been unutterably cruel to the Mortal Realms – its people have been defeated in endless battles, subjugated by the will of the Dark Gods. Across the realms stand vast Dreadholds, fortresses of Chaos from which murderous armies sally forth to wreak war and death upon their victims.

Battletome: Chaos Dreadhold explores the dark fortresses of Chaos, detailing the stories of bloody battles and deadly sieges fought beneath their walls. You'll also find warscrolls for using them in your games, along with warscroll battalions that represent some of the greatest fortresses found in the Mortal Realms. With this battletome you can fight to claim the power of the Dreadholds for your army. ☒

THE REALMGATE WARS: GHAL MARAZ

By Josh Reynolds and Guy Haley
Hardback | 240 pages



DIRECT EXCLUSIVE

The Realmgate Wars: Ghal Maraz is also available as a special edition from blacklibrary.com. With exclusive binding and brass-edged pages, it's a treat for the eyes, and will look truly splendid in your collection. If you want one of these, get online to the Black Library website now.

Sigmar's invasion of the Mortal Realms is underway – now the Quest for Ghal Maraz must begin.

Ghal Maraz is a compilation of two novellas that follow the twin stories of the Stormcast Eternals' quest for Ghal Maraz. In 'War in the Hidden Vale' we see the Hallowed Knights battle through the Nurgle-infested hell of Ghyran, while 'The Eldritch Fortress' portrays the march of the Hammers of Sigmar and Celestial Vindicators to recover Sigmar's lost warhammer.

Both stories roar along as the Stormcast fight the horrors of Chaos, and the action comes thick and fast. Our favourite thing about these, however, is the enthralling cast of characters. From Gardus Steelsoul, who must fight to escape Nurgle's Garden, to Ionus Cryptborn, who wins the aid of a powerful spectre, they are filled with epic heroes and legendary deeds. ☒

FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we unveil the rancid horror of Gor'bax Utterblight, the hideous Daemon Prince of the Ruinstorm.



The Daemon Prince Gor'bax Utterblight was brought into existence by Lorgar's invocation of the Ruinstorm. During the dark days of the Horus Heresy, when wars and rumours of wars swirled around the Imperium, the veil of reality was made thin through Chaos ritual, and the daemonic hordes were unleashed to descend upon the ailing Imperium.

Gor'bax is the second of the Daemon Princes of the Ruinstorm released by Forge World for the Horus Heresy so far.

Like Samus, he is an almighty scion of the Chaos Gods. Squat, bloated and riven with lesions, tears and maggots across his bulging flesh, Gor'bax evokes the bowel-loosening horror of his patron, Nurgle. One maggot-infested arm ends in a hideous toothed claw, while the other clutches at a ropey handful of intestines. Gor'bax's vast, fat-tongued mouth (large enough to swallow a Space Marine) is lined with jagged teeth. The kit also includes three tiny Nurglings, which you can use to decorate Gor'bax, or as spares. ☒

1 Gor'bax Utterblight moves across the battlefield like a tide of filth, barbed wire and debris tearing at his ragged flesh as he does so. Such is his hideous bulk and toxic potency that he is likely to explode if struck by a weapon of sufficient force – blasting those nearby with stinking, corrosive filth.

BATTLEGROUND:

CHAOS DREADHOLD

Across the Mortal Realms strongholds and forbidding fortresses blight the horizon. Forged from cursed metal and stone, these Dreadholds are a sign of the dominion of Chaos. Here we look at how you can combine the Dreadhold kits to make a truly epic battleground.

The **Chaos Dreadhold** is simply the grandest scenery range Games Workshop has ever fashioned. With spiked crenellations, iron-bound gates and skull-paved walkways it's the stuff of insane dreams, realised as a Citadel kit to transform your battlefield into the hellish landscape of the subjugated Mortal Realms. Individually, each of the kits in the Dreadhold range is impressive, but when combined they become something even more magnificent.

The different elements of the Dreadhold fit together in almost any configuration, and joining together multiple kits requires no special cutting or converting – their functionality is all part of their design. With this versatility in mind, and in the finest tradition of the Khorne Bloodbound, we enslaved the exceptionally talented Studio army painting team and set them to work building the new kits with the sole intention of creating a mighty Chaos Dreadhold worthy of the Dark Gods. Their plan was to use the Chaos Dreadhold kits to make a fortress in the shape of the eight-pointed star of Chaos. The Fortress Walls have been built to form a circle, with the Malefic Gateway sealing it off – there's no cutting and chopping needed for this, the pieces just join alongside each other perfectly. The next thing to do was to build eight Skull Keeps to act as the points of the star – each joined with the walkways found in the Malefic Gateway set. The walkways join to the fixing point on the first floor of each Skull Keep and the ramparts on the Fortress Wall. (You can remove the centre crenellation for this – again, no cutting needed.) Finally, an Overlord Bastion sits in the centre looming above the surrounding walls.

Opposite: The Gorevale Dreadhold looms over the Hammers of Sigmar with oppressive grandeur. As the Stormcast steel themselves for the fight, the gates yawn open, unleashing the Bloodbound hordes.







1

1 From above you can see the monstrous size of our Chaos Dreadhold, fashioned from multiple kits – you can see just how well they go together, thanks to the interchangeability of the Fortress Walls, Malefic Gates, Skull Keeps and Overlord Bastions. No converting, cutting or alteration was required – it all went together seamlessly.

2 Beneath the ramparts of the Dreadhold the Stormcast Eternals and Khorne Bloodbound battle for supremacy. As the Hammers of Sigmar press on, the Bloodbound are buoyed up by the eldritch power of the Dreadhold.

Across the Mortal Realms, Chaos Dreadholds loom wherever the servants of Chaos reign. Some of these are devoted to particular gods, with scintillating walls of cut crystal and spikes of enchanted silver proclaiming loyalty to Tzeentch, or foetid streams of slime showing that followers of Nurgle hold sway over the land, while others are unabashed in their glorification of the entire unholy pantheon. You could paint your Dreadhold to match your army, or your board, or perhaps choose colours fitting one of the Mortal Realms.

For our Dreadhold we decided to paint it in brooding metallic colours. Perhaps it's in the Realm of Chamon, or maybe it has been made from a million blades prised from the dead fingers of the fallen. The whole structure was sprayed with Rhinox

Hide to provide a solid basecoat, with subsequent coats of Balthasar Gold, Leadbelcher and Screaming Bell added to the battlements and brass banding, after which they were liberally washed with Reikland Fleshshade and Agrax Earthshade. Once the washes had dried, Gehenna's Gold was wetbrushed onto the gold areas. (This is much like drybrushing, only with more paint on the bristles of the brush). Then the whole Dreadhold was drybrushed with Necron Compound. Details such as the bloody details on the doors were painted with a liberal helping of Blood for the Blood God. You'll notice that the skulls have been painted silver – perhaps the claimed skulls of the foe are dipped in molten silver, or an army of slaves are worked to death forging countless macabre trophies. ☒



**CODIX:
APOCRYPHA**

THE GRAND ALLIANCES

It was the Hallowed Knights who led the foray into Ghyran and there united with those Sylvaneth willing to fight against the dread scions of Nurgle – an uneasy alliance against the Lord of Decay.

Across the Mortal Realms the clarion call to battle rings. New wars spread like wildfire while old ones rekindle. But armies and even gods do not fight alone, but seek to unite in order to defeat a common enemy.

The **Mortal Realms** are riven by war and strife. All, it seems, is destruction and disorder, and yet fragile alliances – flickering, tempestuous and short-lived as they may be – remain.

The oldest of these harken back to the Age of Myth, a time when gods were not so distant, with roots that lie in Sigmar's first explorations of the Mortal Realms. During his journeys, the God-King found and awakened many fellow gods, a debt all strove to repay. In that Age of Myth, even those gods that were once enemies fought side by side, working together to build new civilisations. In the Realm of Ghyran, at the First Battle of Ironthorne Wall, Sigmar and Alarielle stood back to back against the Daemontide. It is said that the gods and their armies would have been overwhelmed that day had Nagash not intervened. Although the air of the Realm of Life blackened at the grim presence of the Great Necromancer, the Lord of Death summoned a spirit army to hurl back the foe. In the realm of Aqshy, it was Grungni and his sturdy folk who helped Sigmar vanquish the flame giants whose tyranny held sway over the mountain kingdoms. In the Ghurland Plains, Mankind flourished only because Gorkamorka first slew the Mountainbacked Beast, whose warcry shook the roots of the world, and then throttled the Ghorghadon that had consumed entire tribes.

And then came Chaos.

The Dark Gods espied the Mortal Realms, coveting them for their own. The first Chaos invasions were thwarted, turned back by Sigmar's pantheon. Slowly, and through great cunning, cracks were made in the bonds between allies. In their initial assaults, the Dark Gods strove individually for power, each of them seeking to make his own claim. It was Archaon, the Everchosen, who united the disparate forces of Chaos, leading them to victory after victory, ushering in the new era that

would come to be known as the Age of Chaos. As the Dark Gods tightened their stranglehold, they returned to scheming, rivalry and hate, feuding and plotting against each other. Yet still they reigned.

Then, after centuries of reclusion in the Celestial Realm, Sigmar sent forth his new army. The thundershock arrival of the Stormcast Eternals plunged the Mortal Realms into a new age of war. To overthrow the cruel dominion of Chaos, Sigmar sought to re-establish the old alliances; in the face of the newly reborn forces of Order, the powers of Chaos begin to unite once more, putting aside, at least for a time, their selfish goals.

ORDER

Although the Great Alliance broke long ago, certain sympathies still exist between those gods and mortal races that strive for law and justice. Chief among them is Sigmar, and his Stormcast Eternals are at the forefront of the battle. But they do not fight alone. The Steamhead Duardin, the followers of Grungni, make sturdy allies; their kinsmen, the Fyreslayers, likewise, although these worshippers of Grimnir are somewhat less trusted, for they have been known to have their heads turned by enough Ur-gold. Some of the Sylvaneth have abandoned their isolation to aid the Stormcast, and all remain staunch enemies of Chaos. The armies of Azyrheim, too, have been known to march forth to seek revenge. Most enigmatic of all, the cold-blooded Seraphon arrive from the stars to aid the battle against the Dark Gods.

CHAOS

Although their rivalry is eternal, the Chaos Gods will often put aside their selfish goals to battle a common foe. Indeed, the arrival of the Stormcast has coincided with Archaon once more rising to prominence in the eyes of the Chaos Gods. As always, Tzeentch and his minions are most willing to make their pacts with others, for the Great Deceiver's plans are manifold, and



often served by others. Of all the Gods of Chaos, it is Nurgle and the Great Horned Rat that seem to form the tightest bond, for the Rotbringers and the Plague Monks of Clan Pestilens are often seen working together. And, of course, the mightiest of champions, monstrous tyrants like Archaon himself, can unite the hordes of Chaos no matter their allegiance, corrupted mortals and Daemons alike.

DEATH

The Great Necromancer has arisen once again, his mind bent upon reclaiming the Realm of Shyish for his own. Yet Nagash's ambition knows no bounds and when it suits his purpose he will treat once more with the powers of Order – for as powerful as he is, the Lord of Death knows that he cannot defeat the Chaos Gods alone. Yet each – Death and Order – is wary of the other, blaming them for the betrayals of the past. Nagash, mindful of his wayward Mortarchs, broods upon the future and bides his time, scheming for the day he will rule supreme.

DESTRUCTION

True unknowns – akin, some might say, to forces of nature – the invasions of the greenskins and ogors are avalanches of ruin and mayhem. Tzeentch and his minions have made attempts to manipulate them, but the forces of Destruction remain so anarchic that even the Changer of the Ways finds them nigh impossible to steer; they are a force unto themselves, as allies a two-edged blade, likely to turn and cut its user. As they rampage across the realms, woe to those who stand in their way. But where the tide of violence will strike next, none know.

So the Age of Sigmar has begun. The God-King sends his chosen to seek out allies of old and the Dark Gods seek to thwart any such coming alliance. Pacts and betrayals lie ahead, and for now the only certainty is war... ☒

Top right: The Seraphon are a force for Order. Although their ways and agenda are enigmatic, they readily fight against Chaos in all its guises before mysteriously disappearing.

Bottom right: In the Hidden Vale, the Stormcast Eternals and Sylvaneth Dryads stand shoulder to shoulder against the Grand Congregation of Nurgle, united against the Plague God's plans.





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. In our fourth week of coverage, we take a closer look at colour schemes and bases.

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.

URBAN WARFARE ON ANDRONICUS PRIME

Former Armies on Parade winner Owen Patten has spent the last few weeks building his display board and all the models to go on it, though he did take a break from all the plastic glue to finish his second Broadside Battlesuit.

"When I first saw the Tau I loved the colour scheme that was used on the Sa'cea sept models featured in the Codex," explains Owen. "The pastel blue-grey armour looked ideal for urban warfare, while the neon orange markings really made them stand out. The colour scheme is actually

really simple: I used The Fang spray as a basecoat followed by a wash of Nuln Oil, a layer of The Fang and then a highlight of Fenris Grey on the edges of the armour. A few armour panels were painted with Thunderhawk Blue to help break up the colour scheme. I also did a lot of work on the bases of my models to tie them to the display board they'll be standing on. Spare bits from scenery pieces and building off-cuts are ideal for this and look great when painted as rubble." Make sure you come back next week to see Owen's display board in all its glory.



2

1 Owen's latest Broadside wears a blue-grey battlesuit ideal for urban camouflage. The orange aerial and markings show that he's a member of Sa'cea sept.

2 Owen wanted the bases of his models to match the ruined buildings on his display board. This base was made using a spare piece of building kit he had lying around in his bits box.



1 SAND, BONES AND STATUES

Over the last few weeks, Dan Harden has been working on dozens of Skeletons for his Armies on Parade entry. He's also finished a mighty Necrosphinx.

"I picked a washed out, sun-bleached colour scheme for my Skeleton Warriors," explains Dan, "with heavily corroded bronze on their weapons and shields. I'm painting my scenery a similar colour, too, which will give the whole display a unified, sepia feel. In contrast, I wanted my Animated Constructs to appear really dark and menacing, so I opted to paint them like polished green marble. The bronze areas on them are painted the same as the Skeletons: a Balthasar Gold basecoat followed by a wash of Nihilakh Oxide. It's simple, but very effective. The base is painted with Armageddon Dust followed by a drybrush of Tyrant Skull followed by another of Ceramite White." 🦴



1 Dan's Necrosphinx is one of the centrepieces for his army. The glossy marble effect will really make it stand out from the sandy board and bone-coloured Skeletons that march to war alongside it.

2 The base is covered in tiny scarabs, most of which come from the Necrosphinx sprue. They are painted the same colour as the Necrosphinx to make them look like they are also made of green marble.

3 The skeletal horse buried in the sand is a resin piece from the Badlands Basing Kit. Dan heaped up a layer of Armageddon Dust Texture Paint around it to help blend the edges of the piece into the base and hid any remaining joins with grass tufts from the same set.



WARSCROLLS

This week the mightiest warriors of the Bloodbound hordes are unleashed, with the new Blood Warriors available to pre-order. Armed with goreaxes, gorefists and the massive goreglaive, they are murderous killers on the battlefield.

WHICH WEAPONS?

The Blood Warriors kit has a choice of wargear – your models can either have two goreaxes or a goreaxe and gorefist. Your blows will be more accurate with a pair of goreaxes, while the gorefist gives your warriors a chance to deflect a wound inflicted in combat onto your attacker. Which you choose is entirely up to you. And then there's the goreglaive – it's just too brutal to ignore!

The Blood Warriors are utterly deadly in close combat, excelling in butchering the enemy whether by hacking them apart with goreaxes, riposting with their gorefists or even striking back as they die. The one thing these all have in common, of course, is that they will only work if your Blood Warriors are pressed shield to shield with the foe – if your opponent is blasting them with magic (or arrows, cannon balls or anything else for that matter), you'll miss out on all your best abilities. With that in mind, get them into the fight, no matter the cost. There are lots of ways to make them move faster – you can run for an

extra D6" of movement, you can have your Bloodstoker whip your men to go faster, and you can even get your Mighty Lord of Khorne to increase their charge roll with his Gorelord ability. In short, do whatever it takes to get them into the fight!

Once you're there, pick the Blood Warriors early in the combat phase. If they have already fought, their No Respite special rule makes them doubly dangerous, since they get to unleash one last berserk deathblow before they perish. Even the Stormcast Eternals will be tested to their limit by the Blood Warriors of Khorne. ☒



BLOOD WARRIORS

Smashing their way through the maelstrom of battle, Blood Warriors roar incoherent curses as they hack and bludgeon their foes to ruin, the air around them shimmering with the rising heat of their fury. Such is their dedication to Khorne that they continue to chop and hew even after suffering wounds that would fell lesser men.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	2	3+	4+	-	1
Gore glaive	1"	2	3+	3+	-1	2

DESCRIPTION

A unit of Blood Warriors has 5 or more models. Some units of Blood Warriors take to the battlefield with a Goreaxe in each hand, while others prefer to use a single Goreaxe so that they can also carry a Gorefist. 1 in every 10 models may instead be armed with a Gore glaive.

CHAOS CHAMPION

The leader of this unit is a Chaos Champion. A Chaos Champion makes 3 attacks rather than 2.

ICON BEARER

Models in this unit may be Icon Bearers. If the unit includes any Icon Bearers, add 1 to the Bravery of all its models.

ABILITIES

No Respite: If a model from this unit is slain in the combat phase, you can make a pile in move and then attack with the model before you remove it.

Goreaxes: You can re-roll hit rolls of 1 for models armed with more than one Goreaxe.

Gorefists: Each time you make a successful save roll for a unit that contains any models carrying Gorefists, and the attacking unit is within 1" of this unit, roll a dice. For each roll of a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been made.

KEYWORDS

CHAOS, MORTAL, KHORNE, BLOOD WARRIORS

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 the Chaos Dreadhold, Blood Warriors, weird ammunition and much more.

RAISING THE CHAOS DREADHOLD

DREADHOLD

CITADELS OF CHAOS

The bastions of the Dark Gods are many and varied, and as the Stormcast Eternals battle their way through the Mortal Realms, still more are discovered.

Among the first to be assailed were the Brass Towers of Korghos Khul, which felt the wrath of the Hammers of Sigmar as they fought their way towards the Gate of Wrath in the Brimstone Peninsula. These towers guarded the Realmgate from attack, and thus Ionus Cryptborn marched to cast them down.

In the Realm of Metal the Celestial Vindicators besieged the Eldritch Fortress, with Lord-Celestant Thostos Bladestorm leading the assault. There, the peerless blade of Thostos and the sigmarite of his Warrior Chamber were matched against daemonic might and the devilry of Ephryx, Sorcerer of Tzeentch.

As the Stormcast push deeper into the Mortal Realms and forces take up the cause and join the fight against the minions of the Dark Gods, the Chaos Dreadholds will be tested further.

BATTLING AT THE GATES OF THE BASTIONS OF EVIL

The new **Chaos** Dreadhold kits are out this week, and with them Battletome: Chaos Dreadhold, loaded with ideas for using the kits in your games. Each is presented on its own warscroll, with a host of rather terrifying special rules, meaning each adds an awful lot of fun to your battles. On top of that, though, there are the warscroll battalions, which present rules for much larger fortifications, from the Summoner's Helgate (where your army's heroes can summon the dead back to life) to the colossal Infernal Realmfort. These are all be made by combining kits from the Chaos Dreadhold range. (You'll find most of these dread bastions as bundles on the Games

Workshop website.) Each of these vast bastions has its own special rules, giving them a real part to play in your games.

For yet more inspiration, battles at several of the most notorious Dreadholds are described, accompanied by battleplans. One such battleplan, *Man the Gates*, lets you recreate the attack on the Fangs of Decay, where a torrent of magical energy flows out of the Chaos Dreadhold. Another, *Fortresses of Death*, is a battle between two Chaos Dreadholds, which are linked by a Realmgate – it's a bloody and exhilarating fight where both players are besiegers and defenders at the same time.



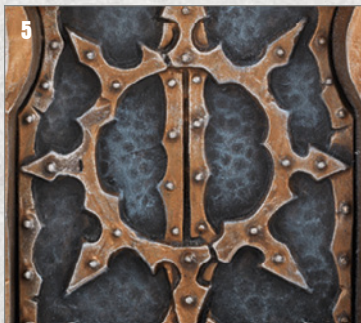
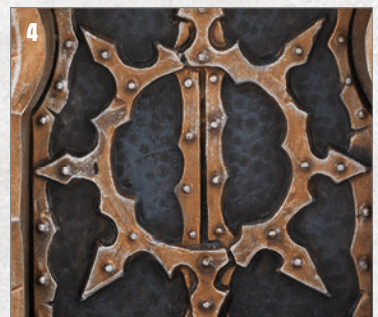
WHITE DWARF

PAINT SPLATTER EXTRA: CHAOS DREADHOLD

If you want to know how the Studio army painting team painted the Chaos Dreadhold in this issue's New Releases section, you're in luck. Here's the guide.

Start out by undercoating the entire model with Chaos Black spray and, when it's dry, paint all the metal banding and spikes with Balthasar Gold (1) using XL and L Base brushes. Once the gold is dry, wash all the metal areas with Agrax Earthshade (2) using an L Shade brush. The wash will take a while to dry, but once it has, use an M Dry brush to apply a light covering of Necron Compound (3); apply it more heavily on the jagged metal banding. Next, use Abaddon Black to re-basecoat the rock walls, taking care not to paint over your metal (use S Layer and Artificer XS Layer brushes). To detail the rocks, do a light drybrush of Dark Reaper (4), being careful not to overload the bristles, and then follow this up with another drybrush of Fenris Grey (5) using an S Dry brush.

With the bulk of the model done, apply a liberal (but careful) drybrush of Tyrant Skull to all of the skulls on the model with an S Dry brush (6). You might want to do a couple of layers to get nice coverage. After this, it's time to apply a few last washes to get everything finished off nicely – using an M Shade brush, apply patches of Carroburg Crimson, Agrax Earthshade and Nuln Oil to metal areas and skulls (7). This gives the metal a nice sense of depth and texture. As a tip, wipe across the raised areas before the Shade dries to keep studs and edges looking sharp. Finally, when the washes are dry, add a drybrush of Tyrant Skull to a few of the skulls, and then splatter Blood for the Blood God wherever you fancy (8).



BEAMS OF DEATH

The gargoyles on the walls of the Chaos Dreadhold are no mere decoration – from their eyes blaze ruby beams of energy that can blast the unwary into ash.

TOWERING AUTHORITY

From their vantage point atop a Dreadhold, heroes and generals are heard by all around them. If you want your men to obey, stick your general in a Skull Keep.

MUNITORUM REPORT: CHAOS DREADHOLD

FORLORN HOPES

To assail the walls of a Chaos Dreadhold unprepared is to risk certain death – the barbed battlements will make corpses of even the most determined attackers.

HANGING AROUND GATES

If you're caught behind the Malefic Gate when it swings wide, you'll be crushed to death. If you don't have the manpower to hold it shut, get out of the way.

BIT OF THE WEEK: OPUS MACHINA

The Imperial Knight Warden kit has lots of Adeptus Mechanicus symbols in it (including this beauty). If your Knight is Imperial-aligned these are brilliant extras to trade with any Cult Mechanicus and Skitarii collectors you know.



READER'S MODEL OF THE WEEK

This **Emperor's Children** Palatine Blade was painted by Joe Gallagher, who achieved the rich armour colour with Xereus Purple, which he highlighted over multiple layers by mixing in Screamer Pink – the result is a stunning paint job, where the armour almost glows under the light.

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.



POWER OF THREE

In this issue you'll have seen Dan Harden's Tomb Kings, which he's working on for Armies on Parade. His method for painting Skeleton Warriors is simple: over a basecoat of Corax White spray, he washes each Skeleton with Seraphim Sepia. Once dry, they're drybrushed with Pallid Wych Flesh and Praxeti White. Their shields are painted with Naggaroth Night, Xereus Purple and Fenris Grey.



Seraphim Sepia



Pallid Wych Flesh



Praxeti White



WEAPON OF THE WEEK: SKULLHURLER

The **skullhurler** on a Khorne Lord of Skulls is made in homage to the wrath of the Blood God, for when mighty Khorne becomes incensed, he will rise from his brazen throne and hurl blazing skulls down at his enemies.

When the Khorne Lord of Skulls fires his skullhurler, the effects are similar, as vast brazen skulls are launched into the ranks of the foe to explode with devastating force. Those who have witnessed such an attack and survived speak of terrible gnawing, of mangled armour and flesh and bone reduced to mulch.



BEHOLD THE IRON HORDE

The **Blood Warriors** of Khorne are unleashed this week, a frenzy of blood and skulls. But it's not all red, you know. Khorne loves colours as varied as black, brass, iron and ivory, too. The Studio army painters have been coming up with a few different colour schemes and the one you can see on this Blood Warrior from the warband known as the Iron Horde is one of our favourites.

The Iron Horde are famous for their bloody exploits, known as the slayers of men and kings in a hundred tongues. Their leader is no mere mortal, but the Daemon Prince Balghor, exalted by Khorne following the bloody battle known as the Massacre at Gnawdwell. If you want more examples of warbands sworn to the Blood God's cause, check out pages 28 and 29 of the Warhammer Age of Sigmar book – there are loads more. And, of course, you can always come up with your own.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: unconventional ammunition types.

HELLFIRE ROUNDS

Favoured by Space Marine Scouts on special assignment, as well as Sternguard Veterans and those Adeptus Astartes assigned to the Deathwatch, hellfire rounds rely on a hyper-corrosive poison to kill their foe. The shell itself explodes on impact, unleashing a mutagenic acid which can reduce even Tyranid bio-constructs to an agonising death in moments.

MONOFILAMENT WIRE

The soldiers of the Laughing God often favour a weapon known as the Harlequin's kiss, which injects its victim with an unravelling spool of monofilament. Faster than the blink of an eye this all but invisible wire spreads through the body of its victim before an instant later thrashing and writhing around. Victims find that their insides are swiftly reduced to red mush as organs are blended up. No amount of faith or fortitude can compensate for having your innards reduced to bloody gruel.

SNOTLINGS

The most cunning Ork Big Meks will build deadly teleporter weapons known as Shokk Attack Guns. These massive weapons fire their ammunition through the warp to appear within their target. That's where the true horror comes in: for whatever materialises inside another being will cause tremendous damage as bones, flesh and blood are all displaced. Big Meks choose to fire Snotlings because they are hardy enough to survive the short journey to arrive inside their foe, and mad enough that when they rematerialise they will fight and scabble until they (and their victim) are quite dead.

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

A QUESTION OF ACCURACY

Hello Grombrindal, I have a Space Marine question. They have lots of targeters and trackers in their helmets, and I was wondering whether they owe their accuracy to these or their training?
- Carl 'the Sniper' Finlinson

GROMBRINDAL SAYS

Greetings youngling. A Space Marine's training, genetic enhancement and psycho-conditioning makes him the ultimate soldier and a deadly marksman. Space Marines can be counted as some of the best shots in the galaxy (some are better than others, obviously, and the likes of Vindicare Assassins are on a whole other level, of course). The hardware they use enables them to keep their edge in the most trying battlefield conditions in the galaxy: zero-gravity, tunnel fighting, ash clouds, daemonic fog – Space Marines can fight through it all. The real question is why the rest of us always roll a one when we desperately need to score a hit!

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

With **Armies on Parade** now in its fourth week, our intrepid hobbyists are powering through their miniatures like there's no tomorrow. Here are their latest creations.

Andy Keddie has painted a Bubblechukka for his Bad Moon horde, which he even built a scenic base for. Like Owen (whose Broadside was shown earlier in the issue), Andy also plans to display his Orks on a ruined cityscape, using a couple of spare pieces from the Basilica Administratum to make a wall for his Grots to hide behind. If you recall Andy's Blitz-Bommer from issue 79, you'll notice the wall is painted the same colour as the building Andy modelled on the Flyer's base.

Meanwhile, Andy Dunn has been working on his Tyranid force from Hive Fleet Leviathan. His plan is to create a Neural Node based around Zoanthropes and a Maleceptor. He's also painting the entire army (bar this test model) in one go. He might be mad... ☒



1



2

1 Andy Dunn's Maleceptor is just one of the synapse monsters he's painting for his **Armies on Parade** entry. He plans to have three broods of Zoanthropes floating around it to represent the Neural Node from the *Shield of Baal: Leviathan* book – the inspiration for his display. He's also got "a carpet of Gaunts" on the go to fill the rest of his display board.

2 Andy painted his Bubblechukka in his traditional streaky style, painting on lines of Yriel Yellow, Flash Gitz Yellow and Dorn Yellow to give the impression that it's scratched and dirty. The Grots all wear a scrap of yellow clothing to show their allegiance to the Bad Moons clan.

NEXT ISSUE: THE HALLOWED KNIGHTS, GOLDEN DEMON AND A PRIME EXAMPLE...

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 29/08/15

Unless noted otherwise, these products are all available to pre-order from 22 August and are on sale from 29 August. Find out more about this week's new releases [here](#) of this issue.

KHORNE BLOODBLOOD BLOOD WARRIORS

10 miniatures – there is no respite from the Goretide's most bloodthirsty warriors.

£37.50, €49, 380dkr, 450skr, 410nkr, 188zł, USA \$62, Can \$74,

AU \$105, NZ \$124, 380rmb, ¥8,600

CHAOS DREADHOLD: SKULL KEEP

1 Skull Keep, 2 door designs, and a balcony overlooking despair...

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AU \$125, NZ \$150, 450rmb, ¥10,400

CHAOS DREADHOLD: OVERLORD BASTION

1 Skull Keep, 1 additional tower block, 1 stairway, 1 wall section and 1 wall end.

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AU \$225, NZ \$265, 800rmb, ¥18,500

CHAOS DREADHOLD: MALEFIC GATE

1 gate, 2 wall sections, and a bridge to damnation...

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AU \$170, NZ \$200, 600rmb, ¥13,800

CHAOS DREADHOLD: FORTRESS WALL

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1 fortress wall section – for the edifices of Chaos run on and on into madness.

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Ned €20, Spa €20, 150dkr, 180skr, 170nkr, 75zł, USA \$25, Can \$30,
AU \$40, NZ \$50, 150rmb, ¥3,500

BATTLETOME: CHAOS DREADHOLD

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AU \$56, NZ \$66, 200rmb, ¥4,600

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By Chris Wraight

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