

WHITE DWARF

ISSUE 83
29 AUGUST
2015



THE HAMMER OF SIGMAR

WIELDING GHAL MARAZ ITSELF, THE CELESTANT-PRIME STRIKES LIKE A COMET!



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ONLY THE FAITHFUL

The Hallowed Knights are hand-picked by Sigmar for their righteous devotion to the God-King. Now they come the Mortal Realms to mete out his divine justice. We take a look at their story so far.

GOLDEN DEMON

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THE WEEK IN WHITE DWARF

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



WRATH OF SIGMAR

What **being waits** in the Chamber Extremis? The cover of this week's White Dwarf reveals all! At the startling conclusion to the Quest For Ghal Maraz book, Sigmar was once again reunited with his fabled warhammer, reclaimed from the clutches of Chaos – and the God-King has plans for this most powerful of weapons. He has gifted it to the newly awakened Celestant-Prime, the first of the Stormcast Eternals and a being of unparalleled might. The war for the Allpoints is about to begin...

Turn the page to see the Celestant-Prime revealed in all his glory; this extraordinary Citadel miniature towers over his Stormcast Eternal brethren in suitably impressive fashion, borne aloft on a raging storm of celestial energy. You'll also find the [warscroll](#) for the Hammer of Sigmar later in the issue, along with a look at the Rotbringer-smashing Hallowed Knights Stormhost, Armies on Parade, Hall of Fame, Golden Demon and much, much more. Enjoy the issue and see you next week! **T**

STORMCAST
ETERNALS

CELESTANT-PRIME, HAMMER OF SIGMAR



Borne upon wings of blazing light, the Celestant-Prime is Sigmar's wrath personified, the Avenging Angel of Azyrheim created by the God-King to wield the World-Hammer in the battle for the Mortal Realms. Where he fights, the power of Chaos falters.

Cast into battle upon a twin-tailed bolt of lightning, the Celestant-Prime descends with the thunderous fury of the God-King of Azyr. Wherever the Stormhosts are beleaguered they watch the heavens for a sign of his coming, for the awe-inspiring arrival of the Celestant-Prime can turn a rout into a glorious victory.

Within his fist the Celestant-Prime brandishes Ghal Maraz, the World-Hammer, the almighty weapon of the God-King Sigmar. This magical hammer is the self-same weapon with which Sigmar raised the human tribes from barbaric squalor, a weapon of unrivalled starmetal which has the power to sunder armies and crush the daemonic servants of Chaos. In his other hand, the Celestant-Prime grasps the cometstrike sceptre, a relic weapon of prodigious power that can seize a comet from the heavens and bring it crashing down upon the ranks of the foe with titanic

force. Where it strikes, the earth beneath heaves and groans and bodies are hurled skywards to land broken upon the lightning-wreathed ground. With the hammer of a god and the comets above to command, none can stand before the Celestant-Prime undaunted.

Although few speak of his origins, it is known that the Celestant-Prime is the first of the Stormcast Eternals, a great king and guardian of men from an age darkened by Chaos. In this mighty warrior, Sigmar saw a hero fit to champion his cause and thus Sigmar plucked him from existence to be the first of his Stormcast Eternals. Into this stalwart warrior, the God-King poured a portion of his divine power. For an age the Celestant-Prime waited within the lightning-wreathed dome of the Forbidden Vault, slumbering until the moment when Ghal Maraz would return to Azyrheim and his god would call him to war.

1 Descending upon a twin-tailed bolt of lightning, the Celestant-Prime arrives to bring aid to the Hammers of Sigmar. As the first of the Stormcast Eternals, the Celestant-Prime belongs to each of the Stormhosts and to none. His armour magically shifts to adopt the colours of those he fights beside. His presence is enough to awe even the Stormcast with its majesty, for all can feel the overwhelming purity of his cause and the god-like power coursing through his body.



1 The Celestant-Prime is armed with Ghal Maraz, the renowned Hammer of Sigmar. This is the same hammer wielded by the God-King in ages past, a relic weapon of unsurpassed power with which the Celestant-Prime can lay waste to swathes of Sigmar's foes. Fans of Warhammer over the years will surely recognise this weapon as the single most iconic magical weapon in Games Workshop's history: now it is borne into battle once more. The Celestant-Prime kit contains two arms and hands clutching Ghal Maraz – giving you a choice of poses for your finished model.



2 The cometstrike sceptre is another mighty weapon bestowed upon the Celestant-Prime, capable of harnessing the power of the Celestial Realm. With a gesture the Celestant-Prime can drag comets from the cosmos, bringing them screaming down onto the battlefield to smash the enemy apart with the force of their impact. As with Ghal Maraz, you also get two cometstrike sceptres, so you can choose your pose.

3 The Celestant-Prime is borne aloft on wings of blinding light, powered by an arcane backpack much like those worn by the Prosecutors, yet larger still and even more resplendent. As the Celestant-Prime soars across the war-torn skies, the tails of his cloak flow behind him. Upon it are inscribed the symbols and script of Azyrheim, from the arcane sigils that run along the cloak's borders to the twin-tailed comet of his patron.



4 Wherever the Stormcast Eternals are hardest pressed, the Celestant-Prime descends into the fight, ready to smite Sigmar's foes with the mighty Ghal Maraz.



The Celestant-Prime is an amazingly intricate multi-part plastic model, a winged warrior borne aloft on a maelstrom of arcane energy. Around his feet swirls the magic of the Orrery of Celestial Fates, a vortex of coalescing power that grants the Celestant-Prime mystical insights into the battle ahead. The orrery brims over with celestial arcana, comets, globes and astraria caught within its tendrils. The Celestant-Prime is connected to the Orrery by the trailing tails of his cloak, which hang down like fluttering banners, a fantastical foundation that raises the model above his Stormcast Eternal peers.

The Celestant-Prime's lightning-infused body is clad in ornate plates of gleaming sigmarite armour, engraved with twin-tailed comets, the roaring face of a lion,

strikes of lightning and other symbols of Azyr, and around this are inscribed panels of mysterious script. As with the other Stormcast Eternals, the Celestant-Prime's face is concealed behind an emotionless mask, its stoic features haloed by a transverse crest carved with the God-King's name. Enormous wings are unfurled behind his back, framing the Celestant-Prime in a corona of light, the very image of the Avenging Angel of Azyr. The hammer Ghal Maraz, which he clutches in his right hand, can be modelled swept down, or held high as if about to smite. The Celestant-Prime is the ultimate centrepiece for any Stormcast Eternals army, a god-like hero armed with the most powerful weapons imaginable, designed by the God-King to bring about wrathful retribution from on high. ▶

The Celestant-Prime is the most impressive and complex model released for the Stormcast Eternals so far. Check out [here](#) for our assembly tips.







FOCUS ON... HERO OF THE STORMHOSTS

Sigmar's plan to create an army of immortal warriors with which to reconquer the Mortal Realms began with the creation of the Celestant-Prime. Having plucked a suitable champion from among those brave enough to defy the Dark Gods, Sigmar imbued him with godly power. The first of his Stormcasts complete, the God-King turned his attention to forging the Stormhosts, for the Celestant-Prime could not be awoken without Ghal Maraz.

When Thostos Bladestorm of the Celestial Vindicators returned to Azyrheim with news of a radiant and pure light within the accursed Eldritch Fortress, the God-King knew Ghal Maraz had at last been found and despatched an army led by two of his most trusted lieutenants to recover it. With the Hammers of Sigmar and the Celestial Vindicators at the forefront of the quest, the World-Hammer was returned to Sigmar at last. Wasting not a moment, the God-King strode to the Forbidden Vault where the Celestant-Prime lay dormant, locked in stasis awaiting that very moment.

In battle the Celestant-Prime serves as the Hammer of Sigmar, the righteous weapon with which deadlocks are smashed, armies routed and the champions of the foe laid low with bludgeoning force. Being but one warrior alone, the Celestant-Prime is held in reserve by the God-King, unleashed upon a twin-tailed bolt to turn the tide when he is needed most. Thus, in Ghyran, he has brought aid to the desperately beleaguered Hallowed Knights; in Aqshy, he has brought respite to the Hammers of Sigmar; and in a score more battles seemingly lost, he has brought salvation, his armour gleaming in the hue of the Stormhosts he fights beside. For their part, the Stormhosts exult in his presence, for the Celestant-Prime represents the untrammelled power of their master, a primal force of destruction, armed with the weapon of a god. T

Left: As the Hammers of Sigmar battle against the relentless killers of the Goretide, help is at hand – the Celestant-Prime comes to their aid, ready to smite the Blood God's champions.

CITADEL PAINT SYSTEM

CITADEL AIR

This week we unveil the Citadel Air paint range, a collection of 51 paints (plus a paint thinner and an airbrush cleaner), each one specially formulated for use with an airbrush. Never has basecoating all those tanks and Space Marines been so easy!



The Citadel Air paints complement the existing range of Citadel paints perfectly, enabling you to basecoat, layer and even highlight your miniatures using an airbrush before painting in the details with regular paints and brushes. They're especially handy for large models that require a consistent finish, such as tanks and scenery pieces.

Painting is a key part of collecting Citadel miniatures; it's why we make so many paints and why we've developed a painting system. And now we're proud to present the Citadel Air range!

The 51 colours in the Citadel Air range are designed to be used with an airbrush, enabling you to spray your models in a variety of colours. The colours are chosen from across the existing range of Citadel paints and include plenty of camouflage colours for Imperial Guard tanks, bold

colours such as Mephiston Red and Macragge Blue for Space Marine vehicles and, of course, gold for all those new Stormcast Eternals.

There are also two additional products: a cleaner for flushing out the nozzle of your airbrush and the Air Caste Thinner, which you can use to dilute your Air paints to make them more translucent. The Citadel air range is available from www.games-workshop.com, selected independent stockists and in-store order points. T

COLOUR MATCHED FOR YOUR CONVENIENCE

The Citadel Air range includes 51 of the most popular colours from the Base and Layer paint ranges, each specially formulated for use with an airbrush. While the consistency of an Air paint is much thinner than

its namesake (so it doesn't clog up the airbrush when it's used), the colour is identical, enabling you to tidy up minor mistakes with the matching Base or Layer paint if you need to.



GETTING THE MOST OUT OF THE CITADEL PAINT SYSTEM

The Citadel Paint System is an intuitive system that enables you to get great results with minimal fuss. Each paint falls under a category: Base, Shade, Layer, Dry, Glaze, Texture, Edge, Technical and Air.

Base paints are strong, opaque colours that provide you with a solid basecoat over which to paint the rest of your model. Some are also available as spray paints, such as Retributor Armour and Rhinox Hide. **Shades**, meanwhile, do exactly what their name suggests. Applied to the recesses of a miniature they create natural shadows that add depth to a model.

Layer and **Edge** paints have a thinner consistency than Base paints and their tone is generally lighter, enabling you to highlight your models without having

to mix colours. Edge paints in particular are ideal for especially fine edge highlights (hence the name).

Dry paints are a great way to highlight your models. Drybrushed on, they create a worn, weathered effect that looks perfect on tanks and scenery. They're also ideal for highlighting **Texture** paints, the thick, gritty paints used to provide texture to a model's base.

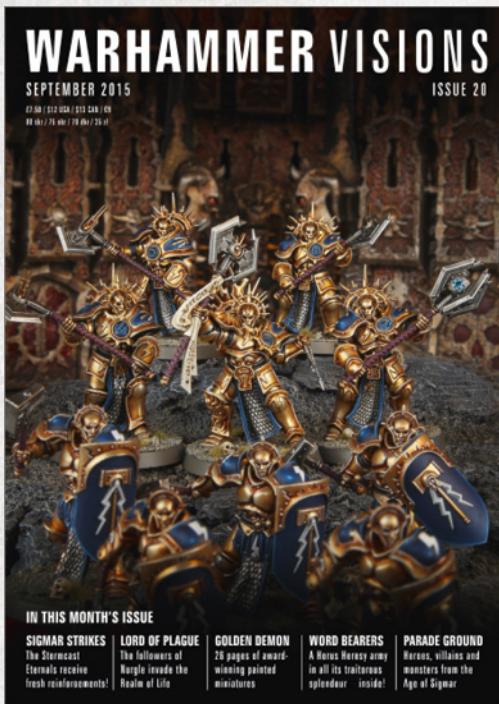
Glazes change the hue of the colour they're applied over, making it more vibrant.

The **Technical** paint range provides you with a host of unusual effects to enhance a model's character, including glistening blood (Blood for the Blood God) and filthy green slime (Nurgl's Rot).



WARHAMMER VISIONS

180 pages
Also available for iPad



Warhammer Visions is available in print from Games Workshop stores, independent stockists and newsstands, and in an enhanced digital edition for iPad. For more information, visit www.games-workshop.com or the Apple App Store.

Download on the
App Store

Bear witness to page after page of beautifully-painted miniatures in Warhammer Visions 20.

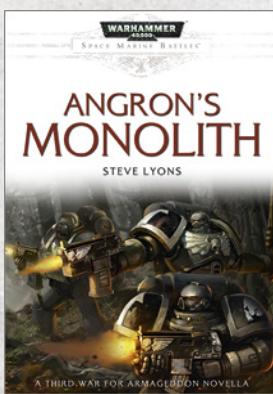
From the creators of White Dwarf magazine comes Warhammer Visions 20, a visual feast for anyone who loves Citadel miniatures. This month's issue is crammed full of articles, including the latest 'Eavy Metal masterpieces, a heretical alliance between the Death Guard and the Mechanicum, 26 pages of incredible Golden Demon entries and a foetid display of Nurgle's chosen warriors from the desecration of Ghyan.

Wait, you want more? It also includes a Parade Ground of reader's models, a gallery of Warhammer monsters, a Word Bearers Strike Force, Blanchitsu, a stage-by-stage painting guide for the Stormcast Eternals and plenty more besides... **T**

ANGRON'S MONOLITH

By Steve Lyons | Hardback | 144 pages

The Relictors travel to Armageddon. In search of what, we wonder?



The Relictors Chapter of Space Marines are obsessed with the idea that the power of Chaos can be turned against itself, often using Daemon weapons and accursed artefacts against the servants of the Dark Gods themselves.

Arriving on the pivotal world of Armageddon, the Chapter is deployed to the

equatorial jungle where they battle a horde of feral Orks among the steaming vegetation. Yet that is not their only mission, for they also seek an ancient artefact, left behind over 500 years ago – Angron's Monolith. But will this tainted relic aid them in their war against Chaos or push them further into darkness and corruption? **T**

RAGNAR BLACKMANE

By Aaron Dembski-Bowden | Hardback | 176 pages

Two epic sagas in one impressive book, a fitting tribute to the Young King.



The year is 999.M41 and the world of Cadia stands in the path of Abaddon's 13th Black Crusade. Standing on the walls of Kasr Belloc, Ragnar Blackmane reminisces over past battles and lost friends while he waits for the next attack.

There are few Space Marine heroes as legendary as Ragnar Blackmane and this

novel, presented in a magnetic box inlaid with Fenrisian runes, is the perfect way to learn more about his exploits. The novel is actually two tales separated by 40 years, one in the present, the other when Ragnar was a member of the Wolf Guard. The action is tight and fast-paced, the encounters bloody and the humour dark. What more could you wish for? **T**

FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, we're joined by the iconoclastic zealot Zardu Layak and his Anakatis Kul Blade-slaves. You have been warned...

ZARDU LAYAK, THE CRIMSON APOSTLE

Of all the Word Bearers Legion, the Apostle known as Zardu Layak is one of the most fanatical believers in the Primordial Truth. His research into forbidden lore is so extensive that he has become utterly corrupted by the power of the Warp, his six-eyed mask concealing the mutations that have started to appear on his body. In one hand he grasps the force stave known as the Azurda Char'is through which he can channel sorcerous fire and summon Daemons to his cause. He also wears the Panoply of Flame, an archaic collection of

braziers and censers mounted on his breastplate that he can use to immolate those who deny the Primordial Truth.

Alongside Zardu Layak shamble the Anakatis Kul, a pair of Word Bearers whose ambition and self-belief led to their own downfall. Grasped in their mutated hands are the Anakatis blades, a pair of occult weapons that reek of dark energy and the power of the Warp, their malevolent sentience having all but consumed the minds of the warriors that hold them. ▶

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



HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, we travel to the edge of the galaxy to witness the majestic horror of the Tyranid Hive Tyrant.



TYRANID HIVE TYRANT

The **Hive Tyrant** is one of the most truly alien creatures in Warhammer 40,000, an extragalactic nightmare that epitomises the myriad horrors that assail the Imperium of Mankind.

The Hive Tyrant made its first appearance back in March 1995, in *Epic*, and made the transition to Warhammer 40,000 in August of the same year. The Hive Tyrant you see here is the fourth incarnation of this horrific alien monster (fifth if you include the *Epic*-scale model) and it's incredible both how much and how little it has changed over the last 20 years, a true testament to imagination of the original design. Long-standing fans of the Tyranids will recognise the back-jointed legs, chitinous carapace, pincer-tipped tail, symbiotic bio-weapons and, of course, the leering grin of that classic model in the current incarnation. It even carries a lash whip and bonesword.

The Hive Tyrant is now much larger than its ancestor, rendered in plastic rather than metal and exhibiting the now familiar traits of the Tyranid race, such as the chimneys on its back, the intercostal claws and the sickening blend of alien monster with symbiotic weapons. It is, in every way, the epitome of its bizarre race, a figurehead for an alien invasion and a symbol of everything the Imperium hates.

The kit is also incredibly mutable with three distinct configurations and a host of weapon options that enable you to build a flying Hive Tyrant or the Swarmlord. The arms are compatible with other Tyranid kits, too, enabling you to create a much-feared devourer-wielding Hive Tyrant or even one with four scything talons. It's this brilliant combination of alien appearance and countless modelling and painting opportunities that make the Hive Tyrant a great centrepiece for any collection. **T**



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1 The lash whip has been a staple weapon of the Hive Tyrant since its first incarnation back in 1995. Like all Tyranid weapons, it's an organism in its own right, but over the years it has grown to become part of the Hive Tyrant, a truly symbiotic relationship rather than a separate creature. Of particular note is the tiny yellow dot above the Hive Tyrant's fingers – the lash whip's malevolent eye.

2 Sometimes mistaken for a brain, the organism on the Hive Tyrant's back is actually an adrenal gland to boost its already formidable metabolism.

3 Tyranid creatures are constantly adapted by the Hive Mind to better suit their battlefield role. The heavy venom cannon is such a large weapon that the Hive Tyrant's arm has split at the elbow into two forearms, giving it the strength required to wield it.

ONLY THE FAITHFUL

Clad in sigmarite plate gleaming with the silver of the stars, the Hallowed Knights are pure of heart and unshakeable in their devotion to the God-King. As mortal men they worshipped Sigmar. As Stormcast Eternals, they are his mailed fist.

The **Hallowed Knights** were the fourth Stormhost raised by the God-King, stalwart warriors chosen to be the rock upon which the his enemies would break. Sigmar chose the mortal men who would become the Hallowed Knights with care, selecting those who had fought with his name upon their lips, brave warriors from across the Mortal Realms who cried out to the Warrior-God to aid them and who fought undaunted against the Dark Gods.

Many of those plucked from mortality lacked the strength of resolve needed to survive the Reforging that would grant them a portion of the God-King's might, but for those who did, immortality beckoned. Reborn, the Hallowed Knights saw their faith confirmed as they were raised up to fight on behalf of their divine patron. Men of such unshakable courage and faith could be relied upon to perform the darkest and direst of tasks with valour and to fight without flinching. Every one of the Hallowed Knights is willing to die, over and over again, to see Sigmar's will done.

Across the Mortal Realms, from the Rotfane of Ghyran to the Firelight Peaks of Aqshy, they have become a watchword for defiance and steely resolve.

Right: As the pestilent scions of Nurgle buckle the Hallowed Knights' shieldwall, help is at hand: the Celestant-Prime descends to join Sigmar's chosen warriors and turn the tide of battle.





THE SLAYERS OF CORRUPTION

WAR IN THE REALM OF LIFE

Below: Although the Hallowed Knights have fought in many realms, their presence is most keenly felt in Ghyran where their matchless faith serves as their greatest protection against the withering decay of Nurgle. Where warriors of lesser resolve might falter against the unceasing tide of monstrous beasts, baulk at the rivers of effluent and the ravaging contagions, the Hallowed Knights fight on. Where spirits fall, Gardus and Grynn bear them up again. When others doubt, asking who could find victory in such a place, they cling to their creed: "Only the faithful."

When Sigmar cast his Stormhosts into the Mortal Realms, the Hallowed Knights found themselves fighting the worshippers of Chaos across reality. Silvered armour shining brightly, they battled beneath bloody skies and rains of molten iron, amid shifting dunes of fire and plains of scintillating colour. Nowhere, however, was their task harder than in Ghyran. There the Hallowed Knights led armies raised from many Stormhosts against the warriors of Nurgle in the Realm of Life.

At the forefront of this silver spearhead were the Steel Souls, the Warrior Chamber led by the indomitable Lord-Celestant

Gardus. Risking all, Gardus led his warriors through plague fen and mouldering glade, battling the rotting minions of Chaos and the taint of Nurgle at every step. Their dual mission was to open the lost Gates of Dawn and to rekindle Sigmar's ancient alliance with Alarielle, goddess of the Sylvaneth. Though none could know it, their mission was doomed to fail. The Gates of Dawn were corrupted, no longer a portal between Mortal Realms but a cankerous fissure that bled filth from the Garden of Nurgle. In a titanic duel with the Daemon Bolathrax, Gardus collapsed the gates forever, condemning himself and the Great Unclean One to their fate beyond.



LORAS GRYMN

If it is the duty of the Lord-Castellants to form an immovable bulwark against the tide of darkness, Loras Grymn takes that virtue to an extreme, for he is as resolute and unbending as a cliff face, and little friendlier. In a battle Grymn possesses inexhaustible reserves of stamina, able to fight on when even the daemonic minions of Nurgle grow weary of the melee. Only the Gryph-hound Tallon, ever present at his side, earns the least kindness from the stoic Lord-Castellant. Even so, Grymn is admired by the Stormcast who fight beside him. The Lord-Castellant is stern, dependable and utterly unshakeable, a man willing to make the hardest of choices.



THE HEROES OF AZVR

THE MARCH OF THE FAITHFUL

With **Gardus** lost to the Realm of Chaos, it fell to the dour Lord-Castellant **Loras Grymn** to salvage a semblance of victory from the cavernous jaws of defeat, for even though more Stormhosts poured into the Realm of Life as Realmgates opened and the God-King hurled his soldiers into the fray, victory in **Ghyran** seemed impossible. The loss of their Lord-Celestant cut the Hallowed Knights to the quick, but even as weariness and despair weighed down upon them, **Loras Grymn** showed his quality. With his warding lantern in hand he gripped each of his brothers by the wrist in a warrior's clasp, renewing their faith even as the lantern scoured away the ordure and weariness of battle.

Opposite: In the darkening glades of **Ghyran** the Hallowed Knights have found themselves sorely pressed. Only their pledge to fight and die in **Sigmar's** service strengthens their resolve against the daemonic horrors of **Nurgle**.

They are not melancholy in their duty, however, for they know the God-King has chosen them. Instead they embrace the chance to prove themselves, and to win back the Mortal Realms from the tyranny of Chaos.

Onwards they forged, the spear tip of a mighty army of Stormcasts, never baulking at the horrors that beset them, even as fresh horrors entered the fray and the gnawpacks of **Clan Pestilens** sought to lure the **Sylvaneth** to their destruction. But still **Alarielle** evaded them, refusing to treat with the Stormcast in spite of the ague suffocating the life from her realm.

Eventually the return of their leader saw the Hallowed Knights forge the first links

in the alliance **Sigmar** craved, for **Gardus** was not dead but instead battled his way through the **Garden of Nurgle** to return to the Mortal Realms. Lungs clogged with mold, body torn by battle, he fought through the scions of disease to return to reality, emerging at the moment he was needed most, rescuing the handmaiden of **Alarielle** from a vile ambush. Blightkings died by the score as the Steel Soul clove into them with the fury of the righteous. Inspired by the bravery of her saviour, the Lady of Vines looked favourably upon the Stormcasts for the first time.

That alliance would be tested in the War in the Hidden Vale, as **Sylvaneth** and Hallowed Knight fought side by side. There **Gardus** fought **Bolathrax** once more, and once again was bested, his spine broken and body mangled. As the Greater Daemon raised the Lord-Celestant high to cast him into the vile maw in his belly, **Grymn** saved his soul. A single bow shot struck and killed **Gardus**, who was transfigured in an instant back to **Sigmar's** realm. The battle for the Hidden Vale was lost and **Ghyran** lay in ruins, but the war is far from over. The Hallowed Knights will not yet – indeed, not ever – surrender. **T**

GARDUS, THE STEEL SOUL

None embody the faithful resolve of the Hallowed Knights more fully than Lord-Celestant **Gardus**, the Steel Soul. **Gardus** has fought tirelessly since **Sigmar's** onslaught began, besting man, Daemon and beast to execute the God-King's orders. Thought lost when he brought the Gates of Dawn crashing down upon **Bolathrax**, Greater Daemon of **Nurgle**, **Gardus** had in fact begun his sternest test so far. **Gardus** has fought his way through the Realm of Chaos to return to his Warrior Chamber, never once surrendering to defeat and despair. In the Steel Soul, the Hallowed Knights see a paragon of sacrifice and the resolve to win no matter the cost to themselves.

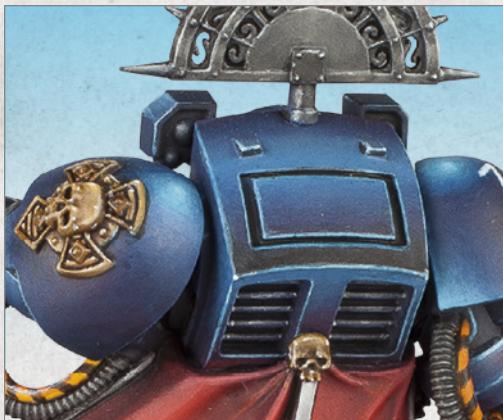






GOLDEN DEMON 2014

Golden Demon is Games Workshop's painting competition, featuring some of the best painted Citadel miniatures in the world. This week, we feature an Ultramarines Captain painted by Joseph Brookes, winner of the Warhammer 40,000 Single Miniature category.



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White Dwarf: Hello, Joseph. First of all, congratulations on your entry. How long have you been collecting and painting Citadel miniatures for?

Joseph Brookes: I picked up my first miniatures when I was seven years old, some Space Marines with starter paints and I've enjoyed painting miniatures ever since. The first armies I collected were Space Wolves for Warhammer 40,000 and Wood Elves for Warhammer.

WD: What inspires you to enter the Golden Demon competition?

JB: I really started to try and paint to the standards you see in the Golden Demon competition from about 2006 to 2008. I was inspired by the exceptional finishes and techniques on the entries. In particular, Sebastian Archer's weathering and atmosphere, Joseph Tomaszewski's non-metallic metals, and David Waeselynck's attention to detail are just a few of the things that inspired me to practise and master new techniques.

WD: Why did you pick the Ultramarines Captain? Do you have a collection of Ultramarines or was it a one-off?

JB: At the moment I'm painting models that take my eye and look interesting. I picked up the Ultramarine Captain from the Strike Force Ultra set as soon as I saw him; I love his powerful pose and smooth finish. I could picture exactly how I wanted to paint him.

WD: How long did your entry take? Do you paint all year or just for competition?

JB: I paint for an hour or two a night whenever I have the time, and spend about 60-100 hours on each model. I focus on one or two models at a time, practising techniques and just enjoying the process.

WD: What's next on the painting table?

JB: I love the look of the new Space Marine Librarian in Terminator Armour and the Space Marine Assault Squad; they look really fun and interesting to paint! 

1 Joseph painted the reflective effect on the Terminator armour by layering up from a Chaos Black undercoat to the pure white where the reflection is centred.

2 Joseph did a simple headswap for this model, using a spare from the Sternguard Veterans kit.

3 The subtle glow of the power sword makes it clear that this is no mundane weapon, but doesn't overpower the colours Joseph has used on the rest of the model.

4 Joseph has executed immaculate non-metallic metal effects across this model – in fact it's so convincing we had to double check it wasn't actually metallic paint. Check out the finish on the metalwork of the storm bolter and the power sword's blade.

5 Shading and highlights emphasise the cloak's sense of movement.

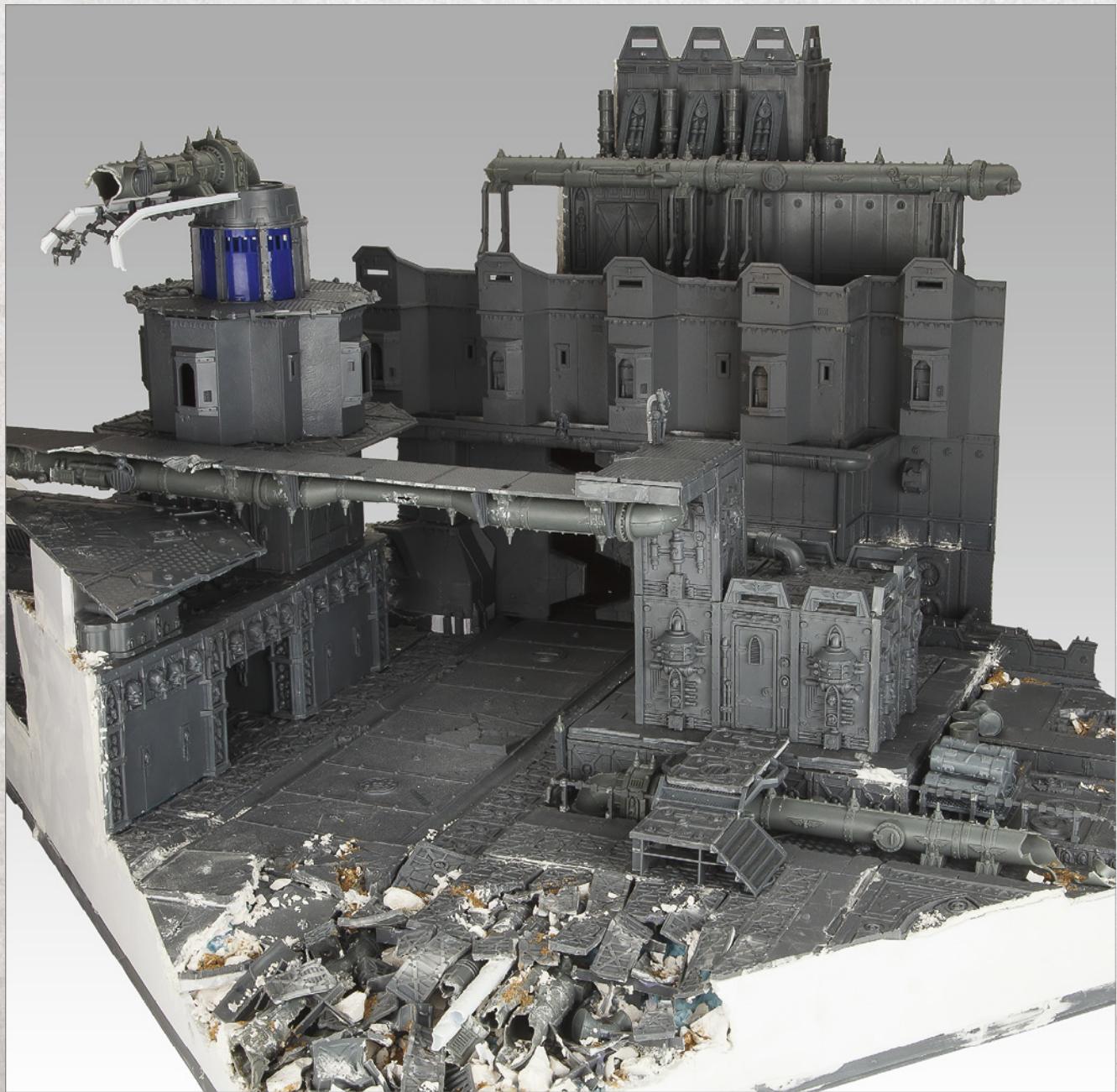
SEE MORE FROM GOLDEN DEMON!

Every month, Warhammer Visions features a gallery of the best entries from Golden Demon competitions around the world. Issue 20 (available for pre-order today, see [here](#) for details) features the continuation of our Golden Demon coverage from Warhammer Fest 2014, including some truly amazing entries. Keep your eyes peeled for the winning entry in the Open Competition, by Max Faleij – the quality of the painting on his Gutter Runners diorama might well blow your mind!

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 enter the fifth week of our challenge, one of our painters has already completed work on his display board.

THE FORGE-SUMPS OF ANDRONICUS PRIME



With this year's Parade Day marching ever closer (24 October), some of our eager modellers and painters have started building boards to display their armies on. While this is by no means a requirement for entering Armies on Parade, it's a brilliant opportunity to paint some scenery for your collection. After all, you've got two square feet of space in which to show off your models so you may as well make the most of it.

One of our painters, Owen Patten, has been hard at work painting a new Tau army for this year's competition, but he's taken a break from the battlesuits to build and paint the industrial display board to the left. Below you can see a few of the details, while over the page you can see the completed board in all its painted glory.

While Owen has created a particularly lavish display board for his Armies on Parade entry, there are several ways you can go about it. Some take the opportunity to paint a piece of scenery that can be used alongside their army – a Fortress of

Redemption, for example, or an Aquila Strongpoint. Others go the whole hog and paint a Realm of Battle or Sector Imperialis tile (conveniently 2' by 2') and cover it in scenery kits – the perfect way to build upon your collection of battlefield terrain.

Some, like Owen, create epic display boards. Over the last few years of Armies on Parade, we've seen everything from Eldar webway portals and sprawling Ork scrap-fortresses to vast Chaos strongholds and mysterious jungle pyramids overgrown with vegetation. While perhaps impractical as terrain for playing games over, they do look incredible and are perfect backdrops for the armies displayed on them.

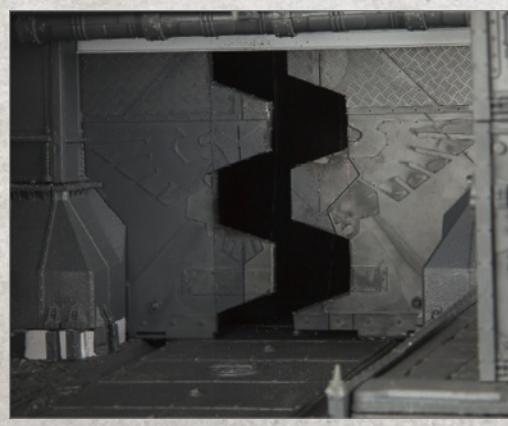
Over the next few weeks we'll be taking a look at people's progress as they work on their boards. Today, though, check out Owen's incredible display, which represents the forge-sumps of Andronicus Prime, a ruined industrial complex at the very base of an Imperial hive city that will soon be swarming with Tau Fire Warriors.



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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.

1 Owen's board is designed purely as a display piece and makes use of myriad sets of Warhammer 40,000 terrain.

2 The Promethium Relay Pipes feature heavily on this board, conveying fuel to the factories, hab units and war machines of Andronicus Hive. Owen has glued a tiny bit of sand into the broken end which, when painted, will look like corroded metal.

3 Owen used several crates and barrels from the Battlefield Accessories Set. He kept most of them intact, but some he 'damaged' with a pair of Fine Detail Cutters and buried them amidst the debris on his board. The rubble was made from plaster, which Owen poured into a flat tray, left to set and then hit lightly with a hammer until it shattered into rubble-sized chunks.

4 The huge doors leading into the foundry are made from a Skyshield Landing Pad mounted vertically behind the walls and cut to look like they interlock.

5 All Warhammer 40,000 scenery kits share similar designs, making them easy to combine. Here Owen has mounted spare buttresses from the Fortress of Redemption and battle cannons from the Vengeance Weapon Batteries onto a Manufactorum to create an air purification system.

1 With his board complete, Owen is now hard at work on the models in his Tau army. He's currently halfway through painting a Riptide, which will form the centrepiece of his Armies on Parade display.

Owen's board is based on a Sector Imperialis tile covered in Warhammer 40,000 building kits. The towering green building at the back is actually a pair of Imperial Bastions, their sides glued end to end rather than in a square to create a looming wall. The grey building in the foreground is a Manufactorum kit, while the grey-green building on the bottom left is made from a Fortress of Redemption and a Skyshield Landing Pad, a clever use of parts that shows how easily these kits can be combined. Owen has also made

heavy use of Promethium Relay Pipes, which he has mounted underneath the aerial walkway and on long stanchions on top of the main building. The support stanchions are actually spare buttresses from the Sanctum Imperialis; these hold the pipes well above the gangways and access points below. Owen has painted his board in the drab colours of an Imperial hive city, creating an impressive backdrop for his Tau army without overwhelming the miniatures. Now all he needs to do is finish the rest of his models... **T**





WARSCROLLS

The Celestant-Prime is righteous vengeance given form, a force of destruction unleashed upon the scions of Chaos from the Celestial Realm. Here we present the warscroll to use the Celestant-Prime in your games, and some advice on how to get the best from him.

The Celestant-Prime is the most devastating weapon in the arsenal of the Stormcast Eternals. With his cometstrike sceptre, which brings stray celestial phenomena smashing onto the battlefield, he can lay waste to distant enemies, but the ultimate source of his power is, of course, Ghal Maraz, the hammer of Sigmar itself. The question is, when will you unleash this storm of celestial force?

As the weapon of Sigmar's judgement, the Celestant-Prime is sent from on high to reinforce the Stormcast Eternals where they are hardest pressed. Accordingly, he

doesn't start on the battlefield with your other models, but instead strikes from the heavens in one of your movement phases, and you get to pick which one. For each battle round he remains in the Celestial Realm, Ghal Maraz becomes more powerful. Leave the Celestant-Prime long enough and nothing will stand a chance against him, but leave him too long and he might arrive too late to save the day! Our advice? Wait for a pivotal moment to descend into the fray – the Celestant-Prime's coming will feel suitably epic and really can turn the tide of battle – the third battle round seems to be about right. **T**

DEATH FROM ABOVE

Not only can the Celestant-Prime hammer your foes with Ghal Maraz, but the cometstrike sceptre gives you a powerful ranged attack, too. Use this to target concentrations of enemy models – your opponent will either need to split his units up or risk getting pummelled by falling skies. A good tip is to use the Orrery of Celestial Fates to ensure the comet's blast radius is the full 6" across.

WARSCROLL



CELESTANT-PRIME

HAMMER OF SIGMAR

The first of the Stormcast Eternals, the Celestant-Prime is nothing less than the embodiment of Sigmar's Storm, a living tempest. Bearing the warhammer Ghal Maraz, the Avenging Angel of Azyr crashes into the foe like a thunderbolt, the impact of his blows sweeping away whole enemy ranks at a time. The very comets above are his to command.



DESCRIPTION

The Celestant-Prime is a single model. He wields Ghal Maraz, the Hammer of Sigmar, and carries the Cometstrike Sceptre. You can only include one Celestant-Prime in your army.

FLY

The Celestant-Prime can fly.

ABILITIES

Cometstrike Sceptre: In your shooting phase, the Celestant-Prime can hold the Cometstrike Sceptre aloft to seize a comet from the heavens, then send it crashing down amid the enemy. If he does, pick a point on the battlefield within range and roll a dice. Each unit within that many inches of that point suffers D3 mortal wounds.

Retribution from On High: Instead of setting up the Celestant-Prime on the battlefield, you must place him to one side and say that he is set up in the Celestial Realm. In each of your movement phases you must declare whether he will strike from the Heavens or remain in the Celestial Realm imbuing Ghal Maraz with additional energies. For each battle round that he remains in the Celestial Realm, add 2 to the Attacks characteristic of Ghal Maraz until the end of the battle.

When the Celestant-Prime strikes from the Heavens, set him up on the battlefield more than 9" from any enemy models. This is his move for that movement phase. Until your next hero phase, subtract 2 from the Bravery of all models in any enemy unit within 12" of him.

Orrery of Celestial Fates: A storm of celestial energy swirls around the Celestant-Prime's feet, granting him mystic insights that aid him in battle. Once per turn, you can change the roll of one dice for the Celestant-Prime to a roll of your choice, before applying any modifiers.

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 celestial phenomena, Stormcast heroes and spindle-legged assassins.

THE HEROES OF AZYRHEIM

STORMCAST HEROES

STONEHEART

Lord-Castellant Andricus Stoneheart fights beside Vandus Hammerhand in the Hammers of Sigmar. An indomitable warrior, he is usually found fighting in the company of the Paladin Conclaves.

BLADESTORM

Thostos Bladestorm is the Lord-Celestant of the Bladestorm Warrior Chamber of the Celestial Vindicators. With hammer and blade he is found at the forefront of every battle, fighting with a fury that even surpasses the warriors of his Stormhost. Some wonder if the strange death he suffered in the Eldritch Fortress has changed him forever.

THE SAINTED EYE

A Prosecutor from the Steel Souls, Tegrus the Sainted Eye prides himself on fighting in support of his lord, Gardus, always ready to dive into the fray with his celestial hammers at the ready. Following the battle for the Hidden Vale, Tegrus's fate is unknown – he was struck by Chaos magic and transformed into a hideous mutant creature.

TALES OF VALOUR, HEROES OF LEGEND, INSPIRATION FOR WAR

Learning about the Hallowed Knights this week has really fired our imagination when it comes to the heroic characters fighting in the Mortal Realms, and we've pored over Warhammer Age of Sigmar, and Quest for Ghal Maraz, along with the Black Library stories, looking for all the most iconic moments. Of course, the jury is out on which character is our favourite

(contenders are Vandus Hammerhand, his Lord-Relictor, Ionus Cryptborn, and the enigmatic Silver Maiden), but one who has definitely caught our eye is Gardus, the Steel Soul, the troubled hero leading the war effort in the Realm of Life. Check out our feature on the Hallowed Knights [here](#)

for more on this story. In Quest for Ghal Maraz, we get a tiny glimpse into what happens to Gardus when he finds himself trapped on the other side of the Gates of Dawn, but if you want the full story, it's there for the taking in the Black Library book *Ghal Maraz*. The first story is all about the Hallowed Knights, and we get to see Gardus's desperate flight first-hand.

We've enjoyed all this wonderful background so much, it's inspired a game here in the bunker – where the Lord-Celestant must fight his way clear of hordes of Nurgle Daemons. Great inspiration for a game with our models.



WHITE DWARF

ORRERY OF CELESTIAL FATES

The swirling vortex of magic beneath the Celestant-Prime's feet overflows with detail and, as you can see here, presents an amazing opportunity to showcase your painting skills. Don't panic if it looks a little complex though. We spoke to the Studio army painters about how to approach it. Basecoat it with Abaddon Black, Naggaroth Night and Kantor Blue, starting darker at the base and getting lighter towards the top. Using Citadel Shades, blend these colours together, after which the planets and celestial phenomena can be added. The shimmering stars can be stippled on last of all, using greys and finally White Scar.



DESIGNERS NOTES EXTRA: SUB-ASSEMBLIES

While building the Celestant-Prime in the bunker we found that you can make the task of painting it a little easier if you build it in sub-assemblies and keep the parts separate until they are at least basecoated (in fact, you might want to keep them apart until it is fully painted). On the right you can see the three sub-assemblies we recommend: the Orrery of Celestial Fates, the Celestant-Prime's body and cloak, and the backpack and wings. Each of these is easy to build separately and keeping them apart gives you a real advantage in painting (just try getting your brush in to do the wings once they're glued on).

To help you hold the parts, we recommend carefully drilling a small hole into each one (nowhere visible on the finished model!) and mounting it on a piece of wire so you can hold the pieces without getting paint everywhere. Once you're finished, you can glue the sub-assemblies together.



READER'S MODEL OF THE WEEK

DIVINE RETRIBUTION

The fiends of Chaos are in for a rough time as the Celestant-Prime descends to mete out Sigmar's wrath. Expect a high body count as he lays waste to the foe with Ghal Maraz.

HEROIC INTERVENTIONS

The longer the Celestant-Prime waits in the Celestial Realm, the more powerful he is. Arriving late can sometimes be a good thing.

MUNITORUM REPORT: CELESTANT-PRIME

CELESTIAL PHENOMENA

With a twitch of his cometstrike sceptre the Celestant-Prime brings meteors crashing down upon the foe. Watch your head and keep yourselves spread out if you want to live.

UNLUCKY DICE ROLLS

The Orrery of Celestial Fates lets you change one dice roll to a result of your choice once each turn. Handy when you need a little luck...

BIT OF THE WEEK: GHAL MARAZ

If you're looking for a world-splitting weapon, this one hits the nail squarely on the head – the Celestant-Prime kit includes two Ghal Maraz arms. The only question is which model in your collection is worthy of claiming it?



Racing into Reader's Model this week is this Sicaran Battle Tank from the White Scars Legion, painted by Laurent Séguier.

Laurent was inspired to start a White Scars collection after reading the Horus Heresy novel *Scars*. He chose the Sicaran because "I wanted a fast tank for the fastest Legion in the galaxy." Laurent has included both the Chapter symbol (the jagged red

lightning strike) and the Legion icon on the Sicaran's battle-damaged hull.

Painted a miniature worthy of a place in White Dwarf? Send your pictures to:

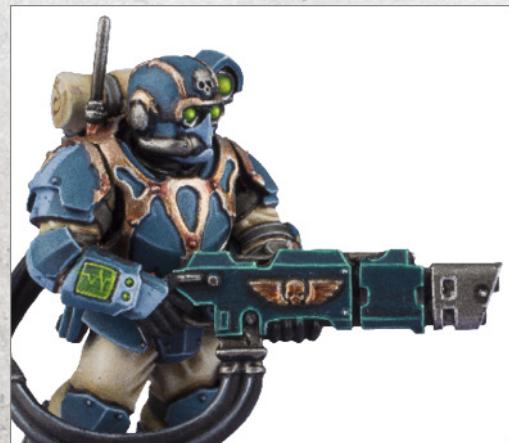
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If it's something we can use, we'll be sure to get in touch.



WEAPON OF THE WEEK: HOT-SHOT VOLLEY GUN

Hot-shot weapons fire overpowered las charges capable of causing far more damage than the standard weapons of the Astra Militarum. The Tempestus Scions rely on these for their missions due to their enhanced stopping power and armour penetration. The hot-shot volley gun is a squad-support variant of the hot-shot lasgun capable of pouring out a torrent of shots – a withering hail of fire that scythes down heretics of every kind.



GREY KNIGHTS ON PARADE

Earlier in the issue we featured Owen Patten's exceptional Armies on Parade display board. But while Owen was building it, others have been hard at work painting more miniatures for their army, like this Grey Knights Purgation Squad painted by James Karch. "I wanted the silver armour to be really shiny, but with a

bluish tint," says James. "I painted it with Leadbelcher, washed it with Drakenhof Nightshade, tidied it up with Leadbelcher and then highlighted it with Runefang Steel." Note how each Grey Knight's right shoulder pad displays their personal heraldry, rendered in the traditional red and white markings of their Chapter.



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

ALL HANDS ON DECK

Hello Grombrindal, I have a question that you might be able to help with. I was looking at the new Warlord Titan model, and I wondered how many crew are in it. Not just the Princeps, but also any Servitors and so on. Many thanks.

- Kev 'Metal Man' Steel

GROMBRINDAL SAYS

Well youngling, that's quite a question. The scattered data fragments leaked from the secretive Collegia Titanica aren't conclusive. We do know that they boast a Princeps and his Moderatii (in the Mars pattern these are seated in the head), although even the numbers of these specialist crew are subject to significant variation from one pattern to another. While the Princeps is immersed directly into the consciousness of his war machine, the Moderatii control fighting systems while Tech-Priests manage its machine spirit. The short answer is, about a dozen, although even that varies from one pattern to another.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: the curious origins of paint names.

BALTHASAR GOLD

Balthasar Gelt was the Supreme Patriarch of the Colleges of Magic – a Gold Wizard of tremendous power.

STRAKEN GREEN

Named for one of the most infamous Astra Militarum Colonels of the 41st Millennium, a Catachan most at home in death jungles.

TERMINATUS STONE

Every Space Marine qualified to wear Terminator armour bears the Crux Terminatus, which is typically rendered in this colour.

ADMINISTRATUM GREY

The lives of the Adeptus Terra are unthinkably dull, for they are the administrators of every aspect of the Imperium.

CALEDOR SKY

In the world-that-was, Caledor was a glorious realm, with clear, blue horizons.

STEEL LEGION DRAB

Named for the famed Astra Militarum regiments of Armageddon, this is the standard uniform colour of millions of guardsmen.

CALIBAN GREEN

Before it was destroyed, the Dark Angels' home world was a lush, verdant planet, a watchword for lush fecundity across the Imperium.

NULN OIL

The weapon factories of Nuln churned out black powder weapons by the thousand, each greased with a thick, black coating of oil.

YRIEL YELLOW

Prince Yriel of Iyanden proved to be the saviour of his people when the Tyranids attacked. Though the Iyanden Eldar wear yellow into battle, Yriel, ironically, does not.

WHITE DWARF'S REGIMENTS OF RENOWN

Deep beneath the rust dunes of Mars, Dom Murray has been hard at work on his Adeptus Mechanicus force for this year's Armies on Parade. His first completed units are these Sicarian Infiltrators and Ruststalkers, which he has painted in a sandy, rusty colour scheme. Here's why:

"Someone buried them," says Dom, casually. "I imagine they were part of an explorator force that came under attack and, rather than lose the Sicarians,

the Tech-Priests buried them in the sand until they could be recovered. That's why they're all rusty, their limbs tarnished by corrosive sand."

The rusty metal on Dom's models was painted using Fire Dragon Bright as a basecoat followed by a heavy wash of Agrax Earthshade to make the rust look slick and greasy. Dom then drybrushed the raised edges with Ironbreaker, the orange rust still visible in the recesses where it would naturally accumulate. **T**



NEXT ISSUE: DEATH FROM THE SKIES, A NEW TOME OF BATTLE, RAISE SHIELDS!

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 29/08/15

Unless noted otherwise, these products are all available to pre-order from 29 August and are on sale from 5 September. Find out more about this week's new releases [here](#) in this issue.

STORMCAST ETERNALS CELESTANT-PRIME, HAMMER OF SIGMAR

With the hammer Ghal Maraz, the first of the Stormcast Eternals is awakened!
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By Aaron Dembski-Bowden Hardback, 176 pages, boxed
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