

# WHITE DWARF™

HARBINGERS OF THE STORM  
MUSTERING THE SKYBORNE HOSTS  
OF SIGMAR FOR VALIANT BATTLE

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 85

12 SEPTEMBER 2015

DEATH TO THE DARK POWERS!

## KNIGHTS OF THE TEMPEST

THE KNIGHT-HERALDOR AND KNIGHT-VEXILLOR JOIN THE FIGHT AGAINST CHAOS



# WHITE DWARF

ISSUE 85  
12 SEPTEMBER 2015

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Raise the standards and sound the call to war – the Knight-Heraldor and Knight-Vexillor are here!

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### PARADE GROUND

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On wings of light Sigmar sends his heralds of war into the Mortal Realms. We take a look.

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With work well underway and ideas fleshed out, our painters look to their centrepiece units.

### THE WEEK IN WHITE DWARF

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



# HERALDS OF SIGMAR

The *Age of Sigmar* is an age of mighty heroes – the great war against Chaos demands nothing less, and even the lowliest Liberator is a legendary champion of the Mortal Realms, possessed of crackling celestial power and an indomitable spirit.

Even the greatest of heroes need leaders, though, and this week the Stormcast Eternals receive reinforcements of the most inspiring kind – the Knight-Heraldor and Knight-Vexillor marshall Sigmar's

soldiery with battle-horn and meteoric standard, magical artefacts of such arcane power that they can shake buildings to their foundations or call down comets from the heavens themselves. Turn the page to see them in all their glory!

This week also sees the new Prosecutors go on sale, and we've got a detailed look at these skyborne avengers [here](#). Why not take an entire Harbinger Chamber to war? Enjoy the issue! 

STORMCAST  
ETERNALS

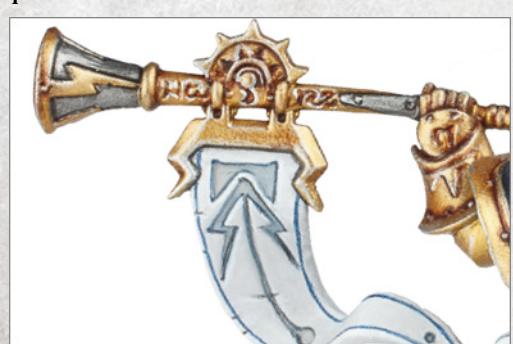
# KNIGHT-HERALDOR



**Above the tumult of the battlefield, the clarion call of the Knight-Heraldor rings out with the purity of a thunderbolt, a deep, resonous warcry that blasts forth from his battle-horn with earthshaking force.**

As the **Stormhosts** battle their way through the Mortal Realms they are announced by the blaring fanfare of the Knights-Heraldor, whose battle-horns split the heavens with their call. Every note invigorates and encourages the Stormcasts who hear it, inspiring just deeds and selfless vigour.

As warrior heralds, the Knights-Heraldor take their place in the battle line clad in sturdy sigmarite armour and protected from treacherous blows by a skirt of scale mail. With one muscular arm they raise the slender battle-horn aloft, a magical instrument capable of shattering stone with its clear call. This battle-horn is a far cry from the crude instruments of Chaos worshippers or orruks; instead it is wrought in sigmarite and embellished with the tokens and sigils of the God-King and hung with a pennant bearing the hammer and bolts motif of the Stormcast Eternals. When the fighting is joined, the Knights-Heraldor do not stand idly by, for first and foremost they are Stormcast Eternals; hefting sigmarite broadswords, they fight shoulder to shoulder with their brothers in the battle line. **T**



**1** The Knight-Heraldor's cape offers protection as much as decoration. Each leather or fabric strip is ended with a tiny, subtle sigmarabulus icon.

**2** The length of the battle-horn is furnished with the imagery of Azyr, with solar crests, lightning bolts and arcane script.

See the warscrolls for both the Knight-Heraldor and Vexillor [here](#).

STORMCAST  
ETERNALS

# KNIGHT-VEXILLOR



**The Knights-Vexillor proudly bear aloft the banners and icons of the God-King, boldly proclaiming his triumphant return to the Mortal Realms and his defiance of the Dark Gods of Chaos.**

To become a Knight-Vexillor a Stormcast Eternal must have won gruelling trials within the Gladitorium, proving himself worthy of claiming Sigmar's banner. Upon so doing, he is struck by a bolt from Sigmar himself and charged with divine energy. On the battlefield, a Knight-Vexillor fights at the forefront, inspiring valour in the Stormcasts around him and drawing on the power of his standard, either to bring a comet crashing down from the heavens or hurling his allies into the fray upon a mighty hurricane. Clad in the armour of the Paladin Conclaves, the Knight-Vexillor is all but impregnable to enemy blows and any foe who strays too close must reckon with his warhammer. **T**



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The Knight-Vexillor kit includes two banners – the meteoric standard (shown above) and the pennant of the stormbringer, which you can see [here](#).

Check out Codex: Apocrypha [here](#) to learn more about this week's releases.

# APPS & DIGITAL NEWS!

**High in the** glittering spires of Azyrheim, our digital team have forged two brand-new Apps to help you get the most out of your miniatures and games. Read on to find out more about the Warhammer Age of Sigmar App and the White Dwarf App.

## WARHAMMER APP

The Warhammer App is our daily news feed, enabling you to keep up to date with the latest news from Games Workshop. Alongside information on all the latest releases from Games Workshop and Forge World, you'll also gain access to exclusive Black Library stories, free wallpapers, licensing promotions and White Dwarf exclusives; it's your one-stop shop for all things Games Workshop. It's also completely free!

You can download the Warhammer App for iOS devices from the Apple App Store and for Android devices from Google Play.

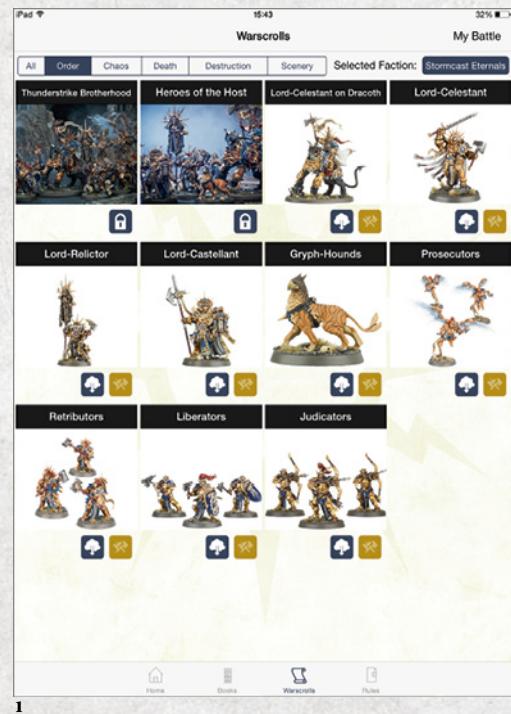
The Warhammer Age of Sigmar App is a great new tool that makes fighting battles in the Mortal Realms easier than ever before. The App – free to download for iOS and Android devices – includes warscrolls for every unit in Warhammer Age of Sigmar, enabling you to check at a glance the skills and abilities of all your units. It also includes the rules for the game and a handy tool that allows you to group your warscrolls into an army roster so you can find them quickly mid-battle.

The White Dwarf App enables you to subscribe, for the first time, to the digital edition of White Dwarf. Huzzah! Both the App and White Dwarf are optimised for the device you're using so they look better than ever on your screen. You can even download it on one device and view it on another device with the same operating system. Cunning stuff, this digital tech. T

1 The Warhammer Age of Sigmar App will be regularly updated with new content as models are released.

2 If you download a digital edition of a book through the Warhammer Age of Sigmar App, any exclusive warscrolls in it will also appear in the App for you to add to your army roster. You'll also have access to all your in-App purchases across devices that use the same OS.

3 Whether you're using an Android or iOS device, you can now read White Dwarf in all its digital glory, its pages formatted for the device you're viewing it on.



2



## KHORNE BLOODBOUND BLOODREAVERS

**Khorne's Bloodreavers** are howling, brutal cannibals, their numbers swollen by defeated foes who bend their knee to Khorne to avoid being eaten by his rabid followers. Ever-hungry for war and mindless slaughter, they are a dire threat to the Mortal Realms.



3

# LORD COMMANDER EIDOLON



**Eidolon was the exemplar of the Emperor's Children, the first of Fulgrim's Company Commanders.**

Once Eidolon was considered a paragon of the Adeptus Astartes, but the seeping pride that caused the Emperor's Children to descend into Chaos manifested strongly within him. By the Dropsite Massacre on Isstvan V he had surrendered himself to the Legion Apothecaries, receiving xenos-tech implants that enabled him to loose a crippling psycho-sonic dirge.

The latest addition to the Horus Heresy Character Series, Eidolon is resplendent in ornate artificer armour. Armed with an archaeotech pistol and master-crafted thunder hammer, he comes posed on the wreckage of a Deredeo Dreadnought. **T**



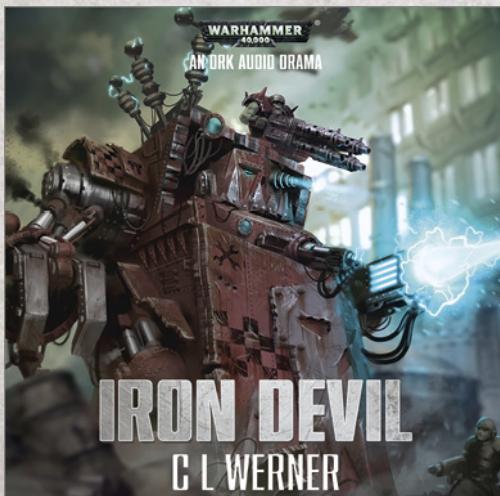
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1 The kit comes with two heads – the bare head which shows Eidolon's augmentations (and lustrous locks) and the helmeted version with special grille for emitting his death shriek.

**By C L Werner**  
**Audio Drama | 62 Minutes**

## IRON DEVIL

**The Cadian 276th emerge from the hellish cinderfall and straight into a brutal conflict with the Orks.**



**When the greenskin onslaught against the Cadian 276th Regiment is stalled by the savage toxic storm known only as the cinderfall, the battered Astra Militarum survivors emerge to find their foes gone. They seek shelter in an abandoned Adeptus Mechanicus hermitage, and there find a horror more dangerous than even the corrosive storm outside: the Iron Devil.**

The audio drama is told in the first person as Captain Drakkan and his cast of Cadians battle Orks and the elements. The sound effects and music are exciting and the story is gripping as Drakkan leads you through the rusted ruins of the facility. The result is part action adventure, part suspense thriller as the Guardsmen and a very unstable ally face the lumbering might of the Ork Morkanaut. **T**

## FURTHER READING

Audiobooks and audio dramas are the perfect way to enjoy stories from the Dark Millennium while you paint, drive or relax, and there is a massive selection on the [Black Library website](#). If the adventures of the Astra Militarum and their Adeptus Mechanicus allies appeal, you might want to check out some of the other Black Library audio dramas. *Adeptus Mechanicus: Skitarius* and *Adeptus Mechanicus: Tech-Priest* see the fury of the Adeptus Mechanicus unleashed in full scale war. See the full range online at [blacklibrary.com](#).



# COURT OF THE CRIMSON SERPENT

**Every issue of Warhammer Visions features a new Army of the Month – a glorious collection of Citadel miniatures that has been lovingly assembled. This week, we preview the Court of the Crimson Serpent, painted by Chris Peach.**

**The Court of the Crimson Serpent** is a stunning collection of aelves and undead, combining the shambling hordes of Deadwalkers with spectral hosts and the most murderous aelves of all, the Witch Elves, Executioners and the Death Hags devoted to Khaine. We spoke to Chris about how it all came together.

"The army that has become the Court of the Crimson Serpent actually began its life as something much smaller," says Chris, when we sit him down to talk about his collection. "Originally the collection was a small warband of undead that I painted for a Warhammer campaign I was involved in, mostly to poke fun at a friend. My undead were centred around a Bretonnian Duke, who was intended as the nemesis for a friend's army who were (supposedly) the pick and flower of Bretonnian chivalry. We had great fun with that rivalry, and after our games were over I never really stopped adding more and more models to the force. Eventually it became something

equating to a proper army in its own right. That's roughly the point at which I started to add the aelves.

"My original plan with the aelves in this force was to build and paint them as the nemesis for my undead army," Chris explains. "I've always been a fan of painting pairs of armies that are rivals for each other, so at first I started converting and painting Dark Elves to take on my undead hordes. I guess I imagined I would use them to play some set piece battles. For the aelves I focussed on collecting the Cult of Khaine models, with plenty of Witch Elves, a Cauldron of Blood and a regiment of Executioners as the mainstay of the army. About the time that my aelf-painting reached its peak, I learned about Warhammer Age of Sigmar and, as I read about Sigmar's adventures in the Age of Myth, I realised I wanted to bring my army up to date – drawing on a couple of tidbits from the history of the Mortal Realms as inspiration.

1 The shambling hordes of Deadwalkers were among the first additions to Chris's undead legions. A quick glance reveals he has mixed lots of Warhammer kits to make them. "I wanted to create a real sense of horror for my opponents when we play," says Chris. "So I focussed on building Bretonnian and Empire Zombies, because those were the main armies I was fighting against. There's something especially grisly about looking across the battlefield and realising that the shambling corpses coming towards you are basically just like you are, except already dead and horrifically mutilated. They've always been well received in our games because of this – a little horror goes a long way."



1 As the queen of the court, Neferata is certainly one of the army's centrepiece models. "I imagine her as the charismatic leader of the vampiric coven," Chris says. "Bewitching and beguiling those around her into doing her bidding. As the monarch of the damned, she has the finest paint job in the army, with elaborate patterns on her robes."

2 "The Baleful Eye are a band of cruel aelven warriors converted from Har Ganeth Executioners and Black Guard of Naggarond," says Chris. "They make the perfect guardians for the Silent Handmaidens, especially when joined by the rest of the aelven warhost."



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► “In the Age of Myth, Sigmar drew together allies from across the Mortal Realms, not just humans but also orruks, duardin, aelves and the undead,” Chris says enthusiastically. “What really captured my imagination was the idea that aelves and undead might fight side-by-side for the same cause – so I hastily began re-basing my collection so that everything matched. I could just as easily have left all of the models on their old bases, but I wanted everything to mesh together seamlessly, and this seemed like the perfect way.

“The new narrative behind my collection is inspired by a few of the nuggets I read in Warhammer Age of Sigmar background and timeline. My army would become a fragment of the ancient alliance of the gods, which was broken by Nagash, Tyrion and Malerion during the wars against Chaos. I imagine that this force had to fight its way clear after a crushing defeat. A shattered remnant retreated back to the Realm of Death, and there fought side-by-side against the rising tide of Chaos. That helps to explain why my aelves have a

focus on the crueler, more morbid of their kind – the death-cult aspects of the Silent Handmaidens fit very nicely with the blood sacrifices and cruelty of the vampires, and when I added Neferata to the army as its leader, the story was complete: Neferata has always had a reputation for entralling those around her and so the Court of the Crimson Serpent was formed – an alliance of vampires and aelves fighting to survive in the blighted Realm of Death. The aelves, of course, were those of their kind with the blackest hearts, and easily turned a blind eye to the necromantic proclivities of their allies. Perhaps they even sought to learn a few of the forbidden arts from Nagash himself?”

As the Age of Sigmar unfolds, we couldn’t help but ask Chris what was next for his collection. His answer surprised us. “I love the epic descriptions and depictions of the Mortal Realms,” he says with a grin. “I have been sketching out ideas for where my army might be from. In my rough plans, they have a fortress built upon the skulls of slain gods.” **T**

3 The Silent Handmaidens are a key part of Chris’s Court of the Crimson Serpent, so much so that he converted them their own Scourgerunner Chariot. “The Scourgerunner has just the right sort of cruelty for my army,” he explains. “From the lash marks and facial scarring of the Dark Steeds, they’re a grim sight. All I did for this conversion was swap the riders for Witch Elves. The whip is even a spare from my Sisters of Slaughter kit.”



# KNIGHTS OF THE TEMPEST

**The heroic Knights-Heraldor and Knights-Vexillor are bearers of the God-King's deadly vow to the forces that blight the Mortal Realms – in the Age of Sigmar, only the pure of heart will survive.**

Amongst the ranks of the Stormcast Eternals there are only heroes. Each of these stern-faced warriors has been personally chosen by Sigmar and raised up to the high heavens of Azyr, imbued with celestial magic to fight for the Mortal Realms as a being more like unto a demigod than a man. Even amongst this brotherhood there are lords still greater in the eyes of the God-King. Having proved themselves exceptional in the trials of the Gladitorium, these warriors were given greater responsibilities even before the Storm of Sigmar was unleashed, for they were to be the champions of their Lord-Celestants. Amongst their number are the sacred offices of the Knight-Heraldor and the Knight-Vexillor.

## KNIGHTS-HERALDOR

The Knight-Heraldor is an inspiring figure. His skill with the massive sigmarite broadsword of his office is enough to overcome even the most dread of the Chaos hosts, yet it is the long-throated battle-horn that epitomises his role and

galvanises his comrades to ever greater acts of heroism. The horn is no normal instrument, but an enchanted artefact. When the Knight-Heraldor sounds it, the battle-horn emits a clarion call that resounds from the thunderclouds high above. Those of the Stormhosts who hear the call will redouble their efforts, their muscles energized with the waves of celestial magic that emanate from the artefact. Where the allies of the God-King hear a clear and glorious note, his enemies are shaken by a dire growl like that of a celestial lion on the prowl, or a chorus of screams torn from those the Stormcast Eternals have already slain.

When the Knight-Heraldor wishes it, the battle-horn can give vent to a truly thunderous blast so loud it is felt as much as heard. Hearts stutter, ears bleed and sword arms shake as the deadly wall of sound rolls across the battlefield. So potent is this aural barrage it can crumble the walls of keeps and split the tree trunks of even ironwood forests. Those seeking ➤



Opposite: The Knights-Heraldor and Vexillor form part of a chamber's command echelon and often take to the field alongside the lords of the Stormhosts.





► shelter amongst such defensive positions soon find their havens turned to a deathtrap, their skulls caved in by falling trees and tumbling masonry even as the battle-horn's assault batters them bodily to the ground with waves of sonic force.

#### **KNIGHTS-VEXILLOR**

Resolute even for a Stormcast Eternal, the Knight-Vexillor bears the sacred standard of his chamber to battle. This honour is earned rather than bestowed upon him. In the Gladitorium of high Sigmaron the Stormcast Eternals clash to claim the banner of their chamber, blades slashing and hammers slamming home; the magic of that crucible of conflict is strong, and even the most grievous injuries vanish completely at day's end. So it is that each chamber's warriors fight a brutal contest before their lords until but one is left to claim victory supreme. A bolt of celestial magic strikes this lone champion as he raises the banner aloft – and in that instant, both warrior and standard are bound together, empowered with the glory of the Heavens.

The energies of each celestial standard are imbued with the divine magic of the stars. Two types of these standards are commonly seen – the meteoric standard, and the pennant of the stormbringer – though there are rumours amongst the Stormhosts that others adorn the reliquaries of the Six Smiths.

The meteoric standard is an inspiring sight on the battlefield. The hammer and lightning sigil of the Stormcast Eternals is flanked by descending twin-tailed comets. In times of crisis the bearer can call out to the stars above, and in the space of a few heartbeats, a hurtling meteor will answer his summons, burning from the firmament to slam with devastating force into the enemy lines. Those struck by the boulder-sized celestial missile will be blasted to nothingness; even those near the impact site are usually burned to ash.

The pennant of the stormbringer is subtler in its effects, but still deadly in its own fashion. A void-tempest, siphoned from the heavens by one of the Six Smiths, is

bound to the standard upon its claiming in the Gladitorium. At a barked command from the Knight-Vexillor, this tempest can be set free to rage across the Mortal Realms. Those Stormcast Eternals nearby, being creatures of celestial energy as much as flesh and bone, can be caught up in this arcane hurricane and borne across the battlefield to coalesce once more in reach of the foe, the screaming intensity of the storm winds they ride slaying those nearby before the Knight-Vexillor binds the tempest to his standard once more.

In the grand realm-spanning assault on the dominion of Chaos, these knights fight in the midst of each Strike Chamber's attack. With the power of Azyr at their beck and call, it is small wonder they have already begun to shape reality to their master's vision of order and justice for all. ▶

Opposite: A Knight-Heraldor of the Celestial Vindicators rallies his brethren to his banner as the hordes of Tzeentch attack.



## WARSCROLL



# KNIGHT-HERALDOR

Onwards to Glory! Forward For Sigmar! With blasts sounded upon his battle-horn, a Knight-Heraldor inspires nearby Stormcast Eternals, its eldritch energies driving them to still greater feats. So powerful are the thunderous calls of the battle-horn that the celestial shockwaves can topple buildings, fell trees or cast down the dark idols of the Chaos Gods.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Broadsword	1"	4	3+	4+	-1	1

### DESCRIPTION

A Knight-Heraldor is a single model. He is armed with a Sigmarite Broadsword, and carries a Battle-horn.

### ABILITIES

**Onwards to Glory:** In your hero phase, you can signal a call to arms with this model's Battle-horn. To do so, pick a STORMCAST ETERNAL unit that is within 10". That unit can charge this turn even if it retreats or runs in the movement phase.

**Thunderblast:** In your shooting phase a Knight-Heraldor can sound a thunderblast with his Battle-horn, shaking buildings to their foundations and causing trees to topple. If he does so, pick a terrain feature within 15" and roll a dice. Each unit within that many inches of the terrain feature suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-HERALDOR

## WARSCROLL



# KNIGHT-VEXILLOR

Blazing with celestial energies, the banners of the Stormcast Eternals are carried proudly into battle by Knights-Vexillor, champions who can always be found in the thick of combat. These standards are more than just proud regalia; they have the power to pull down comets to smite the Stormcasts' foes, or to summon forth the swirling power of a hurricane itself.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warhammer	1"	4	4+	3+	-	1

### DESCRIPTION

A Knight-Vexillor is a single model armed with a Warhammer. Some Knights-Vexillor carry a Meteoric Standard, while others carry a Pennant of the Stormbringer.

### ABILITIES

**Icon of War:** You can re-roll charge rolls for STORMCAST ETERNAL units in your army that are within 12", as they are inspired to glorious acts of valour.

**Meteoric Standard:** Once per battle, a Knight-Vexillor carrying a Meteoric Standard can call down a comet in your hero phase. To do so, pick a point on the battlefield within 24" of this model and roll two dice, adding the results together. Each unit that is within that many inches of the point that you picked suffers D3 mortal wounds.

**Pennant of the Stormbringer:** Once per battle, a Knight-Vexillor carrying a Pennant of the Stormbringer can summon a mighty hurricane in your hero phase. To do so, pick a STORMCAST ETERNAL unit in your army and remove it from play, then set it up anywhere more than 3" from the enemy. It cannot move in the following movement phase. After setting up the unit, roll a dice for each enemy unit within 6"; on a result of 4+, it is blasted by the gale and suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, TOTEM, KNIGHT-VEXILLOR

# PARADE GROUND

Deep within the bowels of the Design Studio, our army painters have been hard at work on their Warhammer 40,000 collections. Here we present a gallery of their latest creations, four beautifully-painted squads for your delectation.

## SICARIAN RUSTSTALKER KILLCLADE 5-PARDALIS-ALPHA

The Sicarian Killclade 5-Pardalis-Alpha designated Squad Pardalis was established by Xeno-archaeologist Gavion as part of the 18th Martian Macroclade, First Cohort, Alpha Maniple. The unit shown here is the fifth iteration of Squad Pardalis.

Gavion, after taking up the mantle of Tech-Priest Dominus, requested a unit of Sicarian Ruststalkers to accompany him and his Skitarii bodyguard on a mission to excavate the ruins of an Eldar world, but his request was denied by the Fabricator Locum. Arriving at Haaxios VIII in the

Pelegron Cluster, Gavion set about his work, but his expedition soon came under attack from Eldar Corsairs. As casualties mounted, Gavion ordered his biologists to recycle the wounded, their ruined limbs and bisected torsos rebuilt with bionics to create a unit of Sicarians: 1-Pardalis-Alpha. Since that day, the Ruststalkers have prowled the crystal dunes of Haaxios VIII, their unblinking eyes constantly scanning for signs of the Eldar. Not a single member of the original squad remains, though many of their bionics have survived to be melded with new bodies.



## BLADE-BRETHREN OF THE IMPALED

Like all Wych Cults, the Impaled have their fair share of allies among the denizens of Commorragh. Chief among them are the Black Lotus, a conclave of Incubi who fight alongside the Bloody Baroness in return for a strange, esoteric prize: the spirit stone of Torhaedril, a Striking Scorpion. Quite why they need to slay Torhaedril remains a mystery, but the Bloody Baroness is not going to argue; it's a cheap price to pay for their excellent services.

The Shadows of Shaa-dom are also allies of the Impaled, a sextet of Mandrakes that exist only at the periphery of vision. During the persecution of Thaxos, they terrorised a company of Valhallans for an entire week, their glowing forms constantly on the edge of vision but always disappearing before their victims could turn to see them. By the time the Impaled arrived, the Guardsmen were so harrowed by their visions they barely put up a fight.

1 The Black Lotus have eschewed the traditional horned helms of the Incubi in favour of expressionless masks. Their Klaivex also wears a phantasm grenade launcher to drop hallucinogenic grenades among his foes.

2 Shadows of Shaa-dom are wreathed in sickly green flames.



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## SQUAD RAPHEN, THE DOOMED BROTHERHOOD

1 The Death Company are granted access to the Chapter armoury so they may fight their last battle with a weapon of their choice. Raphen chose a mighty thunder hammer.

2 The Death Company have their company markings hidden by black paint, the red saltires a symbol of Sanguinius's wounds.

In 998.M41 the Shieldworlds of Cryptus came under attack by Hive Fleet Leviathan. Desperate to halt the Tyranids before they reached Baal, the Blood Angels deployed in force, among them a Death Company led by Brother Raphen.

Once a battle-brother of the 2nd Company, Raphen was declared unfit to fight alongside his Assault Squad, his mind having succumbed to the Black Rage.

Though affected by visions of Sanguinius's death, Raphen remained more lucid and tactically aware than his battle-brothers and was given command of the Death Company when Captain Karlaen's strike force landed on Asphodex. Raphen and his angelic wing descended from the skies on jump packs to battle a brood of Genestealers led by the infamous Spawn of Cryptus, a ferocious beast that eventually claimed Raphen's life.



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## THE BLIGHTED, CULT OF THE GREAT CORRUPTOR

**When the Sorcerer** Porphyricus travelled to the backwater world of Azbaragus, he was pleasantly surprised to find the planet's people rife with sickness. Walking amongst them, Porphyricus appeared as a beacon of hope, his blighted body still strong and powerful, a sign that the gods had spared him from the wasting disease that ravaged the planet. He claimed to know a cure to the population's ailments and so the people bowed to his great

wisdom and prayed to his strange god. Grandfather Nurgle chuckled contentedly.

The Blighted have since joined Porphyricus's Death Guard contingent, serving as faithful retainers and servants to their power-armoured masters. In battle they're led by Noxious Clave, a swollen, pox-ridden demagogue who seeks to bring enlightenment to the sick the same way Porphyricus brought it to his people. T

1 The Blighted are led into battle by the bloated form of Noxious Clave, his face hidden behind a rancid leather gas mask.

2 Several members of the cult have been blessed by Nurgle with strange mutations. The Cultist in the centre has spawned a horribly withered arm, a sign of Nurgle's pleasure. Or displeasure...



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# HARBINGERS OF THE STORM

**Soaring into battle** upon radiant wings of light, the Prosecutors of the Stormcast Eternals descend with the fury of the tempest. They are the vanguard of Sigmar's wrath, slaying the enemy with celestial weapons and azure beams of burning purity.

**When Sigmar struck** his Stormcast Eternals within the Forge Eternal he did so with the patience and forethought of a God-King, turning his wisdom to assembling an army that could defeat the scions of the Dark Gods once and for all. Of the warriors he claimed and imbued with the power of the storm, few possess the mystery or splendour of those who ride to war upon wings of light – Sigmar's warrior heralds.

They were among the first of the warriors unleashed into the Mortal Realms, as the retinue of Anactos Skyhelm surged into the fray beside the heroic figure of Vandus Hammerhand in the battle for the Gates of Azyr. There, as in so many battles since, it was the hand of the Prosecutors that won the critical moment, as Anactos hurled a celestial hammer to break the wards sealing the gate – an act that enabled the hosts of Azyrheim to march into the Realm of Fire in columns of gold and silver.

In Chamon, the Prosecutors led the Warrior Chambers through the Gilded Ruins, soaring above the ruins to guide their

brethren far below. Later, as the Celestial Vindicators and Hammers of Sigmar scaled the impossible ladder of blades that led to the Eldritch Fortress, their Prosecutors duelled in the skies with the Discs of Tzeentch, saving scores of their kin from a certain death.

In Ghyan, the Knights-Azyros led the hunt for Alarielle. As the Hallowed Knights braved the horrors of Nurgle infesting the land they burned a path of purity through the filthsome swamps and bogs, battling Plague Drones and rotflies with their starblades as they sought out the illusion-hidden trails to the Athelwyrd.

In every realm, among every Stormhost, Sigmar's winged warriors have proved their worth time and again, whether leading the search for missing Grungni in the reaches of the Realm of Metal, slaying horrific beasts with star-fated arrows or lighting the way for Sigmar to cast his warriors into the fray. As the war for the Mortal Realms rages on, their courage and heroism will be needed more than ever.

**THE SIGMARABULUS**  
The twin-tailed comet that once heralded Sigmar's birth is known as the Sigmarabulus, a sign across the heavens of his glorious destiny. In the ages that have followed that auspicious time, the comet has remained his symbol, an icon of worship for Sigmar's faithful. When he ascended to godhood, the twin-tailed comet remained one of his symbols, worn on pendants, shields and uniforms. It was also granted to the Angelos Conclaves as their identifier, for they herald the coming of Sigmar's armies just as Sigmarabulus once foretold the God-King's birth.



## TEGRUS OF THE SAINTED EYE

In the fighting for the Mortal Realms so far, few Prosecutors have made the impact of Tegrus of the Sainted Eye, a Prosecutor-Prime from the Steelsoul's Warrior Chamber. Tegrus first made his reputation in the Cleansing of Azyr, where he purged the Nihilad Mountains as one of the God-King's warrior scouts. With the invasion of the Mortal Realms, his legend has grown dramatically – in the wilds of Ghyan he proved to be right hand to Lord-Celestant Gardus Steelsoul.

It was Tegrus who first found the Oak of Ages and who plunged heedlessly into the shimmering waters of the River Vitalis to search out the route to the Hidden Vale, and found it shimmering with emerald light where the river's bed ought to be. In battle, Tegrus was undaunted, driving off Plaguebearers, Putrid Blightkings and, at the fateful moment, saving the goddess Alarielle from harm, though at the most terrible of costs...



# BORNE UPON WINGS OF VENGEANCE

As Sigmar strikes new Stormhosts he continues to raise Prosecutors as the heralds of his retribution. In each of the Strike Chambers (Exemplar, Harbinger and Warrior) they can be found, ready to swoop into battle.

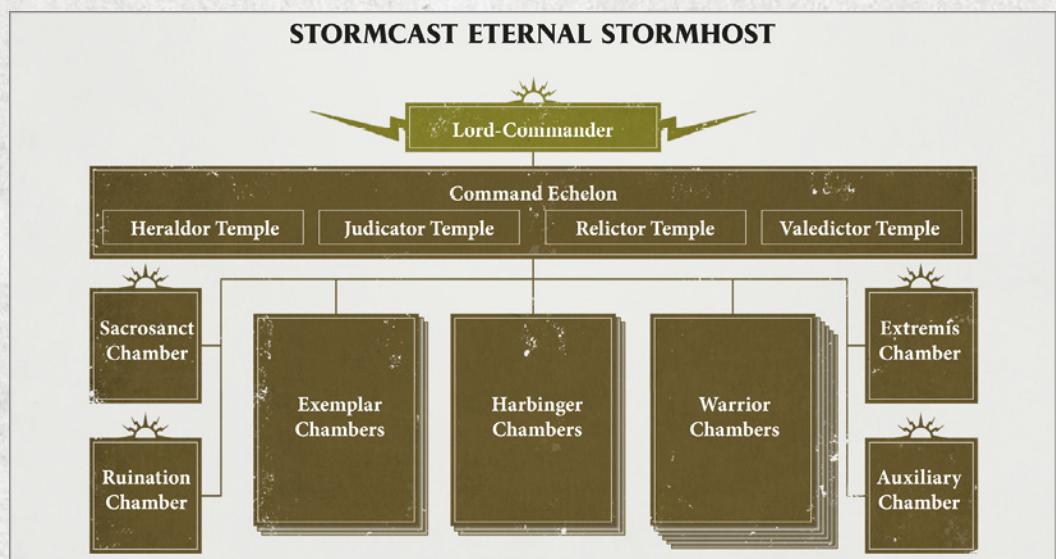
Those in a given Stormhost who show the requisite skill at arms and strength of soul are raised to serve in their chamber's command as Knights-Venator or Azyros. As

heroes of their chamber they advise their Lord-Celestant, on and off the battlefield, blazing a trail of righteousness through the Mortal Realms or loosing death from afar with a realmhunter's bow.

As the fighting in the Mortal Realms spreads further from the Realmgates, the role of the Prosecutors and winged Knights is critical, for the realms are so vast that their speed is increasingly valuable.

1 This diagram shows the organisation of a Stormcast Eternal Stormhost. Note that the Knights-Venator and Knights-Azyros can be found in the Chamber Command of any of the Strike Chambers. Prosecutors are found in greatest numbers within the Warrior and Harbinger Chambers, although they also form an important part of the Exemplar Chambers, such as in the hard-hitting Devastation Brotherhood formations.

2 The Warrior Chambers are the principle fighting formations of Sigmar's crusade, powerful military units capable of fighting as autonomous armies far from their home in Azyr. This diagram serves to show the loose make-up of an individual chamber, although it is hard to gauge the actual numbers of warriors within any given chamber – since a single retinue could consist of as few as five Liberators or a trio of Prosecutors, or as many as two score of the same (and in some instances, far more than this). Regardless, the diagram goes to show the proportions of Prosecutors in a typical Stormcast Eternal Warrior Chamber. When deployed en masse, they are used as scouts, escorts for Knights-Azyros and Venator or simply smashing a path through the enemy army.



## UNLEASHING THE ANGELS OF AZYR

With the multi-part Prosecutors, Knight-Azyros and Knight-Venator released this week it has become possible to create a Stormcast Eternals army that consists of many of Sigmar's winged warriors. The image of retinues of Prosecutors swooping down on the enemy to slay them with barrages of gleaming hammers and javelins of crackling lightning is simply too awesome to miss out on. The best place to start is probably to collect all the Prosecutors within your chosen Warrior Chamber. A Warrior Chamber is known to have three retinues, which means there would be a minimum of nine Prosecutors (three units of three) although in reality probably a great deal more than that, and you can make your retinues larger.

After that, you can expand on the theme with the Knights-Azyros and Venator, who are drawn from the Chamber Command. These make fitting heroes for a winged host. The Knight-Azyros is the beacon of light that draws Sigmar's divine gaze to the

places where his Stormcast are most sorely needed. Where the Knights-Azyros pass, the God-King can cast his Stormhosts with greater accuracy. For their part, the Knights-Venator keep back from the press where they can loose death with their realmhunter's bows, assassinating the lords of the enemy hosts and felling monsters with unerring accuracy. Such is the importance of these chamber officers that they are usually guarded by retinues of Prosecutors.

Of course, if you want to include Sigmar's ultimate winged scion, you can't do better than the majestic Celestant-Prime. This immortal hero fights wherever he is needed most, swooping into the midst of battle to turn the tide for the Stormcasts. He's the kind of hero (and model for that matter) that you can centre an entire collection around. The image of his arrival is amazing, too – an avenging angel descending amidst the azure-winged hosts of Prosecutors. ▶

3 A glorious host of winged warriors sweeps into battle against the Goretide, as the almighty Celestant-Prime lends the extraordinary might of Ghal Maraz to the Prosecutors and Knights.

The wonderful freedom of choice Warhammer Age of Sigmar gives you when assembling your army means that the only thing stopping you unleashing an army of Stormcast Eternals borne into battle entirely upon wings of light is your imagination (and the time it takes to build and paint all those beautiful models).



# 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. This week our brush-happy painters show us more of their centrepiece miniatures.

## DUNECRAWLER OF MARS

Dom's Dunecrawler bears the icon of Mars on its front glacis. However, its traditional red armour has been painted over with a desert paint scheme to help it blend in with the corrosive sand dunes of Jadirrim. Repainting their sacred war machines is rare among the Tech-Priests of Mars, suggesting the situation on Jadirrim must be bad if they have to resort to camouflage.

As we enter our seventh week of Armies on Parade, Dom Murray has finished yet another unit for his army, a rust-covered, dune-striding Onager complete with an ominously glowing eradication beamer.

"The Onager's a really cool model with a great story behind it," says Dom. "I wanted at least one on my Armies on Parade board, but I have another two assembled ready to be painted. Like the other Adeptus Mechanicus models I've painted so far, I opted for a simple colour scheme, but one that would stand out from the

traditional reds and blacks of the Adeptus Mechanicus. The idea is that they're fighting on a highly-corrosive desert world and the war is going badly for them, which is why they've resorted to disguising their vehicles with sand-coloured paint." Dom's weathered colour scheme is actually really easy to replicate, one of the main reasons he picked it for his army. "After a Chaos Black undercoat I basecoated the armour panels with two thin layers of Zandri Dust. I then weathered it by stippling on patches of Rhinox Hide and Ushabti Bone with a sponge. Simple, really."



### 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.

## LORD OF THE UNDEAD

“Nagash is undoubtedly the centrepiece of my Armies on Parade display,” says Dan Harden, who has been working on his Tomb Kings army over the last few weeks. “I actually painted him during the End Times, though following the release of Warhammer Age of Sigmar he became the inspiration for an entire army. His purple robes became the spot colour for my army and, believe it or not, his bones are painted the same way as all my Skeleton warriors: Seraphim Sepia washed over a Corax White undercoat followed by layers of Pallid Wych Flesh and White Scar.”

Dan has made one change to Nagash, though. “I gave him an oval base to match the rest of my models,” says Dan. “I covered the ground between his spirit hosts with spare Skeleton heads and torsos to make it look like he’s raising fresh new Skeletons around himself.”



**1** Dan built Nagash in five sub-assemblies to make painting him easier – his head, body, robes, sword and bony tentacles (shown here).

**2** A face leers from the book in Nagash’s hand. A basecoat of Temple Guard Blue and a wash of Druchii Violet gives it an eerie, malevolent glow.



## THE ELITE OF SA'CEA

1 Owen's Riptide stands resplendent in the blue urban camouflage often used by Sa'cea sept. The sept colour (orange) can be seen on the Riptide's sensor array and in numerous places across his armour.

A couple of weeks ago Owen Patten showed off his Armies on Parade display board, a ruined Imperial factory complex. Since then he's been painting the latest addition to his force, a Riptide battlesuit.

Owen used only non-metallic paints on his Riptide to represent the alien materials the Tau use to build their battlesuits. The blue-grey armour was achieved by basecoating the whole model with The Fang spray, followed by a wash of Nuln Oil in the recesses. The edges of the armour were then highlighted with Russ Grey

followed by a final edge highlight of Fenrisian Grey. "I also used Fenrisian Grey to paint clusters of hexagons onto the armour to make it look like the suit is protected by high-tech shielding," says Owen. "A few panels I painted with Dark Reaper to break up the colour scheme. The orange sept markings also make for a nice contrast with the urban grey of the battlesuit. I painted them with Jokaero Orange highlighted with Fire Dragon Bright. The head was also given a wash of Nuln Oil between the two oranges to give it a bit of shading."



# CASTORIX VOSTROYA, IMPERIAL BANEBLADE

On the fortress world of Vostroya, Dan Hyams has just completed work on Castorix Vostroya, a Baneblade super-heavy tank and the centrepiece for his Armies on Parade display.

"I've wanted to paint a Baneblade for years," says Dan, "and this was just the excuse I needed. I always saw it as quite a large project, but when it comes down to it the model is no harder to paint than any other tank, it's just about being economical with your painting. Edge highlighting every armour panel may look cool, but it can

take ages and drybrushing looks just as good, if not better. It gives the tank a really weathered feel, like it has seen years, or even centuries, of warfare."

Dan also has a useful tip for building and painting a new army. "Always paint a test model so you know what your colour scheme is going to be," says Dan. "As you paint, write down every colour you use and what technique you used to apply it (wash, drybrush, layer, and so on). That way you'll never be sitting there trying to remember what colour you need next." **T**

**1** Castorix Vostroya in all its super-heavy glory.

**2** The standard bearer in the turret ring is from the Vostroyan Command Squad while the gunner is from the lascannon weapon team.

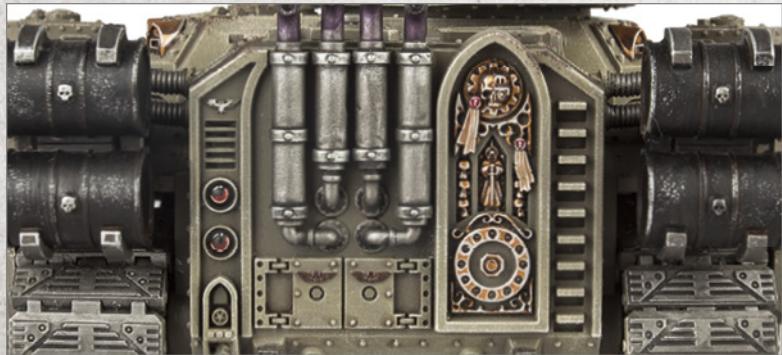
**3** Dan drybrushed the hull of the Baneblade, giving it a scuffed, well-used appearance. The shrine on the back of the tank, however, is meticulously well-kept by the crew, its gold gleaming.



**1**



**2**



**3**

# 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 magical banners, magical battle-horns and mechanical cohorts.

## CHAMPIONS OF THE STORMHOSTS

### FORGES OF AZVRHEIM

#### THE SIX SMITHS

In Sigmaron, the great palace of Sigmar, the forges of the Six Smiths ring constantly with the clamour of their work. Gifted to the God-King in servitude by his ally Grungni, these legendary forge masters have toiled for an age to fashion the weapons of Sigmar's retribution. With the secret lore possessed by only a few they create the armour of triple-blessed sigmarite with which the Stormcast Eternals are clad, imbuing the precious metal with magical properties. Thus the enchanted metal hewn from Mallus is bound with the power of a living tempest, wrought into a weapon worthy of the God-King's armies.

From the self-replenishing quivers that hold the bolts for the Judicators' bows to the celestial hammers hurled by the Prosecutors and the magical banners and icons born into battle by the Knights-Vexillor, all bear the hallmarks of these legendary artisans. By the sweat of their brow the objects of Chaos's downfall are brought into being.

### RAISING THE BANNERS AND BRINGING OUT THE BONES OF HEROES

The release of the Knight-Vexillor this week has turned our gaze to the banners and battle standards of the Stormhosts – there are now three very distinctive banners available to Stormcast Eternals collectors: the reliquary borne aloft by the Lord-Relictor and the meteoric standard and pennant of the stormbringer carried into battle by the Knights-Vexillor.

Although sharing several similarities in design (the halo of sigmarite cresting the Relictor's reliquary and the meteoric standard share common design cues), each of these three icons of the Stormhosts does something very different.

The relic-staff of the Lord Relictors is a haunting badge of office, containing the bones of heroes, a reminder of the Stormcasts' former mortality, and perhaps a tether that keeps the Stormcast focussed on the Celestial Realm and their patron.

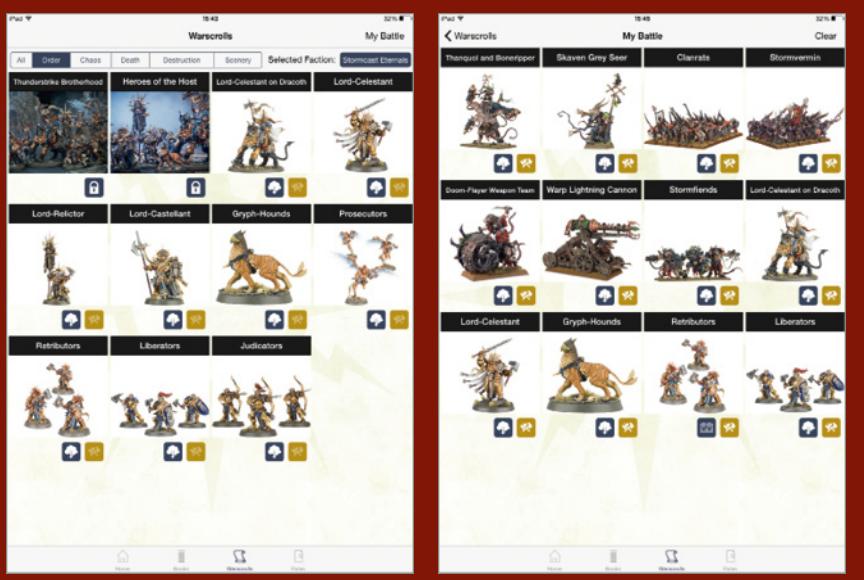
By contrast the standards held aloft by the Knights-Vexillor have an obvious magical effect in battle – the meteoric standard can bring a comet smashing down from the heavens to obliterate the foe, while the pennant of the stormbringer can whisk a retinue across the battlefield upon a celestial hurricane, a physical display of the power of Sigmar.



# WHITE DWARF

## MY BATTLE, YOUR BATTLE

Earlier in the issue we showed off the new Warhammer Age of Sigmar App. One of our favourite bits is the 'My Battle' feature, which enables you to select the units you have in your collection (by clicking on the hammer and axe icon on each warscroll) and add them to a battle roster. This makes them really easy to find mid-game so you spend less time hunting for rules and more time rolling dice. Handily, you can also include your opponent's models so you can check out their abilities before making that crucial charge.



## KNIGHT-HERALDOR: BREAK DOWN THE WALLS

The Knight-Heraldor's battle-horn is far more than merely a musical method of commanding an army – it's actually a devastating magical weapon that can cause fortifications, ruins and woods to tremble and quake before its clamour.

Such is the celestial power of the battle-horn, that when the waves of its sound strike the fortifications and hiding places of the foe, stones shudder and explode while trees topple, collapsing in a shower of razor-sharp splinters. Those caught near the cacophony are hurled to the ground, if they are lucky – others find themselves crushed by falling masonry or slain by flying chunks of shrapnel. This secondary ability of the battle-horn makes the Knight-Heraldor indispensable for Warrior Chambers besieging the fastnesses of the enemy, for no hiding place is safe when the Knight-Heraldor can reduce sturdy stone walls to an explosive deathtrap.



## READER'S MODEL OF THE WEEK

### CELESTIAL PHENOMENA

Once per game the meteoric standard can call down a passing comet to smash into the battlefield. If you want to smash a hole in an enemy army, there's no better way.

### DEVASTATING CHARGES

Any Stormcast Eternal near to a Knight-Vexillor is fuelled with courage and the desire to do glorious acts of valour. Nearby units are even better at charging into combat.

## MUNITORUM REPORT: KNIGHT-VEKILLOR

### SLOW PROGRESS

The steady advance of the Stormcast Eternals can be dramatically accelerated (for one retinue at least) with the pennant of the stormbringer as they are scooped up and hurled into the fray.

### BLENDING IN

If you're carrying a massive icon around the battlefield, beware enemy marksmen – your Knight-Vexillor will make a tempting target.

### BIT OF THE WEEK: SPOTTING SCOPE

An optional extra in the Empire Engineer kit, this charming telescope is just the ticket for spying on your enemies from afar. Sigmar's finest will covet it for the engraved Sigmaritus icon, while others will marvel at its seemingly magical gaze.



This week we found the White Dwarf inbox filled with pictures of Stormcast Eternals including this exceptional Liberator-Prime painted by Stefan Watzinger. Here's what he had to say about it: "My goal was to paint a Stormcast Eternal looking cold and grim, which is why I chose dark colours for this model. I started off with a silver basecoat and then washed and glazed the armour with blacks and blues to get this effect. A snow-covered base helps reinforce the cold feel of the model, while the gold was chosen to show the status of the Liberator-Prime. Now I just need to paint the rest of the starter set..."

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](mailto:team@whitedwarf.co.uk)

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

## 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](mailto:team@whitedwarf.co.uk)



### ARE WE DEAD YET?

Excuse me, Grombrindal, I've been reading about the Stormcast Eternals and I was wondering if they can actually die, and if so what it takes to kill them?

- Abragharn the Reaper

### GROMBRINDAL SAYS

With a name like that, I'll bet you've been wondering, sonny. The answer to that isn't exactly straightforward: if a Stormcast Eternal suffers a wound on the battlefield that would kill him, rather than die he is whisked up to Azyr upon a bolt of celestial lightning to be reforged (body, wargear and all). There's a good example of that when a particular Stormcast Eternal is shot by a magical arrow towards the end of Quest for Ghal Maraz (check out page 155). Sadly, the process is not infallible, and some Stormcasts do indeed die permanently. For instance, when Korghos Khul slew Jactos Goldenmane, he beheaded him with a reality-splitting axe – and there was no magical lightning. Only death.

- Grombrindal

## A CLASH OF EMPIRES

Over the weekend we played our largest game of Warhammer Age of Sigmar so far, Nagash's Bronze Legion taking on the ogor tribe of the Bloodied Claw. Though the dead outnumbered the living, the ogors got stuck into the fight with typical gusto and quickly reduced most of Nagash's

army to piles of splintered bones. Nagash, nonplussed by the loss of his army, simply raised them back up again, much to the amusement and delight of the rampaging ogors. In the end, Nagash was victorious, though he was sorely wounded by the ogors and his army was in tatters.



## HOW DID THEY DO THAT?



The sigmarabulus icon on the meteoric standard has a fantastic azure glow. To do this, paint the symbol with Celestra Grey, and layer it with Skull White. Then water down Temple Guard Blue (until it is the consistency of milk) and paint it across the central orb, the top of the lightning bolts and the edges of the nearby metal. Next, add a layer of Baharroth Blue, focussing on the centre and upper areas, followed by a layer of Blue Horror and finally White Scar.

## WEAPON OF THE WEEK: POWER SCOURGE

The thrashing betentacled limbs of the Chaos Helbrute are a worthy Weapon of the Week any week. Not only do they writhe about with the power to break an Ogron's back or throttle a Space Marine to death, but the individual tentacles have wicked spikes on the end. Our favourite thing about the power scourge, however, is the idea of it prying open the hull of a tank or bunker and then thrashing around in the tight confines stabbing and crushing.



## CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Blood Angels Successor Chapters.

### FLESH TEARERS

Probably the best known successors to the Blood Angels, the Flesh Tearers are known for their uncontrollable rage in battle. Founded by Nassir Amit in the Second Founding, they quickly earned a bloodthirsty reputation that the Chapter has never shaken, although the present Chapter Master, Gabriel Seth, strives earnestly to keep his warriors in line.

### BLOOD DRINKERS

Mystery and suspicion surround the Blood Drinkers Chapter, despite their noble character. They are known to practice rituals and rites with chilling titles, such as the Sanguis Excrucio and the Red Tears. In spite of this, they have an excellent combat record and retain close ties with several Chapters considered beyond reproach, such as the Howling Griffons.

### ANGELS ENCARMINE

Battle-hungry in the extreme, the Angels Encarmine are perhaps one of the most active Chapters in the 41st Millennium. Such is the speed with which they conclude one campaign and begin another that they are seldom at full strength, substituting strength in numbers for fiery fervour and selfless devotion.

### ANGELS VERMILLION

The Angels Vermillion are isolationist in their nature, shunning contact with both the wider Imperium and their brother successors. None outside of the Angels Vermillion, save perhaps Commander Dante of the Blood Angels, know the reason for this, but it has no bearing on their glorious roll of honour – their countless victories for Humanity speak for themselves.

# WHITE DWARF'S REGIMENTS OF RENOWN

The Tech-Priest Dominus known as Hyperion Ismene Themis IV is a Technoarchaeologist of Stygies VIII, his life's work dedicated to the study of ancient weapons and wargear. Currently he's searching for lost technology on the world of Tarnagua in the Segmentum Pacificus. Though the majority of Themis's force are Skitarii, he also commands two Kastelan

Robots – Axiom-88 and Rhombus-4 – a generous gift from one of his peers. Unbeknownst to Themis, the Datasmith Galenos and his charges are no mere bestowal, but rather spies within his army's ranks. While they fight for Themis, they secretly send back data and information to their true master, the Xenarite Tech-Priest Callias Rhoda. ▶



**NEXT ISSUE: SLAUGHTER, BLOOD, SKULLS AND... COGS?**

# NEW RELEASES

PRE-ORDER: NOW

RELEASED: 19/09/15

Unless noted otherwise, these products are all available to pre-order from 12 September and are on sale from 19 September. Find out more about this week's new releases [here](#) in this issue.

## STORMCAST ETERNALS KNIGHT-HERALDOR

1 miniature – battle-horns blazing, the call to arms is sounded!  
£15, €19.50, 150dkr, 180skr, 170nkr, 75zl, USA \$25, Can \$30,  
AU \$42, NZ \$50, 150rmb, ¥3,500

## STORMCAST ETERNALS KNIGHT-VEXILLOR

1 miniature – bearers of the standards of the Stormhosts.  
£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35,  
AU \$50, NZ \$59, 180rmb, ¥4,100

## IRON DEVIL

By C L Werner

Audio drama, 62 minutes

£10, €15, 115dkr, 140skr, 140nkr, 50zl, USA \$15, Can \$17.50,  
AU \$25, NZ \$28.50, ¥1,300

Also available as an MP3 download. See [www.blacklibrary.com](http://www.blacklibrary.com) for prices and details.



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Editor: Jes Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

Games Workshop Limited

Willow Road, Lenton, Nottingham, United Kingdom,

NG7 2WS

Registered in England and Wales

– Company No. 01467092.

ISSN: 0265-8712 / Product code: 60659999085

