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BLOOD BOUND WARHORDES
HOW TO MAKE AN ARMY OF THE BLOOD
GOD'S MOST FRENZIED FANATICS!

GAMES WORKSHOP'S
WEEKLY MAGAZINE
CITADEL MINIATURES
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
ISSUE 86
19 SEPTEMBER 2015



CHOSEN OF KHORNE

THE BLOOD WILL FLOW!

THE KHORNE SLAUGHTERPRIEST AND SKULLGRINDER SPEARHEAD THE SLAYING



WHITE DWARF

ISSUE 86
19 SEPTEMBER 2015

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The Throne of Skulls is not Khorne's domain alone: we look at the best from a recent event.

ARMIES ON PARADE

Into the home straight, entries are coming together. We take a look.

ARMIES OF SLAUGHTER

The rampaging hordes of Khorne may be without loyalty, honour or moral but they are not without order – not quite. We look at the makings of a Khorne Bloodbound Warhorde.

WARSROLLS

Full warscrolls for the Khorne Bloodbound Slaughterpriest and Skullgrinder (spoiler: they slaughter, they grind skulls).

THE WEEK IN WHITE DWARF

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



PRAYERS OF BLOOD

Although Khorne only demands one thing of his followers – the spilling of blood – their worship takes a number of horrific forms. This week, two new monstrous heroes burst into the Mortal Realms, and each pays homage to their patron in distinctly different ways.

The Slaughterpriest is a giant of a man whose infernal visions of Khorne grant him a terrible power – his fervour for bloodletting alone can compel the enemy

to rush forward onto the Bloodbound's swords and axes. The Skullgrinder, meanwhile, gains Khorne's favour through his role as armourer to the Blood God's murderous mortal followers. By his anvil are the Bloodbound's weapons smithed, and by his anvil will the enemy be smashed asunder.

Turn the page to see more of these dread champions of Khorne, and turn [here](#) for all the info you need on making a massive Bloodbound Warhorde. ✕

KHORNE
BLOODBOUND

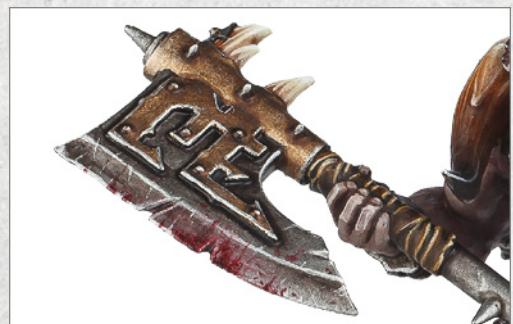
SLAUGHTERPRIEST



Slaughterpriests are the dark demagogues of the Blood God. Imbued with the power of Khorne himself, their muscle-bound frames radiate an aura of hatred and rage that taints the souls of those around them.

Khorne's Bloodbound armies are often joined by bellowing Slaughterpriests, dark prophets granted visions of death and carnage by Khorne himself. Saturated with unholy power, their monstrous presence can boil the blood of nearby foes or drive them into a suicidal rage; men, aelves and duardin clambering over each other to leap into the path of the Slaughterpriest's colossal gore-stained axe.

As a living conduit of the Blood God's rage, the Slaughterpriest stands head and shoulders over his flock, his body a mass of bulging muscles and corded tendons. His scarred skin is pierced by cruel hooks and chains, his arm branded with the skull rune of Khorne. Though swollen with the power of Chaos, the Slaughterpriest is made even larger by the horns jutting over his shoulders. At first glance they appear to be the horns of a mighty Chaos beast, but turn the model around and you'll see that they're attached to his spinal column which has erupted from his back. Truly he has been blessed by the Lord of Rage. ✕



1



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1 The Slaughterpriest's axe has a brass rune of Khorne embossed on its notched, blood-covered head.

2 The Slaughterpriest's massive frame has begun to mutate with the warping power of Chaos.

See the warscrolls for both the Slaughterpriest and the Skullgrinder [here](#).

KHORNE
BLOODBOUND

SKULLGRINDER



Skullgrinders are Khorne's armourers, warrior-smiths of the Bloodbound hordes. It is on their brazen anvils that Khorne's tools of worship are crafted – axes, swords, flails and maces to slaughter entire nations.

Khorne is a warrior god. He cares not for obeisance and obsequiousness, only eternal slaughter and violence. Blood and skulls are the only offerings he approves of, but to claim them his warriors need weapons. It's for this reason that the Skullgrinders stand so high in Khorne's favour, for they craft the blades that are used to butcher entire civilisations.

When Khorne's Bloodbound march to war, the Skullgrinder fights alongside them using the tools of his trade: a rune-stamped hammer and a fire-wreathed anvil that hangs menacingly from a length of razor-edged chain. The Skullgrinder wields this brazen anvil like a flail, his muscular arms whipping it around his body in fiery arcs to obliterate everything in his path, his phenomenal strength and the crushing weight of the burning anvil more than capable of pulverising skulls and pulping limbs. All the while, the Skullgrinder roars manically inside his brass-wrought helm, his eyes aglow with the fires of Khorne's eternal forges. ✕



1 The Skullgrinder's brazen anvil burns with the raging fire of the Blood God's Daemon-forges.

2 The Skullgrinder's armour is hammered from thick sheets of brass and blood-cooled iron.

Turn to [here](#) to see how these blood-mad warriors fit into a Bloodbound Warhorde.





FOCUS ON... THE GORY PATH TO GLORY

Every one of Khorne's followers is a brutal killer, a murderer without conscience whose life is dominated by eternal battle, their souls consumed by hatred, rage and a desire to reap skulls in Khorne's name. Yet while endless slaughter is the surest way to earn the Blood God's favour, there are many ways to glory.

Skullgrinders earn Khorne's respect through the creation of weapons. A well-honed axe can cleave through scores of foes, every death an offering to the Blood God. By equipping the Bloodbound Warhordes with the most brutal weapons he can forge, the Skullgrinder makes their carnage all the more destructive.

Slaughterpriests, on the other hand, risk their lives to commune directly with Khorne and seek his blessing. In the wake of a particularly violent battle they imbibe a terrifying concoction of sacrificial blood, Daemon ichor and warpstone dust. Should Khorne deem their battle-offerings worthy, they will be gifted with inhuman strength, an unstoppable rage and the power to channel Khorne's wrath.

Bloodstokers are among Khorne's most cunning devotees. With whip and goad they wield those around them as weapons, thrashing them into a frothing madness until they can fight no harder. As such, a Bloodstoker's offering to Khorne includes an unspoken tithe from those who have felt his lash. Though an underhand way of gaining favour, Khorne permits the ploy, for the Bloodstokers ensure his followers always fight their hardest.

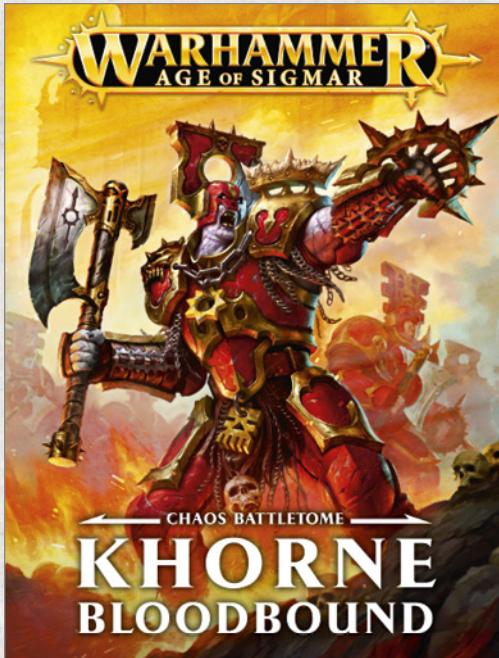
Aspiring Deathbringers are Bloodbound who have butchered their way through myriad battles to become champions of the Gorechosen. But their path to glory is barred by the Exalted Deathbringer, the most powerful of their number. Yet he is also a worthy foe and his skull would make a fine addition to the Skull Throne, should an Aspiring Deathbringer have the courage and the might to claim it... ✕



CHAOS BATTLETOME

KHORNE BLOODBOUND

The Bloodbound are the foremost of Khorne's mortal servants, murderous warriors whose axes have slaughtered nations and brought civilisations to ruin. For the glory of their bloody patron they have shed rivers of blood and raised mountains of skulls.



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To be a true worshipper of Khorne is to live a life of unending carnage, a brutal existence devoted solely to the reaping of skulls and shedding of blood. The greatest of these mortal scions are the Bloodbound, vast warbands who have laid waste to swathes of the Mortal Realms, and now exult at the arrival of the Stormcast Eternals, in whom they see a foe worthy of the Blood God's attention.

“The greatest of Khorne’s mortal scions are the Bloodbound Warhordes.”

The Bloodbound are the mightiest of the followers of Chaos, and as they grow in strength even the armies of the other gods baulk at their ferocity and power.

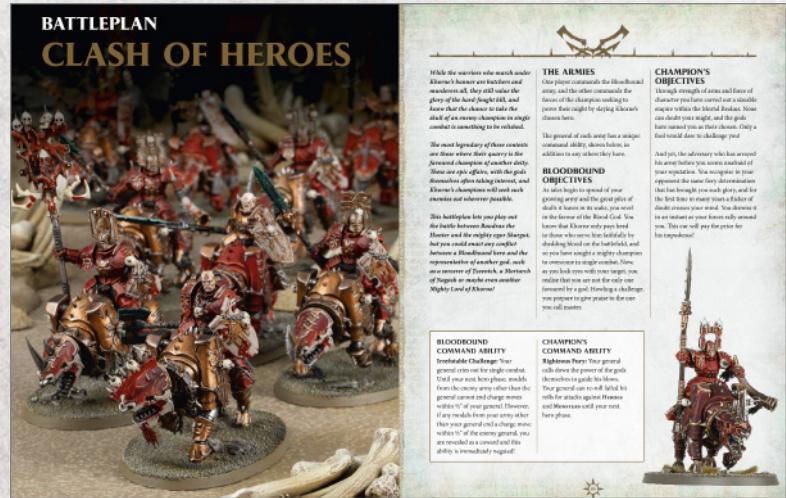
Chaos Battletome: Khorne Bloodbound is their book, a volume devoted to the mortal servants of the Blood God, his Bloodbound Warhordes. Within it you’ll find the stories and history of these bloodthirsty killers, information about how the Bloodbound Warhordes are organised, new warscrolls and warscroll battalions and a trio of new battleplans to play. If you count yourself among the servants of Khorne, this is the battletome for you! ✪



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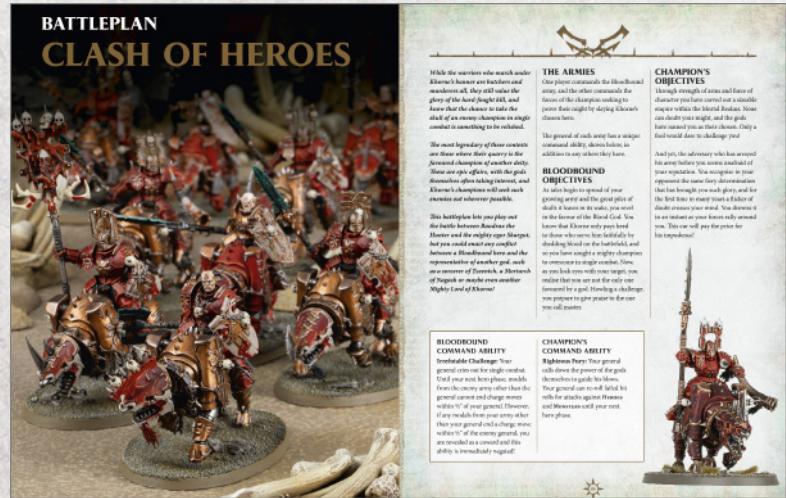


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- 1 The cover of Battletome: Khorne Bloodbound – a triumphant Blood Warrior.
- 2 Spectacular artwork throughout depicts the Khorne Bloodbound

- waging war in the Mortal Realms (against more or less everyone).
- Gorgeous Design Studio armies showcase the many warriors and

- heroes of the Khorne Bloodbound armies.
- New rules, including three new battleplans, give you countless hours of gaming fun.



While the war for Khorne's honour is fought across the Mortal Realms, all they will suffer the fury of the Blood God's might. This battleplan allows the player to pit their Khorne's champions against those of another God, and see who comes out on top.

The most legendary heroes come to the fore in this battleplan. The fierce champion of another deity, these are epic fighters of the purest blood. They are the equals of Khorne's champions and will seek such honour and renown.

This battleplan allows players and models to pit their Khorne and the mighty champion of another God, and see who comes out on top.

It is the Blood God's desire that his champions should be the equals of the champions of other gods. He wants them to prove their worth in the service of the Blood God. You can do this by fighting alongside the heroes who have been ferociously fighting since the start of the battle, and then fighting alongside them to prove your worth.

BLOODBOUND COMMAND
Infernal Challenge: Your general can fight for single combat. If your general is killed, any models from the enemy army other than the general can charge into the enemy army. If any models from your army other than your general can charge into the enemy army, then your general is removed as a model and this ability is immediately negated!



CHAMPION'S OBJECTIVES

One champion leads the Bloodbound army, and the other commands the Chaos army. The champion must prove that they are the best of the best of all the heroes in the Mortal Realms.

The general of Chaos uses a single command ability, shown below, in addition to the abilities they have.

And just as the adversary which is around

you among heroes you were created of your reputation. You are unique to your world, and your reputation is unique to your world, and your reputation is unique to your world.

One champion leads the Bloodbound army, and the other commands the Chaos army. The champion must prove that they are the best of the best of all the heroes in the Mortal Realms.

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LIMITED EDITION

KHORNE BLOODBOUND

For the loyal devotees of the Blood God there can be no compromise, and when it comes to the limited edition of Battletome: Khorne Bloodbound there has been none. It's the ultimate edition for the commanders of Khorne's mortal armies.



Inside the limited edition of Chaos Battletome: Khorne Bloodbound you'll find the battletome itself, with exclusive soft-touch outer cover and a folio containing five art prints on quality card. At the bottom of the box you'll see your edition number, telling you which of the 1000 copies you have in your possession.

Numbers are strictly limited, so don't delay – get one exclusively from: games-workshop.com

The artisans of the Citadel Vault have outdone themselves once again with the limited edition of Battletome: Khorne Bloodbound. It comes stored in a magnetically-sealed box with a brilliant bloody red, soft-touch cover – the triumphant Blood Warrior from the standard edition on the front and a brass Star of Chaos dominating the back.

Within the box, the battletome is finished with a clean cover, white where the box is bloody red. Again the image of a Blood

Warrior takes centre stage on the cover of the book, the red and brass of his armour contrasting boldly with the pale background – collectors of the Warhammer Age of Sigmar books will find the finish looks superb alongside the other limited edition volumes released so far. Within the box you'll also find a rather fetching art folio filled with five art prints, displaying the Bloodbound in battle – perfect for mounting in frames to decorate your hobby room, or keeping pristine within the sturdy box. ✕

THE PRISONER OF THE BLACK SUN

By Josh Reynolds
Audio Drama | 63 minutes

Cast into the Realm of Death upon bolts of lightning, the Stormhosts seek Nagash, once ally and often enemy of the God-King Sigmar. Looming battle against the Khorne Bloodbound forces the Stormcast into an uneasy alliance.



From the first chilling words spoken in this audio drama (the voice of none other than Nagash) to the heart-stopping battle that is its conclusion, *The Prisoner of the Black Sun* is something special.

The Bullhearts are a Warrior Chamber of the Hallowed Knights Stormhost, charged with searching out the Supreme Lord of the Undead in the Vale of Sorrows. Battling through countless Khorne Bloodbound, the Bullhearts stumble upon a ruin which holds a very ancient prisoner. But they are not alone: the hordes of the champion of Khorne Tarko Woebringer dominate the region. Against such a foe, the Hallowed Knights may need the aid of their newfound prisoner. The story that unfolds over 63 minutes of spellbinding action is expertly acted and supplemented with brilliant sound effects. It opens a window onto a new part of Sigmar's war, and gives veteran Warhammer fans something to sink their teeth into. ✎

FURTHER READING
The Prisoner of the Black Sun is wonderful for the glimpse it offers into the minds and souls of the Bullhearts Warrior Chamber – and if you want more insight into the Stormcast Eternals, there's plenty to enjoy. If you haven't read *Gates of Azyr* yet, you're really missing out on some essential Warhammer Age of Sigmar material, and *Ghal Maraz* is another must-read volume. You'll find these, along with a range of quick reads and more beside on the Black Library website.

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

www.blacklibrary.com

SONS OF TITAN

By David Annandale | Hardback | 240 pages

The champions of Humanity battle the Plague God's minions across the Imperium.



Throughout the Imperium there are no more courageous defenders than the Grey Knights. Warriors, psykers, Daemon slayers, they are Humanity's greatest defence against the scions of Chaos.

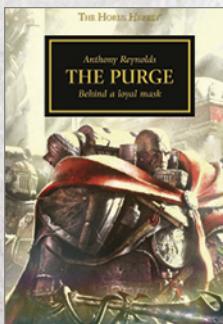
Sons of Titan is a mighty hardback tome that collects four interlinked Grey Knights

tales (all written by David Annandale) in one place, including a brand new short story and two previously only available as audio dramas. The stories all concern Justicar Styre and his squad of Grey Knights as they follow a trail of plague Daemons across the stars. Cracking stuff from Mr Annandale once again! ✎

THE PURGE

By Anthony Reynolds | Hardback | 128 pages

The Shadow Crusade is being waged across the stars, and there is no room for doubt.



In *The Purge* Anthony Reynolds turns his hand to the subject of the Word Bearers and their murderous extermination of the Ultramarines in the Shadow Crusade. The action follows the Word Bearers under Sor Talgon as they prosecute the eradication of Perceptor Primus. But Sor Talgon has his doubts, and as the violence

mounts, he is caused to reflect on his Legion and its past, from a time before Lorgar's true allegiance was made known. *The Purge* does a sensational job of shedding light on this little-known aspect of the Heresy, and how it all connects to the wider plot. Essential reading! ✎

UNLEASH KHORNE'S CHOSEN

The new heroes released for the Khorne Bloodbound this week are just the tip of the spear when it comes to the warriors of the Blood God – the Khorne Bloodbound range contains a host of murderous killers waiting to be unleashed upon the enemies of Chaos.

WARHAMMER AGE OF SIGMAR STARTER SET

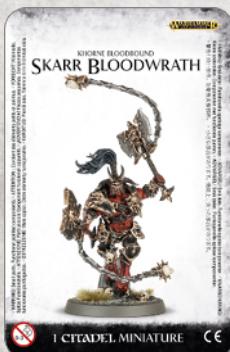
The Warhammer Age of Sigmar boxed set is the best way to kick off a Khorne Bloodbound army (or reinforce a growing warband), providing an unbelievable array of blood-spattered soldiers. Inside you'll find a swathe of stone-cold killers: a Mighty Lord of Khorne, a Bloodstoker, a Bloodsegregator and Khorgorath, 20 Bloodreavers and 10 Blood Warriors. That's before we mention the gorgeous Stormcast Eternal Thunderstrike Brotherhood, the dice, range rulers and a 96-page book stuffed full of exhilarating background, battleplans, painting guides and warscrolls. Phew!

The legions of the Blood God infest the Mortal Realms, setting kingdoms ablaze and blighting the horizon with the piled skulls of their victims. With so many Khorne Bloodbound models to call upon, the only question is where to begin.

Many are the mortal men who flock to the banners of the Blood God, most numerous of whom are the Bloodreavers – lunatic cannibals who swarm over the foe. Amid



these rage-filled masses stride warbands of Blood Warriors, footsoldiers of Khorne who are to a Bloodreaver as a Stormcast Eternal is to a mortal man. No shieldwall can behold such murderous warriors without trepidation. Other, more berserk warriors lend their might to the throngs, as Wrathmonger and Skullreaper warbands hurl themselves at the foe and the ground trembles beneath the monstrous advance of the Mighty Skullcrushers. ✕



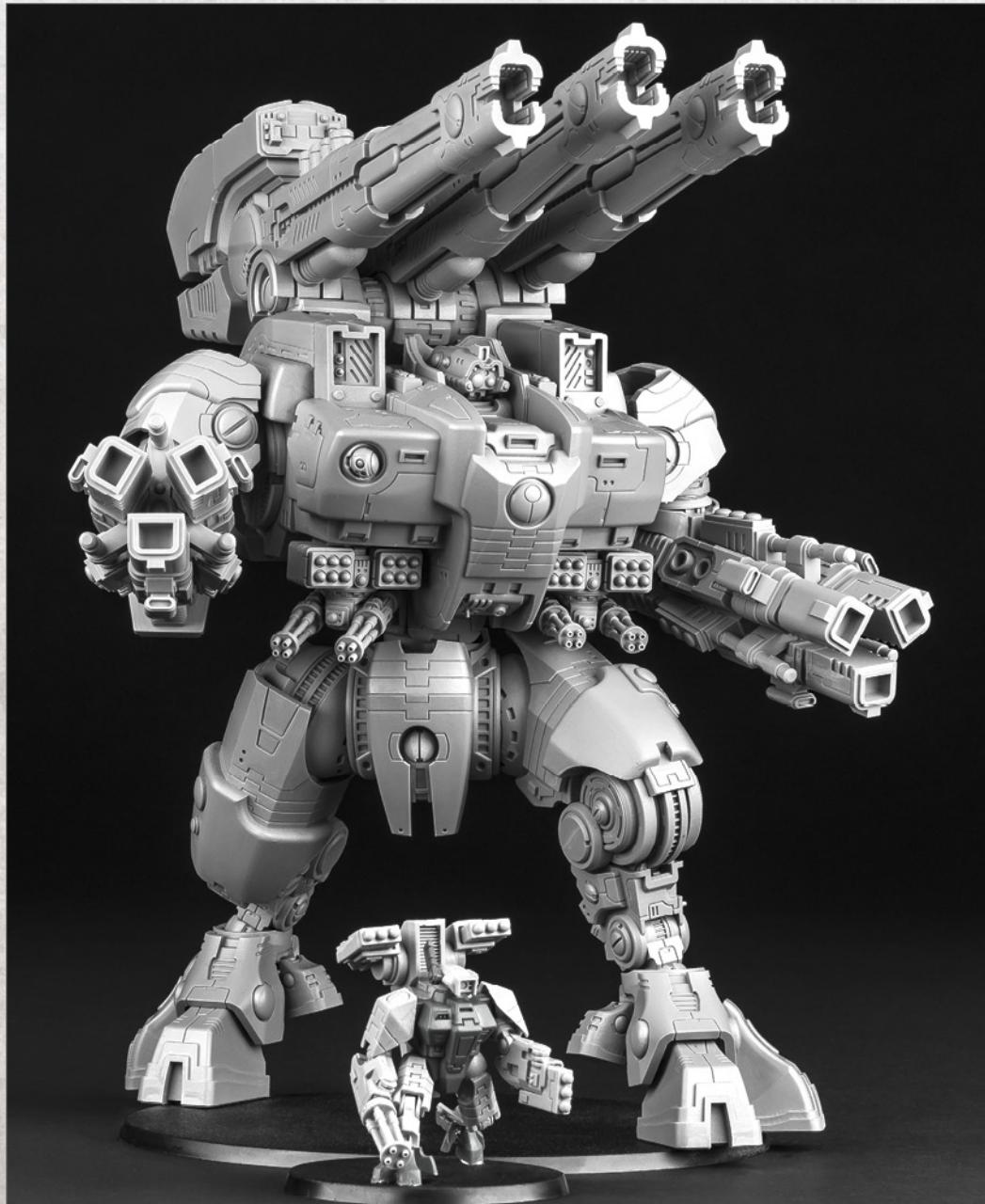
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Tau receive their largest battlesuit to date, the KX139 Ta'unar Supremacy Armour.

TAU KX139 TA'UNAR SUPREMACY ARMOUR

The result of the Tau Earth caste scientists' innovation and the experiences of frontline Fire caste warriors, the KX139 Ta'unar Supremacy armour is one of the most formidable weapon platforms to stride the battlefields of the Dark Millennium. With an arsenal capable of destroying the void shields of an Imperial

Battle Titan or laying waste to columns of armoured vehicles, it's also so big it towers over an Imperial Knight! Below you can see it to scale with a Crisis Battlesuit.

The KX139 is available from Forge World now, and lends the Tau Empire some very welcome fire support. ✕



The Ta'unar KX139 is available to order now from forgeworld.co.uk. Note: XV81 Crisis Battlesuit is included for scale purposes only.

FORGE WORLD



THE OMNISIAH'S CHOSEN

All hail the Machine God! We talk to Ben Greaves about his magnificent Adeptus Mechanicus War Convocation, which won the Best Army award at June's Warhammer 40,000 Throne of Skulls event held at Warhammer World in Nottingham.

Games Workshop's Warhammer World regularly plays host to exciting events in which customers get to play thrilling games of Warhammer Age of Sigmar and Warhammer 40,000 against like-minded folk, and ogle legions of beautifully painted Citadel miniatures. June's Warhammer 40,000 Throne of Skulls event was a perfect example of this, with a huge wealth of stunning armies on show to view and play against. Ben Greaves won the coveted Best Army award for his gorgeous Adeptus Mechanicus War Convocation – we pinched it to photograph for White Dwarf, and took the opportunity to quiz Ben about it.

White Dwarf: What inspired you to make the army, Ben?

Ben Greaves: Well, firstly and most importantly, the miniatures are astonishing! Beyond that, for me, Warhammer 40,000 is all about the stories. Every army of mine has been inspired by background in a Codex, a short story or a Black Library novel. The Adeptus

Mechanicus has always been there in the background and along with great stories like *Titanicus* and the Lords of Mars trilogy feeding my brain with inspiration, the wealth of information in the new Codexes has allowed me to finally tackle them.

WD: How long did it take you?

BG: At first I was determined to take an Imperial Knights Baronial Court but two weeks before the event I decided I wanted to paint a brand new army from scratch! Cue several very mad evenings of assembling and painting coupled with a very supportive wife, which allowed me to finish the army the Thursday before Throne of Skulls. Phew!

WD: You've also got a large Imperial Knights household – can you tell us a bit about that?

BG: I've always loved Imperial Knights, and when the first Imperial Knight kit was released I went a bit mad (I have 11 now!). House Taranis was an easy choice after

1 Ben's Tech-Priest Dominus is in command of the War Convocation, but he himself must bend the knee to another. Ben says, "all of my armies for Warhammer 40,000 are linked, and led by an Inquisitor, so all the bases are matched, which allows me to take formations and detachments from all the armies of the Imperium whilst keeping a narrative running through my forces. I have, among others, a tank company, Ultramarines, Guardians of the Covenant and Blood Angels, which all regularly fight together."





1 Ben's love for the Adeptus Mechanicus miniatures is clear to see in the fantastic (and deceptively simple) paintwork he has lavished upon them. These Kataphron Breachers look perfect next to the Kastelan robots that loom behind them – but it is Ben's Imperial Knight that is his pride and joy (see overleaf). "My very first purchase from Games Workshop was the Titan Legions boxed game," he says, "and whilst everyone raved about the Imperator Titan, my first love was always the Imperial Knights."

► reading the most excellent Horus Heresy novel *Mechanicum*. I met a couple of like-minded individuals at the Horus Heresy weekender and we have since started a House Taranis owners club (50+ Imperial Knights and counting)!

WD: Can you tell us how you painted your Skitarii and Cult Mechanicus miniatures?

BG: Because of my crazy decision to switch armies so late I had to use a technique that was quick and effective. The key to this was to keep a clear base colour running through the whole army and use limited, or no, edge highlighting. It is all about the army effect, not the individual models. Everything was built in its entirety and based before being given an undercoat of Mournfang Brown spray. Then layers of Leadbelcher were drybrushed on before applying a generous Agrax Earthshade wash. A light drybrush of Runefang Steel completed the metal areas, creating highlights and allowing the wash and base brown to create shadow and wear. Then I painted the red and

black with a detail brush leaving areas where the paint had worn or been chipped by battle damage. Transfers, lenses and skin were painted last, before applying Forge World Black Soot weathering powder to bury the transfers and create a battle-damaged look. Finally they were sealed with Purity Seal spray varnish and grass tufts were added.

WD: Was this your first Throne of Skulls event?

BG: Yes, although I've attended other events at Warhammer World. This event was amazing, with great people, a stunning venue and challenging games. The sheer variety of armies was truly impressive, even if I was – surprisingly – the only Adeptus Mechanicus representative!

WD: What do you look to get out of weekends like this?

BG: Meet new people, get new ideas, see the displays... and spend a small fortune in the Forge World shop! ▶



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2 Anti-air support for the Adeptus Mechanicus War Convocation is provided by this impressive Onager Dunestrider, outfitted with an Icarus array. Enemy flyers learned to keep a respectful distance at Throne of Skulls... "It accounted for a Fire Raptor, Hell Blade and Doom Scythe," says Ben. "But its best moment was delivering the killing blow in combat to a Necron Tesseract Vault. (The cognis manipulator must have been damaged by the living metal, though, as it broke off shortly after!)"

3 The War Convocation is ultimately under the command of Lord Inquisitor Catan Phaal, who commands a vast Ordo Xenos crusade fleet, according to Ben. When he needs a little light assassination work done, this deadly unit of Sicarian Infiltrators is his most trusted tool...



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► **WD:** What were your games like over the weekend and did you have a favourite?

BG: All of my opponents were great. Having no experience of the War Convocation formation before Throne of Skulls (see *White Dwarf* issue 69 for this, readers – Ed), I had no idea how powerful it was, but my games were good-natured and much closer than the scores suggested. My best game was a toss-up between the Blood Angel/Imperial Knight/Militarum Tempestus army of Tom Blackburn or the Chaos renegade army of Mark Ashworth. Both games were incredibly good-natured with equal helpings of laugh-out-loud humour and wanton destruction!

WD: Did you dare dream that you might win the best-painted army award?

BG: I think most painters underestimate their abilities at times and I don't think my army should have been in the running at all, let alone actually win! The standard of armies was incredible across the board and I counted at least 30 armies that I thought were worthy of the nominees cabinet, if not the overall award. Olly Warsop's amazing Ultramarines, for instance – I had no idea how he painted them! I was flattered, humbled and a little embarrassed to win the award due to the small amount of time I spent painting it, but it does go to show that a clear plan and a strong theme can make an army look greater than the sum of its parts. ☀

1 This Knight Crusader of House Taranis is just one of Ben's 11 Imperial Knights!

2 Though individually fragile, when deployed in a squadron the Ironstrider Ballistarii are a fearsome and lightning-quick foe. During Throne of Skulls they offered Ben's Imperial Knight frighteningly mobile fire support. Truly, none escaped their wrath!

Fancy attending Throne of Skulls? Check out warhammerworld.games-workshop.com for details of all forthcoming events at Warhammer World.

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 our eighth week of coverage, one of the team has put the finishing touches to his display...

THE BRONZE LEGION OF NAGASH, SUPREME LORD OF THE UNDEAD



When not frantically drybrushing

Skeletons, Dan Harden has been hard at work building and painting the display board that his Tomb Kings army will be featured on. Like his Skeletons, the board also involved a whole lot of drybrushing, albeit with a considerably larger brush.

"I finally finished all the Skeletons!" says Dan, triumphantly. "There are 90 Skeletons and 10 Tomb Guard on the board, hitting the goal I set myself of 100 walking dead. Sadly I didn't get around to painting Arkhan the Black like I wanted to. Then again, there isn't anywhere for him to stand. I'll still paint him one day, though."

"My collection is based around the Bronze Legion of the Endless Desert," continues Dan, "so it was only fitting that my display board represented a small part of it. My initial plan was to have a column of Skeleton Warriors marching out of a Realmgate, the rest of the army displayed around it. I started by marking out where I wanted everything to go on my Realm of Battle Gameboard tile with a marker pen, getting a rough feel for how much space I'd have for the scenery and units. I was also keen to make all the scenery modular and not attach it to the board. The last few times I've entered Armies on Parade I've built the scenery into the board, which looks great, but means you can't really combine it with the rest of the board to fight a battle over. Plus it's much harder to store." Even the cliff face with the Realmgates embedded in it comes off the board (which is painted underneath), though, as Dan has already realised, it would make for an excellent battleplan objective in a game.

Dan was also keen to point out his colour palette. "I wanted both board and army to look really sepia and washed out, like everything has been bleached by the desert sun. The buildings are painted using the same colours as the Skeletons, all the metal is bronze covered in verdigris, the Realmgate energy uses the same colours as the Spirit Hosts and the skulls embedded in the cliff are painted the same way as the marbled bodies of the Warsphinx and Necrosphinx."



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1 Dan's completed display board ready for the in-store Parade Day on 24 October.

2 By combining some of the Ophidian Archways together, Dan was left with a few spare pillars and section of wall that he has made into smaller terrain for his board.

3 Dan's Baleful Realmgates are embedded in the rocky cliff face. This one has a flight of stairs leading from it, but they end in mid-air. "I imagine they once spiralled down to the ground," says Dan, "but they've been half-destroyed by years of warfare."

PAINTING THE DESERT

Having completed his display board, Dan was keen to share how he painted it. His first course of action was to spray the Realm of Battle Gameboard tile with Corax White spray (1). Most people use a Chaos Black undercoat for scenery as it helps shade all the recesses, but Dan's entire army is undercoated with Corax White and he wanted to keep the colour tones consistent across the whole display (a Chaos Black undercoat would make all the colours appear darker).

With the undercoat dry, Dan applied a layer of Zamesi Desert to all the earthy bits of the board using the L Scenery brush (2). The bases of his models were painted with Armageddon Dust and Zamesi Desert is virtually the same colour, so it was perfect for the board. The rocky outcrops were painted with Skavenblight Dinge (3) using the L Base brush, the area around them stippled the same colour to make the rocks look like they're half hidden beneath the sand. The sand was then drybrushed with Pallid Wych Flesh (4), the same colour Dan used on his model's bases, while the rocks were drybrushed with Dawnstone (5). The whole board was then drybrushed with Ceramite White (6). Dan used the Dry paint Praxeti White on his models, but getting the two-inch-wide L Scenery brush into a pot of Praxeti White to get the paint out wasn't going to happen. Instead, he poured a small amount of Ceramite White onto a palette and used that instead. Dan simply wiped the bristles of the brush on a piece of kitchen towel until they were dry enough to drybrush with (7).

Dan's scenery was painted following the guide featured in White Dwarf 77. The swirling energy in the Baleful Realmgates, however, was painted the same way Dan painted Nagash's Spirit Hosts. He applied a basecoat of Temple Guard Blue to the portal using the L Base brush (8), followed by a highlight of Ulthuan Grey with the M Layer brush (9). He then applied a wash of Baharroth Blue and Lahmian Medium (10) into the recesses of the roiling energy to help blend the two colours together.



1



2



3



4



5



6



7



8



9



10

THE SHATTERED SHRINE OF IGNIS IV

While Dan has completed work on his entry, James Karch is just putting the finishing touches to his. With just a few weeks to go until the store Parade Day on 24 October, he spent last weekend (in-between battles at a Throne of Skulls event, no less) painting his display board, part of which you can see below.

While Owen, featured last week, made his board purely for display purposes and Dan made his to be part of a scenery collection, James's is somewhere in-between. "I wanted to build the scenery

into the Realm of Battle tile. The board still fits with the others, but the scenery isn't modular. It could be, though." James used Citadel Sand and tiny slate chunks from the Warhammer 40,000 Basing Kit to add extra texture to the board, adding broken bits of building around the ruined Shrine of the Aquila at the back of the board. "I also used a lot of Agrellan Earth," adds James. "I love the cracked effect it gives. Just make sure you put down a layer of PVA glue first and let it dry before you apply a thick layer of Agrellan Earth. It will make the cracks more impressive." ☀

1 James's Grey Knights strike force led by Brother-Captain Arno Trevan (seen in the foreground leading his Paladins to war). We'll be featuring James's completed Armies on Parade display, along with several others, in Warhammer Visions 22, available to pre-order on 24 October, the Parade Day. It's almost like we planned it...





ARMIES OF SLAUGHTER

The **Bloodbound Warhordes** are Khorne's mightiest mortal armies, vast hosts of warriors sworn to drench the Mortal Realms in blood and reap endless mountains of skulls for their patron. Where they march, nations tremble and the Skull Throne rises ever higher.

RAISING A BLOODBOUND WARHORDE

Among the Khorne Bloodbound the Mighty Lords of Khorne are the greatest mortal exemplars of their murderous patron. Warriors of colossal power, Mighty Lords of Khorne gather vast armies in their conquests of the Mortal Realms, attracting to their cause the most dangerous and violent of men. Those who fight well in the sight of Khorne are tolerated to fight in the Lord's Warhorde, as weaklings are weeded out in constant bloody conflict until only the strongest remain. Greatest of these are the Gorechosen, a retinue of champions who have fought their way through the ranks of the Warhorde's many warbands until they have risen to become bloody paragons, the chosen warriors to whom the Mighty Lord of Khorne turns. Every warrior

in the Bloodbound Warhorde covets the Gorechosen's place of honour, wishing to usurp a place in the Gorechosen for himself. Likewise, most members of the Gorechosen also secretly (sometimes openly) wish to ascend to steal dominion from the Mighty Lord of Khorne.

This fractious alliance is kept in place only by the supreme will and violence of the Mighty Lord of Khorne, and any who wish to ascend do so through combat. Though the Warhorde may number thousands of warriors (and the wider hordes following the Mighty Lord of Khorne may number even more than this) all know the shocking, violent fate that awaits them if they overstep their bounds, even once.

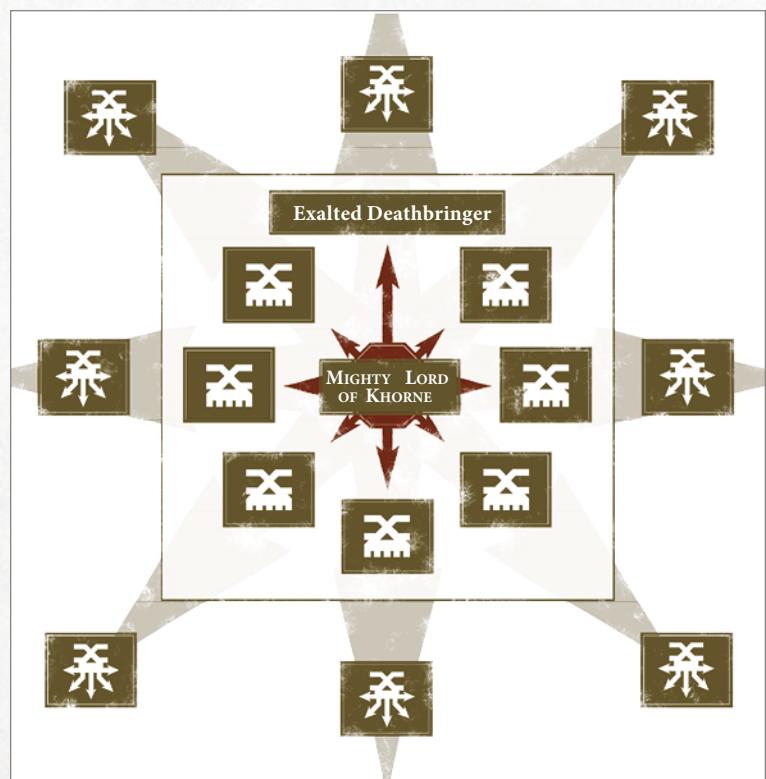
HIGH ASPIRATIONS

The paths of glory that lead a servant of Chaos to become a Mighty Lord of Khorne are many and varied. Some begin their sojourn as lone warriors, wandering the realms and gathering followers through charisma and skill at arms while others have risen through the ranks of warbands and Warhordes until none can deny their glory. Once the ascent is complete, they cannot rest, however. Every last warrior in the Warhorde is a rival who must be put down with a skull-cleaving chop of their axe if their ambition becomes too great.

BLOODBOUND WARHORDE

This diagram shows the concentric circles of a Bloodbound Warhorde. The heart of the Warhorde is the Mighty Lord of Khorne, to whom all are subservient (or else doomed to be short-lived). He is surrounded by his Gorechosen – eight exalted heroes whose status, martial prowess and strength are deemed worthy of inclusion within the Lord's inner circle. The only constants within a Gorechosen are that there are always eight, and one (and only one) of their number is always an Exalted Deathbringer. These leaders are then surrounded by the warbands, larger retinues of Khornate warriors who follow the will of their Lord.

It is worth noting that the members of the Gorechosen do not (necessarily) have any affiliation to the warbands in the Warhorde. Indeed, each of the warbands has its own leader, a champion and leader in the larger Warhorde. Friction between the tiers of a Warhorde is commonplace. Should a member of the Gorechosen order a warband into action, disobedience is met with violence. More often than not the Gorechosen are warriors who have ascended from the warbands, their places having been immediately taken up by an old rival.



The Gorechosen comprises an Exalted Deathbringer and seven other champions, be they Deathbringers, Bloodscrators, Skullgrinders, Bloodstokers or Slaughterpriests. There are always eight Gorechosen. If one is slain, another aspirant rises from amongst the champions of the Warhorde to take his place.



The core of a Bloodbound Warhorde is divided into eight distinct groups of warriors – typically, each of these will be either a Bloodstorm, Brass Stampede, Dark Feast, Skulldake, Bloodbound Warband or a band of Red Headsmen, though some include other warbands or tribes. Warscroll battalions for these are in Battletome: Khorne Bloodbound.

STARTING YOUR WARHORDE

One of the great things about the background for the Bloodbound Warhorde is that it provides some clear guidelines for collectors who want to recreate Khorne's most ferocious mortal armies with their own collection of miniatures.

Perhaps the best way to begin your own Warhorde is to look at the diagram on the previous page and pick a point of the eight-sided star – start out with your Mighty Lord of Khorne and perhaps one or two of his Gorechosen (you're going to want eight eventually, but there's nothing wrong with starting out at a steady pace). Add to this one of the warbands, such as the Dark Feast, Red Headsmen or Brass Stampede. A chunk of the Bloodbound Warhorde such as that is a worthy collecting and painting goal, large enough to be satisfying but not so big as to be unduly daunting. With one spike of the Chaos star nailed down, you can then move on to the next, until a glorious Bloodbound Warhorde is yours.



1

1 The Gorechosen is made up solely of Khornate heroes who vie for power within the Warhorde. On the battlefield these are the paragons of Khorne's maniac creed of butchery and destruction, and they will fight with reckless abandon when they are close together. What could be better than collecting a retinue of all your favourite Khorne character models?



2

2 The Dark Feast is a warband within the Bloodbound Warhorde, led by its own Slaughterpriest and Bloodstoker and including three units of Bloodreavers. These are roving bands of cannibal killers who flock to the Mighty Lord of Khorne's banner in the hope of glory and battle. Warbands such as these can be found jostling for position in almost every Bloodbound Warhorde in the Mortal Realms.

So, for example, a great place to start out on your journey to build a Bloodbound Warhorde is the Warhammer Age of Sigmar starter set. The box is loaded with Khorne models (not least of whom is a Mighty Lord of Khorne to lead your army), and some of these offer a great starting point for a larger Warhorde. The 20 plastic Bloodreavers, for instance, are the perfect start to a Dark Feast warband and the Blood Warriors will put you well on the way towards collecting the Red Headsmen (which only requires two more units of Blood Warriors, a Skullgrinder and an Aspiring Deathbringer). Your choice of warband should follow the style of warfare you want to use on the battlefield (even in an army as single-minded as the Khorne Bloodbound there are choices to be made). Warbands such as the Dark Feast,

with their ranks of Bloodreavers, present a wall of raging muscle, as opposed to the more orderly and skilled ironclad killers found among the Red Headsmen. If you want a berserker throng, you might like to consider the Bloodstorm, with its units of howling Wrathmongers, while if heavy infantry supported by a ravening monster is your thing, try the Skulltake, which consists of Skullreapers and Khorgoraths. Fancy launching a bone-shattering charge? Look no further than the Brass Stampede.

Which of the Khorne warbands you include in your Bloodbound Warhorde is entirely up to you – the only guiding principle is that there must be eight in total (Khorne's sacred number). Collect one of each or all the same, the choice is yours – Khorne cares not from where the blood flows! ☣

3 A Bloodbound Warhorde takes shape around the original starting point of the Warhammer Age of Sigmar starter set, to which was added the Gorechosen warband and Dark Feast on the opposite page.

One of the aspects that makes collecting a Khorne Bloodbound Warhorde so satisfying is the modular nature of the army. You can add one spike of the eight-sided star at a time until that glorious moment that your army officially becomes a Warhorde (and Khorne pours out his blessings upon you).



WARSCROLL



SLAUGHTERPRIEST

Towering, axe-wielding berserkers, a Slaughterpriest is a living beacon of the Blood God's power upon the battlefield. These foul priests direct their comrades into battle according to visions sent by Khorne himself, boil their enemies' blood in their veins and drive the foe mad with suicidal battle-lust.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodbathed Axe	2"	3	4+	3+	-	2

DESCRIPTION

A Slaughterpriest is a single model. He is armed with a Bloodbathed Axe, a ritual cleaver the height of a lesser man.

ABILITIES

Scorn of Sorcery: As walking avatars of the Blood God's fury, Slaughterpriests share their master's distaste for magic and those that use it. This model can unbind spells in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as super-heated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, PRIEST, SLAUGHTERPRIEST

WARSCROLL



SKULLGRINDER

Trailing sulphurous flame, the chained anvil of the Skullgrinder roars through the air like a dark mockery of Sigmar's twin-tailed comet. The Khornate smith swings his mighty weapon in wide, bloody arcs, smashing bone, pulping flesh and crushing skulls to draw down the blessings of the Blood God upon his comrades.



DESCRIPTION

A Skullgrinder is a single model. He swings a heavy Brazen Anvil with terrifying ease, which he uses to obliterate the Blood God's enemies.

ABILITIES

Favoured by Khorne: Add 1 to the Bravery of all MORTAL KHORNE units in your army that are within 6" of this model.

Altar of Skulls: If a HERO or MONSTER is slain by the Skullgrinder's Brazen Anvil, the Skullgrinder and all MORTAL KHORNE units in your army within 8" are blood-blessed for the rest of the battle. If a hit roll for an attack made by a blood-blessed model is 4 or higher, make two wound rolls rather than one.

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, SKULLGRINDER

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 face the Bloodbound, talk Dracoths with Grombrindal and spy some Hallowed Knights.

UNLEASH KHORNE'S WARHORDES

GORELORDS

KORGHOS KHUL

The greatest Mighty Lord of Khorne in the Realm of Fire (and some would say beyond it), Khul rules his army of millions of frothing killers with an iron fist. So great have his conquests been that, before the coming of the Stormcast Eternals, Khul wondered if any remained who could challenge him. The coming of Sigmar's Stormhosts has fired Khul's blood – he will butcher these lightning-borne warriors with the same efficiency with which he subjugated the Realm of Fire.

VALKIA THE BLOODY

One of Khorne's most cherished champions, Valkia is known and feared across the Mortal Realms. When not at war she dwells within the Realm of Chaos, having carved out a kingdom for herself at the right hand of Khorne. Oft times she surges into the Mortal Realms to lead raiding parties of Bloodbound warriors and Daemons. Those who fight beside her do so with the fervour of fanatics, for they know that where the Goremaiden stalks there too goes the gaze of Khorne.

THE BLOODBOUND BUTCHERS OF THE MORTAL REALMS

Without a doubt the best known of the Khorne Bloodbound Warhordes in the Mortal Realms are the crimson-clad Goretide, led by Korghos Khul. Other Warhordes have also made their bloody mark upon the ravaged lands. The legions of the Iron Horde follow the maniacal commands of their otherworldly patron, the Daemon Prince Balgor. At the command of this monstrous lord the Iron Horde have rampaged across the Mortal Realms, from the Bonecrack Plains to the Hazereach Realmgate. They have made especial enemies of the Blades of Dawn, Stormcast Eternals they defeated upon the Symboline Paths.

Another, the Skullfiend Tribe, are a vast army who take Khorne's predilection for skulls to a whole new level of violence. The skull of every foe they defeat is taken as tribute to Khorne and, as a reward, the clawtally appears spontaneously on their armour and flesh, as if carved into their skin by daemonic claws.

Throughout the Mortal Realms there are thousands of Warhordes rampaging across the lands, so the scope for creating your own Warhorde is all but unlimited. Does yours seek the favour of a Daemon? Do they fight in a particular Realm or against a specific foe? The choice is yours.



WHITE DWARF

THE DARK FEASTS OF FLESH

One of the warscroll battalions in Battletome: Khorne Bloodbound that especially delighted us is the Dark Feast. This unpleasant throng of demented cannibals is driven on by their craving for human flesh – their victims often find their hearts being greedily devoured before the battle is even over.

Dark tales such as these give us a disgusting insight into the Bloodbound, and makes them all the more ‘appealing’ to unleash on the battlefield. There’s even more detail on these horrific warriors and their dark rites in the novella *Gates of Azyr* – read it now!



THE BRAZEN ANVIL OF THE SKULLGRINDER

The **brazen anvil** carried into battle by the Khorne Skullgrinder is among the strangest weapons in the Bloodbound hordes. This walloping chunk of metal is a gift bestowed upon the Bloodbound tribes by the Blood God at the dawning of the Age of Chaos. These eternally burning brass anvils were used not only to forge the eldritch weapons used by the Bloodbound but also as sacrificial altars, upon which their victims were butchered, and to smash the skulls that now hold aloft Khorne’s throne.

In the hands of a Skullgrinder these anvils blaze with daemonic fire. But no longer are the skulls of their victims brought forth to be smashed upon them. Instead the Skullgrinder swings it upon a length of thick chain to shatter skulls in the midst of battle. With each kill the weapons of the Bloodbound around them glow brighter, imbued with Khorne’s might.



READER'S MODEL OF THE WEEK

SKULL PILES

When the Khorne Bloodbound are on the march, the vast mound of skulls upon which the Blood God rests grows at a terrifying rate. Hold on to your head.

REALM SUBJUGATION

The Khorne Bloodbound are the pre-eminent force of Chaos in the Mortal Realms, and where they pass civilisations are laid to waste and kingdoms are enslaved.

MUNITORUM REPORT: BLOODBOUND WARHORDES

ENEMY CHAMPIONS

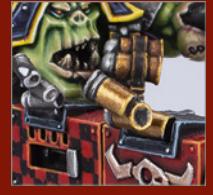
The champions of Khorne are, by their very nature, among the most dangerous fighters in the Mortal Realms. Even mighty heroes such as the Lord-Celestants will struggle against them in combat.

RED PAINT

There's likely to be a serious strain on supplies of Khorne Red and Blood for the Blood God as the Bloodbound take to the battlefield.

BIT OF THE WEEK: SHELL CASINGS

Lurking within the Ork Flash Gitz kit are several strips of ejected shell casings, perfect for making your shootiest gunz look like they're letting off a volley. If you're making a diorama with some shooting, check them out.



Uber tread-head

Shaun Davies has sent us this picture of one of his classic Forge World kits – the Sentinel Powerlifter. Shaun paints all of his (many) Astra Militarum fighting vehicles with a very gritty and realistic style, using sponging and stippling to make the paintwork appear chipped and tarnished in as natural a way as possible.

We especially like the way the once-bright loading arms on the Powerlifter have been

caked with a film of grease and speckles of rust – a convincing, life-like finish that reflects years of constant use.

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

team@whitedwarf.co.uk

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



WEAPON OF THE WEEK: GIGANTIC SCYTHING BLADES

Roughly as large as a well-fed ogor, and capable of chopping one in half, the gigantic scything blades of a Necrosphinx are among the most deadly weapons to be found anywhere in the Mortal Realms. Rumours abound that these are forged from enchanted bronze, razor-sharp obsidian or even whispered into being from necromantically-imbued bone. Regardless the result is the same – one good hit can kill just about anything...



THE GORETIDE RISING

The **White Dwarf** bunker is always a hive of painting and modelling activity, and since Warhammer Age of Sigmar was released there have been armies massing to fight over the Mortal Realms on almost every

desk. One of the collections that is growing at the greatest rate is a splendid looking Khorne army. Every day new Bloodreavers are swelling the ranks – here's a sneak peek of the progress so far.



ASK GROMBRINDAL



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

THE COLOUR PURPLE

Hello Grombrindal! I've been reading everything I can get my hands on to do with Warhammer Age of Sigmar, and I have a question about the Dracoths that the Lord-Celestants sometimes ride: I think they are related to Dracothion, but I was wondering where they come from?

- MJ 'Dragon Lord' Tait.

GROMBRINDAL SAYS

Greetings bearding. It is the nature of the Age of Myth that we know precious little of its wonders – certainly Sigmar united in friendship with Dracothion and together they explored the wonders of the Mortal Realms, a bond that would last far beyond that age, through even the Age of Chaos. Perhaps our best clue to date is found in the Quest for Ghal Maraz book, where Dracothion himself appears to refer to Calanax (Vandus Hammerhand's Dracoth) by the gentle greeting of 'my son'. Whether this is a literal or metaphorical kinship, we cannot yet know.

- Grombrindal

CODEX: APOCRYPHA EXTRA

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

BLINDING VENOM

Commonly employed by Tyranid Gargoyles, blinding venom is secreted into the mouth of the host creature to be spat into the eyes of the enemy with devastating effect. Fortunate victims are temporarily blinded, as helmet lenses are scorched or melted; those even less lucky are left completely sightless and at the mercy of their foe.

TOXIN SACS

Parasitic organisms that bond with a host Tyranid, they act as glands which release foul, hyper-toxic fluids to coat the fangs, claws and talons of their host creature. The effect of these toxin sacs is profound: a simple nick or scratch can prove fatal to the unprepared immune system in mere seconds – an agonising death that will feel like tortured hours to the victim whose body is ravaged by the poisons coursing through his burning veins.

ADRENAL GLANDS

Tyranid creatures such as Hormagaunts and Warriors are often augmented by the strange organisms known as adrenal glands – these will pump their host Tyranid full of metabolism-boosting chemicals, making the Tyranid stronger and faster for a limited time. Whether this has a long-term effect on the host is hard to tell, for there is no reliable way of measuring the survivability of Tyranid creatures. Ordo Xenos savants postulate adrenal glands may drastically shorten the lifespan of the Tyranid host.

GRASPING TONGUE

A huge, muscular appendage, the grasping tongue erupts from the maw of a Haruspex to grip its victim before dragging them to their doom in its many-fanged mouth.

WHITE DWARF'S REGIMENTS OF RENOWN

Among the many Warrior Chambers fighting in Ghyan are the Ironhearts, a Warrior Chamber of the Hallowed Knights who follow their Lord-Celestant fearlessly into the festering swamps and rotting glades of the Realm of Life. They search for the Bright Portals, a network of minor Realmgates that have long since fallen under the sway of the Ruinous Powers.

The Ironhearts' advance is championed by Lord-Celestant Iorek Ironheart and the implacable Kadarius

Stonehold, his faithful Lord-Castellant. Together they have fought through teeming hordes of Nurgle Daemons and Rotbringers on their quest and, though no end is in sight, their resolve remains untarnished.

These Hallowed Knights were painted with a Leadbelcher basecoat, washed with Nuln Oil and then layered with Ironbreaker and Runefang Steel. The gleaming white is a basecoat of Celestra Grey, shaded with Nuln Oil and layered with White Scar. ✕



NEXT ISSUE: AN OUTCAST, AN AWARD WINNER AND AN UNUSUAL ZONE MORTALIS...

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 26/09/15

Unless noted otherwise, these products are all available to pre-order from 19 September and are on sale from 26 September. Find out more about this week's new releases [here](#) in this issue.

KHORNE BLOODBOUND SLAUGHTERPRIEST

1 miniature – a favoured champion of Khorne, blessed beneficiary of dark miracles.
£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35,
AU \$50, NZ \$60, 180rmb, ¥4,100

KHORNE BLOODBOUND SKULLGRINDER

1 miniature – the murderous warrior-smiths of the Blood God come to smite!
£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35,
AU \$50, NZ \$60, 180rmb, ¥4,100

BATTLETOME: KHORNE BLOODBOUND

Hardback, 152 pages – the horror of the Bloodbound writ large.
£35, €46, 350dkr, 420skr, 390nkr, 175zl, USA \$58, Can \$70,
AU \$90, NZ \$105, 350rmb, ¥8,100

BATTLETOME: KHORNE BLOODBOUND LIMITED EDITION

Online only

Limited to 1,000 copies, a tome forged in the Realm of Chaos itself (sort of).
£85, €111, 850dkr, 1020skr, 940nkr, 425zl, USA \$140, Can \$170,
AU \$238, NZ \$281, 850rmb, ¥19,600

BATTLETOME: KHORNE BLOODBOUND DIGITAL EDITION

Available in eBook and iBook editions

See [www.blacklibrary.com/games-workshop-digital-editions](#) for eBook
See Apple Newsstand and iBookstore for price and details of the iBook edition

SONS OF TITAN

By David Annandale

Hardback, 240 pages

£20, €27.50, 180dkr, 220skr, 220nkr, 89.95zl, USA \$28, Can \$30,
AU \$42, NZ \$46, 170rmb, ¥2,000

Also available as an eBook. See [www.blacklibrary.com](#) for prices and details

HORUS HERESY: THE PURGE

By Anthony Reynolds

Hardback, 128 pages

£15, €20, 145dkr, 175skr, 175nkr, 74.95zl, USA \$24, Can \$25,
AU \$27, NZ \$31, 120rmb, ¥1,750

Also available as an eBook. See [www.blacklibrary.com](#) for prices and details

PRISONER OF THE BLACK SUN

By Josh Reynolds

Audio drama, 75 minutes

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

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

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