

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 87

26 SEPTEMBER 2015

PAINTING
GUIDE
INSIDE!

WHO DARES RISK...

THE WRATH OF SKARBRAND!

THE EXILED SCION OF KHORNE TEARS A BLOODY SWATHE THROUGH THE REALMS



WHITE DWARF

ISSUE 87
26 SEPTEMBER 2015

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NEW RELEASES

Skarbrand is cast out of the Realm of Chaos and into the pages of White Dwarf! That and all the latest releases from Black Library and Forge World.

CODEX: APOCRYPHA

But how did Skarbrand come to earn the ire of his patron? How did he find his way into the Mortal Realms and what havoc will he wreak there now?

PAINT SPLATTER

What's red, bloody, filled with rage, and easy to follow? That's right, our stage-by-stage painting guide for Skarbrand!

PARADE GROUND

This week, it's an Age of Sigmar showcase.

ARMIES ON PARADE

Into the finishing straight and a few of our most eager painters have finished already.

THE RULES

A datasheet and a warscroll for the Exiled One, Skarbrand himself.

THE WEEK IN WHITE DWARF

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



RAGE INCARNATE

Few are those with the insane courage required to challenge Khorne the Blood God – and fewer still are those strong enough to survive to tell the tale. Skarbrand the Bloodthirster is one such being, a Greater Daemon of unsurpassed martial skill who has paid a steep price for his arrogance, hurled across the Mortal Realms by Khorne with such devastating force that all that remains is a tattered monster of unyielding and unthinking rage, an avatar of apocalyptic ruin against whom few can stand.

This fearsome paragon of Khorne's creed arrives on our earthly plane this week in the form of a spectacularly bestial new Citadel miniature – accompanied in this issue of White Dwarf by an exclusive painting guide, a terrific Codex: Apocrypha that tells Skarbrand's story, a Chaos Daemons datasheet for Warhammer 40,000 and his warscroll for Warhammer Age of Sigmar. Truly, this week is a celebration of the Exiled One! Just cheer quietly in case he hears you... see you next week! ☩



DAEMONS OF KHORNE

SKARBRAND THE BLOODTHIRSTER

Skarbrand is wrath incarnate, a creature of murderous violence unleashed from the Brass Realm to reap skulls and souls in a storm of rage. Once he was the greatest of Khorne's generals, the mightiest of all Bloodthirsters, until an act of betrayal saw him cast out...

Skarbrand is a paragon of violence, a whirlwind of bloodshed and destruction in whom the Blood God once rejoiced. Nations were smashed to splinters by Skarbrand's mighty axes, Carnage and Slaughter, and the armies of the other gods quaked and quailed at his coming. Limitless glory was heaped upon him. But foolish pride proved his undoing – Skarbrand was tricked by Tzeentch, the flames of his hubris fanned into an inferno such that Skarbrand turned his fell axes upon his master, an act of betrayal that saw the champion of Khorne laid low.

In his rage Khorne throttled Skarbrand, choking every last vestige of personality from within him, before casting him out from the Brass Citadel and into the Realm of Chaos. Since that ill-fated day,

Skarbrand has existed solely as an avatar of incandescent fury, devoid of every emotion save only rage. No longer his patron's chosen warlord, Skarbrand is an outcast, an exile from Khorne's domain.

The new Skarbrand model is a towering figure, an immensely muscled killing machine who embodies the insensate wrath of the Blood God. Since he was hurled from the Brass Realm by his raging god, Skarbrand has been earthbound, his wings wrecked by the brutal impact that saw him carve a furrow through the Realm of Chaos. Skarbrand's once mighty wings are now tattered and torn, shredded membrane and cracked spurs bound by lengths of iron chain. His crown of curving horns is cracked and smashed and the skin of his face is bared to the bone from his

1 In perpetual exile, Skarbrand must now fight wherever his master wishes, and Khorne has cruel designs upon the Mortal Realm. Here Skarbrand leads a daemonic cohort into battle against the Hallowed Knights – a tide of blood and wrath that threatens to sweep even Sigmar's most devoted worshippers aside in a welter of bloodletting.



1 Skarbrand grips a pair of Daemon axes in his gnarled fists. Trapped within each blade is a Greater Daemon of Khorne, its power and rage added to Skarbrand's as he uses them to hack and chop his way through the foe.

2 The strange metal of Skarbrand's brazen axes has been warped and twisted by the Daemons within them. Eyes leer out from the blades with malicious intent, the axes possessing a thirst that can only be slaked by blood. Read more about the origins of these axes in Codex: Apocrypha, [here](#).

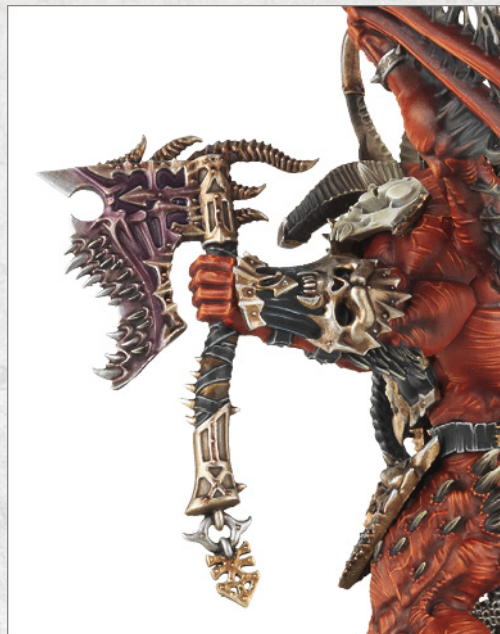
3 Skarbrand's muscular legs are spiked with horns that jut forth from the flesh. Almost every aspect of his body can be used as a weapon, even the devclaws on the back of his hooves (and the blade on his shin armour) are designed with killing in mind.

4 The Blood God knows no mercy and will grant Skarbrand no succour, regardless of the unfathomable carnage the outcast Bloodthirster causes in his name. Despite an age of battle Skarbrand still bears the wounds inflicted upon him when Khorne cast him out of his domain. It seems likely they will never heal. Skarbrand's torn face, bared skull, broken teeth and cracked horns all speak of the Blood God's ire.

5 The greatest evidence of Khorne's punishment is Skarbrand's wings. Once mighty pinioned things, they are now tattered remnants – with ragged leather stretched and torn between broken spurs. Lengths of spiked chain span the sorrowful ruin, piercing the spines to keep them from unfolding further. Within the breaks in the torn flesh, cracked shards of bones are visible.



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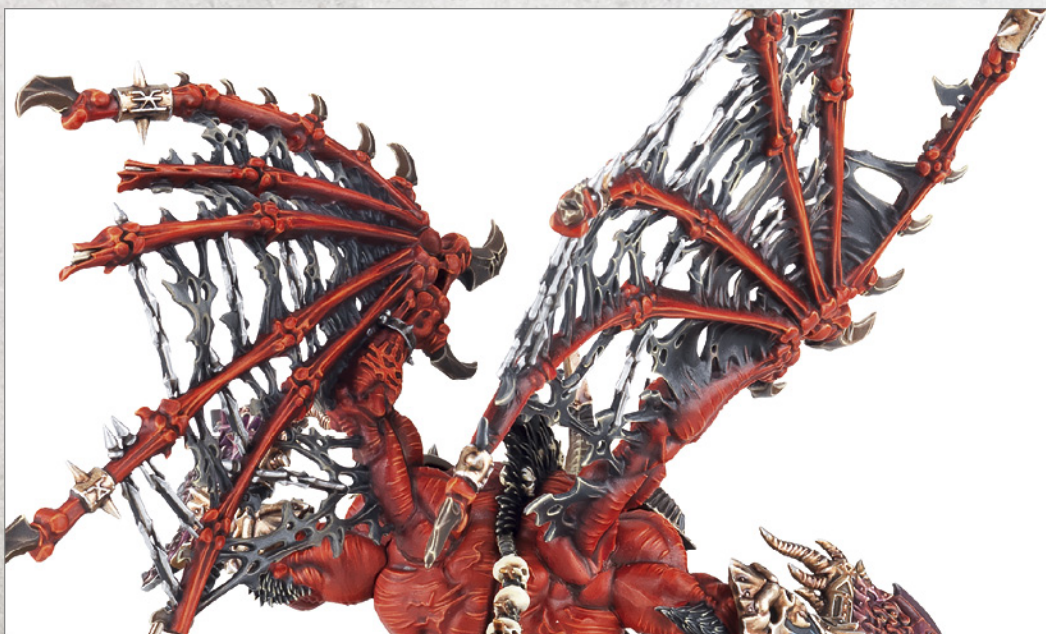
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upper jaw past his ominously staring eye. One of his razor-sharp fangs has even been smashed out, leaving a gaping hole in his snarling maw. When the Blood God hurls you from the highest towers of the Brass Citadel, the wounds stay with you...

For Skarbrand, there is no more soaring into battle. Instead he strides to war with the inexorable advance of a blood mad killer, twin axes clutched to his sides; in gnarled fists he clutches them, Slaughter and Carnage, their heads hideous daemonic visages, their blades snarling masses of teeth. These are no mortal axes either – each contains the bound essence of a Bloodthirster. That he could bind such powerful rivals to his will is a testament to Skarbrand's once transcendent power. The nature of the beings within the axes has

transformed them; their very metal drips with hate and thirsts for blood. It's easy to imagine Skarbrand raining a flurry of berserk blows on his victims with these deadly weapons, arms thrashing back and forth in a welter of blood.

Now exiled, Skarbrand remains a true veteran of Khorne's armies. The scars and unhealed wounds across his body speak not only of his fall, but of an eternity of battle. Cracked armour plates show his exile – there is no artisan to fix his wargear, nor would his wrath-filled persona permit it if there were. ☒

For more on Skarbrand's history, check out *Codex: Apocrypha* [here](#), and [here](#) for the full rules for both *Warhammer Age of Sigmar* and *Warhammer* 40,000.

6 Even the anointed Daemon hunters of the Imperium must fear Skarbrand. The Grey Knights may have the arcane wargear and psychic mastery required to vanquish the Daemons of Chaos, but against a being as powerful as Skarbrand only terminal violence will be enough to halt his rampage.

On the burning world of Phaedes Ekron, Grey Knights Task Force Pure Steel finally catches up with Skarbrand long enough to bring him to battle – Justicar Tam making the ultimate sacrifice as Skarbrand butchers his way clear of the ambush.



BLADE OF PURITY

By David Annandale
Audio Drama | 80 minutes

FURTHER READING

The most obvious recommendation to accompany *Blade of Purity* must be *Sons of Titan*, which goes on sale today – it's a cracking volume packed with the two audio dramas in *Blade of Purity* (in story form), sandwiched between 'Maledictus' and 'The Mourning Tower' – well worth a read.

Another recommendation, if you've an appetite for more David Annandale, must be his sensationally good Commissar Yarrick stories. *Yarrick: Imperial Creed* and *Yarrick: Chains of Golgotha* are not to be missed!

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

www.blacklibrary.com

Hot on the heels of last week's *Sons of Titan* (which is on sale today) comes *Blade of Purity*, a pair of Grey Knights audio dramas that sees Styer and his squad of Grey Knights confront a Daemon lord and purge an infested ship.



Blade of Purity combines two audio dramas, 'True Name' and 'Incorruptible', for a double-header of Grey Knights action by Black Library stalwart David Annandale. Both stories are set in the aftermath of the Grey Knights' violent intervention in the Sanctus Reach. Still reeling from the physical and psychological toll of those battles they, and their allies (Inquisitor Furia foremost among them), find themselves locking horns with some of the galaxy's direst foes.

In 'True Name' Epistolary Gared, a Grey Knights Librarian, must face the psychic assault of the Father of Plagues, Ku'gath, in a battle for the souls of his entire squad. In 'Incorruptible' the action sees the survivors of the previous tale seek out a missing companion aboard an adrift Grey Knights vessel. Both stories are packed with insights into the nature of the Grey Knights, riveting action and superb voice acting – all in all 80 minutes of immersive Daemon-smashing adventure. **X**

BLACK LIBRARY DIGITAL SHORTS



DIGITAL EDITIONS

These digital short stories and many other eBooks are available from blacklibrary.com

Want a fresh dose of Warhammer action? Check out the latest Black Library digital short stories.

Every Monday the mysterious masters of the Black Library unleash a new digital short story set in the worlds of Warhammer – whether it's a tale of reconquest and heroism from Warhammer Age of Sigmar, betrayal in the Horus Heresy or explosive action from Warhammer 40,000 there will be action and intrigue aplenty.

Recent digital short stories added to blacklibrary.com include an ongoing saga (told in snappy instalments) about the elite Deathwatch Space Marines and their desperate special operations style missions. 'The Solace of Rage' and 'Fall of the Gnawing Gate' take the action into the Age of Sigmar, as the Realmgate Wars continue. Check them all out online. **X**

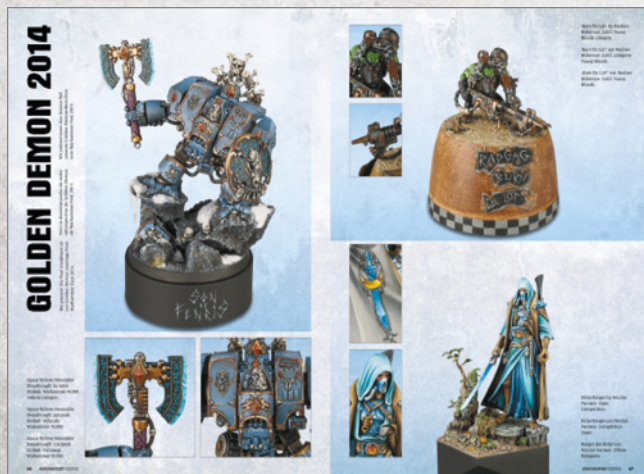
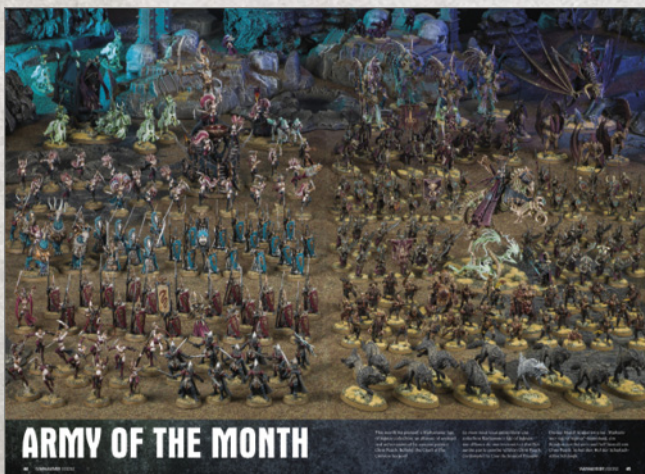
ISSUE 21

WARHAMMER VISIONS

The Age of Sigmar continues this week as Warhammer Visions 21 is available to order. Feast your eyes on the latest Stormcast Eternals and Khorne Bloodbound releases, as we present 180 pages packed with fantastic Citadel miniatures.

Warhammer Visions 21 casts a spotlight on the latest reinforcements in the battle for the Mortal Realms with new models for both Sigmar's servants and the scions of Chaos – with the fantastic Stormcast hero the Celestant-Prime leading the charge. As well as this pictorial review, the magazine is bursting with Citadel miniatures from both Golden Demon 2014 and The Fang painting competition in Stockholm (trust us, you don't want to miss these stunning competition entries). There is also a slew of features including a Warhammer Age of Sigmar Parade Ground, army features on Craftworld Telennar and the Stormhosts of Azyr and great stuff from Blanchitsu. Don't miss out – order yours today. ❧

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



FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, the legions of the Machine God are reinforced with the presence of a Magos Macrotek Engineeer and the Mechanicum Taghmata Army List.



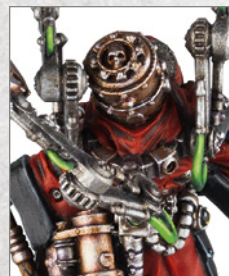
MAGOS MACROTEK ENGINEER AND SERVO-AUTOMATA

- 1 A small reactor is set into the Magos's back, powering his enhanced body and weapons.
- 2 Connective umbilicals let the Magos commune with the machines he is repairing, returning them to full function.
- 3 A heavily armoured carapace protects the Servo-automata. In the carapace there is also a reactor, which bears the sign of the Mechanicum.
- 4 The Servo-automata's tools are capable of tearing flesh as easily as repairing machines.

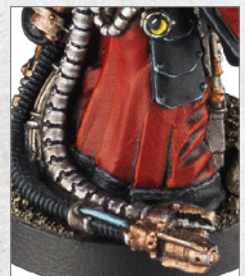
For more on these products, visit: forgeworld.co.uk

The **Magos Macrotek** Engineers oversee the machine furnaces of the forge worlds; they are the most common of the Magos of the Mechanicum, the masters of manufacture. On the battlefield they shepherd the mighty war engines of the Taghmata Ommissiah, providing immediate and crucial repairs to damaged vehicles and machines. To undertake these tasks they are equipped with servo arms to enable heavy lifting and a shoal of Servo-automata. These Cybernetica creations can assist their master in his battlefield smithing, unflinchingly seeing to their task even under fire.

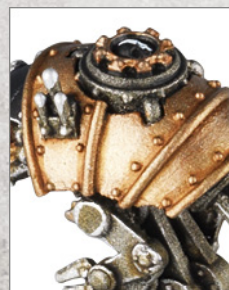
The Magos Macrotek Engineeer and Servo-automata are a set of five models who fight for the Taghmata armies. ⚙



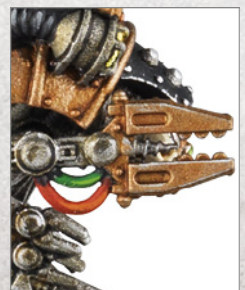
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THE HORUS HERESY MECHANICUM: TAGHMATA ARMY LIST

At the outbreak of the Horus Heresy, the Taghmata Ommissiah was the principle fighting force of the Mechanicum – an array of semi-independent forge world armies boasting some of the galaxy's most deadly war machines, from devastating cybernetic Battle-automata to the dread war engines of the Ordo Reductor. The forge worlds were dragged into the fighting of the Horus Heresy, whether they were defending their sovereignty against former allies or acting as aggressors in the unfolding war.

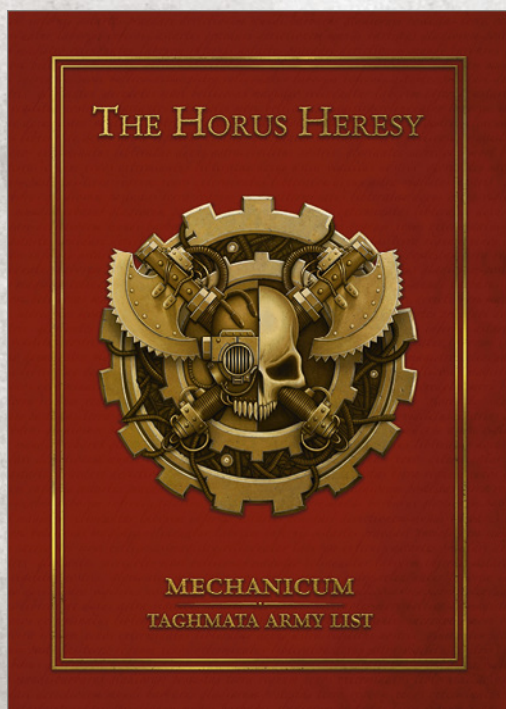
The Mechanicum Taghmata Army List is the latest in Forge World's range of Horus Heresy Army List books, the ultimate companion for using Mechanicum forces in Age of Darkness games. Within its 124 pages you'll find everything you need to unleash a Taghmata Ommissiah army, along with two exciting variants, the Legio-Cybernetica Battle Cohort and the Ordo Reductor War Covenant. The book also contains rules for the Legio Titanicus Battle Titans – including the mighty Mars Warlord Titan – and the world-shattering war machines of the Centurio Ordinatus.

The book introduces each of these armies with their own background, explaining

their place within the esoteric organisation of the Mechanicum and the unfolding schism devouring the Imperium, followed by complete army lists. Speaking of rules content, the book also includes the core missions for playing battles in the Age of Darkness. With these and your copy of Warhammer 40,000 you've got everything you need to fight battles in the Horus Heresy with your Mechanicum miniatures – and without having to lug your collection of Horus Heresy books everywhere you go.

Whether you're an existing collector of Forge World's gorgeous Horus Heresy books or just fancy dipping your toe into collecting a Mechanicum army, this is the book for you. **✂**

- 1 The striking red cover of The Horus Heresy: Mechanicum Taghmata Army Lists matches the other books in Forge World's army lists series. The deep red and gloss varnished details looks gorgeous up close.
- 2 The armies of the Taghmata Ommissiah are described in unstinting detail, revealing the curious, deadly nature of the feudal forces at the Mechanicum's disposal.
- 3 Army lists cover Forge World's Mechanicum range of Horus Heresy models, enabling you to unleash them in your Age of Darkness battles.



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THE EXILED ONE

1 Skarbrand is a creature of mindless rage. Standing atop a Chaos Dreadhold, Skarbrand is a scourge almost as deadly to the Dreadholds' defenders as to those who seek to throw it down.

Skarbrand was once the most favoured of all Khorne's servants, the mightiest of his Bloodthirsters and foremost amongst his legions. But Skarbrand knew not only rage, but also hubris and ambition...

Once, long before the ascension of An'ggrath or Rathrrex, Skarbrand was the greatest of Khorne's Daemons.

There is but one pathway to Khorne's favour – that of endless battle. None piled more skulls before the Brass Throne than did Skarbrand. It was he who tore down Slaanesh's first palace, he who slew Nurgle's great poxviathan, and he who led the Blood Legions to triumph after triumph. Relentlessly, Skarbrand carved a gore-ridden trail of victories, forever seeking out the next challenge worthy of his martial attentions. At last, after slaughter untold, only the greatest of his fellow Bloodthirsters remained as worthy rivals. Thus Skarbrand sought them out and, at the Battle of Infernus Plains, overpowered even the mightiest of his rivals. As a conqueror he stood atop the piled dead, capturing the soul stuffs of the two most powerful of the defeated and binding them into weapon form. Thus were born Slaughter and Carnage, Skarbrand's matchless axes, blades that crave blood as insatiably their wielder.

Looking down from his Brass Throne, Khorne saw the defeat of his greatest Bloodthirsters. The act pleased him, for the god of rage and battle cares not from whence the blood flows, only that it does so. And in that way did Skarbrand ascend to the head of the Blood God's legions, becoming the right hand of almighty Khorne himself. Victory followed victory, and Khorne's supremacy seemed assured.

Ever mischievous and jealous of his brother's growing power, Tzeentch looked upon Khorne's greatest champion and was troubled. The Great Conspirator foresaw his own realm assailed by a red tide, with Skarbrand at their fore. In those visions the crystal labyrinth was shattered, its intricate matrix cracking beneath flaming hooves. So did the Changer of the Ways secretly enter the skull realm, his whispers fuelling the embers of hubris and stoking

raging fires of ambition within Skarbrand. Was Skarbrand not undefeated? Was Skarbrand not unstoppable? It was in this way that Skarbrand one day dared to challenge his rightful master.

As Khorne gazed out over his kingdoms, Skarbrand struck the Blood God with all his might. Although the Greater Daemon delivered a blow that would crumble mountains or shatter a star itself, the strike did little more than draw Khorne's gaze and stir his matchless fury.

“The Blood God hurled Skarbrand from the top of the Brass Citadel, sending him into exile.”

Seizing Skarbrand, Khorne cursed his name, crushing him so tightly that there was nothing left within, save only blackest rage. The Blood God hurled Skarbrand from the top of the Brass Citadel, sending his fallen champion into exile.

Like a fiery comet, Skarbrand hurtled through the realms, his impact gouging a canyon through them all. It took Skarbrand eight days to crawl, roaring, from the craterous pit of his final landing, his wings in tatters, his body still smoking. Gone was the Greater Daemon's pride, for his very being had been broken and squeezed out. The only thing that remained of Skarbrand was purest rage. He had become wrath incarnate – a senseless maelstrom of violence. Skarbrand's mere presence broke discipline, instilling savage loathing and red hate into all who came near. Within the maddening aura, even firm allies might tear each other apart.

In exile Skarbrand stalked the realms, having no purpose save to vent his







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► unquenchable fury. Where he went, he brought war, leaving behind a trail of devastation. None had ever served Khorne so completely, for Skarbrand reaped mountains of skulls and spilt oceans of blood for the master he had betrayed. Despite this, Khorne neither forgot nor forgave. Not yet has the Lord of Skulls rescinded his punishment. From his Brass Throne Khorne watches his former favourite, occasionally plucking the Greater Daemon up to set him upon some new path of bloodletting.

Sometimes Khorne hurls Skarbrand where his rage might aid the Blood God's cause. When Khorne's eye fell upon the Mortal Realms, he wanted them for his own. So was Skarbrand hurled into the fiery realm of Aqshy, there to unwittingly wreak havoc in Khorne's name. At other times, with memories of Skarbrand's impudence fresh, Khorne hurls the Exiled One to seeming oblivion, launching him upon some hopeless task, pitting his rage against the stars and tides. Skarbrand has been forced to fight his way out of the Garden of Nurgle and spent eternities battling the illusion armies of Tzeentch – a battle where even endless slaughter could not achieve victory. At such times the bellowing howls of Skarbrand's frustration can be heard in the Brass Citadel itself, and Khorne is much amused.

Khorne is not the only one who seeks to exploit Skarbrand's endless fury. When Archaon saw his own armies assailed by the living embodiment of rage, he beseeched Khorne to rein in such wanton destruction. The idea pleased Khorne, perhaps only because it further punished the Exiled One. Thus did Khorne himself alloy hellfire with his own indomitable will to forge the Brass Chain – the only bonds known capable of holding Skarbrand.

Skarbrand was imprisoned within the innermost citadel of the eight-walled fortress of Bloodkeep. For centuries the Greater Daemon shook the mountainsides as he struggled to break the Brass Chain that bound him. At his whim, Khorne still plucks forth his champion, hurling him into battle like wrathful judgment. Archaon too

was gifted the mastery of the Brass Chain, for he desired to show the Blood God that he too could control immeasurable fury. Using his coven of Gaunt Summoners, Archaon can have Skarbrand realmshifted out of his bindings. Many times Archaon has unleashed Skarbrand to destroy provinces and crush enemies. Skarbrand has done that and more besides, frequently continuing his rampage to destroy those that fight alongside him before the necessary spells can be cast to once again return the Greater Daemon to his chains in Bloodkeep. Well does Khorne know that a gift such as Skarbrand is a two-edged blade, as dangerous to the Everchosen as to those Archaon wishes to see slaughtered. To offer such dangerous blessings pleases the Blood God, who knows that no matter how the fates unfold, oceans of blood will flow... ☒

- 1 A Knight-Venator of the Hammers of Sigmar descends, a star-fated arrow nocked as his brother Knight's celestial lantern throws the Light of Sigmar upon Skarbrand. Yet even these will be no match for Skarbrand's boundless wrath and furious rage...
- 2 Skarbrand is a scourge of the Mortal Realms, an apocalyptic force of destruction sent by Khorne to fight alongside his daemonic hordes. Can the Stormcast Eternals halt his bloody progress?
- 3 This classic piece of art by John Blanche captures Skarbrand's inexorable advance perfectly, wings smouldering with black smoke and flame.



PAINT SPLATTER



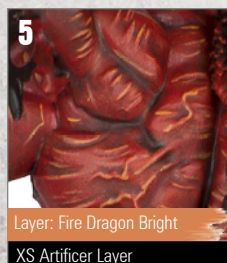
KHORNE'S OUTCAST

Just because Skarbrand is an exile doesn't mean he has to look different from the Daemons and warriors he fights alongside, so our Skarbrand model matches the existing Studio collection of Chaos Daemons. If you have a Bloodbound or Daemon army already, consider using some of their colours when you paint Skarbrand, perhaps echoing your army colours on his armour or brass trim.

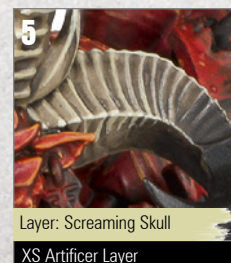
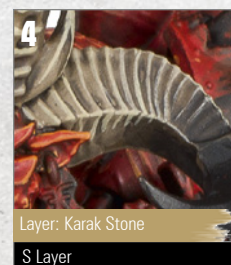
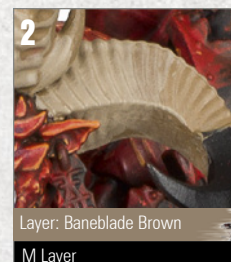
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at the embodiment of rage: Skarbrand.

The **Bloodthirsters** are the mightiest of Khorne's servants, and Skarbrand is a singular example of that deadly fraternity. When painting him the Studio army painting team recommend starting out with the skin, which is by far the largest area of the model – in this example they used Mephiston Red, painted on with an XL Base brush, although if you have an airbrush you could as easily use the Mephiston Red Citadel Air paint, or Mephiston Red spray if you have it.

Blood Red Flesh



Crown of Horns



There are a couple of other things to bear in mind, too: firstly, notice on Skarbrand's horns, in the second stage, the layering only extends two thirds of the way along the horn. When this has been shaded and highlighted it creates a natural-looking gradient on the horns.

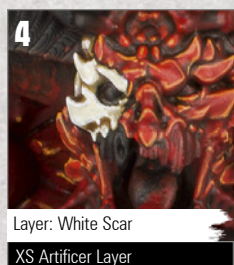
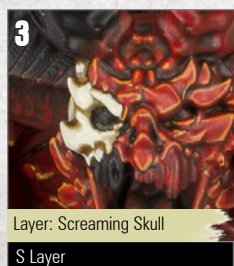
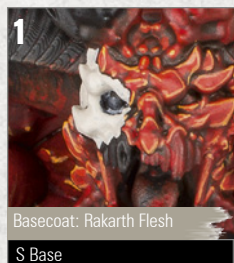
Also, the choice of colours is very important. Retributor Armour for the brass trim gives the metal a bright, warm finish when layered with Sycorax Bronze, while the cool black of Skarbrand's armour has a contrasting effect, balancing the overall tone of the model nicely. ✂

Next week: the rising storm.

Brass Trim



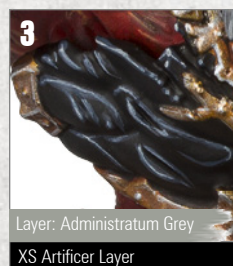
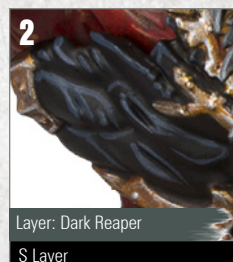
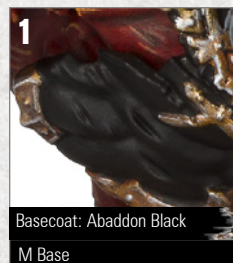
Bared Skull



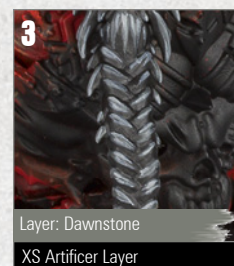
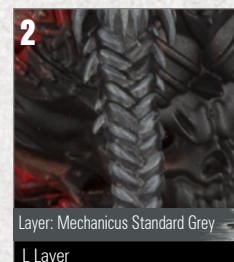
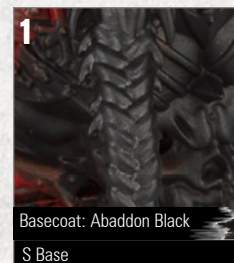
Silver Metal



Black Trim



Beard



EYES OF ENDLESS RAGE

Skarbrand's eyes are mismatched in colour, the eye on his wounded side a pale, glazed blue, while the other burns with yellow hate. The blue eye was painted with Celestra Grey, glazed with Guilliman Blue and then highlighted with White Scar. The yellow was basecoated with Rhinox Hide, highlighted with Yriel Yellow and given an even finer highlight of White Scar.

Because the area is so tiny, it's worth painting the eyes with an XS Artificer Layer brush, and doing them before the final highlights on Skarbrand's face.



PARADE GROUND

As we enter the Age of Sigmar, many of us, like collectors everywhere, have been building and painting new miniatures to add to our collections – or even starting whole new armies. Here are a few of our favourite units from across the Mortal Realms.

STORMCAST ETERNALS OF THE KNIGHTS OF AZYR

The **Knights of Azyr** were among the first of Sigmar's Stormhosts to be deployed to the Mortal Realms, their armoured bodies smashing into the lava fields of the Brimstone Peninsula. While Vandus Hammerhand fought to re-open the Igneous Gate, the Knights of Azyr were tasked with holding the Obsidian Bridge alongside warriors from the Anvils of the Heldenhammer. As the Stormcast Eternals clashed with the Goretide of Korghos Khul, the Obsidian Bridge was assailed by thousands of Bloodreavers trying to get

south of the River Magmus to join the battle. Though heavily outnumbered, the Knights of Azyr never retreated, the Kinclave of Helmgart holding the north end of the bridge while their Prosecutor brethren assailed the ravenous horde from behind. It was Sagicon Hammerborne, however, who won the day for the Knights of Azyr. Accepting a challenge from an Exalted Deathbringer, the Lord-Relictor hammered the champion of Khorne to the ground before throwing his ruined body into the lava river below.

- 1 The Celestine Brethren, Prosecutors of the Angelus Conclave. They all wear the sombre grey armour of the Knights of Azyr, who were created during one of Mallus's darker phases.





2



3

- 2 The Kinclave of Helmgart, Liberators of the Redeemer Conclave. More than half their number were slain during the battle on the Obsidian Bridge, their bodies returning to Sigmaron as pillars of celestial light.
- 3 Lord-Relictor Sagicon Hammerborne. It's said that no one has seen his face since his reforging, not even his brothers within the Stormhost.

ZUMA ITZQUINTLI, SAURUS SCAR-VETERAN RIDING MIGHTY XOCO

1 Zuma's skin is almost white, a sign that he is destined for greatness. Xoco's skin, meanwhile, shimmers between purple and blue, her scaly hide radiating waves of celestial energy.

It was during the dark days of the Age of Chaos that the Scar-Veteran known as Zuma Itzquintli proved himself worthy of the Old Ones' favour. In the cataclysmic battle for the Allpoints he slew many followers of the Dark Gods before Sigmar's Grand Alliance crumbled, the crucial Realmgate lost to the forces of Chaos. Spirited away by his Slann masters, Zuma bears a hatred for the followers of Chaos that has burned in his soul ever since.

When Sigmar's Stormhosts descended to the Mortal Realms, Zuma and his Saurus warriors were summoned to the foetid jungles of Ghyran, where Nurgle's rot had taken hold. Undaunted by the stench of corruption, Zuma led his Seraphon to battle, driving Nurgle's servants out of their conquered lands and into the path of Sigmar's Hallowed Knights. Duty done, Zuma and his Seraphon disappeared in a blinding flash of celestial light.



THE FIRE SEEKERS, IRONDRAKES OF THE LORD OF ALE

The Irondrakes known as the Fire Seekers are some of the many dispossessed duardin roaming the Mortal Realms. Where many duardin fight to settle ancient grudges, or seek revenge for the deaths of their ancestors, the Fire Seekers are motivated by a desire to reclaim what is lost. Having joined the roving warband of the Lord of Ale, they, and others like them, seek to recreate the legendary Six Axes, an ale of uncommon strength and flavour.

The Fire Seekers have been tasked by the Lord of Ale with finding the sacred flame used to brew the infamous ale, and are currently scouring the Realm of Fire for it. Despite razing several Chaos Dreadholds, they found no sign of the flame. Furious, they marched south, right into the path of the Anvils of the Heldenhammer. Though distrustful of the Stormcast Eternals, the Fire Seekers have since formed a grudging alliance with them. For now, at least... ☒

- 1 The Fire Seekers are led by Old Redbeard, an Ironwarden of fearsome notoriety and temper.
- 2 The Fire Seekers march across the blasted wastelands of the Brimstone Peninsula. Their bases are painted with Martian Ironearth to give the impression of a land ravaged by lava flows and firestorms.



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. With the Parade Day fast approaching, two more of our painters have completed their armies ready for display.

DA YELLA WAAAGH! OF WARBOSS SKAGROG



Whether Chaos Space Marines, Tau, Elves or Orks, Andy Keddie always favours a nice bright colour scheme for his armies. This year he's opted for Bad Moon Orks, the snazziest Orks around (Flash Gitz excepted, of course).

Andy wanted his entry to represent the vanguard of his Ork horde, which is why he has painted lots of fast-moving bikers, a pair of Ork planes and a load of Nobz in a Battlegwagon, all of them painted in the bright yellow of the Bad Moons.

One of the great features of Andy's army is the unified colour scheme that he's used across the models, board and buildings. The bright yellow armour worn by the Orks acts as a spot colour to draw attention to the miniatures, while their bases are painted the same colour as the road to tie them to the display board. Andy even matched the fallen masonry on the Orks' bases to the buildings. The Blitz-Bommer on the right of the board, for example, has a green ruin on its base to match the building it's flying over. It's ded kunnin'.

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 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 happy to help you plan your entry.



- 1 The vanguard of Waaagh! Skagrog zooms through the ruins of Huiveneras Prime, the setting for Andy's latest campaign.
- 2 Snazzmek's bikers zoom through the city. Andy used a Sector Imperialis tile for his display board, painting the roads and buildings in browns and greys so as not to distract from the models – not a hard task considering they all wear bright yellow armour.
- 3 This part of Skagrog's force is led by Crazy Boneshaka, the clan's Weirdboy Warhead. Andy's favourite colour is turquoise, which he used on Boneshaka's robes to make him stand out from the yellow mob.



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THE RAPACIOUS HORDES OF HIVE FLEET BEHEMOTH

Over the last couple of months, John Bracken has been hard at work painting a new Tyranid army to terrorise the battlefields of the 41st Millennium.

"It's not as scary as it seems, painting so many Tyranids in one go," laughs John as he sets up a carpet of Hormagaunts on his board. "I used the colour scheme for the Court of the Nephilim King presented in the Invasion Swarms painting guide, which is closely based on the colours of Hive

Fleet Behemoth. The thing that took the longest was the feathering effect on the carapaces, but it was worth the effort because the end result is really eye-catching." At the heart of John's army you can see the Hive Tyrant known as the Swarmlord, the monster that led Hive Fleet Behemoth's assault on the polar fortress on Macragge, the Ultramarines home world. We'll be featuring more pictures of John's Tyranid swarm in a future issue of Warhammer Visions. ❧

1 A Maleceptor looms over the Gaunts around it. John used Nihilakh Oxide on its synaptic nodes (its exposed brains, for want of a better word) to make them look like they are glowing with alien power.

2 A tentacle-limbed Venomthrope floats ominously amongst the Hormagaunts. Its feeder tendrils are covered in Nurgles Rot to give the impression that it's been feeding on something tasty. Or not, as the case may be...

3 A Hive Crone soars over the Tyranids below. Flyers and flying creatures are a great way to add height to an Armies on Parade display and make great centrepiece miniatures for a collection.

4 The Tyranids of Hive Fleet Behemoth ready for war, a chitinous sea of glistening red skin and midnight blue carapaces.



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THE RULES

SKARBRAND DATASHEET & WARSCROLL

Despite the unmeasurable ages since Skarbrand's betrayal, he remains one of the Blood God's mightiest warriors upon a million battlefields. Here we present his rules for use in your games of both Warhammer 40,000 and Warhammer Age of Sigmar.

GET THE WARSCROLLS

Warscrolls contain everything you need to use your models in your games. Getting hold of the warscrolls for your models is easy. Every new release for Warhammer Age of Sigmar has the warscroll for the models in the box.

If you've got an existing Warhammer army, you can download a free compendium full of warscrolls online: games-workshop.com

As with all Daemons of Chaos, Skarbrand can be used both in games of Warhammer 40,000 and Warhammer Age of Sigmar, so on the following pages you'll find rules for him in both games. Skarbrand is part of the Daemons of Khorne faction in Warhammer Age of Sigmar, and he fights alongside the Chaos Daemons in Warhammer 40,000. Of course, you're free to use him in any other game you see fit: the Blood God rejoices in slaughter and destruction wherever it is to be found, so if the story behind your game involves rousing Khorne's ire, then Skarbrand might just be a perfect fit.

You might have noticed that Skarbrand's rules as we present them here look slightly different from his entry in Codex: Chaos Daemons. Don't panic! They are exactly the same rules as you'll find in your Codex, just presented here as a datasheet. You can still use him in exactly the same way, ally with the same armies and unleash the same levels of ultra-excessive skull-smashing violence as before. Khorne doesn't care, as long as the blood flows.

Over the page you'll find a warscroll for Skarbrand. This is the same as the one you'll find in the box, only full colour. ☒



SKARBRAND

THE EXILED ONE

225
POINTS



Skarbrand's coming is heralded by a frenzied insanity. Blood roars in the ears of friend and foe alike. Hearts pound. Hands shake, curling into white-knuckled claws around any weapon that comes to hand. Even the meekest coward becomes a homicidal maniac in the exiled Daemon lord's presence, as thoughts of self preservation and fear are smothered by Skarbrand's malefic aura of rage. Seasoned warriors are transformed into mindless berserkers, abandoning their posts to charge into battle wielding firearms as crude clubs in their desperation to kill. Disciplined armies become blood-hungry mobs. Ordered battle becomes deranged slaughter. Through it all storms Skarbrand himself, tattered wings trailing as he hacks down everything in his path. There is no joy for Skarbrand in this slaughter – his own endless rage eclipses all else. Some part of Skarbrand hopes to erase Khorne's disdain of him with an endless tally of skulls. In the meantime, the banished Daemon serves his god more wholly than ever.

WS BS S T W I A Ld Sv
10 10 6 6 5 10 6 9 3+

Unit Type

Monstrous Creature (Character) 1 (Unique)

Unit Composition

Skarbrand

SPECIAL RULES:

- Daemon of Khorne
- Daemonic Instability
- Deep Strike

WARLORD TRAIT:

- Death Incarnate

Bellow of Endless Fury: So ridden with boundless rage is Skarbrand's roar that it can burst the hearts of those nearby.

Range	S	AP	Type
Template	5	-	Assault 1

Rage Embodied: Skarbrand and all units (friend or foe) within 12" of him have the Rage and Hatred special rules.

HELLFORGED ARTEFACTS

Slaughter and Carnage: Each of Skarbrand's two axes contains the essence of an enraged Greater Daemon.

	Range	S	AP	Type
Slaughter	-	User	2	Melee, Fleshbane
Carnage	-	User	2	Melee, Armourbane



SKARBRAND

A daemonic engine of destruction like no other, Skarbrand carves a red road of ruin across the battlefield. His bellowing roars cause the blood to boil in his enemies' veins. His twin axes – Carnage and Slaughter – trail a rain of gore with every almighty swing. The angrier Skarbrand gets, the more dangerous he becomes. And there is none angrier than Skarbrand.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slaughter	2"	☼	4+	3+	-2	3
Carnage	2"	1	4+	—	See below	—

Wounds Suffered	DAMAGE TABLE		
	Rage	Slaughter	Carnage
0-3	Angry	4	Total carnage on a 5+
4-6	Furious	5	Total carnage on a 4+
7-9	Seething	6	Total carnage on a 3+
10-12	Enraged	7	Total carnage on a 2+
13+	Incandescent	8	Total carnage on a 1+

DESCRIPTION

Skarbrand is a single model. He carries two axes, one called Slaughter and the other Carnage, which he uses with deadly effect in combat. As the battle progresses, Skarbrand's rage grows, making him an increasingly dangerous opponent – and wounding him only makes him angrier.

ABILITIES

Skarbrand's Rage: The angrier that Skarbrand gets, the more dangerous he becomes, as shown on his damage table above. Skarbrand starts the battle Angry, but this will change during the course of the battle as his rage increases or he vents his fury to fuel his attacks.

In each of your hero phases, look on Skarbrand's damage table to see his current level of rage. If Skarbrand was not able to attack in at least one of the combat phases of the previous battle round, he is always Incandescent, regardless of the wounds he has remaining – nothing makes Skarbrand angrier than not being able to fight!

Skarbrand can use his rage to fuel one or more of the following abilities. Each can only be used once per battle round. The effects of these abilities last until your next hero phase (with the exception of a Roar of Total Rage, which is resolved immediately). If Skarbrand is Angry he can use one ability, if he is Furious he can use two abilities, if he is Seething he can use three, if he is Enraged he can use four and if he is Incandescent he can use five.

- Make a Roar of Total Rage (see below).
- Re-roll the dice to determine Skarbrand's charge distance.
- Re-roll all failed hit rolls made for Slaughter.
- Re-roll all failed hit rolls made for Carnage.
- Re-roll all failed wound rolls made for Slaughter.
- Re-roll the dice rolled to see if Skarbrand inflicts Total Carnage.

Roar of Total Rage: When Skarbrand roars, his anger breaks the bounds of reason, causing the blood of those near him to boil in their veins, or their heads to explode in apocalyptic, eye-bulging fury!

If Skarbrand makes a Roar of Total Rage, pick a unit within 8". Roll one dice if Skarbrand is Angry, two dice if he is Furious, three if he is Seething, four if he is Enraged and five if he is Incandescent. Each roll of 4 or more inflicts 1 mortal wound on the unit.

Total Carnage: Roll a dice each time Skarbrand hits a target with the axe Carnage; if the roll is greater than or equal to the result shown in the damage table, the hit has caused total carnage and one enemy model in the target unit loses 8 wounds (or is slain if it has 8 wounds or fewer remaining). No saves can be taken against total carnage – there's no escaping the axe's wrath! If the roll is less than the result shown in the table, the hit inflicts one mortal wound on the target unit instead.

KEYWORDS

CHAOS, DAEMON, KHORNE, MONSTER, HERO, BLOODTHIRSTER, SKARBRAND

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 horrifically mutated axes, maniacal mortal servants and a mighty fine beard.

SKARBRAND: THE EXILED ONE BLOODBATH IN THE WHITE DWARF BUNKER

EIGHT HOSTS

INFERNAL LEGIONS

Khorne is by far the most martial of the Chaos Gods, his daemonic hordes mustered into vast Infernal Legions all of whom exist solely to shed blood in his name. Greatest among these daemonic minions are the Bloodthirsters of the First Host, the greatest and most powerful examples of their kind. Possessed with incalculable might, these Bloodthirsters can crush mortal armies single-handedly. Each Bloodthirster of the First Host commands eight Bloodthirsters of the Second, who in turn command eight of the third and so forth. Thus Khorne has huge numbers of Bloodthirsters at his disposal, each of whom is willing to fight and kill for a more exalted place in the host.

The Bloodthirsters of the Eighth Host are those of Unfettered Rage – the battlefield generals of Khorne's daemonic legions. Bloodthirsters of Unfettered Rage each command eight legions, each an incalculably vast throng of blood red killers. When mustered for war they are unmatched for fury by any army in existence.

Having written about (and talked about) Skarbrand all week, we couldn't help but try him out in a game or two to see just how devastating Khorne's exile was in battle. So, we launched a series of quick and fun games, testing him against some of the deadliest foes in the Mortal Realms.

With his axes swinging, Skarbrand toppled a Treelord Ancient in a single, brutal assault, twin axes Slaughter and Carnage hewing Sylvaneth flesh as if it were no more than rotting stalks of corn. He then rose to the challenge against a Verminlord of the Great Horned Rat, and butchered the loathsome creature with the same

contempt with which a rabid dog puts an end to a rat in his master's pantry. Against Sigmar's Celestant-Prime, Skarbrand weathered the wrath of Ghal Maraz, the mighty Stormcast Eternal descending from the Celestial Realm to batter Skarbrand's flesh and break his bones. These injuries only fuelled Skarbrand's own rage further, until the axe Carnage claimed his foe.

It was Nagash who halted the rampage – summoning a legion of Skeletons to halt Skarbrand's inexorable advance, before the Supreme Lord of the Undead used his sword, Zefet-nebtar, to banish Skarbrand back to the Realm of Brass.



WHITE DWARF

SKARBRAND'S MORTAL FOLLOWERS

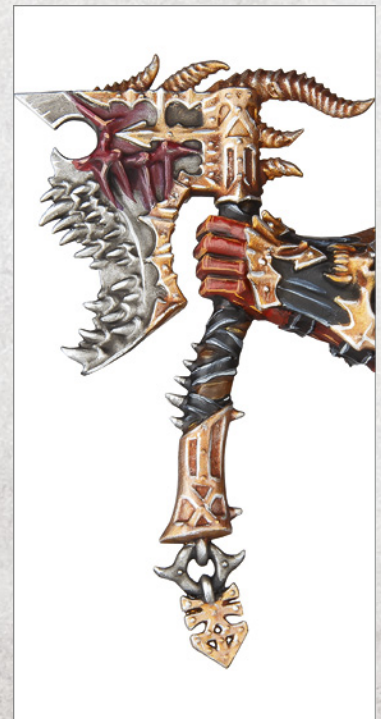
Skarbrand's legend and renown have left their mark upon reality, such that he is adulated and worshipped by many of the Blood God's human servants. In the Dark Millennium no few Khorne Daemonkin warbands worship him as the paragon of violence and destruction, roaring his name as they cleave into the foe. Likewise, it is known for Bloodbound Warhordes in the Age of Sigmar to honour him. Indeed, the Axes of Skarbrand have gone so far as to take his murderous name as their own. Since his exile, Skarbrand only fights where Khorne wills, but his arrival is welcomed with a rapturous onslaught of bloodletting.



PAINT SPLATTER EXTRA: SLAUGHTER AND CARNAGE

Skarbrand's twin axes, Carnage and Slaughter, cannot be compared to ordinary mortal-forged steel, or even lesser Daemon weapons. No, they hold the bound souls of two vanquished Bloodthirsters of Khorne within them. That deserves a special paint job! Here's how the Studio army painting team did it.

First, paint the metal in the same way as described on page 14. With the metal done, basecoat the fleshy areas with Khorne Red (we recommend using an S Base brush) and, when dry, wash it with Druchii Violet using an M Shade brush. Next highlight the flesh with Pink Horror using an S Layer brush, followed by a final edge highlight of Cadian Fleshtone, using an XS Artificer Layer brush. The change of tone between the garish Pink Horror and the more natural Cadian Fleshtone helps give Carnage and Slaughter a warped, daemonic appearance.



SLAUGHTER

Entire regiments are likely to disintegrate before the rampaging swings of the Daemon axe Slaughter – expect to harvest corpses by the dozen.

CARNAGE

If something big needs killing, Carnage is the axe for the job – with the power to crumple armour plates and leave monsters in ragged ruin, it's perfect for serious smiting.

MUNITORUM REPORT: SKARBRAND

PEACE AND QUIET

The bellowing roars of Skarbrand go well beyond noisy or even earsplitting. His berserk battle cries cause blood to boil and heads to explode in eye-bulging fury.

CALMNESS

Skarbrand is surrounded by an aura of rage that infects all who fight around him. Expect even the most disciplined warriors to fight like maniacs when he is nearby.

GROT OF THE WEEK: SHOKK'D GROT

There's something about the Grot being sucked into the Shokk Attack Gun we just love. If it's cruel to find joy in the abject terror on his face, his desperately grasping hands and the fact his loin cloth is being pulled down, sorry.



READER'S MODEL OF THE WEEK

Sneaking quietly into the pages of White Dwarf this week is this Vindicare Assassin painted by one of our most prolific contributors, John Margiotta. We love John's gritty, realistic style of painting, which really brings his miniatures to life. Look closely and you'll see the Vindicare's bodysuit is flecked with camouflage patterns, while his exitus rifle and helmet are covered in tiny scratches and splashes of dirt. Marvellous stuff!

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: PRISMATIC CANNON

The Eldar Harlequins favour a quick and flowing style of warfare that enables them to use their incredible grace and agility, as well as their lethal weapons, to crush the foe. The prismatic cannon mounted on their Voidweavers adds to the artistry, as it fires scintillating beams of energy into the foe. A wide-focussed beam can catch an entire squad in its deadly rays, while a tightly focussed beam can cut through the hull of a tank.



BATTLE OF THE BEARDS



Skarbrand may have chopped the Treelord Ancient up like kindling in our monster challenge, but there was one battle he wasn't going to win: that of the mightiest beard. True, Skarbrand does have a beard ring made out of spinal vertebrae, but in terms of volume and presentation, the Treelord Ancient is the winner, if only by a whisker...

THE KNIGHTS OF AZYR

Earlier in the issue you will have seen a few units of Stormcast Eternals from the Knights of Azyr Stormhost. Want to know how to paint their moody grey armour? Read on.

The armour was basecoated with Stegadon Scale Green followed by a wash of Mournfang Brown in the recesses of the armour to create the shading. The armour panels were then edge highlighted, first with Thunderhawk Blue, then Fenrisian Grey and Pallid Wych Flesh, the highlights kept as fine as possible to give the armour a reflective quality. The pauldrons were painted with Rakarth Flesh and layered with Pallid Wych Flesh.

The trim on the armour was basecoated with Retributor Armour followed by a wash of Reikland Fleshshade. Once this was dry, the armour was then highlighted with Liberator Gold followed by a second highlight of Runefang Steel.



ASK GROMBRINDAL



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

A BRUSH WITH WISDOM

Hello Grombrindal, having watched Duncan Rhodes's latest tutorial video on the Games Workshop YouTube channel. I'd love to pick his brain about something. What's the best way to keep my brushes in tip-top shape?

- Max 'Splayed Bristles' Blanton

GROMBRINDAL SAYS

Well now, I enjoy a good painting tutorial as much as the next all-knowing font of wisdom, so this is a question that is dear to my heart. I spoke to the maestro himself, and he offered the following tips: 1: Always keep paint out of the ferrule. Never let it get into the metal bit. Take special care when loading paint from the pot. 2: When you wash your brushes, don't grind them against the water pot. Never leave them standing in water with the tips touching the bottom. 3: Wash your brushes regularly, even if you are using the same colour for an extended period of time. Never let the paint dry on the bristles of your brush.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous Daemons.

N'KARI

N'Kari is a Keeper of Secrets, a Greater Daemon of the god Slaanesh who has caused untold suffering through the ages. In the world-that-was, N'Kari was a foremost adversary of the Elves of Ulthuan, blighting the line of Aenarion. In the 41st Millennium N'Kari has proven an enemy of both the Eldar and Grey Knights, and rumours abound that Erebus, Dark Apostle of the Word Bearers Legion, summoned him into being at the time of the Horus Heresy.

KA'BANDHA


Ka'Bandha is a Bloodthirster of staggering might who ranks among the greatest of the Blood God's daemonic servants. Such is Ka'Bandha's tremendous power that few have ever claimed victory over him – most famous among them being Sanguinius, Primarch of the Blood Angels Legion. Famously Ka'Bandha and his daemonic legions fought the Blood Angels at Signis Prime, where the sons of Sanguinius (along with their master) were forever scarred by the fighting. Although Sanguinius would later defeat Ka'Bandha on Terra, the wounds of Signis Prime never healed.

PUPA GROTESSE

A massive, corpulent Greater Daemon of Nurgle, Pupa Grotesse was charged by his patron with wreaking havoc in the Realm of Life during the Realmgate Wars. Perhaps his most notorious act was to bathe in the once pristine waters of the River Vitalis, polluting them until they became known as the Gelid Gush. His monstrous ablutions were eventually interrupted and thwarted by the warriors of the Hallowed Knights Stormhost, and Grotesse was blasted to ash by a divine bolt of lightning.

WHITE DWARF'S REGIMENTS OF RENOWN

Feculent Glob is a Great Unclean One who has been unleashed by his master to spread a tide of corruption throughout the Realm of Ghyran. Chortling merrily to himself as he shambles along, Glob has crashed through branches and briars, leaving a festering trail of effluent and slime in his wake. His ultimate goal is to desecrate the Garden of Vitality, a lush and green space considered sacred by the Sylvaneth. Father Nurgle considers the Garden of Vitality an insult to his own Garden of Nurgle, and will suffer it no more.

Recent battles have seen Feculent Glob battle the Sylvaneth hosts of Palraec Ironbower, a Treelord Ancient who guards the wyreways around the Garden of Vitality. In their most recent skirmish, dozens of Dryads died and Plaguebearers and Putrid Blightkings were cut down in droves until only Glob and Ironbower remained. Although Ironbower tore chunks from his foe, Glob's daemonic flesh healed itself and the Treelord was driven off. Guffawing happily, Glob scooped up his guts and continued on his path. 



NEXT ISSUE: A STORM IS BREWING — PLUS TANKS, ALIENS AND A ZONE OF DEATH!

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