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TAU TITAN-KILLER!

THE KV128 STORMSURGE DEPLOYS TO OBLITERATE ALL RESISTANCE



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ISSUE 88
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SPRUES AND GLUE

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PAINT SPLATTER

Paint your Stormsurge in the colours of T'au Sept.

GOLDEN DEMON

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BATTLEGROUND: DOOM OF PERDITA

What could be deadlier than a Zone Mortalis? 16 of them turned into a space hulk full of Tyranids!

ARMIES ON PARADE

More of our painters complete their entries.

THE RULES: TAU STORMSURGE

We've got the datasheet for the Tau Stormsurge, not to mention full rules for those guns...

THE WEEK IN WHITE DWARF

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



UNSTOPPABLE MIGHT

The universe of Warhammer 40,000 is one of unremitting hostility, as Mankind, the forces of Chaos and a multitude of alien races war for survival and conquest. The newest of the major combatants in this dark future are the Tau, a dynamic and technologically advanced race cutting a swathe through the Eastern Fringe. With each engagement they manufacture new and horrifically destructive weapons, and in age of Imperial Knights and Warlord Titans, their latest invention is also a very big one...

The KV128 Stormsurge is a new breed of war machine for the Tau, a ballistic suit that towers over the battlefield and bristles with some monumentally destructive weaponry. Over the page you'll see it in all its glory, and later in the issue we'll show you how to paint one in the colours of the T'au Sept, and we've also got full rules for the Stormsurge and its apocalyptic arsenal too. Any resistance to the Third Sphere Expansion is about to find itself on the end of some very big guns indeed... enjoy the issue! ☀

TAU EMPIRE

KV128 STORMSURGE

The KV128 Stormsurge ballistic suit is the latest development in Earth caste technology. Mag-lifted into battle by a Manta gunship, this colossal walking tank is a mobile artillery piece, its weapon systems capable of obliterating even the most heavily armoured foes.

Deployed by specially modified Mantas, this trio of Stormsurge ballistic suits have taken up position in the ruins of an Imperial city ready to deliver their first devastating salvo. Two of the Stormsurges wield shoulder-mounted pulse blastercannons, while the Stormsurge on the right takes aim with a pulse driver cannon. Both weapons are capable of felling Titans.

As the war between the Tau Empire and the Imperium escalates, the need for heavier firepower has become ever more apparent to the Tau high command. While the deployment of the XV104 Riptide proved hugely successful, the Tau faced being outmatched by the ferocious firepower of the Imperium's super-heavy war machines. In response, the Tau turned to the renowned Earth caste weapon specialist Fio'o Ishu'ron. His answer is the KV128 Stormsurge, the first in a new breed of Tau war assets known as ballistic suits.

This colossal multi-part plastic kit is the embodiment of O'Ishu'ron's maxim that the pinpoint application of overwhelming force can destroy any foe. Though similar in appearance to a battlesuit, the Stormsurge is more akin to a walking tank, a mobile armoured bastion that supports the Tau advance with incredible firepower. In its cockpit, a veteran Fire Warrior manoeuvres the suit into position, its massive back-jointed legs enabling it to traverse even the most rugged terrain before firing ground anchors into the earth ►







1 Like many Tau weapons, the pulse driver cannon utilises pulse induction fields to propel huge bursts of plasma over great distances. The particle accelerator at the back of the gun bears the symbol of the Fire caste.

2 The pulse blastcannon uses Aggressive Reactive Charge technology (A.R.C for short) to hyper-accelerate plasma energy. A stream of negatively charged particles are fired from the gun milliseconds before the main plasma charge, accelerating the plasma blast into the target to explosive effect.

3 The Stormsurge has two crew. Most are graduates of the ballistic suit academy, though some, like the Shas'vre on the left, are veteran Fire Warriors with experience commanding battlesuits or tanks. He wears a hair braid to signify his rank. There are four crew heads in the kit: two bare heads and two helmeted. There are also three choices of targeting array for the suit, here picked out in red to denote the sept colours of Vior'la.

4 From behind you can see the interior details of the Stormsurge's cockpit. The design of the kit means you can leave the front armour panel off the suit to paint the crew before gluing it on later.



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► to stabilise itself ready for firing. Next to the pilot, a graduate of the Ves'oni'vash ballistic suit academy controls the Stormsurge's weapon systems, which range from defensive turrets and specialised missile arrays to the huge Titan-killing cannon on its shoulder.

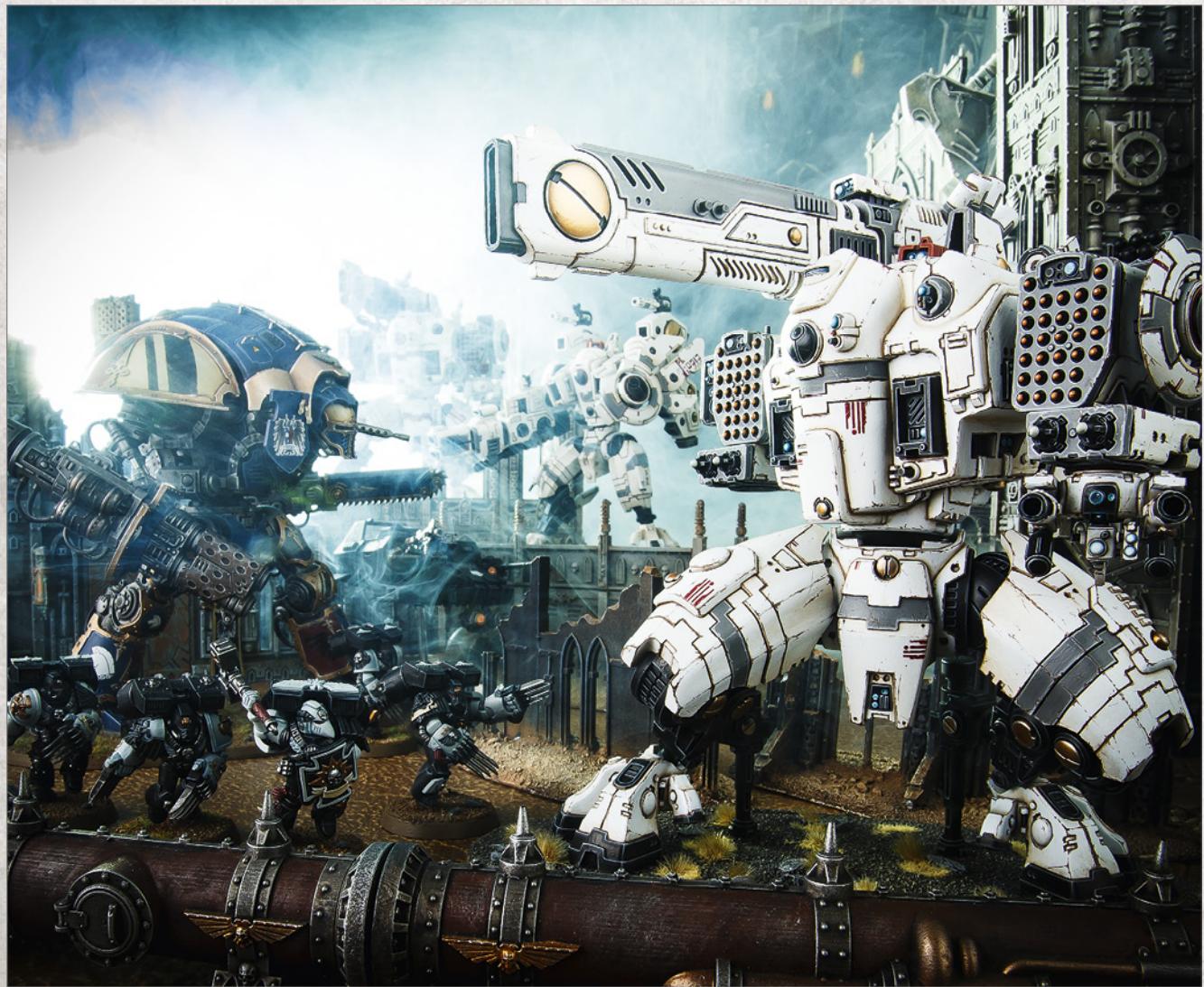
There are two options for the main gun in this kit, the long-range pulse driver cannon for cross-battlefield tank-busting and the short-ranged but devastating pulse blastcannon, which utilises A.R.C technology to hyper-accelerate plasma energy into the target. The design of the kit enables you to mount either gun on the Stormsurge's chassis deployed and ready to fire (shown left) or stowed in the upright position to represent them recharging or engaging their heat sinks.

In addition to its primary weapon, the Stormsurge also mounts two missile arrays that include a cluster rocket system for bombarding enemy infantry, a quartet of destroyer missiles for busting open tanks and a smart missile system for flushing out enemies that think they're safe hiding in cover. The Stormsurge's left arm also carries a defensive turret equipped with twin-linked flamers, burst cannons or airbursting fragmentation projectors and which can rotate through 360° to fire at enemies encroaching from behind. Never has such a huge amount of firepower been deployed by the Tau Empire. ♦

You can find assembly tips for building the Stormsurge [here](#), a stage-by-stage painting guide for T'au Sept [here](#) and a datasheet containing all the Stormsurge's rules [here](#).

5 On the world of Prefectia, Shas'vere Doros finds his position overrun by the Raven Guard. His missile arrays should be more than capable of dealing with them, but will he be able to contend with the Imperial Knight Capulan of House Terryn?

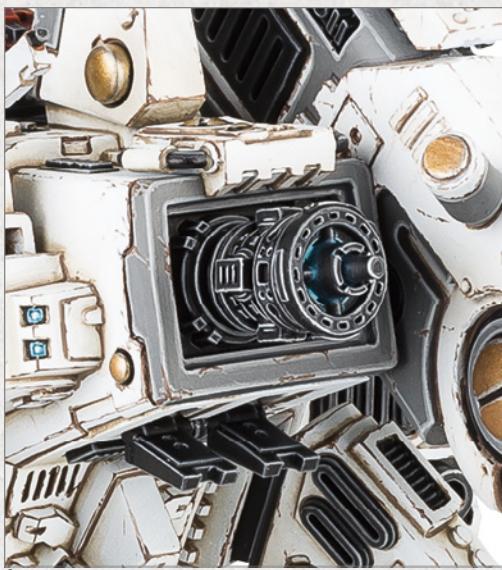
Turn over the page to see the mighty Stormsurge from the back. Plus we take a closer look at its extensive weapon arrays and numerous support systems.







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1 The Stormsurge requires so much power it has two reactors, one up-rated battlesuit reactor (located in the small of its back) and a high-output, slow-charge reactor to power the main weapon systems. Here you can see the reactor in its housing...

2 ...while here the reactor core has been ejected to cool down after firing. Note how the vents beneath the reactor are open too. Both of these are modelling options in the kit, enabling you to build the Stormsurge in a variety of ways.

3 The Stormsurge mounts two weapon arrays that can deal with both armoured targets and infantry. The main weapon is the cluster rocket system, which saturates the enemy ranks with salvos of Drone-guided warheads. Below it are housed a pair of destroyer missiles, an advanced form of seeker missile, piloted by an AI targeting system so that they strike with millimetric precision. On the left of the cluster rockets is the Stormsurge's targeting array, complete with optional support systems (there are three in the kit). Above the rockets a smart missile system sits elevated ready to fire.

4 From the back you can see the huge number of exhausts on the suit's weapon arrays.

5 Ground anchors stabilise the Stormsurge ready for firing. Here they are shown stowed, while in the larger picture to the left they are shown deployed into the ground.

6 The pulse driver cannon generates a phenomenal amount of heat. The panels on the side and undercarriage of the gun can be modelled open to represent the gunner venting the heat.

FOCUS ON... ADAPTION FOR DESTRUCTION

When Fio'o Ishu'ron created the KV128 Stormsurge, it was with the intention that it would not be fielded as a battlesuit. Armed with weapons on a scale more commonly seen on starships, and with a host of secondary support systems, the Stormsurge was too cumbersome to be equipped with a jet pack, thereby excluding it from the style of fluid, mobile warfare practiced by battlesuit teams. Instead, Fio'o Ishu'ron saw the Stormsurge as a walking tank that would support the main advance rather than lead it, an

unsubtle colossus bristling with weapons that can be deployed against targets too large or too numerous to be tackled with conventional tactics.

The differences between the ballistic suit and the battlesuit are further emphasised by the fact that it has two crew, like a Hammerhead. Crewing a Stormsurge does not carry the same prestige as piloting a battlesuit, but its crew are still honoured by the Fire Warriors who march to war beneath it. ♠



FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, the wargear and machines of the Adeptus Astartes Legions get a boost with a pair of new Legion Techmarines, in Mk. III and Mk. IV armour.

LEGION MK. III AND LEGION MK. IV TECHMARINES

The Techmarines are the lynchpins of the Adeptus Astartes Legions. They alone among their brothers possess the knowledge to construct, maintain and repair the war materiel that enables the Legions to fight across the galaxy as autonomous armies. On the battlefield they fight alongside their peers, repairing damaged war machines, even under fire.

Forge World have recently released two new Techmarine models to bolster your Horus Heresy Space Marine armies – a Legion Mk. III Techmarine wearing 'Iron' armour and a Legion Mk. IV Techmarine wearing 'Maximus' armour. Both models are armed with a bolt pistol and power axe, and are equipped with a servo arm for heavy-duty battlefield repairs. ♦

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

www.forgeworld.co.uk



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1 The Legion Mk. III Techmarine is clad in 'Iron' armour, known for its thick frontal armour.

2 Each of the Techmarines has a trail of data-cables and umbilicals for performing diagnostic checks on war machines.



3



3 The Legion Mk. IV Techmarine wears 'Maximus' armour, which offers superb protection in a range of hostile conditions.

4 The Techmarines wear a stylised skull symbol set into their shoulder pad.

4

THE HORUS HERESY

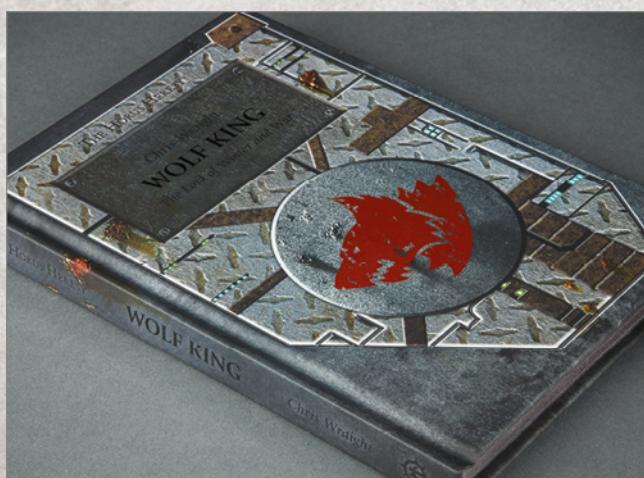
WOLF KING

The Alpha Legion have the Space Wolves fleet outnumbered and outgunned, trapped within a vast maze-like gas cloud. But a wolf is most dangerous when cornered, and the Lord of Winter and War is far from out of the fight.

With rumours and distrust swirling across the Imperium and the Horus Heresy raging around them, the Alpha Legion have manoeuvred the Space Wolves battle fleet into a terrible ambush, with no hope of escape for the Rout of Fenris. Leman Russ, the Wolf King, has not given in to despair, however. Before the fight is over he plans to wrest victory from the jaws of the hydra.

Wolf King stabs like a blade into the heart of the shadow war fought by the Space Wolves and the Alpha Legion, putting us into the action through the eyes of Bjorn One-Handed. As with every good story, there's a twist in the tail, too, as the Rout find their very own guardian angels... 

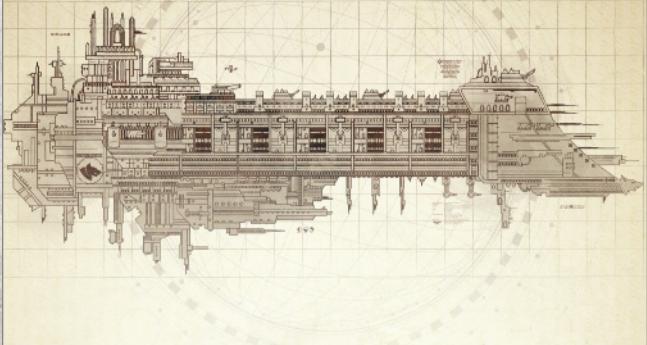
Wolf King is a limited edition release of 1,500 copies. Each is signed by the author and features a wrap around cover and internal art.



THE HRAFNKEL

One of the first Gloriana-class warships to be gifted to the Legions, the flagship of Russ is also one of the largest alongside the *Vorgulf's Spirit*, the *Iron Blood* and the mighty *Conqueror*. A monster of the void, the jars urged the Wolf King to name it from the old Fenrisian legends, and it is

said that he thought on this for three whole days and nights. In keeping with the tenets of the Imperial Truth, Russ eventually chose the name *Hrafnkel* – the king who turned his back on the old gods and instead looked to his sons for strength in battle.



LEGENDS OF THE DARK MILLENNIUM: SHAS'0

By Various Authors
Hardback | 384 pages



The heroes of the Tau Empire go to war in this collection of stories from the Dark Millennium.

The Tau claim the right to rule the stars as their destiny, their fledgling civilisation spilling out into the stars with the fervour and self-confidence of youth. Despite their nascence as an empire, however, the Tau are masters of technology, willing to innovate and adapt to find victory.

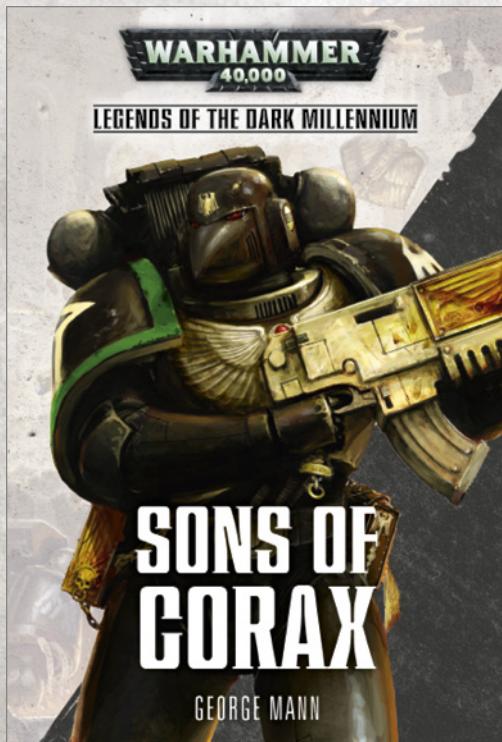
Legends of the Dark Millennium: Shas'0 is the perfect anthology for Tau Empire collectors – it's a whopping tome filled with stories of the Tau in battle, from a range of authors. From 'Patient Hunter', which sees a Riptide Battlesuit fight against an armoured column, to 'Aun'shi', where the famous Ethereal falls into the hands of the Dark Eldar, each expands our understanding of the energetic Tau, and how they plan to seize the stars. ☀

These Black Library books are also available as eBooks. For more information visit:

www.blacklibrary.com

LEGENDS OF THE DARK MILLENNIUM: SONS OF CORAX

By George Mann
Hardback | 256 pages



Masters of shadow and stealth, the Raven Guard Space Marines battle the enemies of Mankind.

The Raven Guard are masters of stealth warfare, striking from the shadows only to melt away once their mission is accomplished. Across the Imperium they are the watchword for ruthless efficiency.

In *Legends of the Dark Millennium: Sons of Corax* we are treated to seven stories by George Mann, collected into one book for the first time. Each story helps build a fuller picture of the Raven Guard, as Mann depicts Space Marines that refuse to sacrifice their humanity, in spite of deadly missions and overwhelming odds. Some of these stories were previously only available as audio dramas, and it's refreshing to see them here in print, as we see through the eyes of heroes such as Sergeant Grayvus and Captain Koryn. ☀

ALSO AVAILABLE

This week also heralds the release of two Horus Heresy titles in paperback.

Vulkan Lives picks up the action following the aftermath of the infamous Dropsite Massacre. Vulkan, Primarch of the Salamanders Legion is not dead – and there will be hell to pay.

Legacies of Betrayal is an anthology of stories set in the Horus Heresy and now presented in this paperback edition. 'Brotherhood of the Storm' is a superb White Scars story set at the outbreak of the Heresy, while 'Butcher's Nails' examines the psychotic traits of the World Eaters.

SPRUES AND GLUE

The KV128 Stormsurge is a mighty plastic kit with a host of exciting modelling options that will keep you entertained for hours. Here we offer some tips on putting the kit together, and take a look at a few of the modelling opportunities it brings.

MODELLING AND CONSTRUCTION TIPS

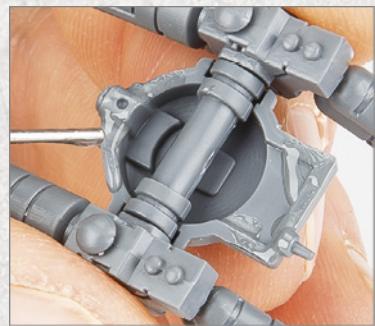
The first thing to note is that you'll need both Plastic Glue: Thick and Plastic Glue: Thin when assembling the Stormsurge. Plastic Glue: Thick takes longer to dry but forms an incredibly strong bond, ideal for gluing together larger pieces such as the legs and torso, or areas that will need to carry a lot of weight such as the ankle joints. When gluing the legs to the feet, it's worth finding something to prop behind the toes of the foot while the glue dries (1), otherwise the weight of the leg can push the ankle out of the socket.

Plastic Glue: Thin is ideal for smaller, more fiddly components. A good example is the defensive turret mounted under the left missile array. The housing comes in two parts that need to be glued around an axle. If glue gets on the axle, it will set and the axle won't be able to turn. Using the applicator nozzle on Plastic Glue: Thin, apply a line of glue to the housing, stopping 3-4mm before you get to the axle slot (2). That way, when you push the two pieces together, none of the glue will squeeze out onto the moving parts.

Sometimes glue will spill out between two pieces. If this happens, do not wipe it off with your finger, as you'll just damage the



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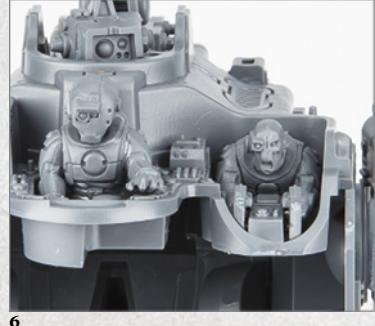
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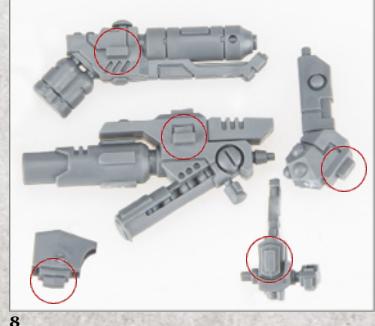
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7



8

TOOL KIT



Mouldline Remover



Fine Detail Cutters



Plastic Glue: Thick



Knife



Plastic Glue: Thin

model's details. Instead, wait for the glue to dry overnight then use a Mouldline Remover to clean off the excess glue (3).

Another useful tip involves frame gates, the little rods of plastic that hold the component to the sprue. On some pieces, such as the thigh plates, the gates are mounted on the edge of the armour plate. To make sure you don't damage the component, clip the gate a few millimetres away from the part and then gently shave down the remnants with a Citadel Knife, pushing the blade away from you (4).

The Stormsurge has two ground anchors mounted on the back of its calves, which it fires into the ground for stability. If you build the anchors deployed, do not glue the pistons into their sockets until you stick the Stormsurge to its base (5). This is especially important, otherwise you might find the anchors don't reach the ground.

We also found that the Stormsurge is much easier to paint in sub-assemblies. That way, you can leave the front of the suit off to paint the crew, for example (6). We also left the weapon systems and the main gun off for ease of painting. Just use a ball of adhesive putty to hold the pieces in place when you undercoat the model.

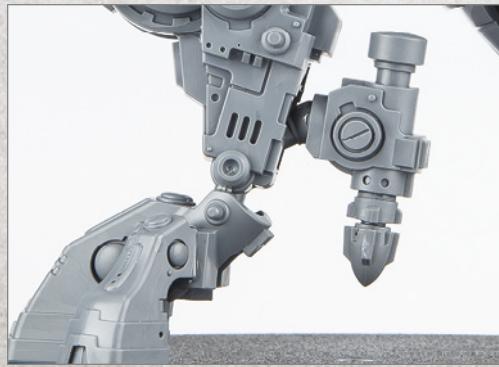
STRIDING INTO BATTLE

The standard pose for the Stormsurge, as you can see throughout the magazine, is crouched down, ready to fire, the locator pegs on its legs designed to make assembly nice and easy. If you're confident in your modelling abilities, you can cut off the pegs with a pair of Fine Detail Cutters (7) and change the pose of the model, as we have with the Stormsurge to the right, built as if striding forward to take up a firing position. The pulse driver cannon is attached in the stowed position (that is, raised) to show that the Stormsurge isn't ready to fire.

Lastly, it's worth noting that the Stormsurge's support systems and the weapons on the defensive turret have rectangular locator pegs (8), enabling you to use them on other Tau kits, such as Crisis Battlesuits, and vice-versa. ♠



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1 Our striding Stormsurge ready for undercoating.

2 From the back you can see the Stormsurge's ground anchors have been assembled in the 'up' position so they don't interfere with its walking.

PAINT SPLATTER

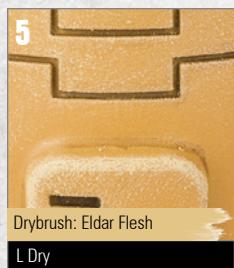
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we turn our paints and brushes on the behemoth of firepower known as the Tau Empire KV128 Stormsurge ballistic suit.



The KV128 is a really big model and as such you'll want your biggest brushes at the ready – in fact, if you have an airbrush, all those ochre armour plates are crying out for nice even coat of XV-88 Air paint.

It's a good idea to paint the Stormsurge in sub-assemblies. The whole model was undercoated black, but the armour plates were kept off the legs, and the torso and gun kept separate, so that these areas could be basecoated with XV-88 while the legs were drybrushed over the undercoat.

Ochre Armour



Drybrushing the Stormsurge's armour gives you really good results quickly, avoiding the painstaking labour of edge highlighting all those sharp edges and ridges. If you want to do edge highlights instead, you could use Ungor Flesh and Flayed One Flesh instead of stages 5 and 6.

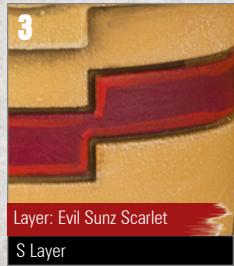
Red Armour



1
Basecoat: Khorne Red
M Base



2
Wash: Agrax Earthshade
M Shade



3
Layer: Evil Sunz Scarlet
S Layer



4
Layer: Fire Dragon Bright
XS Artificer Layer

Gold



1
Basecoat: Retributor Armour
L Base



2
Wash: Agrax Earthshade
M Shade



3
Basecoat: Retributor Armour (tidy up)
S Base



4
Layer: Runefang Steel
XS Artificer Layer

White Armour



1
Basecoat: Celestra Grey
L Base



2
Layer: Ulthuan Grey
M Layer



3
Wash: Nuln Oil (recesses)
M Shade



4
Layer: Ulthuan Grey (tidy-up)
S Layer



5
Layer: White Scar
XS Artificer Layer

Black Armour



1
Undercoat: Chaos Black
Citadel Spray



2
Drybrush: Mechanicus Standard Grey
M Dry



3
Drybrush: Administratum Grey
M Dry

Lenses



1
Layer: Evil Sunz Scarlet
S Base



2
Layer: Fire Dragon Bright
S Layer



3
Layer: White Scar
XS Artificer Layer



HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:



1
Basecoat: XV-88
XL Base

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one.

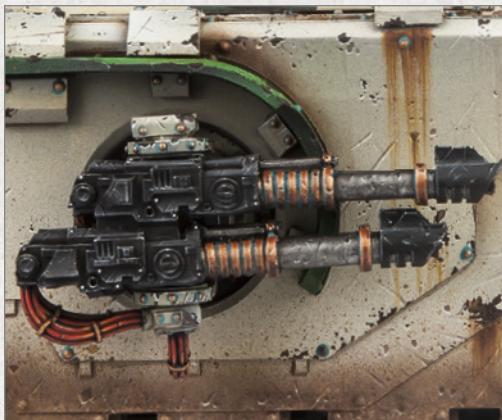


GOLDEN DEMON

Warhammer World recently played host to the first of a series of new style Golden Demon events, Golden Demon: Tanks. Richard Gray came away the winner with this Forge World Space Marine Legion Fellblade. We spoke to Richard about his winning entry...



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White Dwarf: Hello Richard. You've previously been a Golden Demon winner with your Thanatar Siege-automata. Congratulations on another win! What made you choose the Fellblade this time?

Richard Gray: My lovely girlfriend, Rebecca, gave me the Fellblade as an anniversary present, so the Golden Demon: Tanks competition seemed like the perfect opportunity to get it painted!

WD: You've painted it in the colours of the Death Guard. Has it turned heretic yet or is it still in the hands of loyalists?

RG: Actually, it depends on which side of the tank you look at! In my mind, the simpler, whiter side has more of a loyalist feel, while the side with the green stripes and skulls feels more traitor.

WD: The freehand on the tank is stunning. How do you go about painting it?

RG: I look at the model and try to imagine what would look interesting on it. Once I

have a rough image in my head I just start painting! I used some reference for the skulls, but that is more for basic shapes. As the painting progresses I step back to look at it to decide what's working and what isn't. Things like the radiation symbols on the barrels came from me trying to balance the amount of detail around the model. They weren't intended at the beginning, but the rear end looked a little plain once I had painted the skulls on elsewhere.

WD: The weathering is equally impressive. How do you go about applying it?

RG: The weathering is a process of trial and error with different techniques. Some of the chips were done using a sponge, but the majority were hand-painted to better control their position and shape. The dirt around the tracks was airbrushed on, then stippled with darker and lighter colours; that gave me a few happy accidents to work with, which are then picked out and highlighted by hand. The oil streaks are just three colours carefully applied, from light to dark with finer lines. ♦

1 Richard's Fellblade displays some amazing freehand skulls. But Richard didn't want these to stand out too much from the rest of the tank, so he covered them in the same grease and grime as the rest of the model! "It was quite nerve wracking to paint weathering over the top of the freehand," he says.

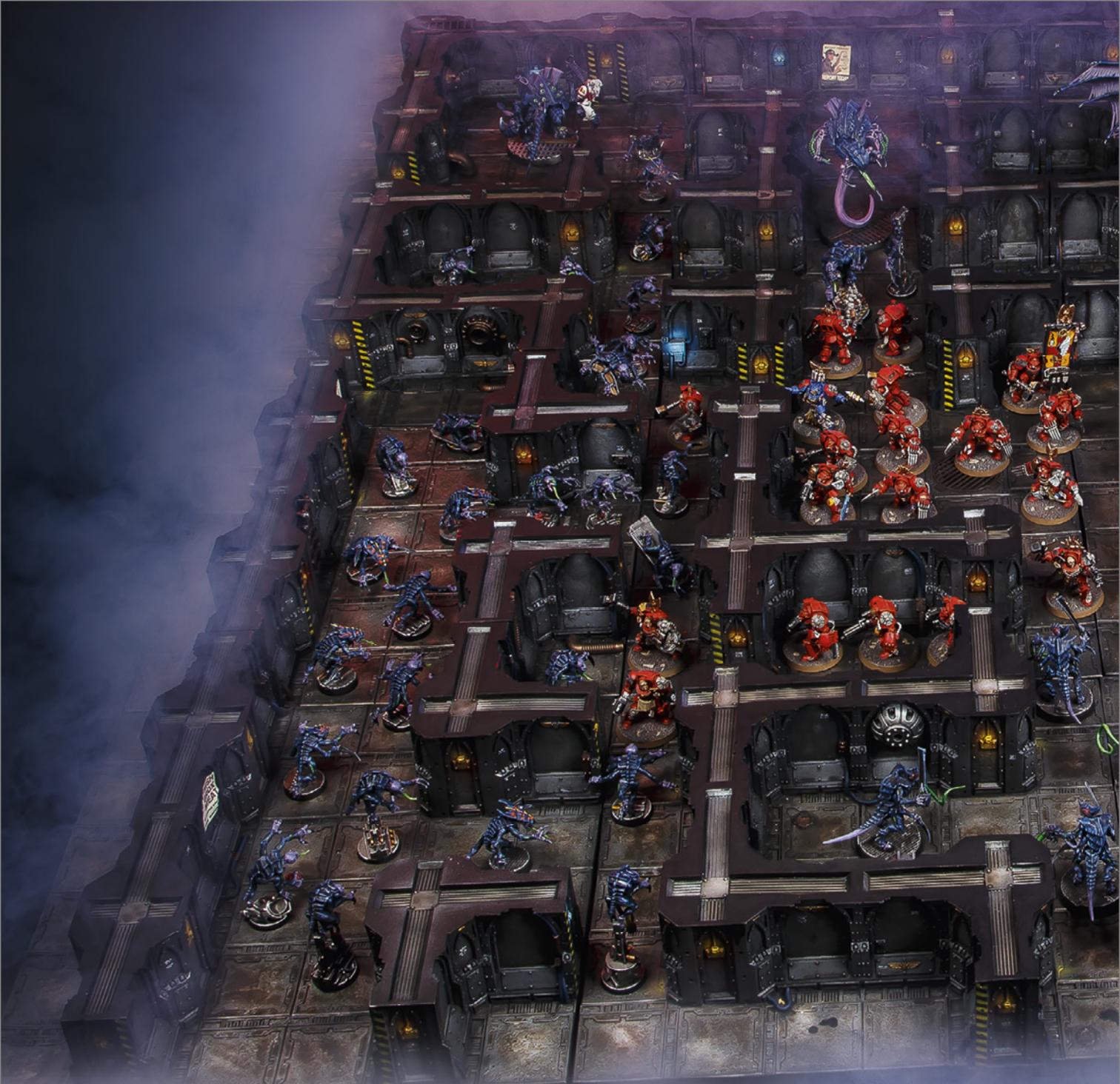
2 The Fellblade's sponsor-mounted quad lascannons lack forward or side armour. Richard has painted the cables a bright red to provide a slight contrast with the rest of the model. The copper-coloured barrel housings have been weathered using Nihilakh Oxide to give the impression of verdigris.

3 "One thing I really wanted to pay attention to was the position of the dirt and wear on the model," says Richard. "The Death Guard are known for their battle-damaged and weathered wargear, so it would be very easy to do too much."

4 The Fellblade's engines demonstrate a variety of weathering techniques. The armour has been scuffed and chipped like the rest of the model, while the exhausts are blackened by burnt, oily discharge, and the copper-coloured housing has acquired a covering of verdigris. While these parts are all as weathered as the rest of the tank, the effect is different in each case to reflect the different materials suggested by the paint job.

GOLDEN DEMON

Every month Warhammer Visions showcases the best of Golden Demon. We'll be bringing you more from Golden Demon: Tanks in a future issue, and for more on upcoming Golden Demon events, head on over to: games-workshop.com/golden-demon



BATTLEGROUND: DOOM OF PERDITA

Space hulks are vast agglomerations of space-borne wreckage, the hulls of dozens, if not hundreds, of starships smashed together in a jumble of twisting corridors and alien-filled rooms. Here we take a closer look at a space hulk board painted by Paul Gayner.



Paul Gayner is a veteran modeller and painter of many years. Indeed, those of you with a keen memory may recall we featured his Crimson Heralds Chapter of Space Marines in the February 2013 issue of *White Dwarf*. Since then Paul has been working on several armies, but his crowning achievement is this impressive space hulk board, which he constructed using the Zone Mortalis board tiles from Forge World. Here's Paul to tell you more.

"The inspiration behind my space hulk board and the Tyranids on it is, without a doubt, the Space Hulk game," says Paul. "In my opinion, the claustrophobic, badly lit corridors of a space hulk are the perfect setting for the Tyranids and serve to highlight how terrifying they are. You never know what nightmare xenos life form may be lurking around the corner waiting to rip you limb from limb, slurp out your brains, or worse..." ▶

Above: Captain Karlaen leads Terminators from the Blood Angels 1st Company into the gloomy depths of the space hulk *Doom of Perdita*. Having followed a crackling distress signal into the bowels of the vast ship, the Blood Angels find themselves surrounded by a swarm of newly-awoken Tyranids.

- 1 Paul used spare Tyranid biomorphs and the disturbing birthing sacs from the Genestealers kit to show where the Tyranids have infested the space hulk.
- 2 Object source lighting around the monitors and computer screens adds a sinister glow to the interior of the space hulk. These terminals make for excellent mission objectives in games and, no doubt, to close bulkhead doors on encroaching Tyranids.
- 3 This shrine was created using the antenna array from the Imperial Bastion (which you have spare if you build it with an Icarus lascannon) and a couple of buttresses from the Basilica Administratum. Again, it would make for an excellent battlefield objective, perhaps for a puritan Inquisitor or a crusading preacher.
- 4 Paul made and printed his own posters to put on the walls, suggesting that this part of the ship was once a cargo vessel or trading ship. This poster advertises fresh(ish) grox meat while others promote joining the Astra Militarum. The Black Templars poster with 'He's Watching You' written beneath it (seen in image 6) was a team favourite.
- 5 Without warning the cramped corridors of the *Doom of Perdita* are filled with Genestealers, a vicious Broodlord leading the charge against the Blood Angels. The pile of skulls beneath his feet suggests that he's already claimed the life of at least one Blood Angels Terminator, a life that will have to be avenged.
- 6 As Genestealers burst from beneath the floor, a Carnifex smashes through the atrium of an ancient Imperial vessel in search of prey.

► To create his own space hulk, known as the *Doom of Perdita*, Paul used the Zone Mortalis tiles from Forge World. "They're perfect for representing the inside of a spaceship," says Paul, "and you can arrange them to create wide passageways for larger models such as Carnifexes and Mawlocs. My converted Hierodule still gets stuck, though, and spends most of his battles being shoved unceremoniously through tight corridors by Genestealers. Coming up with fun missions and new rules for your Warhammer 40,000 games is part of the fun of playing on the Zone Mortalis. Many a Space Marine has been eaten trying to get away from my Tyranids on this board."

The colour scheme for Paul's board was taken directly from the Space Hulk board tiles, with plenty of dark metal panels and hazard stripes on the bulkhead doors. "I must have used a pot of Nuln Oil and Agrax Earthshade on each tile," laughs Paul. "I wanted them to look really filthy. I used an airbrush afterwards to add lighting effects to help break up the gloom and add a baleful atmosphere to the place."



1



3

Fans of Space Hulk will recognise the colour scheme of Paul's Tyranids, too. "It's the classic blue and purple colour scheme for Space Hulk Genestealers," says Paul. "It looks really menacing so I decided to use it on all my Tyranids, not just the Genestealers. I used a lurid green as the army spot colour to give them a toxic, luminous quality that really helps them stand out in the dark confines of the space hulk's corridors."

The Genestealers served as the inspiration for the rest of Paul's force, many of which feature conversions using Genestealer parts such as heads and claws. Paul also made scenic bases for all his Tyranids and detailed them with industrial detritus to match the board tiles. "I also gave loads of them feeder tendrils because I think it enhances the inhuman horror of them," adds Paul. "You never know quite what the tendrils are for, or what's lurking behind them." We'll be bringing you more of Paul's Zone Mortalis board and his Tyranid collection in an upcoming issue of Warhammer Visions. ☀



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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 only a few weeks away, two more of our keen painters have finished their armies.

GUTROT SPUME'S INVASION OF GHYRAN

1 Jamie's completed Armies on Parade board in all its glory. Note how Jamie has painted the trees on his board a similar colour to his models to represent the aura of decay infecting them. You can see more of Jamie's Armies on Parade entry in Warhammer Visions 22, out now.

For this year's competition, Jamie Forster has dedicated himself to Nurgle and created this impressive force led by the Lord of Tentacles, Gutrot Spume.

The inspiration behind Jamie's force is a combination of miniatures and stories. "The Nurgle Rotbringers range is superb," says Jamie, "every model so full of character. I just had to paint them. I was

also inspired by Gutrot Spume's story in the End Times books, which has now continued in the Age of Sigmar."

Jamie, who loves playing Warhammer as much as he enjoys painting, designed his display board and the scenery on it to be modular so he can use it in his battles. Apparently the Wyldwoods are particularly voracious and like the taste of Nurlings.





2



3

2 Jamie loves playing games of Warhammer Age of Sigmar and creating new characters for his army. The Sorcerer Magus Rotbeetle is an odious wretch who's survived every battle he's fought in. This is mostly due to his bodyguard, the corpulent Slobash Foulbrute, who challenges anyone that gets too close to his master. Slobash has yet to survive a battle without being wounded, though Rotbeetle always makes sure to fix him up with foul sorcery before their next battle.

3 Jamie has a neat painting style which you'd think would make painting his Nurgle army a little tricky. "Actually, it's all in the colour palette," explains Jamie. "I used a lot of yellow-greens and ruddy browns, not the most wholesome of colours. I also used red and purple washes on the skin to make the Blightkings look bruised and sickly."

THE VOSTROVAN DEFENCE OF NIMBOSA

1 Dan's display board features two huge buildings made from three Shrine of the Aquila kits and a Skyshield Landing pad. Though the buildings are glued to the Sector Imperialis tile they're mounted on, the whole display could easily be used as one corner of an impressive urban battlefield.

Over the last few days Dan Hyams has completed work on his Vostroyan army. Here's what he has to say about his entry for this year's competition.

"My main source of inspiration was the artwork on the front cover of the old Cities of Death book," says Dan, "which features the Vostroyan Firstborn battling the Tau (from Vior'la Sept, no less) in the ruins of an Imperial city. My first port of call was the board, which I actually finished before

any of the models. In previous years I've painted the models first and left the board until last, which always ends up being a last minute dash before Parade Day. I opted for a dark, brooding cityscape to act as the backdrop for the dusty tank armour and red cloth of the Vostroyans. I'm glad I built the board first, actually, because I honestly didn't realise how much space the Baneblade would take up – it's huge!" You can see more of Dan's board in an upcoming issue of Warhammer Visions. 





2



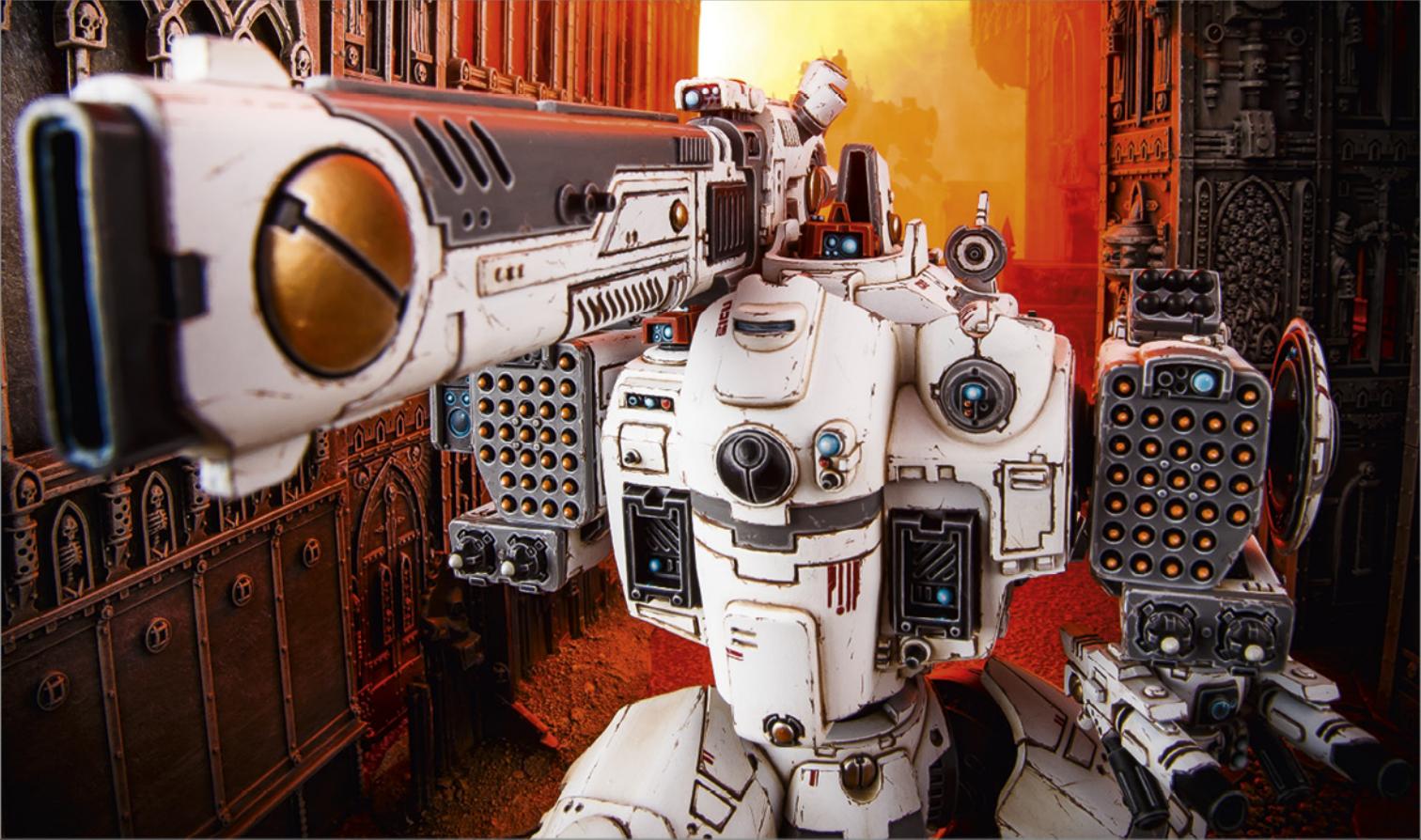
3

2 Dan painted his Vostroyans in the traditional red cloth and brass armour of their industrial world, a sign of their close ties to the Adeptus Mechanicus. His force is led by Major Voss-Cotard of the 16th Vostroyan regiment who was given the unenviable task of holding the factory city of Polia following the loss of the Vostroyan 9th at the hands of the Tau.

3 Dan has converted all of his vehicles to have Vostroyan crew. For this Chimera he used the spotter from the Vostroyan Lascannon Team to act as the tank commander, who's no doubt keeping a close eye on the whereabouts of the enemy.

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.



THE RULES KV128 STORMSURGES

The KV128 Stormsurge represents the Tau Empire's latest advance in battlefield technology. A ballistic suit, not a battlesuit, it operates as a walking artillery platform – and we've got all the rules you need to use it in your games of Warhammer 40,000.

Pulse Weapons

Pulse weapons utilise pulsed induction fields to propel lethal bursts of plasma over great distances.

	Range	S	AP	Type
Pulse Driver	72"	10	2	Ordnance 1, Large Blast
Pulse Cannon	up to 10"	D	1	Heavy 2
Pulse Blastcannon*	10"-20"	10	3	Heavy 2, Blast
	20"-30"	9	5	Heavy 2, Large Blast

*A shot from a pulse blastcannon has a different profile depending on how far the target unit is from the firer. If it is fired at between 10" and 30", the profile used is based on the distance to the central

hole of the blast marker when it is placed, before rolling for scatter. If it is not clear which of the profiles to use, the controlling player can choose.

Cluster Rocket System

These massive rocket pods are programmed to fire dozens of Drone-assisted warheads in optimised saturation patterns.

Range	S	AP	Type
48"	5	5	Heavy 4D6

Destroyer Missile

Drawing on extensive real-time targeting data, the destroyer missile identifies its target's primary weak spot.

Range	S	AP	Type
60"	8	1	Heavy 1, One Use Only



KV128 STORMSURGES

360
POINTS



The earth shakes with the approach of the towering KV128 Stormsurge. Mag-lifted into battle by modified Manta Missile Destroyers, these titanic walking tanks serve as mobile strongpoints with enough firepower to obliterate entire formations of the foe. Once he has the enemy in his sights, the Stormsurge's pilot fires stabilising anchors, locking the enormous ballistic suit to the ground while the gunner diverts all power to its apocalyptic arsenal of weaponry. The Fire Warriors about its feet duck and brace while the foe recoils with desperate cries of terror. Then, with a roar that bursts eardrums and cracks armaglass, the Stormsurge opens fire, pounding its target area with salvo upon salvo of pulse waves, rockets and blasts until nothing remains but flaming, wreckage-strewn devastation. Super-heavy tanks and cyclopean Titans explode, their inches-thick armour torn apart like parchment and their weak spots punched open by destroyer missiles, while entire battalions of enemy infantry die screaming amid an endless storm of rippling detonations and surging fire.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
KV128 Stormsurge	2	3	6	6	8	2	2	9	3+	Gargantuan Creature	1 KV128 Stormsurge

WARGEAR:

- Pulse blastcannon
- Twin-linked smart missile system
- Cluster rocket system
- Four destroyer missiles
- Twin-linked flamer

SPECIAL RULES:

Stabilising Anchors: In your Shooting phase, in addition to firing normally, a Stormsurge can begin deploying its anchors; from then on the Stormsurge cannot move under any circumstances or make Stomp attacks. In the Shooting phase of your next turn, and in each subsequent Shooting phase, a Stormsurge with its anchors deployed can fire twice. Make the second shooting attack directly after the first has been resolved. The Stormsurge can retract its anchors at the beginning of any of your Movement phases, and can then move, shoot and make Stomp attacks normally.

OPTIONS:

- May include up to two additional Stormsurges 360 pts/model
- Any KV128 Stormsurge may exchange its twin-linked flamer for one of the following:
 - Twin-linked burst cannon 5 pts/model
 - Twin-linked airbursting fragmentation projector 5 pts/model
- Any KV128 Stormsurge may exchange its pulse blastcannon for a pulse driver cannon. 15 pts/model
- Any KV128 Stormsurge may take up to three items from the **Support Systems** list.

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 battle damage, sub-assemblies, Scarabs, a floating tank and a Necron Overlord.

INTO THE MAELSTROM OF WAR

TAU SEPT MARKINGS

The forces of the Tau Empire frequently change the colour of their armour and clothing to better suit the environments they're fighting in. Their sept markings, however, always stay the same colour. Forces from T'au Sept, for example, have their unit markings, ranks and battle honours picked out in white, the colour representing the home world of their race. Those troops from Vior'la, as shown to the right, wear red sept markings, a sign of their aggressive, hot-blooded nature.

Some sept markings are simple to understand. The Devilfish to the right has the number 53 displayed on its nose, indicating the unit it's assigned to, while the Drone features a trio of lines on its hull, a squad marking that will match those on the Piranha it's attached to. Some markings, however, like the honour markings on the Riptide's shield to the right, are decipherable only by the Tau.

You'll find a new transfer sheet, packed with Vior'la Sept markings like the ones to the right, in the Stormsurge kit.

OR WHY THE TAU DON'T LOOK QUITE AS SHINY AS THEY USED TO...

The KV128 Stormsurges shown throughout the issue have been painted to look seriously battered, with dirt and grime in the recesses of their armour and flakes of paint coming away from their hulls. It's a look that's been applied to the Studio's whole army – check out the other Tau models in the pictures and you'll see they're looking pretty war-weary, too.

The reasons for this change in appearance are threefold. Firstly, it reflects the fact that the ever-optimistic Tau Empire, with its haughty views on galactic peace, has found the galaxy to be an intensely hostile place where there is only war. Secondly, it

reflects the Tau Empire's now long-running war with the Imperium, which has already escalated to monstrous proportions.

The third (and best) reason is that it looks cool. It's also a deceptively easy technique to get right. The models below (from Vior'la Sept) have had a wash of Agrax Earthshade applied to the recesses of the armour to get that dirty look, while the paint chips are stippled on with Mournfang Brown. The T'au Sept Stormsurge shown in Paint Splatter had the scuff marks painted on with Skavenblight Dinge followed by a tiny dot of Ironbreaker to represent the exposed alien alloys showing through.



WHITE DWARF

PAINT SPLATTER EXTRA: SUB-ASSEMBLIES

Earlier in the issue we mentioned that the Stormsurge is easier to paint in sub-assemblies. Below you can see the sections we painted it in, the smaller parts lightly super-glued to spare flying stands so they're easier to handle while undercoating and painting.

One thing you'll notice is that we didn't glue the thigh plates to the legs at this stage. The legs of this T'au Sept Stormsurge are primarily black, while the armour

panels are ochre, so by leaving the thigh plates off we were able to basecoat them (along with the other ochre parts) with XV-88 Air, fired through an airbrush. The legs, meanwhile, were drybrushed, while the white sensor arrays (the heads) were neatly basecoated by hand. The aim is to improve both neatness and efficiency, so think about areas of colour when planning your sub-assemblies – you might use fewer (or more) depending on your colour scheme.



READER'S MODEL OF THE WEEK

TITAN-BASHING

With both the Stormsurge's primary weapons capable of blasting a Titan apart, even the Legio Titanicus are going to think twice before advancing on a Tau army.

MISSILES AND ROCKETS

The Stormsurge model features a whopping 76 missiles and rockets. Even scarier, it can fire all its rocket pods twice if it uses its ground anchors. Ouch!

MUNITORUM REPORT: STORMSURGE

VOID SHIELDS

If you've got void shields, ion shields or any other form of bullet-reflecting capability, they're going to be tested to the limit by the Stormsurge. Try hiding in cover. Big cover.

HORDES

Tightly-packed hordes of infantry are in for a hard time against all those rockets. Protect them with kustom force fields, Venomthropes and crossed fingers.

BIT OF THE WEEK: SCARABS

The Tesseract Vault is covered in Canoptek Scarabs, but did you know that 40 of them are separate components, perfect for bases and dioramas? We think the Scarab on the left is one of them. Or is it one of the ones on the right...?



Dwarf-friend Gareth Etherington graces our pages once more with this brightly-painted Manticore from the Realm of Chaos. Gareth actually painted this

Manticore when Storm of Magic came out a few years back, which is why it doesn't have a rider, so he can summon it to fight alongside any of his armies (and hopefully not eat any of his troops). The wintery colour scheme was inspired by a snow leopard and Gareth painted the wings blue to reinforce the icy chill that the

Manticore exudes when it appears. Gareth used purple as a spot colour to reinforce the magical nature of the beast.

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: THUNDERBOLT CROSSBOW

Nothing delivers Sigmar's justice from afar quite like the thunderbolt crossbow, a massive ballista that fires a globe of celestial energy (just visible hiding in the breach) into the enemy's ranks. The Judicator cranks back the weapon's four mighty limbs before raising the crossbow to launch its payload across the battlefield. The resulting explosion is cataclysmic, the light of Azyr scouring armour, flesh and bone from existence.



MORE GOLDEN DEMON TANKS!

If you loved Richard Gray's Death Guard Fellblade earlier in the issue then you're bound to love this Eldar Warp Hunter painted by John Beech.

The keen-eyed among you will notice that this distort cannon-toting grav-tank doesn't have a flying stem to support it,

nor any other form of scenery to hold it up in the air. It is, by the miracle of modern technology (possibly witchcraft), actually levitating. To find out more about John's incredible creation, make sure you pick up a copy of White Dwarf issue 90, where we'll be taking a closer look at it and chatting to John about his work.



ASK GROMBRINDAL



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

A QUESTION OF ALLEGIANCE

Hello there, Grombrindal. I have a question concerning the Eldar and their dark kin. The Incubi worship Khaine, the Bloody-Handed God, so what would they do if confronted by an Avatar?

- Ewan 'Kaela Mensha' Osborne

GROMBRINDAL SAYS

Argh! Pointy-eared theology is not what I want to research on a Thursday morning. But I live to serve, so let's see...

Actually, the answer is pretty simple. The Incubi may practice Khaine's teachings and their shrines invariably feature an iron statue of him, but that would not stop them trying to kill one of his Avatars. Indeed, felling an Avatar would highlight just how skilled an Incubus is and how successfully he has embraced Khaine's teachings. It would also serve as a warning to other Dark Eldar not to mess with him. Lastly, Incubi are mercenaries, so they'd be paid to destroy an Avatar, not bow before it.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: unusual aliens.

KROOT

The Kroot are a mercenary race, encountered by the Tau during the First Sphere Expansion. Standing taller than a human, they have an avian appearance, with prominent beaks and quills. Cunning and savage, they have evolved rapidly by feasting on the flesh of their foes, thereby taking their genetic traits.

JOKAERO

The ape-like Jokaero are exceptional weaponsmiths and artisans. Though unassuming and peaceful by nature, they have an innate understanding of technology that has proven immensely valuable to the Imperium. Their best-known creation is the digital weapon, a tiny ring-sized piece of wargear that can be configured to fire a powerful laser blast, a lethal poisoned dart or any other type of ammunition the bearer requests.

SSLYTH

The Sslyth are a serpentine race of mercenaries whose home world was lost long ago to She Who Thirsts. Now many of them fight for the Dark Eldar, who pay them in slaves and sensory pleasures. They are reliable, resilient and, most importantly for the Dark Eldar, unambitious, making them perfect bodyguards for Archons.

HRUD

The Hrud are an ever-present menace to humanity, their migrations and infestations cause for serious concern within the Imperium. Their lithe, long-limbed bodies (which have earned them the nickname 'bendies' by Imperial troops) produce an innate entropic field, prematurely ageing nearby objects and matter. Not that their foes live long enough to suffer the effects, though....

WHITE DWARF'S REGIMENTS OF RENOWN

Rising from the dust of a million dead worlds like a dreadful promise long forgotten by the other denizens of the Warhammer 40,000 universe, the Necron Dynasties gaze out at the galaxy and do not like what they see. Like vermin, the young races have infested every corner of what was once the unimaginably vast demesne of the Necrons, and the nemesors and phaerons of the dynastic legions will not stand for such monstrous trespasses. A terrible reckoning is coming, and who will stop it?

Overlord R'zhan R'drah of the Xonthar Dynasty, his mind sliding into rage-driven madness after millions of years of stasis-sleep, is currently engaged in actively reclaiming Necron tomb worlds unwittingly overrun by the Imperium. It is a sign of R'drah's status that he goes to battle atop a Catacomb Command Barge, a fell conveyance that is equal parts war machine and alien pulpit; as he scythes down his foes, R'drah dispenses Necron catechism with a rasping voice of primordial fury. ☀



NEXT ISSUE: AN EXCLUSIVE STORMSURGE MINIGAME... AND A STEALTH ATTACK!

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 10/10/15

Unless noted otherwise, these products are all available to pre-order from 3 October and are on sale from 10 October. Find out more about this week's new releases [here](#) in this issue.

TAU EMPIRE KU128 STORMSURGE

1 miniature – the Tau Empire deploy their walking artillery!

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