

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 89

10 OCTOBER 2015

GODBREAKER CLASH
EXCLUSIVE! A NEW MINIGAME
FOR THE KV128 STORMSURGE



TAU STEALTH ATTACK!

DEATH FROM THE SHADOWS

INSIDIOUS, INDOMITABLE, INESCAPABLE: THE XV95 GHOSTKEEL BATTLESUIT STRIKES



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NEW RELEASES

Hoving into view at the very last moment is the Tau XV95 Ghostkeel, a deadly new stealth battlesuit. We manage to grab a first look.

PAINT SPLATTER

White paint at the ready, it's the Ghostkeel Battlesuit of Vior'la Sept. (Rumours of a bonus 'stealth' painting guide somewhere in this issue may or may not be illusory.)

ARMY OF THE MONTH

We look at Tommie Soule's Space Wolves and speak to the man himself.

THE AGE OF SIGMAR

Fancy a timeline to help make sense of the epic events of the Age of Sigmar so far? We've got it.

GODBREAKER CLASH

Match Tau technology with the ancient might of the Imperial Knights in our minigame.

ARMIES ON PARADE

Another finished entry zooms in.

THE WEEK IN WHITE DWARF

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



A GHOST AMONG US

As conflict with the Imperium escalates, so the Tau way of war adapts at an alarming rate. With unyielding resistance threatening to halt the Third Sphere Expansion at every turn, Tau Stealth Teams find themselves behind enemy lines for ever more protracted periods; hence the development of the XV95 Ghostkeel Battlesuit, a mighty, nigh-undetachable battlesuit designed specifically for extended operations behind enemy lines – and one capable of destroying entire armoured squadrons.

This latest addition to the Tau armoury comes to us as a thrillingly detailed plastic kit that stands proud alongside the Stormsurge, Riptide and Broadside Battlesuits. In this issue of White Dwarf you'll find modelling tips, a painting guide and full rules for the Ghostkeel. We've also got a fantastic new minigame for you to use your brand new Stormsurge in, pitting it in combat against an Imperial Knight – check it out [here](#), and please let us know what you think of it by emailing us at team@whitedwarf.co.uk. 🗉

TAU EMPIRE

XV95 GHOSTKEEL BATTLESUIT

The **XV95 Ghostkeel** is the latest innovation in Tau stealth technology, a battlesuit designed for covert operations behind enemy lines. Shrouded by stealth fields, the Ghostkeel appears without warning, obliterating nearby foes before fading back into the shadows.



The **XV95 Ghostkeel** stands at the pinnacle of Tau stealth technology, a battlesuit created specifically for use behind enemy lines in the most gruelling conditions. Its shas'vre pilot is a highly skilled Stealth Team operative, one of the few warriors in a cadre trusted to operate autonomously for extended periods of time.

Though sometimes seen as eccentric loners, Ghostkeel pilots are the epitome of the Mont'ka – the Killing Blow – striking precisely where they need to with unerring accuracy. Used to sow confusion and destruction in the enemy ranks, the XV95 is a terror weapon designed to leave the enemy in a state of panic and disorder as they search in vain for their mysterious attacker. Enveloped by overlapping stealth fields projected by its attendant

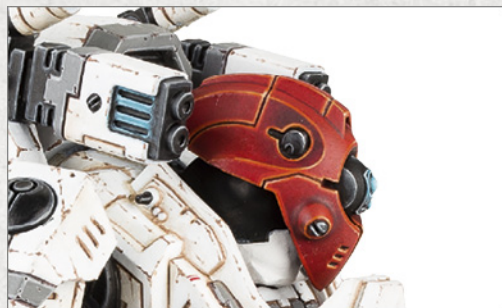
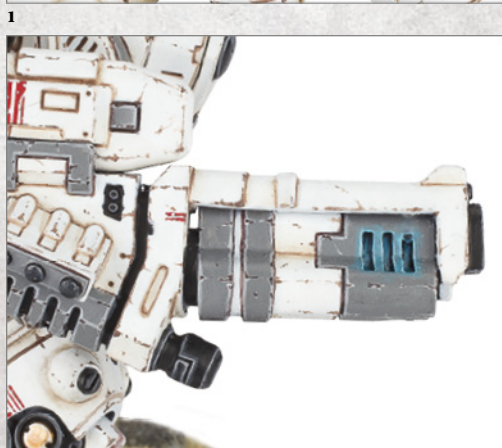
Drones, the Ghostkeel is virtually invisible even in open terrain. Targeting arrays and scopes simply slide off its holophoton projectors while scanners and auspexes are baffled by the battlesuit's electrowarfare suite, pinging back false readings and contradictory data.

Standing taller than a Broadside Battlesuit, the Ghostkeel is a multi-part plastic kit that comes with a host of modelling options, wargear and weapon upgrades. Like the Riptide and Stormsurge before it, many of the Ghostkeel's fittings are ball and socket joints, giving you a wide range of movement when constructing the kit. Its large size means it can also be equipped with more powerful weapons than its Stealth Suit cousins, weapons such as the cyclic ion raker and the fusion collider.

- 1 The Ghostkeel stands more than three times the height of a Space Marine, its armoured body sharing a similar design to the XV22 Battlesuit worn by Commander Shadowsun. Despite its size, the Ghostkeel's armoured frame is obscured by a series of overlapping stealth fields produced by the two MV5 Stealth Drones that accompany it into battle. While some Drones are seen as expendable assets, these two are invaluable to the Ghostkeel's shas'vre, who often forms an unnaturally strong bond with them while on extended missions behind enemy lines.



- 1 The Ghostkeel's torso can be opened to reveal the shas'vre pilot inside. There are two heads for the pilot, one female, the other male. The male pilot, shown here, has a scar across his right eye, suggesting he's a veteran of many battles. To either side of the cockpit you can see the suit's stealth field generators.
- 2 There are two sensor arrays in the Ghostkeel Battlesuit kit, their design similar to the XV22 Battlesuit helmet worn by Commander Shadowsun. The nodes mounted on the cheeks are stealth field regulators.
- 3 The Ghostkeel's holophoton countermeasures are stowed above its jet pack. Here you can see the holo-decoy launcher ready to fire.
- 4 The cyclic ion raker. Like other ion weapons, it can be overcharged, its three barrels firing in swift succession to create an intensely powerful blast.
- 5 Though short-ranged, the fusion collider can reduce heavily-armoured battle tanks to molten slag in a single blast.
- 6 The Ghostkeel's electrowarfare suite is a unique piece of wargear that enhances the suit's stealth capabilities. Its AI scans the enemy's targeting matrices, filling them with false readings and confusing code that makes targeting the Ghostkeel virtually impossible at range.
- 7 There are two MV5 Stealth Drones in the kit, unique to the Ghostkeel. The tops of their hulls are studded with stealth field generators that match those on the Ghostkeel's thigh plates, torso and helmet.
- 8 Instead of weapons the Stealth Drones carry an underslung stealth emitter.



Where the cyclic ion raker is designed for atomising large blocks of infantry with a stream of high-impact energy projectiles, the fusion collider employs sub-atomic agitation to super-heat its target, vaporising living creatures and turning armoured vehicles into molten slag; a silent weapon for a silent killer.

The Ghostkeel also mounts a second weapon system on its shoulders. The kit comes with three sets: a pair each of flamers, fusion blasters and burst cannons (with muffled barrels). Between them, mounted above the Ghostkeel's jet pack, is the suit's holophoton countermeasure system, which can be activated to confound the enemy's targeters if the Ghostkeel comes under heavy fire. The kit enables you to build the system in three

ways: stowed, ready to launch holo-decoys or with a radar to jam enemy signals. (See [here](#) for the latter.)

Like other stealth battlesuits, the Ghostkeel is concealed by a high-tech stealth field that mimics its surroundings, the generators and regulators necessary to maintain it mounted all over the armoured panels of the suit. The stealth field is further amplified and enhanced by the electrowarfare suite mounted on the suit's left arm and the two MV5 Stealth Drones that accompany it into battle, making the Ghostkeel virtually impossible to see right up to the moment it opens fire. ☹

You can find a stage-by-stage painting guide for the Ghostkeel [here](#), plus a datasheet containing its full rules [here](#).

9 Unaware of the threat lurking in their midst, the Cadian 92nd feel the full fury of Shas'vre Dasir's Ghostkeel as she opens fire on their second line of defence. Dozens of Imperial Guardsmen bring their lasguns to bear as the huge battlesuit materialises amongst them, only to find their shots wildly off-target, the machine spirits in their guns confused by the Ghostkeel's holophoton decoys. Joined by a team of XV25 Stealth Suits, Dasir advances into the Imperial Guard lines, her battlesuit a half-seen blur of motion as it leaps silently between the trench lines.



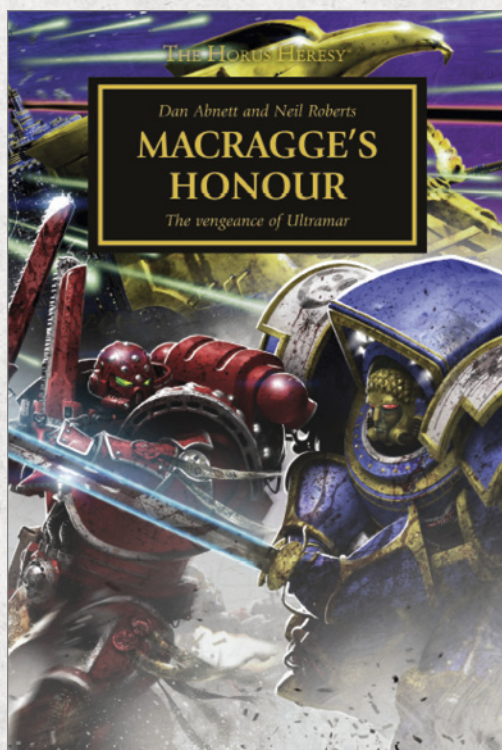
MACRAGGE'S HONOUR

By Dan Abnett & Neil Roberts
Hardback | 128 pages

FURTHER READING

Macragge's Honour follows a sub-plot started in the amazing *Horus Heresy* novel *Know No Fear*, also by Dan Abnett. Read it!

This graphic novel is also available as an eBooks. For more information visit:
www.blacklibrary.com



Kor Phaeron's battleship flees the ruins of Calth... but Macragge's Honour will not be denied.

Stung by the sudden treachery and murderous force unleashed by the Word Bearers on Calth, the Ultramarines Legion struggles to regroup. As Kor Phaeron, perpetrator of much of the carnage, makes his escape, Guilliman orders his First Captain into pursuit aboard the Legion's flagship, *Macragge's Honour*. What follows is one of the most legendary space battles in the history of the Horus Heresy and the Warhammer 40,000 universe.

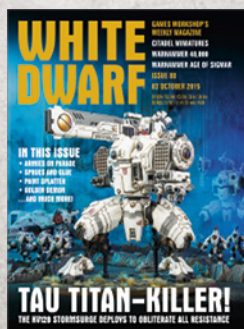
Macragge's Honour is a gorgeous graphic novel, available at last in a standard edition. Spectacular artwork by acclaimed Horus Heresy cover artist Neil Roberts leaps from the page, bringing the words of renowned storyteller Dan Abnett vividly to life. This book is one not to be missed! 📖

WHITE DWARF SUBSCRIPTIONS

There are more ways than ever to enjoy the latest issues of White Dwarf and Warhammer Visions.

There's nothing more satisfying than strolling into your nearest store and picking up the latest issue of White Dwarf – but for those of you who live in the Outer Hebrides or the darkest reaches of Ghur, it might not be so easy. Fear not – there are loads of ways to make sure you never miss an issue. You can have White Dwarf and

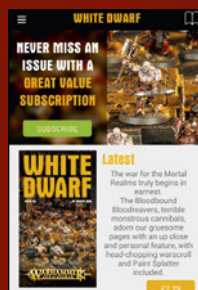
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FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the warriors of the Solar Auxilia receive much-needed medical attention with the addition of the Auxilia Medicae Detachment.

SOLAR AUXILIA MEDICAE DETACHMENT

As one of the nascent Imperium's principle fighting forces, the Solar Auxilia required an efficient and versatile medical division. The Medicae Detachments that serve the Auxilia are formed of skilled, courageous orderlies who are unflinching as they perform their duties under fire. Whether they are protecting their charges from ravaging alien diseases and bacteria on distant worlds, patching up bullet holes and shattered bodies, or performing the more solemn duty of the act of final mercy for a soldier too wounded to fight on, they must be prepared for every eventuality.

The Auxilia Medicae Detachment is formed of three Medicae Orderlies, each clad in adapted void armour and armed with a pistol and a variety of brutal medical implements (from the motorised bone saw to the syringe-gun fed by twin pipes). To shield them from the blood and bone fragments of their charges, two of the orderlies wear long aprons over their armour. The third, clearly the most senior, has a tray of tools hanging around his neck. In your games, these orderlies can be attached to your other Auxilia Squads to administer impromptu first-aid. 🩹

- 1 The Auxilia Medicae Detachment consists of three orderlies.
- 2 A powered bone saw can provide wounded men with battlefield amputations, and the enemy with an even crueller dismemberment. Note the pintle to keep it suspended over the orderly's shoulder.
- 3 The pipes from the injector travel back to two ominous vials on the orderly's back.
- 4 Each member of the detachment carries a large pack, and a selection of truly barbaric medical implements.
- 5 The tray of samples and medical supplies that hangs around this orderly's neck includes some genuinely disturbing items: a tiny skull and what appears to be a pair of dentures – it's clearly a horrific life in the Solar Auxilia.



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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

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we turn on our multi-spectral magnoculars to get a good look at how to paint the new master of stealth, the Tau XV95 Ghostkeel Battlesuit.

For our Ghostkeel, we chose the white and red colour scheme of Vior'la Sept. The whole model was undercoated with Corax White, so that the armour plates would look as bright and clean as possible.

If you look at the stages for the black limbs, you'll see they were basecoated with Abaddon Black. We did this after the white armour had been completed, but if you're less confident with your brushwork, you can always do it after stage 2 of the white armour, so the tidying in stage 3 will

White Armour



Basecoat: Ulthuan Grey

L Base



Drybrush: Praxeti White

M Dry



Wash: Agrax Earthshade (recesses)

M Shade



Stipple: Rhinox Hide

S Dry



Layer: Ulthuan Grey (tidy-up)

S Base

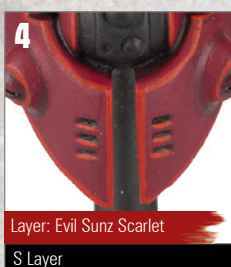
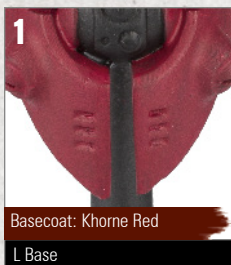


fix any spots where the black paint has got onto the armour. Conversely, note in stage 2 of the green light how the Warpstone Glow covers some of the surrounding area of the model. This is deliberate, since this 'halo' of green paint will provide the glow effect once the stages are complete.

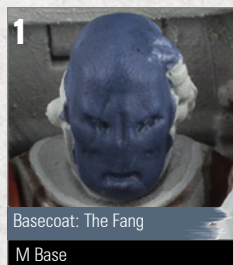
The weathering effect you can see in stage 5 of the white armour was done by stippling it with a battered old S Dry brush. To do this, remove most of the paint (as with drybrushing) and then poke the brush flat against the edges of the armour plates to get that scuffed effect. 🗣️

Next week: prepare to breach!

Red Armour



Battlesuit Pilot



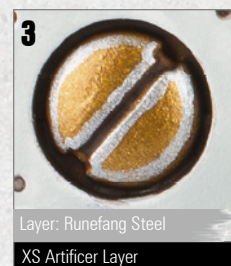
Green Light



Black Limbs



Gyro



CONTROL PANEL

If you choose to paint the interior of your Ghostkeel (and it looks great if you do), then as well as painting the head of the Tau pilot you'll need to paint the controls. We painted ours with simple basecoats of Caliban Green and Khorne Red, washed with Agrax Earthshade and then detailed with a little White Scar.





GODSMOTE'S CRUSADE FORCE

Our Army of the Month in Warhammer Visions 22 is a stunning Space Wolves crusade force painted by master artisan and adopted son of Fenris, Tommie Soule. Here we take a sneak peek at some of his models and chat to Tommie about his beautifully-painted collection.

Tommie has been building and painting Citadel miniatures for years, a true brush-veteran. When asked what he collected, his answer was simple: "Everything." We clearly needed to quiz him further...

"I'm pretty impulsive when it comes to painting models," laughs Tommie. "Maybe once I'd have labelled myself as an Eldar player or an Ork collector, but now I just paint whatever models take my fancy, regardless of what army or faction they belong to. My Imperial force is my latest project and incorporates three different armies that I love the miniatures for: Space Wolves, Imperial Knights and Vostroyans.

"I've been a fan of the Space Wolves since childhood, so when the new plastic kits came out a few years ago they triggered a wave of nostalgia for the sons of Fenris. I remember being in awe of the Studio's Space Wolves army back in the 1990s (with all their banners – I remember there being lots of banners!) and I wanted to create something like it, but brought up to date with the gritty, gloomy universe of

Warhammer 40,000 we live in today. I started with a couple of squads, which soon became a small army, then a big one. I experimented a lot with my painting style, too, developing new techniques as I worked on the models. They don't all match (there's one Wolf Guard Terminator painted entirely in non-metallic metals, for example), but when they're all gathered together you'd be hard-pressed to tell. I learnt a lot painting this army, which gives me a real sense of achievement."

But simply painting Citadel miniatures isn't enough for Tommie, who sees it as just one part of our hobby. "I love every aspect of collecting Citadel miniatures," says Tommie. "I love creating new heroes for my armies, thinking up a cool background story for them and converting a new miniature to represent them on the battlefield. I love sitting down to paint them, to put my personal touch on them and bring them to life. It's a real passion, a desire to create something unique and wonderful, something that I can put in a cabinet and admire (and have other

ARMY OF THE MONTH

We'll have more of Tommie's vast army of the Imperium in Warhammer Visions 22, coming your way on 7 November, and you can pick up Warhammer Visions 21 right now for a look at this month's Army of the Month, Chris Peach's aelven and undead alliance.



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1 Wolf Lord Godsmote, the commander of Tommie's Space Wolves crusade and a fantastic example of the level of detail Tommie puts into his models. Those of you with a keen memory may recognise Godsmote's name, too – his familial ancestor fought alongside the Primarch Leman Russ during the Horus Heresy.

2 Godsmote has two servo-skulls floating about him, ever-watchful for enemies.

3 An ancient wooden shield is slung across his back, a treasured memento of far-off Fenris and his distant past as a barbarian warrior.

4 Tommie is an experienced converter as well as an excellent painter. Godsmote's head is actually that of a Grey Hunter (the one with the towering mohawk in case you're wondering) that's been shaven and given new hair and braids.

1 Every one of Tommie's models is meticulously painted with the correct company and pack markings. The end result is a coherent force, but one where every unit has its own distinct identity. Note how the Wolf Guard's markings are painted in the opposite direction to mark him out as the pack leader.

► people admire), or place on the battlefield and bring – metaphorically, of course – to life. I don't have time to play many battles – the curse of real life, so I've heard – but when I do, I always leave the battlefield inspired. It's amazing how an action as simple as rolling dice can translate into heroic sagas and terrible tragedies that define your characters for years to come. I don't think I've ever left a battlefield not wanting to paint something new."

The story behind Tommie's army is what's driven his latest project over the last couple of years, a project that has seen him add both Astra Militarum units and Imperial Knights to his force. "I have an ongoing campaign running for my Space Wolves on the snow-covered world of Barrabbus," says Tommie. "Originally it

started out as a Space Wolves crusade, but I soon added some Vostroyans to the army. They're exceptional miniatures bursting with character and look great in their bearskin hats standing alongside the Space Wolves. I do need to paint a whole lot more of them, though. As for the Imperial Knights, well, how could I not paint some? I loved the old Epic models and the story behind them, so I was destined to paint some. I chose House Taranis as I really like the colour scheme, and it works harmoniously with the Vostroyans while still remaining visually distinct. I'm already working on two more Knights to fight alongside their lord, Baron Sagan, plus an infamous Space Wolves hero to join Godsmote's crusade. To be honest, I'm getting excited again just talking about it all..."





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- 2 Tommie's Knights are covered in battle damage...
- 3 ...not to mention all the relevant heraldry and iconography.
- 4 Tommie's Knights hail from House Taranis and are led by Baron Sagan, seen in the background in the picture below.
- 5 Baron Sagan's personal banner hangs beneath his thermal cannon. Tommie converted it from the banner in the White Lion Chariot kit.
- 6 House Taranis marches to war alongside the Vostroyan Firstborn, the latest units to be added to Tommie's ever-growing Imperial army.



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THE AGE OF SIGMAR

From the instant the God-King hurled his first lightning bolt into the Mortal Realms, Sigmar's rebellion has gripped reality, unleashing cataclysmic battles far and wide. Here we track the major plotlines of the Age of Sigmar so far.

THE STORM BREAKS: THE AGE OF SIGMAR BEGINS

THE REBELLION BEGINS

From his throne in Sigmaron, the God King hurls forth the first warriors of his great rebellion. Vandus Hammerhand of the Hammers of Sigmar is sent into the Igneous Delta in the Realm of Aqshy. Along with the warriors of his Thunderstrike Brotherhood, Vandus is charged with breaking open the Gates of Azyr so that Sigmar can flood the Mortal Realms with his warriors.

AGAINST THE GORETIDE

Before they can complete their task, the Hammerhands are assailed by a horde of Chaos worshippers led by Korghos Khul. Hard pressed, Vandus and Lord-Relictor Ionus Cryptborn triumph. The gates are blasted open and reinforcements pour into the Igneous Delta, driving back the Khorne hordes. Khul is incandescent with rage at his defeat, and swears revenge.

THE STORM BREAKS

With the Gates of Azyr broken open at last, years of planning come to fruition. The God-King Sigmar unleashes the full strength of his Stormhosts upon the enslaved Mortal Realms. Thousands of Stormcast Eternals march into the Realm of Aqshy. Thousands more are hurled into the other, embattled realms to deliver them from the grip of the Dark Gods.

WAR IN AQSHY: THE BATTLE FOR THE GATES OF WRATH

KHUL BESIEGED

Having secured the Gates of Azyr, the Hammers of Sigmar move on, battling their way across the Brimstone Peninsula to attack Korghos Khul's seat of power, a Dreadhold of monstrous proportions wherein a corrupted Realmgate links directly into the Realm of Khorne. Joining forces with other Stormhosts and Warrior Chambers, including the Goldenmanes, the Hammers of Sigmar lead the charge. Ionus Cryptborn casts down the southern tower, paving the way to victory.

THE GATE OF WRATH

Calling on the monstrous power of his patron, Khorne, Khul summons forth legions of the Blood God to join his cause. Intense fighting soon breaks out and the Stormcast Eternals find themselves locked in a grinding melee against numberless Daemons, Chaos Warriors and cannibal killers.

Khul craves a trophy worthy of his god, and vows to claim the head of a Stormcast Eternal Lord-Celestant. In single combat, Khul slays Jactos Goldenmane, granting him permanent death with a chop of his reality-splitting axe. The same fate appears to await Vandus Hammerhand, but a lightning strike, called down from the heavens, claims the Lord-Celestant instead. When the dust and smoke from the blast clears, the Gate of Wrath has been destroyed, as has Khul's monstrous Red Pyramid.

CONQUEST OF CHAMON: THE WAR AGAINST TZEENTCH

INTO THE REALM OF METAL

With the gates opened in Aqshy, the Bladestorm Warrior Chamber of the Celestial Vindicators are despatched alongside a number of other Stormhosts into Chamon, Realm of Metal. They are tasked with finding Sigmar's ancient ally, Grungni, and reclaiming the Silverway in Anvrok. They are assailed by legions of Tzeentchian Chaos worshippers.

DEFENCE OF THE SILVERWAY

Lord-Castellant Eldroc of the Bladestorm holds the Silverway, despite being attacked from all sides by a mass of Chaos Warriors.

ATTACK ON THE ELDRITCH FORTRESS

Lord-Celestant Thostos Bladestorm leads an attack on the Eldritch Fortress of the Tzeentch-worshipping sorcerer Ephryx – a stronghold nestled in the ruins of a once-great city. The desperate Ephryx uses every means at his disposal to survive, casting a spell that turns Thostos into a being of pure Sigmarite, which only serves to make him more dangerous. Finally the Stormcast Eternals are vanquished by the Sorcerer's magic, but in the instant of his death, Thostos spies a source of pure and radiant power at the heart of Ephryx's citadel...



Lord-Celestant Thostos Bladestorm leads his warrior chamber into the Realm of Metal, ordered to reclaim the Silverway and scour the Eldritch Fortress.

THE QUEST FOR GHAL MARAZ

Reforged in Sigmaron, Vandus and Thostos are summoned to Sigmar's throne. There Thostos tells of the power spied in Anvrok. Sigmar knows this is his lost hammer, Ghal Maraz. The God-King orders them to return to Chamon and reclaim it.

THE FACE OF VENGEANCE

Fearing the wrath of the Stormcast Eternals, the scions of Tzeentch plot and scheme to defeat them. An alliance is brokered with one who hates the Stormcast Eternals, and Vandus Hammerhand, more than any other...

THE SHATTERED CITY

Twelve Stormhosts march into the Realm of Metal through the Realmgates secured by the Celestial Vindicators. En masse the army advances into Elixia, the Shattered City, where they are assailed by hordes of Chaos minions and the ghosts of those who once dwelled in the great city. Despite many losses, Ionus forges an uneasy alliance that secures victory. As the Silver Maiden aids Sigmar's warriors, Thostos slays the Chaos Lord known as Maerac. In victory the Stormcasts discover the Eldritch Fortress has vanished.



Right: United with the Hammers of Sigmar and charged with retrieving Ghal Maraz, the wrathful warriors of the Bladestorm Warrior Chamber spearhead the attack on the Eldritch Fortress once again.

DESOLATION OF GHYRAN: THE HUNT FOR ALARIELLE

GHYRAN ENSLAVED

For more than five centuries the Realm of Life has been overrun by the scions of the Plague God. Lush glades and verdant valleys are overcome by rot and disease. Overwhelming assaults by Nurgle's minions grind down the last vestiges of resistance.

THUNDER COMES TO GHYRAN

In the wake of the victory in Aqshy and the securing of the Gates of Azyr, the Stormcast Eternals bring hope to the Realm of Life for the first time in an age as they take the fight to the legions of Nurgle. Sigmar's warriors, the Hallowed Knights, are charged with casting down the Realmgates across the realm that have been corrupted by Nurgle, and with finding the missing goddess Alarielle.

THE GATES OF DAWN

The Hallowed Knights, most faithful of all the Stormhosts, march upon the Gates of Dawn, once a passageway directly into Azyr. They discover it has been warped and twisted and now opens into the Garden of Nurgle instead. From its corrupted portal pours forth a tide of daemonic creatures.

The battle sees reinforcements dragged in on both sides as Skaven from Clan Pestilens are hurled into the fray, won over by an alliance between Nurgle and the Great Horned Rat. The Stormcast reserves arrive in the form of Astral Templars, who fight shoulder-to-shoulder with the Hallowed Knights. Victory seems impossible as the titanic might of a Great Unclean One, Bolathrax, defends the gate...





THE FALL OF GARDUS

Lord-Celestant Gardus sacrifices himself to save his brothers and win the day. With a hammer blow he brings the Gates of Dawn down upon himself and Bolathrax, trapping them both in Nurgle's Garden. His fate, it seems, is sealed. Mortified at his loss, the Hallowed Knights vow to fight on in his honour. Lord-Castellant Loras Grymn holds the morale of the Stormcast Eternals together.

PLAGUE AND PESTILENS

The Great Horned Rat and the Father of Plagues are united in purpose as they flood the Realm of Ghyran with their forces. Clan Pestilens warriors, such as the rancid followers of the Red Boil, swarm the land, fighting Sylvaneth survivors and Stormcast Eternals wherever they are found. The schemes of the Verminlord Corruptor Vermalanx are behind the Skaven's every action.

TO FIGHT THE DIRGEHORN

Leaderless, the Stormcast Eternals press on in their quest to find Alarielle, closing in on the horrific region known as Rotwater Blight. Every waking moment is made a living nightmare by the blaring of the Dirgehorn. Temporary reprieve is granted when a band of ailing Dryads lead the Stormcasts to a source of pure water. Soon battle is rejoined, as the Stormcast strive to silence the Dirgehorn. Loras Grymn fights against the Nurgle champion, Gutrot Spume. Though he fends off the Lord of Tentacles, he is badly wounded. The Dirgehorn is silenced.



THE ARGENT FALLS

As Sigmar's ally Dracothion duels the Silver Wyrms Argentine, the Stormcast Eternals scale the vast Argentine Falls to reach the new location of the Eldritch Fortress. As the Stormcast use magically imbued blades hurled by the Silver Maiden as handholds, zodiacal monsters from the Age of Myth rage in the heavens. Many Stormcast are pulled to their doom by the daemonic minions of Tzeentch, but many more ascend to the Great Crucible, where their target awaits.

ACROSS THE SILVER SEA

The Stormhosts battle across the Silver Sea that fills the Great Crucible, fighting a gruelling war of attrition across the bridges that span its sorcerous depths. The hordes of Chaos throng forth under the leadership of King Throned of Anvrok, although he himself is little more than a pawn of greater powers.

THE FINAL ASCENT

The dwindling Stormcast Eternal armies fight their way into the Eldritch Fortress, where the true master of the Tzeentchian plot is revealed – the Greater Daemon Kairos Fateweaver. Kairos plans a ritual to whisk Ghal Maraz into the Realm of Chaos and beyond Sigmar's reach forever. The Stormcast Eternals' losses continue to mount as they fight through Daemon, Beastman and Chaos Warrior alike.



THE SYLVANETH ATTACK

With Alarielle absent and her domain in disarray, the hosts of the woods rally to the fight under the leadership of the Lady of Vines. A powerful Dryad who unites thousands of her kind to the cause, the Lady of Vines quickly earns Nurgle's enmity. Her counter attack is dangerous and unified, and with the Stormcast Eternals carving a path across the realm, the forces of Nurgle fall to plotting the Lady of Vines' death.

LEADERLESS NO MORE

Gardus is reunited with his warriors, and together they continue their search for Alarielle. They march together to clear the Rotwater Blight of the presence of a Greater Daemon, Pupa Grotesse, who is despoiling the River Vitalis. A vast pitched battle sees the Hallowed Knights drive the Daemons away, restoring the shimmering Vitalis and revealing the underwater-way to Alarielle's Hidden Vale. Their goal in sight, the Stormcast plunge into the crystal depths to find her.

A DEADLY AMBUSH

An army of Nurgle Rotbringers ambush the Lady of Vines, overpowering her bodyguard. All seems lost until a grime-streaked figure bursts into the fray. Gardus the Steelsoul, thought lost at the Gates of Dawn, returns to the Mortal Realms having fought his way through Nurgle's Garden. Single-handedly he saves the Lady of Vines from her attackers. For the first time a true alliance between Stormcast Eternals and the Sylvaneth seems possible.



RAGE UNLEASHED

As the Stormcast finally reach the inner circle, their quest seems impossible. Defeated, Vandus and Thostos prepare to sell their lives dearly. Salvation comes from the strangest source. Borne into battle via an unknown Realmgate, Korghos Khul and his Goretide explode into the fray. Such is his rage against Vandus that Khul will permit no other to slay the Lord-Celestant. Instead he willingly hacks down Daemon and Chaos Warrior alike to prove his point. Part reprieve, part a sign of doom, the battle becomes even more chaotic as lightning bolts split the skies.

WAR IN THE HIDDEN VALE

Unbeknownst to the Stormcast Eternals, they are followed into the Hidden Vale by the agents of Nurgle. A vast battle begins, which sees the Stormcast utterly outnumbered, even when the Sylvaneth (livid that the Stormcast have led Nurgle's warriors to their sanctuary) join the fight beside them. All seems lost until Alarielle joins the battle. Sadly, even her divine might is unable to win the day.

The coming of the goddess is not enough to stay the alliance of Daemon, Rotbringer and Skaven Pestilens. Gardus the Steelsoul is slain at the hands of Bolathrax; his most trusted lieutenant, Tegrus the Sainted Eye, is turned into a mewling spawn-creature and the remaining Sylvaneth and Stormcast are driven from the battlefield in defeat. Despondent, the allies withdraw as Nurgle seizes the Hidden Vale in his pestilent grasp...

THE QUEST ENDS...

Such is Khul's wrath that none dare attack Vandus before him, lest the raging Lord of Khorne butcher them. Because of this, Vandus and Thostos alone are able to fight their way through to the resting place of Ghal Maraz, where the plots of Kairos Fateweaver are undone. Seizing the hammer, Vandus smashes the Daemon Oracle to oblivion moments before a streaking twin-tailed comet crashes into the battlefield directly upon Vandus.

THE CHAMBER EXTREMIS

With Ghal Maraz returned to Sigmaron, the God-king takes up his ancient weapon and opens the portals to the Chamber Extremis. Within, the numinous figure stirs to life. The War for the Allpoints is about to begin... **T**



NOW READ THE FULL STORY

The timeline we present in this article is only the tip of the iceberg when it comes to the saga of Sigmar's crusade in the Mortal Realms against the dominion of Chaos. The Warhammer Age of Sigmar starter set, the Warhammer Age of Sigmar book and Quest for Ghal Maraz all expand on the story with more characters and events, along with battleplans to recreate the most thrilling encounters with your Citadel miniatures. If you want to delve into the bloodshed and glory of the Age of Sigmar, the journey starts here.





GODBREAKER CLASH

Guns roar and missiles fly when two giant engines of war duel across the battlefields of the Damocles Gulf. In such epic confrontations, only one will walk away alive... Put yourself at the helm of an Imperial Knight or Tau Stormsurge with our exclusive minigame!

TAKING AIM

When it comes to shooting, Godbreaker Clash makes use of location grids, which you can find on the next page. It's useful to cross off Armour Points as they are lost, however, so rather than scribbling all over your magazine you might want to photocopy a set, or download them and print them out.

You'll find a PDF download at: blacklibrary.com/downloads.html

Godbreaker Clash is a simple, quick and fun game where players take control of two of the most deadly war machines of the 41st Millennium, duelling to the death. To play this game you will need a Tau Stormsurge, an Imperial Knight, a tape measure, some dice, paper and a pen. You will also need the location grids, which you can find overleaf (although you might want to photocopy a set or download them and print them out).

The Stormsurge and the Imperial Knight start the game facing each other, 24" apart. The aim of the game is simple – destroy

your opponent before they do the same to you! The first player to make the enemy explode is the winner.

Each turn of the game has two phases. In the first, both players plan their actions, and in the second they execute them. Keep repeating this process until one model is blown to smithereens.

In the Plan phase, each player secretly selects and writes down a number of actions from this list. The actions the players can choose from are shown below. A player cannot perform the same action

twice in the same phase and the total number of action points for the chosen actions cannot exceed three.

Once both players have planned their actions, it's time to move on to the Execute phase. Actions are always carried out in the following order:

Action	Action points
1. Snap Attack	1
2. Advance	1
3. Rotate Ion Shields (Imperial Knight only)	1
4. Activate Target Lock (Stormsurge only)	1
5. Standard Attack	2
6. Back-up	2
7. Aimed Attack	3
8. Charge	2
9. Engage Stabilisers (Stormsurge only)	1

Advance: Move 6" towards your foe.

Back-up: Move D6" away from your foe.

Charge: Move D6" towards the foe and then attack with one weapon as if it were a snap shot.

Activate Target Lock: Enemy has -1 to save rolls for rest of phase.

Engage Stabilisers: Always shoots first during next turn if players attacking at the same time.

Rotate Ion Shield: +1 to save rolls for rest of phase.

Snap/Standard/Aimed Attack: See below.

If both players attack at the same time, roll off to determine who will resolve their attacks first.

ATTACKING

When attacking, each weapon your model is equipped with that is in range can be used. For each weapon, select a location on your enemy's location grid and roll two differently coloured dice. Look up the result of the first dice on the appropriate row (Aimed, Normal, Snap) of the Horizontal Aim table, and then look up the result of the second dice on the Vertical Aim chart to see which location is hit:

AIM TABLES

Horizontal Aim	1	2	3	4	5	6
Aimed	◀	⊕	⊕	⊕	⊕	▶
Standard	◀◀	◀	⊕	⊕	▶	▶▶
Snap Shot	◀◀◀	◀◀	◀	▶	▶▶	▶▶▶

Vertical Aim	1	2	3	4	5	6
Aimed	▲	⊕	⊕	⊕	⊕	▼
Standard	▲▲	▲	⊕	⊕	▼	▼▼
Snap Shot	▲▲▲	▲▲	▲	▼	▼▼	▼▼▼

▶▶ If the result is one, two or three arrows, move the location of your shot by that many locations in the direction shown. (So, two arrows pointing down means move your shot two locations down on the grid.)

⊕ If the result on the first dice is a hit, your shot does not move horizontally, but might still move vertically. Likewise, if the result on the second dice is a hit, the shot doesn't move vertically but the result on the horizontal chart still applies. If you score hits on *both* aiming dice, your shot is dead on target and does not move at all!

If the final location of your shot is off the grid, or on a location that does not have any Armour Points, that attack has missed.

Assuming the attack hits a location, your opponent can attempt to avoid any damage by making an armour save. Both the Stormsurge and the Imperial Knight have an armour save of 5+. This roll is modified by the weapon's Armour Penetration (AP) value. Roll a dice; if the score is equal to or more than the model's armour save, no damage is inflicted, but if it is failed, that location suffers damage. When all of a location's Armour Points are gone, that location is destroyed (and further hits on that location have no effect). Each circle on that location represents one Armour Point (you might want to cross them off as you go along); the numbers in the circles tell you which location you are shooting at, and the effect when that location is destroyed, but each always counts as one Armour Point. 🗡️



EXAMPLE OF PLAY

The Imperial Knight Errant *Fortitude* and the Tau Stormsurge known to the Imperium as *Darkwave-08* meet in battle. In the Plan phase of the first turn, each player secretly chooses their actions. When revealed, we find that *Darkwave* has chosen to Snap Attack, Advance and Engage Stabilisers, while *Fortitude* has chosen to Snap Attack, Advance and Rotate Ion Shields.

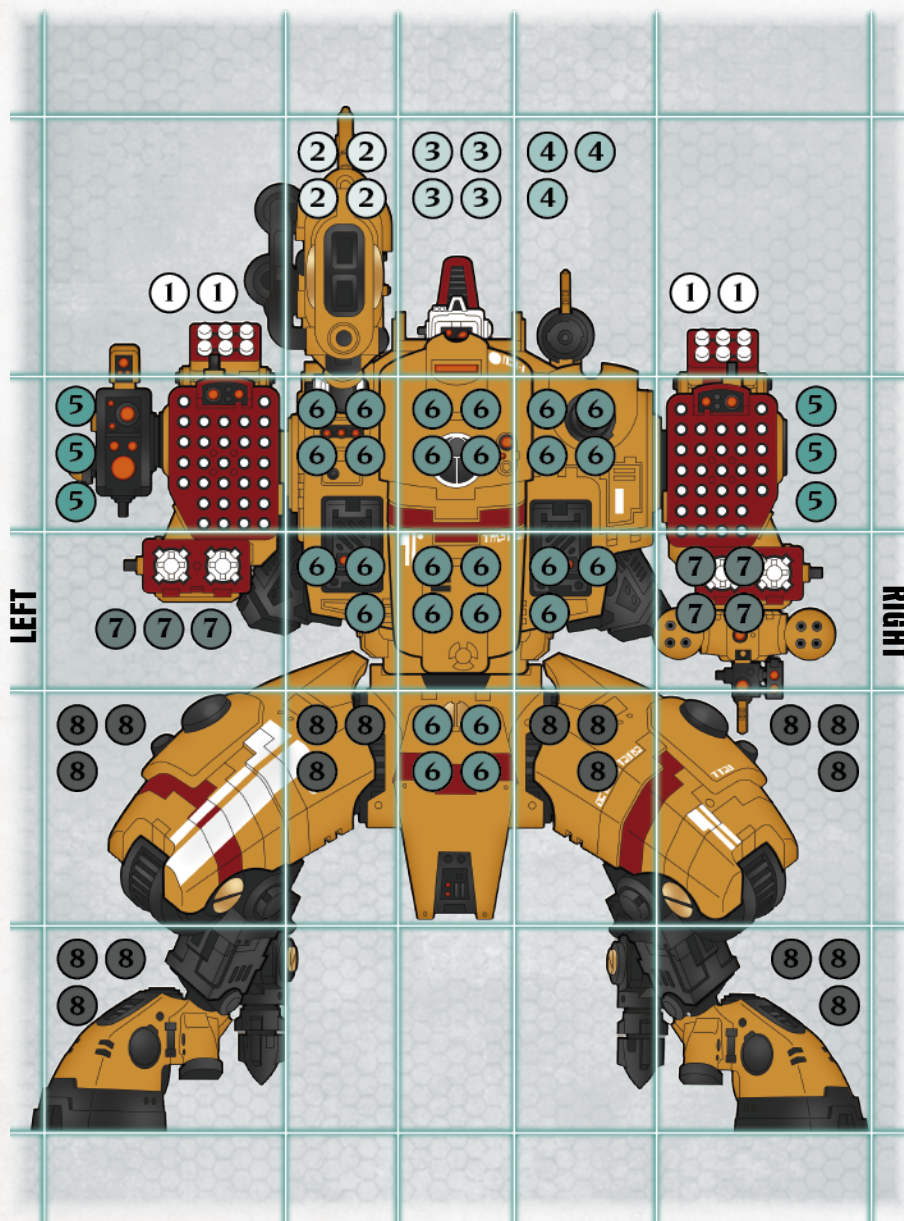
Actions are always resolved in the same order, and Snap Attack is first on the list. Since both players chose to make a Snap Attack, each rolls a dice.

Darkwave's pilot scores a 6 while *Fortitude's* only a 4 – the Tau strike first!

Darkwave can fire all of his weapons which are in range, but chooses to fire first with his destroyer missiles. He takes aim at the middle of *Fortitude's* carapace (the location right under the carapace weapon on the grid) and rolls two dice – a red one for horizontal aim and a white one for vertical aim. The red dice scores a 4 and the white dice a 2. It's a Snap Attack, so *Darkwave* looks up the result on the Snap Shot row of each aiming table. The score of 4 on the horizontal aiming dice is a result of ▶ – one arrow, moving the shot one location to the right (onto the next section of carapace). The score of 2 on the vertical aiming dice is a result of ▲▲ – up two locations, so the missile sadly streaks right over *Fortitude*.

KV128 STORMSURGE BALLISTIC SUIT

EXPLODES WHEN 6 LOCATIONS DESTROYED



Weapon	Effect when Destroyed
1 Smart Missile Pod (each)	Reduce Damage to 1 if one destroyed, cannot be used when both destroyed.
2 Primary Weapon	Cannot be used.
3 Head	Can only spend 2 Action Points a turn.
4 Targeting Array	Cannot Activate Target Lock and can only spend 2 Action Points a turn.
5 Cluster Rocket System (each)	Reduce Damage to D3 if one destroyed, cannot be used when both destroyed.
6 Torso Section (each)	No additional effect.
7 Destroyer Missiles (each)	Reduce Damage to D3 if one destroyed, cannot be used when both destroyed; secondary weapon cannot be used if right destroyed.
8 Leg Section (each)	Move 1" less when Advancing or Backing-up (to a minimum of 0).

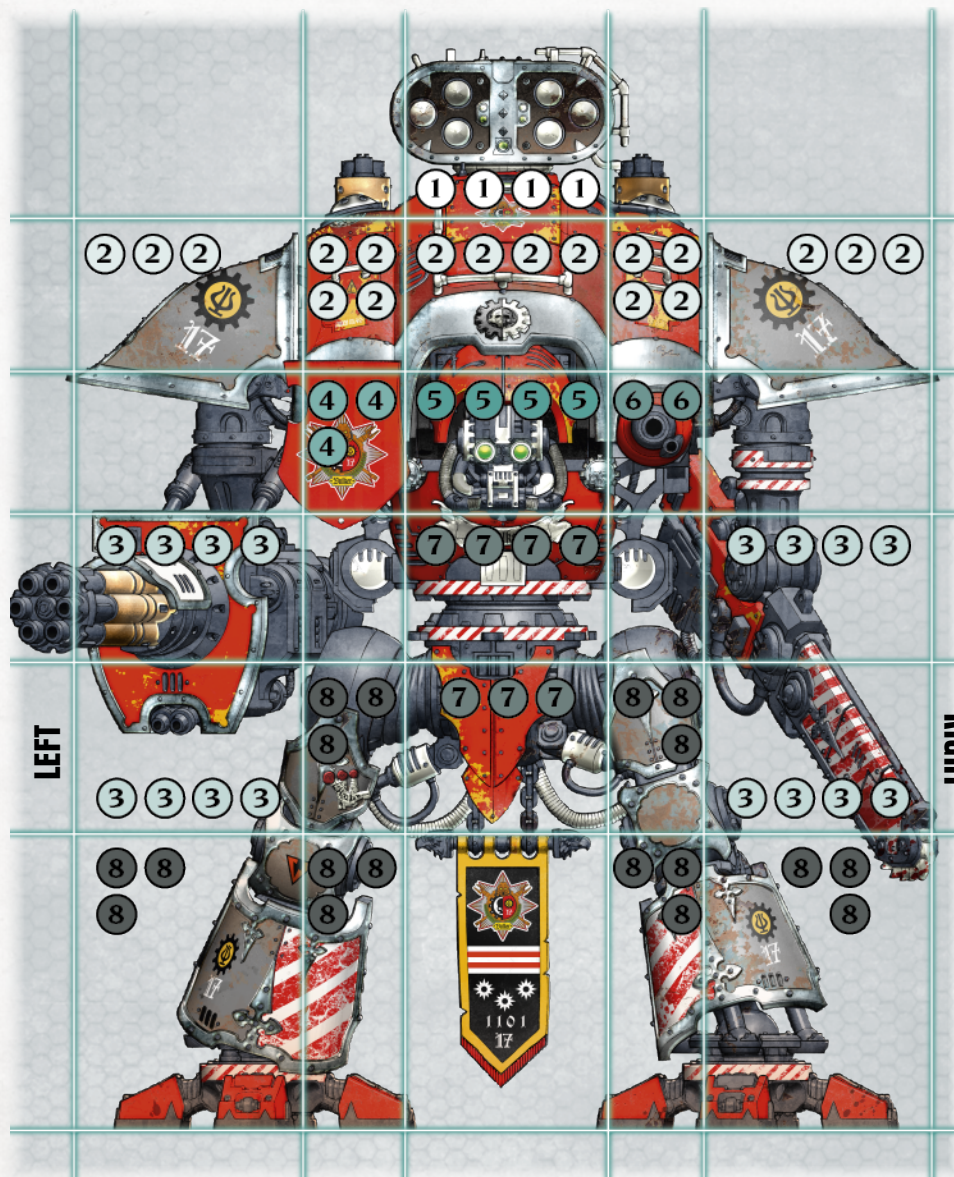
PDF download at: blacklibrary.com/downloads.html

Weapon	Range	AP	Damage
Pulse Blastcannon	36"	-1	D6
Pulse Driver Cannon	24"	0	2
	18"	-1	3
	12"	-2	4
Cluster Rocket System	30"	0	3
Destroyer Missiles	36"	-1	D6
Smart Missile System	24"	0	2
Twin Flamers	12"	0	D3
Twin Burst Cannons	18"	0	1
Twin Airbursting Fragmentation Projectors	12"	0	2



IMPERIAL KNIGHT

EXPLODES WHEN 6 LOCATIONS DESTROYED



Weapon	Effect when Destroyed
1 Carapace Weapon	Cannot be used.
2 Carapace Section (each)	No additional effect.
3 Arm (each)	Weapon and secondary weapon (if any). Cannot be used when both sections destroyed.
4 Tilt Shield	Cannot rotate Ion Shield.
5 Head	Can only spend 2 Action Points a turn.
6 Secondary Weapon	Cannot be used.
7 Torso Section (each)	No additional effect.
8 Leg Section (each)	Move 1" less when Advancing Backing-up or Charging (to a minimum of 0).

PDF download at: blacklibrary.com/downloads.html

Weapon	Range	AP	Damage
Rapid-fire Battle Cannon	30"	-1	3
Thermal Cannon	24"	-1	D3
	12"	-2	D6
Avenger Gatling Cannon	24"	0	D6
Reaper Chainsword	6"	-2	4 (does not scatter)
Thunderstrike Gauntlet	6"	-2	4 (does not scatter)
Twin Icarus Autocannons	30"	0	2
Stormspear Rocket Pod	24"	-1	D3
Ironstorm Missile Pod	36"	0	D3
Heavy stubber	18"	0	1
Heavy Flamer	12"	0	D3
Meltagun	12"	-1	1



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 only two weeks to go until Parade Day, one of our painters sprang this flyin' circus of Ork planes upon us.

DAKKA DAKKA DAKKA DAKKA DEFF SKWADRON!

1 Raznutz, also known as Da Goose, is Kommander Uzgob's untrustworthy second in command. His Blitz-bomber features the Jolly Ork on both the ailerons and the rudder.

2 Nick's board represents Big Scrap Alley, one of the aerial battlefields shown in the graphic novel *Deff Skwadron*.

Veteran Armies on Parade entrant Nick Bayton has stunned us this year with his aerial Ork force based on the graphic novel *Deff Skwadron*.

"I've wanted to create an army based on *Deff Skwadron* for years," says Nick. "It's a really fun graphic novel and all the Orks in it have their own character and personality, making it the perfect inspiration for a new

army. Like the aircraft on the cover of the book, all mine are painted a filthy red, the colour of the Evil Sunz. Their leader, Uzgob, flies a massive bomber converted from three Dakkajets welded together with a couple of Big Gunz mounted on the hull for some extra dakka. Fitting them all on the board was a bit of a challenge, but they're all labelled underneath their bases so I know where they all go." 🗨







THE RULES XV95 GHOSTKEEL BATTLESUITS

The Ghostkeel Battlesuit is a new Tau innovation, recently sighted in the Damocles Gulf war zone. Though, in fact, it's rarely 'sighted' at all. Read on for the full rules for this gigantic, deadly new stealth battlesuit...

Ghostkeel Battlesuit

Tau battlesuits are made of a dense nanocrystalline alloy with an impact resistant structure and a lightweight composition.

Ghostkeel battlesuits provide a 3+ armour save and come equipped with multi-trackers and blacksun filters.

Ghostkeel Electrowarfare Suite

The Ghostkeel's AI electrowarfare suite aggressively scans enemy targeting spectrums and invades the foe's sensor arrays.

The cover save bonus for having the Stealth and/or Shrouded special rules is doubled for this model against attacks made at a range of greater than 12" (to a maximum of a 2+ cover save).

Holophoton Countermeasures

Enemy weapons are confounded by these countermeasures, safety-switches engaging and machine spirits rebelling while their operators are left bewildered and blinded.

Once per battle, in the enemy Shooting phase, a model equipped with holophoton countermeasures can disrupt the

targeting systems used by one enemy unit that is targeting it or the unit it belongs to. Declare that the unit will use the holophoton countermeasures after the enemy unit has chosen it as a target, but before any hit rolls are made. The enemy unit can only make Snap Shots in that shooting phase.

Fusion Collider

Fusion weapons are anti-tank weapons that reduce reinforced armour to molten slag in the blink of eye.

Range	S	AP	Type
18"	8	1	Assault 1, Blast, Melta

Cyclic Ion Raker

The high-energy streams fired by ion weapons react destructively with their target, vaporising flesh and metal with equal ease.

	Range	S	AP	Type
Standard	24"	7	4	Assault 6
Overcharge	24"	8	4	Heavy 1, Large Blast, Gets Hot



XV95 GHOSTKEEL BATTLESUITS

130
POINTS



Ghostkeel Battlesuits lunge from the shadows to rake their prey with lethal volleys of fire. Wreathed in stealth fields projected by their hovering drones, the half-seen battlesuits move with terrifying speed for their size. One moment the enemy is advancing across the battlefield, the next looming killers are bounding through their midst with guns blazing. Panicked return fire flies wide, the Ghostkeels' attackers unable to draw a bead on their sensor-baffled targets. Should one of their prey level especially large or deadly weapons, an XV95 pilot will trigger his countermeasure suite, sending targeting systems haywire. Amid the resultant confusion, the Ghostkeels deliver their killing shots, blasting their targets into glowing atoms before fading back into the darkness once more.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ghostkeel Shas'vere	2	3	6	5	4	2	3	9	3+	Jet Pack Monstrous Creature	1 Ghostkeel Shas'vere
MV5 Stealth Drone	2	2	3	5	1	4	1	7	4+	Jet Pack Infantry (Drone)	2 MV5 Stealth Drones

WARGEAR:

- Ghostkeel battlesuit
- Fusion collider
- Ghostlinked electrowarfare suite
- Holophoton countermeasures
- Twin-linked flamer

SPECIAL RULES:

GHOSTKEEL SHAS'VRE

- Fire Team
- Stealth
- Supporting Fire

MV5 STEALTH DRONE

Stealth Field: All models in a unit with one or more Stealth Drones receive the Stealth special rule (including the Drone). Any models that already have Stealth receive the Shrouded special rule instead. Models that already have Stealth and Shrouded receive no additional benefit.

OPTIONS:

- May include up to two additional Ghostkeel Shas'vere, each with two MV5 Stealth Drones 130 pts/model free
- Any Ghostkeel Shas'vere may exchange its fusion collider for a cyclic ion raker
- Any Ghostkeel Shas'vere may exchange its twin-linked flamer for one of the following:
 - Twin-linked burst cannon 5 pts
 - Twin-linked fusion blaster 10 pts
- Any Ghostkeel Shas'vere may take up to two items from the **Support Systems** list.
- The entire unit may take the Bonding Knife Ritual special rule 1 pt/model

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 building the Ghostkeel, the war on Calth, stealthy warriors and an obsidian rose.

CONSTRUCTION FOR DESTRUCTION

A HISTORY OF STEALTH

The stealth operatives of the Tau Empire are often regarded as lone wolves, eccentric, unorthodox warriors who rarely follow convention. They are seen as mavericks in the well-regimented and closely governed armies of the Tau Empire, yet none can dispute their utility or skill at arms.

The XV15 was the first Stealth Battlesuit, a compact suit barely larger than the combat armour worn by other Fire Warriors. Mounting a silenced burst cannon and a jet pack, they could be deployed alongside a Hunter Cadre to harry the enemy's flanks or be dropped in behind enemy lines to sow confusion. The suit's successor, the XV25, was much bulkier, enabling it to carry support systems such as Drone controllers.

The XV95 Ghostkeel is the latest battlesuit in the stealth armoury. Developed on J'ka'vo station on the fringes of N'dras, Ghostkeels have been used throughout the Third Sphere Expansion for covert operations. Now they've started to appear in the Damocles war zone...

FIVE THINGS YOU NEED TO KNOW WHEN BUILDING THE GHOSTKEEL

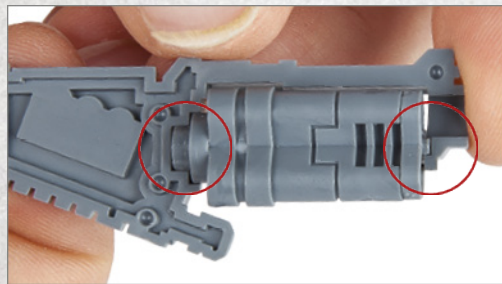
While building the Ghostkeel kit, we came up with some useful construction tips.

Firstly, you'll need to glue the pilot in place before putting the two halves of the suit together. There's a small locator tab for this (1), which makes situating the shas'vre much easier. If you wanted to, you could paint the pilot and the cockpit, then assemble the suit around them. Secondly, when assembling the cyclic ion raker (2), you can make the gun barrels rotate by not applying glue to the ends of the barrel assembly (circled). The same tip applies to the fusion collider's fuel canisters. There's also a radar dish in the kit (3). The

location socket for this is a universal mounting point that any Tau support system, such as a shield generator, can be fitted into, meaning you can swap the Ghostkeel's systems with those from kits like the Riptide and Crisis Battlesuits. We also mentioned that many of the joints have locator pegs (4) which, when carefully removed, enable you to change the pose of the kit. If you're doing this, use a bit of adhesive putty to hold the parts in place while you come up with a new stance. Lastly, we suggest keeping the suit's head separate, as it makes painting the pilot beneath it easier. We glued it to a spare flying stand (5) for undercoating.



1



2



3



4



5

WHITE DWARF

MACRAGGE'S HONOUR

Here in the White Dwarf bunker *Macragge's Honour* has gone down a storm, with most of the team pausing work (in spite of Grombrindal's chastisement) to pore over its pages. The artwork within is simply astonishing, and brings the action-packed combat of the Horus Heresy vividly to life. Not only do you get to see bloody combat between Ultramarines and Word Bearers, but also the jaw-dropping devastation of ship-to-ship combat and the reaction of the Adeptus Astartes when faced with the Daemons of Chaos for the first time. The sheer horror of it all makes the courage of the Space Marines even more inspiring.



THE AGE OF SIGMAR: THE OTHER CRUSADES

We **only had** so much space in our Age of Sigmar timeline (see [here](#)), but the Warhammer Age of Sigmar books are packed with hints and dark omens about the unfolding Realmgate Wars and Sigmar's crusade in the Mortal Realms. These are replete with precious snatches of information about what the other races are doing, from the orruk uprisings, such as the Tide of Devastation that swept the Chaos tyrants from the Gilded Fjords, to the arrival of the Seraphon hordes at the Bone Savannahs of Baghrati and the uniting of Stormcast and duardin armies beneath the Burning Karaks.

Both Warhammer Age of Sigmar and Quest for Ghal Maraz have loads of these story hooks, and plenty of gorgeous artwork, too – just look at these Celestial Vindicators waging war on Nagash's minions. As you read the books you start to get sense of the size and scale of the Realmgate Wars.



TANK BUSTING

With its unerring ability to get close to the enemy without being sighted, the Ghostkeel can wreak havoc on enemy tanks using its fusion collider.

DRONE SIGHTINGS

Ghostkeels are accompanied by MV5 Stealth Drones. These dramatically enhance the stealth capabilities of the Ghostkeel to the extent that the title 'Drone Sightings' is something of a misnomer.

MUNITORUM REPORT: GHOSTKEEL

TARGET ACQUISITION

The Ghostkeel's electrowarfare suite makes it incredibly hard to draw a bead on the battlesuit, even with enhanced targeters. Get up close to negate this.

WEAPON ACCURACY

Holophoton countermeasures make a mockery of even the best aiming techniques and systems. Thank goodness these can only be fired off once per battle.

BIT OF THE WEEK: SHAS'VRE HEAD

There are two heads for the Ghostkeel's shas'v're – this is the head for the female pilot. Whichever head you choose for your Ghostkeel pilot, the spare would look great on a Fire Warrior, Pathfinder or Tank commander conversion.



READER'S MODEL OF THE WEEK

Our Reader's Model this week is a regal-looking Tomb Kings Necrosphinx painted by Florian Wienand.

Florian, who won a bronze statuette in the Young Bloods category at Games Day Cologne 2013, painted this fearsome walking megalith to look like it's carved from glittering blue jade, its stone body stippled with hundreds (possibly thousands) of tiny dots to make it look like

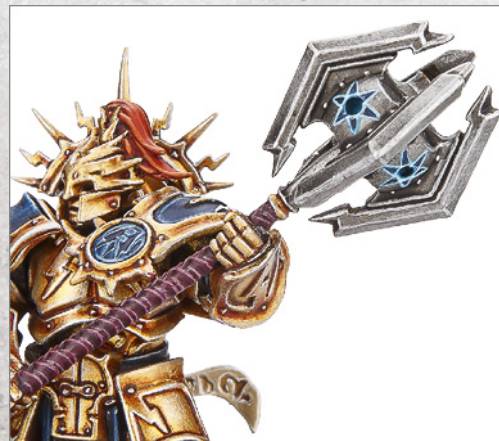
mineral-rich stone. Because it's a royal war statue, Florian painted its scything blades, armour and impassive mask to look like weathered gold, the Necrosphinx having spent an eternity buried beneath the desert sands.

Painted a miniature worthy of a place in White Dwarf? Send your pictures to: team@whitedwarf.co.uk. If it's something we can use, we'll be sure to get in touch.



WEAPON OF THE WEEK: STARSOUL MACE

The huge two-handed weapon known as the starsoul mace has the capacity to end its victims in two (equally terminal) ways. Firstly, it's a hefty chunk of magically imbued sigmarite and, when swung by a mighty Stormcast Eternal Paladin, it can knock the head clean off of an orruk or shatter the body of a Chaos Warrior. Secondly, when a starsoul mace strikes, it looses a magical shockwave that literally tears the victim's soul from their body.



WAR IN THE REALM OF FIRE

Keen to unleash their armies on the Mortal Realms, two Dwarfers challenged each other to a battle in the Realm of Fire. Charged with stopping a diabolical ritual (they used The Ritual battleplan from the Warhammer Age of Sigmar book), the

Stormcast Eternals of the Lions Celestant Stormhost marched against the Chaos horde, but were stopped in their tracks by wave after wave of summoned Bloodletters. You can see more of the Lions Celestant in next week's issue.



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

QUESTION

Hello Grombrindal, I have a question about Realmgates in Warhammer Age of Sigmar. How do they work? Can you go through one and come out anywhere or do they have set routes? Can they be 'reprogrammed' to new destinations?

- CJ 'The Cartographer' Jacobs

GROMBRINDAL SAYS

Well bearding, what is known about the Realmgates in the Age of Sigmar is quite mysterious – they allow travellers to pass through and cover vast distances (even between realms) in the blink of an eye. They work by magic, of course, and for the most part they seem to link two specific places. With that said, there are examples of Realmgates that send travellers to different places, such as the Silverway in the Realm of Metal. As for reprogramming them, one problem Sigmar's warriors face is that many of the gates have been corrupted, such as the Gate of Dawn, which once led to Azyr but now leads into the Garden of Nurgle.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: sneaky gits.

STEALTH BATTLESUITS

The bulky body armour worn by Tau Stealth Teams looks anything but stealthy to the naked eye. The Tau, however, are masters of stealth technology and their stealth battlesuits are covered in dozens of generators that surround the bearer with a distortion field. This enables them to blend in with their surroundings while their suits' systems play havoc with the enemy's scanners.

ELDAR RANGERS

Eldar Rangers walk the Path of the Outcast, thrill-seekers who leave the safety of their Craftworld in search of adventure. They use their natural skills and cameleoline cloaks to make themselves virtually invisible, waiting patiently for the right moment to make the killing shot with their long rifles. The most accomplished Rangers are the Starstriders of Alaitoc.

GUTTER RUNNERS

The insidious Skaven of Clan Eshin employ the sneakiest, most devious of their number as gutter runners. Swathed in black robes and carrying a plethora of poisoned blades and throwing stars, they strike at their enemies from the darkest shadows, their wickedly thin blades aimed straight for the throat. The most skilled of their number (those that survive the longest) become deadly Skaven Assassins.

KOMMANDOS

The Ork Kommandos of the Blood Axe Clan are the embodiment of low Orky kunnin'. They understand that a modicum of sneakiness enables them to get very close to the enemy, at which point they rush out of hiding, guns blazing, choppos swinging and grenades flying to cause as much destruction as possible.

WHITE DWARF'S REGIMENTS OF RENOWN

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Myst Reaper is commanded by the eccentric Dark Eldar, Vyishnar Kloh, a supernally arrogant noble. For Kloh it

is not enough that he strafes his target accurately or delivers a bomb at the right moment – everything has to be perfect. A nosedive must leave those witnessing it open-mouthed in disbelief, a missile shouldn't just hit, but shriek through an open doorway or between the legs of an intervening foe to strike its target full force. Such ludicrous affectations might deter some from accepting his aid, but his skill is undeniable and his glories attract the greatest pilots from the Reaver raceways, all vying to fly with him. 🗡️



NEXT ISSUE: THE THIRD SPHERE EXPANSION HITS THE DAMOCLES GULF!

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