

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 90

17 OCTOBER 2015

NEW!
TAU EMPIRE
TIDEWALL
RAMPART

OPERATION GHOSTKEEL
AN EXCLUSIVE SCENARIO FOR
WARHAMMER 40,000 INSIDE!



ALIEN ASSAULT

FOR THE GREATER GOOD!

CAN THE FORCES OF THE IMPERIUM WITHSTAND THE FURY OF THE FIRE WARRIOR?



WHITE DWARF

ISSUE 90
17 OCTOBER 2015

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**GAMES
WORKSHOP**

CONTENTS

NEW RELEASES

Heading up this week's pre-orders are the fantastic new Tau Empire Fire Warriors, plus the awe-inspiring Tidewall Rampart, and much more.

PAINT SPLATTER

Paint your Fire Warriors in the colours of Vior'la.

PARADE GROUND

Behold Duncan Rhodes's magnificent Stormcast Eternals, and a Stormhost of his own devising.

OPERATION GHOSTHEEL

An exclusive mission for Warhammer 40,000!

GOLDEN DEMON

We look at John Beech's jaw-dropping – and actually floating – Golden Demon Warp Hunter.

ARMIES ON PARADE

More inspirational projects come closer to completion. Feast your eyes!

THE RULES

The Breacher Team and all you need to know.

THE WEEK IN WHITE DWARF

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



ALIEN EXPANSION

As the Tau continue their rapid expansion into Imperium-held space, at the forefront of their forces are the Fire Warriors, highly disciplined foot troops armed with devastating energy weaponry. This week a new boxed set of these dynamic alien soldiers goes on pre-order, and allows you to make either a Strike Team or a Breacher Team, the latter the Tau's answer to shock assault warfare. Armed with deadly pulse blasters and protected by the MV36 Guardian Drone, these warriors boldly venture where battlesuits can't.

The new Fire Warriors are joined this week by two fantastic new boxed sets, Shadow Force Solaq and Infiltration Cadre Burning Dawn, both of which are stuffed with fantastic Citadel miniatures, background, rules and scenarios which pit these two forces against each other as part of the latest events unfolding on the edge of the Imperium. And you'll also find a jaw-dropping first – nothing less than a complete Tau fortress in the shape of the Tidewall Rampart. Turn [here](#) now to see it, and enjoy the issue! ☀



TAU EMPIRE

FIRE WARRIORS STRIKE TEAM

Fire Warriors form the beating heart of every Hunter Cadre, their Strike Teams the bane of countless foes. Selfless and honourable, they fight obediently for the Tau Empire and the Greater Good, their pulse weapons more than a match for even the toughest adversaries.





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When the Hunter Cadres deploy for war, it's the massed ranks of the Fire Warrior Strike Teams that provide the bulk of the Tau offensive. Stalwart in defence and confident in their skills and wargear, they pound the enemy ranks with volleys of hyper-accelerated plasma, reducing them to shattered armour and gory smears.

This new plastic kit enables you to build 10 Fire Warriors, forming either a Strike Team or a Breacher Team. The members of a Strike team are armed with the classic

long-barrelled pulse rifle or the shorter-ranged, but no less deadly, pulse carbine. Each set of arms are paired and, when combined with the wide range of leg poses (13 in total), enable you to build a really dynamic unit of Fire Warriors, be they aiming, reloading or advancing on the enemy. There are lots of other options in this 210-part kit, too, including ammunition clips, grenade pouches and a DS8 tactical support turret, plus a markerlight and target lock, a pair of Drones and a bonding knife for the unit shas'ui.

1 A Strike Team advances into a ruined Imperial city, their advance supported by a newly-deployed DS8 tactical support turret.

2 The DS8 tactical support turret can be dropped onto the battlefield to lend supporting fire to its Strike Team. It can be armed with a missile pod or a smart missile system (shown here).

3 Every Fire Warrior wears a backpack which includes a charging point for pulse rifle power cells.

4 The shas'ui's backpack sports a bonding knife and a comms aerial.

5 There are six bare heads in the kit – five male, one female. Three wear braids to denote the rank of shas'ui.

6 The shas'ui carries a high-tech scanner to search for enemy units.

7 This Fire Warrior has been built reloading his pulse rifle.

8 The kit includes a pointing arm, two reloading arms, one with a pulse pistol and another about to throw a photon grenade.



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TAU EMPIRE

FIRE WARRIORS BREACHER TEAM

Breacher Teams perform the missions that no other Fire caste warriors can, storming strongpoints with pulse blasters blazing or sweeping enemy space ships clear one corridor at a time. Headstrong and courageous, they readily perform the most dangerous duties.





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1 Tau Breacher Teams attempt to seize control of a vital landing pad from the Blood Angels.

2 The kit includes parts to make four types of Tau Drone. The MV36 Guardian Drone is unique to Breachers and Strike Teams, and provides them with essential field protection.

3 An M4 Shield Drone.

4 The kit contains lots of spares, from grenade arms to this hand clutching a Tau scanner.

5 The field amplifier relay enhances the energy emitted by the MV36 Guardian Drone.

6 Marker Drones paint targets for elimination by the team's allies.

7 MV1 Gun Drones provide Tau units with valuable fire support.

8 The Breachers wear a distinctive new shoulder plate. The cutaways aid head movement.

9 Close up you can see the three lenses on the Breacher's helmet, which are better able to filter photo flares and low-light battle conditions.

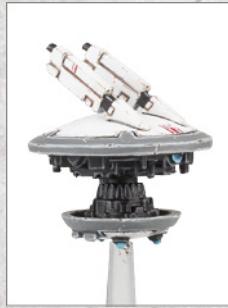
The lives of the Tau burn briefly and brightly, but few are as short as those of the Fire Warrior Breacher Teams, who serve as the spearhead of the Fire caste when battlesuits cannot. Breacher Teams storm bunkers, strongpoints and underground networks when they must be secured, whatever the cost.

The 10-model Breacher Team is made from the same kit as the new Fire Warrior Strike Team, swapping their distinctive pulse rifles for snub-nosed pulse blasters, guns

which become more deadly the closer the Breachers are to their target. Their armour is subtly different too, with enhanced helmet optics for low-light conditions and a new shoulder plate (positioned on their left side to help deflect the most incoming fire). On their backs the Breacher Team wear relay amplifiers that pick up the protective energy emitted by the squad's MV36 Guardian Drone. These relays pick up the energy output of the Guardian Drone and project it like a shield around the Breacher Team. 



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SPACE MARINES

SHADOW FORCE SOLAQ

Tau Ethereal Aun'Do has been run to ground by the careful planning and stealth of the Raven Guard, and now cowers amid the ruins of the Imperial world Prefectia. It falls to the Shadow Force led by Captain Solaq to capture him before reinforcements can arrive.

Shadow Force Solaq contains a task force of 12 Space Marine miniatures, including a Space Marine Captain, five Sternguard Veterans, five Vanguard Veterans and a Space Marine Land Speeder.

These models are multi-part plastic kits, so even once you've built your models, you will have loads of cool spare bits left over.

Shadow Force Solaq is a boxed set that contains the Space Marine task force despatched to capture Tau Ethereal Aun'Do, and a 32-page campaign book that covers their mission. Within the box you'll find 12 Space Marine miniatures, including five Vanguard Veterans, five Sternguard Veterans and a Space Marine Land Speeder. The set represents Captain Solaq's Raven Guard mission elite, and

also includes a new exclusive plastic Space Marine Captain, who is armed with a plasma pistol and power sword.

The book is filled with the story behind the campaign, along with the rules for your models – the missions inside match those in the new Tau Empire set out this month, so you and your friend can wage war together. ☀



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WAR ZONE DAMOCLES

THE HUNT FOR AUN'DO

ECHOES OF WAR: ASH AND SHADOWS

MISSIONS

DEPLOYMENT

ARMY LIST

GAME ELEMENTS

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1 The Space Marine Captain in Shadow Force Solaq is only found in this boxed set. Here you can see him painted in Raven Guard colours, but there's no reason he couldn't join any Space Marine army with the right paint job (turn [here](#) for an example of this). His head, arms and backpack are compatible with most of the plastic models in the Space Marines range.

2 The Space Marine Captain wears a winged skull upon his chest, a classic motif of the Adeptus Astartes.

3 The Captain's personal banner is decorated with a winged crux terminatus, leaving a space for his name or (as in this case) the name of his Primarch.

4 The right shoulder has winged detailing at its edge. This could just as easily be a gilded eagle or a pitch black raven.

5 The cover of the War Zone Damocles Campaign Supplement: Operation Shadowtalon. Within this you'll learn all about Shadow Force Solaq and their mission to capture Aun'Do, along with scenarios to play using your new models.

6 Operation Shadowtalon continues the sweeping story of the Damocles Gulf Crusade, and the Imperium's war with the Tau Empire. Inside you'll find plenty of artwork of the Tau and Raven Guard at war.

7 The Hunt for Aun'Do is presented not just as a story, but with missions so you can refight the action. Just get a friend to pick up the Infiltration Cadre Burning Dawn boxed set (see over the page) and it's time for war.



TAU EMPIRE

INFILTRATION CADRE BURNING DAWN

The secret mission to rescue Aun'Do falls to Shas'ui Starshroud and his Infiltration Cadre. Code-named Burning Dawn, they must find the Ethereal and return him to the Tau lines. It is a heavy burden, as Aun'Do's survival is paramount to the success of the war on Prefectia.

The warriors in Infiltration Cadre Burning Dawn are members of Commander Shadowsun's Hunter Cadre and wear white armour to show their honoured status. You can, of course, paint the models in this box in your own sept colours to match the rest of your Tau collection, or as the start of a whole new army.

Infiltration Cadre Burning Dawn is a great new boxed set that represents the Tau force sent to recover the Ethereal Aun'Do.

The set includes 19 plastic Tau Empire miniatures, among them three Stealth Suits, 10 Pathfinders (with an exceptional arsenal of weapons and wargear), a Piranha, three Drones with a host of options, a Recon Drone and a new

Ethereal model on a Hover Drone, who represents the character Aun'Do.

The rules for all these miniatures are presented in the 32-page book that comes in the set. The book also tells the story of Starshroud's mission to rescue Aun'Do from the clutches of the Raven Guard and the impact his mission will have on the war raging beyond the Damocles Gulf. 



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1 The Ethereal in the Burning Dawn box is a brand new plastic model unique to this set. While Aun'Do, the Ethereal in the story, wears the ochre and white of T'au Sept; this Ethereal has been painted in the colours of Vior'la.

2 In his left hand the Ethereal carries a delicate chain with the five caste symbols attached to it. Note how the pentagonal Ethereal symbol hangs on its own chain away from the other four.

3 The Hover Drone is mounted on the fluttering remains of a discarded banner (here painted as an Ultramarines flag). This gives the impression that the Drone is actually floating above the battlefield.

4 The Ethereal wears recon armour to protect him in the crucible of war. A homing beacon is mounted on the back of it, enabling him to call in reinforcements with unerring accuracy.

5 The front cover of the Burning Dawn Campaign Supplement shows Shadow Captain Solaq coming to blows with his quarry, the Ethereal Aun'Do.

6 The centre of the book features a gallery of the models in the Infiltration Cadre, plus information about each of the units involved.

7 There are three missions in the book, enabling you to refight the battles that take place in the story on the battlefield. The missions are accompanied by excellent new artwork depicting the events, plus a clear set of guidelines on how to fight them.

TAU EMPIRE

TIDEWALL RAMPART

Against a Tidewall Rampart, the enemies of the Tau Empire break like waves against a rocky shore. Safe upon its shieldline, Fire Warriors blaze away at their foe as their fortification steadily hovers across the battlefield.

The Tau Empire refuse to fight their wars in the futile and wasteful manner of other races, preferring instead a free-flowing style of battle. The Tidewall Rampart is a mobile fortification that directly reflects this martial doctrine. The Tidewall Rampart hovers above the battlefield, skimming mere inches above cracked earth or ash wastes, borne aloft by the power that thrums through its anti-grav generators. In this fashion it is able to advance with the main force, providing fire support with its twin-linked railgun and a steady gun platform for squads of Fire Warriors. Should the army wish to fall back, the Tidewall withdraws just as smoothly, ensuring those Tau troopers aboard it can concentrate solely on unleashing a punishing hail of fire into the foe.

The Tidewall Rampart is a very exciting release for fans of Warhammer 40,000: it's the very first plastic Citadel scenery kit ever made for an alien race. The Tidewall Rampart comes in an impressively-sized box that contains a Tidewall Gunrig (with a massive twin-linked railgun turret), Tidewall Droneport (which has four Drones to detach and use in battle) and a Tidewall Shieldline (complete with clear-blue plastic laser-fields and control hub). These connect to give you a dominating bulwark that can hold more than 50 Fire Warriors. Each element is detailed to the exacting standards we've come to expect from Citadel miniatures, too – the flooring has distinctive Tau patterning across it (the larger bunker elements have the Fire caste symbol emblazoned upon them). The walls are smooth and curved, like the hulls of a Devilfish or Hammerhead, while tiny control points show how it is operated.

The rules for using the Tidewall Rampart are contained within the box, along with a comprehensive instruction booklet.





1 The Tidewall Shieldline is protected by a shimmering laser-field that can deflect incoming fire, often with devastating results for the attackers. The clear blue plastic field slots directly into the Shieldline once you've painted it, and makes the models shielded behind it appear as though they really are protected by an energy barrier.



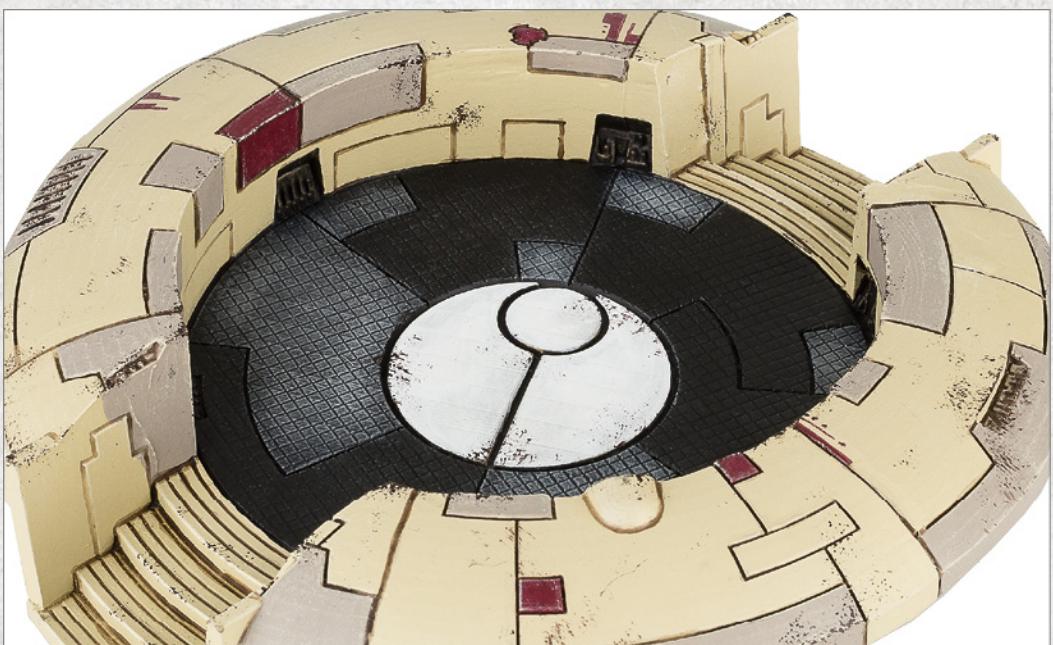
1

2 The Droneport comes equipped with four Tau Drones – the kit lets you build them as Gun Drones, Shield Drones or Marker Drones. These can be detached in the midst of battle to defend the occupants or provide battlefield support.



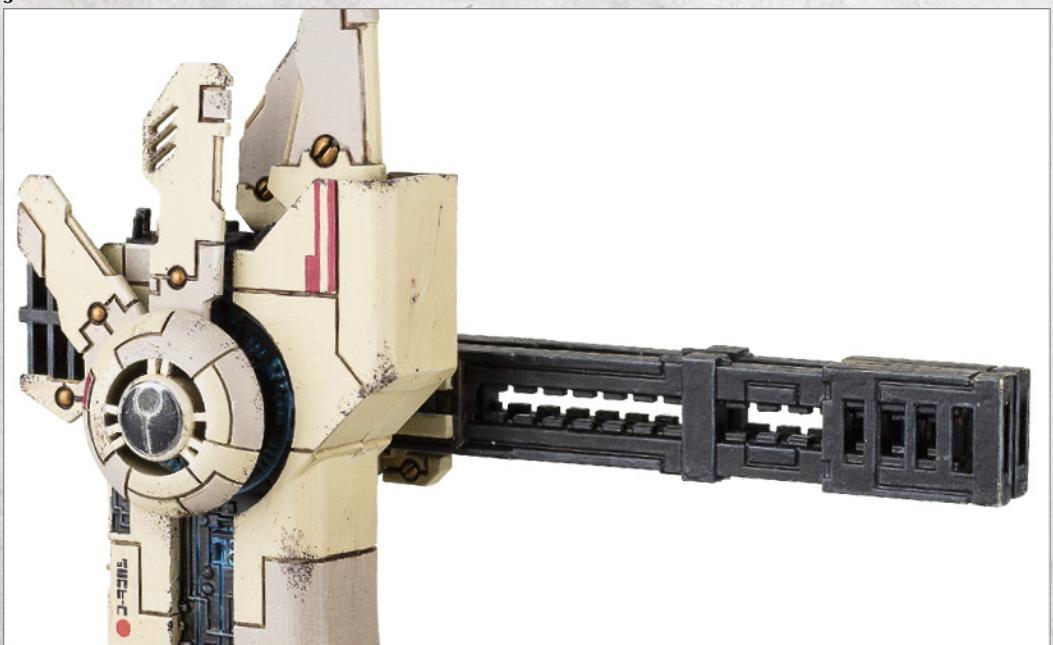
2

3 From above you can see the level of detail within the bunkers. Not only is the floor patterned in the shape of the Fire caste symbol, which echoes the marks worn by every soldier in the Tau army, but around the edges of the inner wall you can see auxiliary systems and a control panel that enables the Tau warriors within to pilot the Tidewall, moving it into new positions to support the Fire caste advance (or withdrawal).



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4 The Tidewall Gunrig has a turret tower armed with a twin-linked railgun. The height of this weapon gives it a dominating firing position, able to shoot cleanly over intervening infantry, battlesuits and tanks. While Fire Warrior Strike Teams, Breachers and Pathfinders embarked upon the structure can concentrate on gunning down enemy infantry, the Gunrig's railguns have the power to obliterate even tanks with a single shot.



4

THE REALMGATE WARS: HAMMERS OF SIGMAR

By Darius Hinks and C L Werner
Hardback | 272 pages



The Hammers of Sigmar were the first Stormhost raised by Sigmar for his war against Chaos.

Cast into the Mortal Realms upon bolts of eldritch lightning, the Hammers of Sigmar were the first Stormhost raised and the first into the fight. In *Hammers of Sigmar* we learn more about Sigmar's golden warriors and their battles in the Mortal Realms, through two brand new tales – 'Stormcast' by Darius Hinks and 'Scion of the Storm' by C L Werner.

'Stormcast' follows the Warrior Chamber of Tylos Stormbound on their deadly mission to destroy the Crucible of Blood – told in the first person, but from many perspectives, this tale lets you feel just what it means to be a Stormcast Eternal. In 'Scion of the Storm', Sigmar's greatest champion, the Celestant-Prime, hunts for the Prismatic King. Check it out. ☀

Hammers of Sigmar is also available as an eBook so you can read the adventures of the Stormcast Eternals on your favourite device. Find out more at blacklibrary.com

HAMMERS OF SIGMAR SPECIAL EDITION

By Darius Hinks and C L Werner
Hardback | 272 pages



For Warhammer Age of Sigmar collectors, Black Library present this special edition.

Packed with the same great content as the standard hardback edition, *The Realmgate Wars: Hammers of Sigmar* special edition is an even more impressive volume – perfect for readers who are collecting the set. Presented in the dark blue of a brooding sky, with gilt edging and details, the book itself resembles the Hammers of Sigmar. The soft-touch cover features the face of a Lord-Castellant, over which the faint scrawl of mysterious, ancient writings can be made out, while on the reverse you can see strange orrery designs.

Within you'll find premium paper stock, which is presented with awesome wrap-around art on the inside cover. If you want the finest copy of *Hammers of Sigmar* imaginable, this is the one for you. ☀

FURTHER READING

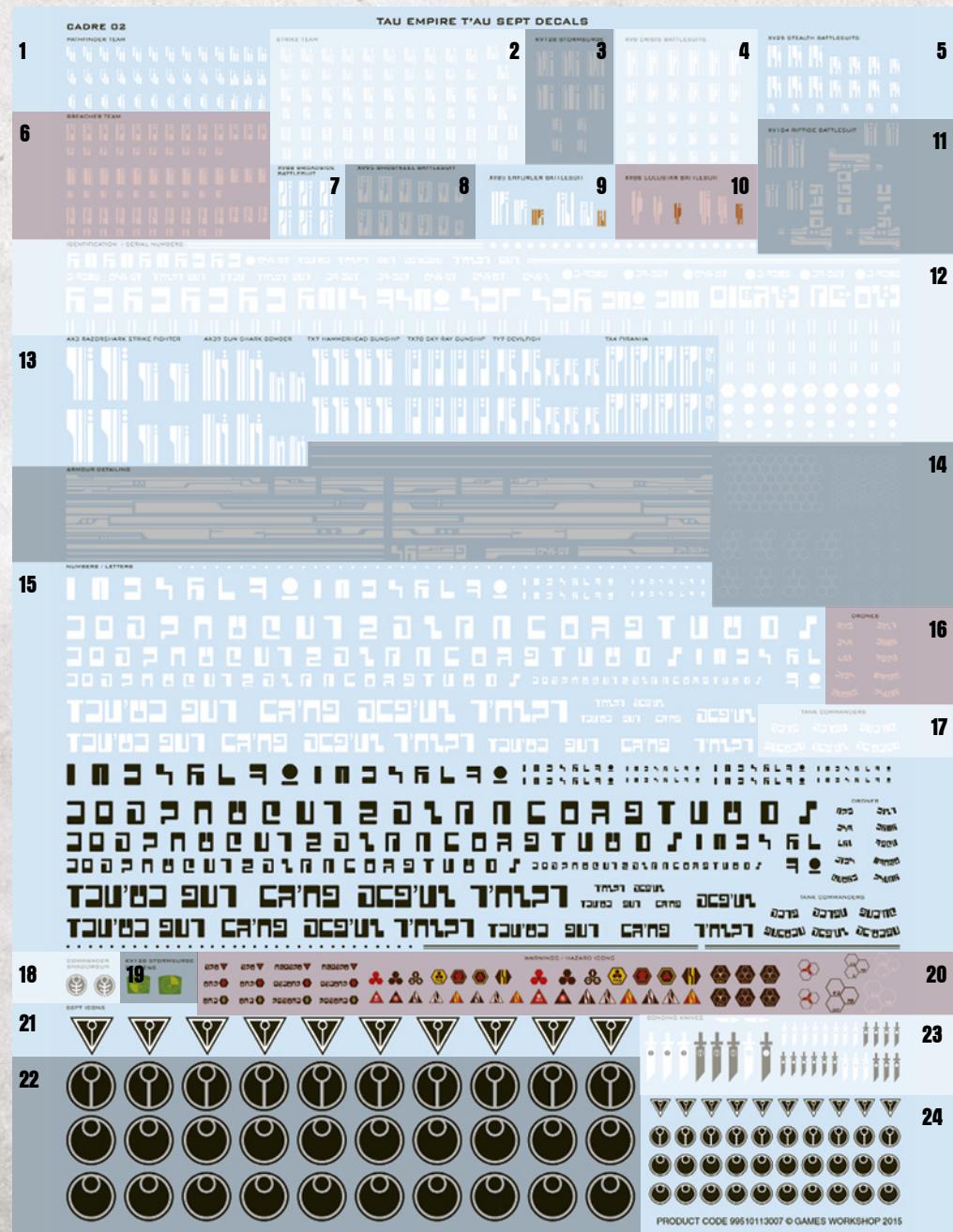
The Realmgate Wars is a growing story, told through a series of books and short stories from the Black Library (not to mention all the great Warhammer Age of Sigmar books). If you're looking where to start, get yourself a copy of *Gates of Azyr*, and start from there. Make sure you don't miss *The Realmgate Wars: War Storm*, too – it's got one of our favourite stories in it, as Gardus Steelsoul fights for the Gates of Dawn.

TAU EMPIRE

T'AU SEPT DECALS

The warriors of the Tau Empire utilise a complex system of markings on their weapons, armour and vehicles to coordinate on the battlefield. This impressive A4 decal sheet has hundreds of markings and symbols to take the details on your army to the next level.

- 1 Pathfinder Team.
- 2 Strike Team.
- 3 KV128 Stormsurge.
- 4 XV8 Crisis Battlesuit.
- 5 XV25 Stealth Battlesuit.
- 6 Breacher Team.
- 7 XV88 Broadside Battlesuit.
- 8 XV95 Ghostkeel Battlesuit.
- 9 XV85 Enforcer Battlesuit.
- 10 XV86 Coldstar Battlesuit.
- 11 XV104 Riptide Battlesuit.
- 12 Vehicle identification markings/serial numbers.
- 13 Razorshark, Sun Shark, Hammerhead, Sky Ray, Devilfish and Piranha vehicle markings.
- 14 Vehicle armour details.
- 15 Tau numbers and letters.
- 16 Drone markings.
- 17 Tank commander idents.
- 18 Commander Shadowsun personal heraldry.
- 19 Stormsurge screen overlay.
- 20 Warning/hazard symbols.
- 21 Air caste vehicle badges.
- 22 Fire caste vehicle badges.
- 23 Bonding knife icons for infantry and battlesuits.
- 24 Small caste badges.



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 Raven Guard Legion take centre stage (in a stealthy manner) with the new Mor Deythan Strike Squad.



The **Raven Guard** are masters of stealth warfare and ambush tactics, and few within their subtle brotherhood embody these traits more completely than the Mor Deythan, known within their Legion as the 'Shadow Masters'. Each of these warriors once fought at the side of Corax during the Lycaen Uprising.

The Mor Deythan are a squad of five Raven Guard models who go to war in customised Mk. VI armour (appropriately known as Corvus pattern). Their shoulder pads and greaves are detailed with the symbol of their order and stylised renditions of their Legion iconography, while around them swirl cloaks that disrupt their silhouette. Each Mor Deythan is armed with a sniper rifle. 



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1 The Mor Deythan come with a sixth, bare head ideal for the Sergeant.

2 The stealth cloaks have raven skull motifs sculpted into the corners.

3 The Mor Deythan's right shoulder pads show Legion recon markings.

4 Ammo catchers over the ejection port trap spent casings, and enhanced optics connect to the Space Marine's auto-senses.

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 focus on the new Fire Warrior Breacher Team.

The Studio's Vior'la Sept army has a striking colour scheme that looks great on the battlefield. For this guide, make sure you start with a Corax White undercoat to keep things bright. The main piece of advice for painting models with this technique is to use a small brush when applying the Agrax Earthshade wash in Stage 3 of the white armour (we used S Layer), take your time and be as precise as possible. If you keep things neat here, you

White Armour



Undercoat: Corax White
Citadel Spray



Layer: Ulthuan Grey (tidy-up)
M Layer



Basecoat: Ulthuan Grey
L Base



Layer: White Scar
XS Artificer Layer



Wash: Agrax Earthshade (recesses)
S Layer



Tau Skin



Basecoat: The Fang
S Base



Layer: Russ Grey (tidy-up)
S Layer



Layer: Russ Grey
M Layer



Layer: Fenrisian Grey
XS Artificer Layer



Wash: Nuln Oil
M Shade

Red Armour



Basecoat: Khorne Red
M Base



Wash: Agrax Earthshade
M Shade



Layer: Evil Sunz Scarlet
S Layer



Layer: Fire Dragon Bright
XS Artificer Layer



Layer: White Scar (recesses)
XS Artificer Layer



Layer: Flayed One Flesh
XS Artificer Layer

will have less tidying up to do later, which saves you from wasting time, and lets you focus on getting great results.

The other major piece of advice is to water down the Khorne Red a little more than usual before you paint the red armour

details and cloth, and to apply two thin layers rather than one thick one. Using Lahmian Medium instead of water helps keep the pigmentation of the Khorne Red, giving you the best possible coverage. As a time-saver, it's also worth painting the red armour and cloth at the same time. •

WANT MORE PAINTING ADVICE?
Check out the stage-by-stage guides on our YouTube channel:
youtube.com/user/GamesWorkshopWNT

Red Cloth



Basecoat: Khorne Red

S Base



Wash: Agrax Earthshade

M Shade



Layer: Khorne Red (tidy-up)

M Layer



Layer: Evil Sunz Scarlet

XS Artificer Layer

Red Lenses



Basecoat: Mephiston Red

S Base



Layer: Fire Dragon Bright

S Layer



Layer: Yriel Yellow

XS Artificer Layer



Layer: White Scar (dot)

XS Artificer Layer

Black



Basecoat: Abaddon Black

S Base



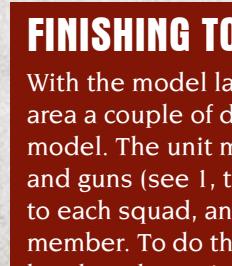
Layer: Mechanicus Standard Grey

S Layer



Layer: Administratum Grey

XS Artificer Layer



Layer: Runefang Steel

XS Artificer Layer

Gold



Basecoat: Retributor Armour

S Base



Wash: Agrax Earthshade

M Shade



Layer: Warpstone Glow (lines)

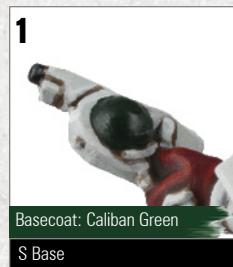
S Layer



Layer: Yriel Yellow (lines)

XS Artificer Layer

Tracker Screen



Basecoat: Caliban Green

S Base



Layer: Warpstone Glow (lines)

S Layer

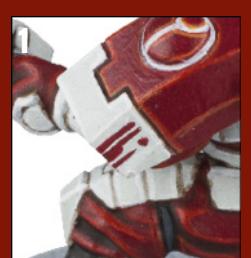


Layer: Yriel Yellow (lines)

XS Artificer Layer

FINISHING TOUCHES

With the model largely complete, there are a couple of details to finish off the model. The unit markings on the armour and guns (see 1, to the right) are unique to each squad, and are worn by each member. To do these, use an XS Artificer brush and practice a few times on your palette first. Paint thin lines of colour with watered down paint and then fill these in once you are happy. If you use thin paints, you can always tidy up with your base colour. By contrast, the eyes (2) are really simple. Use White Scar to paint a horizontal line, starting beside the nose and painting outwards in a single motion.



PARADE GROUND

As the Realmgate Wars continue, collectors everywhere have been building and painting new miniatures to fight over the Mortal Realms. Here we present some of Duncan Rhodes's Stormcast Eternals – the heroes of the Lions Celestant, a Stormhost of his own devising.

THE LIONS CELESTANT STORMHOST

1 The Prosecutors of the Dauntless Warrior Chamber are ever the first into the fight. They consider it a matter of pride that they claim the first kill in every battle, even if that means racing ahead of their brothers. This honour does not prevent them from veering off to protect the helpless, should their missions within the Mortal Realms reveal the plight of the innocent.

The **Stormhost** of the Lions Celestant were first struck beneath a marvellous astral phenomenon that lit up the Realm of Azyr. Across the sky could be seen the Lion Celestant, a grand vision of the stars that formed a mighty zodiacal creature.

True to the character of their namesake, the Lions Celestant are heroic to a fault, warriors chosen for their unflinching boldness and their desire to right the wrongs of ages past. In battle they fight with a fearlessness that transcends

recklessness. Every one of their number will willingly lay down his life for his brothers in battle, and should the lives of innocents be in danger they will fight with a fervour bordering on rage.

This side to their character has led to the Lions Celestant suffering terrible casualties in battle, but they care not. Among their ranks, none are as renowned for this as the Warrior Chamber led by Daxos the Dauntless. While they draw breath, no creature of Chaos is safe. ♦





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2 The grim brotherhood led by Ixon the Unbending are feared by all who have seen them fight. As they wade into battle, these Retributors leave nothing in their wake save the scorched ruin of those felled by their lightning hammers. It is said that Ixon, the Retributor-Prime, has slain more Chaos worshippers than any among the Dauntless save only Daxos himself.

3 Daxos the Dauntless rides into battle upon the mighty Dracoth Kathan. It is said by those that have seen this pair fight first-hand that they were forged for each other, for they fear no challenge and will fight any foe. Though this singular courage has seen the pair fall in battle more than once, they have been reforged in Sigmaron and reunited once again, every time even more eager than before to slay Sigmar's foes and liberate the enslaved masses in the Mortal Realms.

OPERATION GHOSTKEEL

Outnumbered and deep behind enemy lines, a covert Tau stealth force must negotiate enemy patrols to destroy a vital ammo cache and cripple the enemy's lines of supply.

THE ARMIES

One player is the Tau Empire player, and their army consists of a single XV95 Ghostkeel Battlesuit and up to two units of Stealth Battlesuits. The other player is the Defender; the Defender's army consists of any six units.

THE BATTLEFIELD

First, the Defender places a total of six Objective Markers, numbered 1 to 6, as shown on the Deployment Map. Players then set up terrain as described in *Warhammer 40,000: The Rules*.

DEPLOYMENT

The Defender deploys first; they have three deployment zones. The Defender randomly deploys a single unit in each – their remaining three units are placed in Reserve and will not arrive on the battlefield until the alarm is raised (see below). The Tau Empire player deploys second, placing all their units within the Tau Empire deployment zone.

FIRST TURN

The Tau Empire player has the first turn.

GAME LENGTH

The mission lasts until one side is wiped out, or the Ammo Cache is destroyed (see below).

VICTORY CONDITIONS

If the Defenders are wiped out, or the Ammo Cache is destroyed, the Tau Empire player wins. If the Tau Empire army is wiped out, the Defender wins.

MISSION SPECIAL RULES

Night Fighting, Reserves.

The Ammo Cache: Objective Marker 6 is the Ammo Cache. It has Toughness 5, 4 Wounds and an Armour Save of 3+. It is hit automatically in close combat.

Raise the Alarm!: At the start of the game the Defenders are not alerted to the Tau's presence and are On Patrol (see below). The alarm is raised if there are any unengaged Alerted units on the battlefield at the start of the Defender's turn. The alarm is also raised at the start of the Defender's turn if the Ammo Cache has suffered any Wounds.

Once the alarm is raised all units in the Defender's army are able to act normally and the Defender's three Reserve units immediately arrive from Reserve.

On Patrol: Whilst the Defender's units are On Patrol, they cannot shoot (this includes Overwatch), run, charge or manifest Psychic Powers. In their Movement phase, roll a dice and consult the table below to find out how the unit acts.

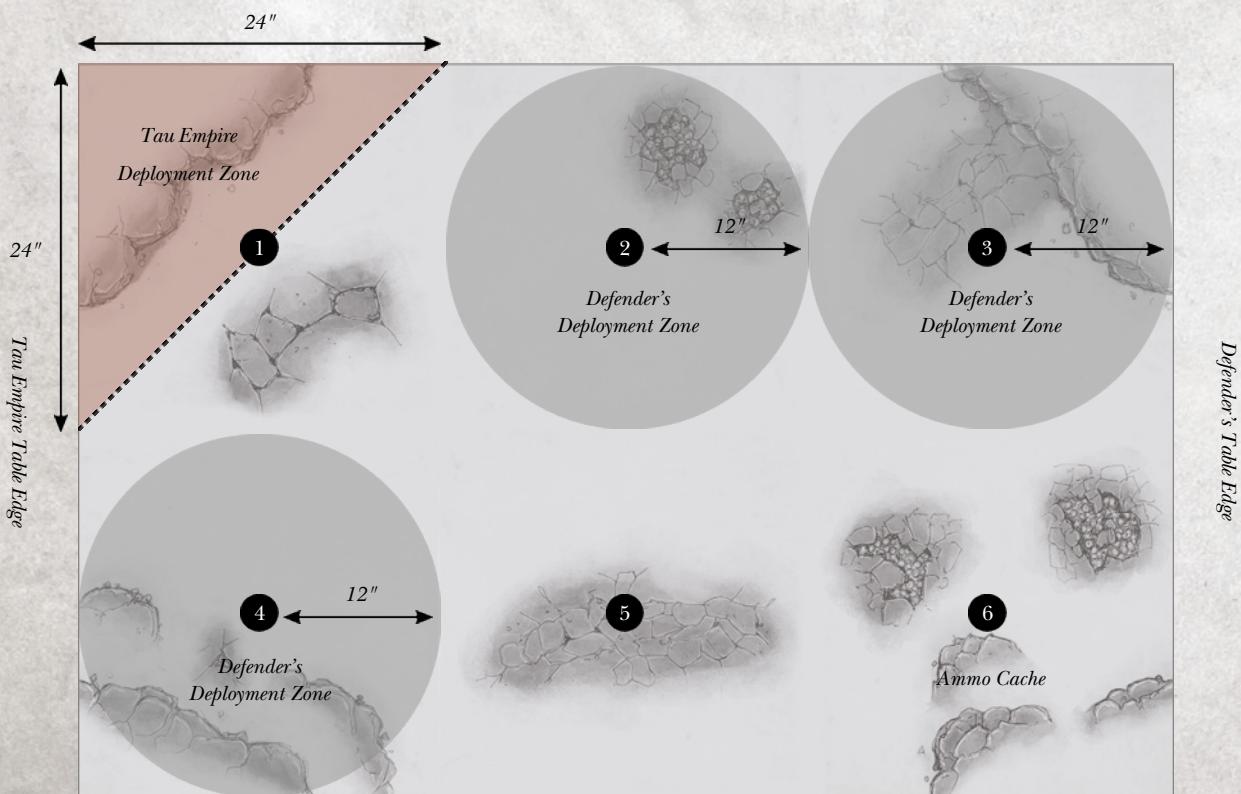
D6	Result
1-2	<i>Hold Position:</i> The unit does not move this phase.
3-5	<i>Proceed to Next Waypoint:</i> The unit moves directly towards the next Objective Marker in numerical order, taking the shortest route around dangerous or impassable terrain. For example, if a unit is at Objective Marker 3, it will move towards Objective Marker 4. A unit that reaches Objective Marker 6 will start moving towards Objective Marker 1.
6	<i>Redouble the Search:</i> This follows the same rules as Proceed to next Waypoint, but the unit moves an additional 6".

At the end of the Defender's Movement phase, each Defending unit can attempt to become Alerted by spotting a Tau Empire unit within 12" by rolling a D6. On a 4 or more, each model in the Tau Empire unit within 12" must immediately make a Cover Save as if it had been hit by a ranged weapon (they can choose to Go to Ground as normal). If any saves are failed, the Defender's unit is Alerted to their presence.

Defending units are also immediately Alerted if they are hit by a shooting attack, if they are successfully charged, or if a friendly model within 12" is removed as a casualty.

Alerted units will Raise the Alarm (see above) at the start of their next turn unless they are Locked in Close Combat.

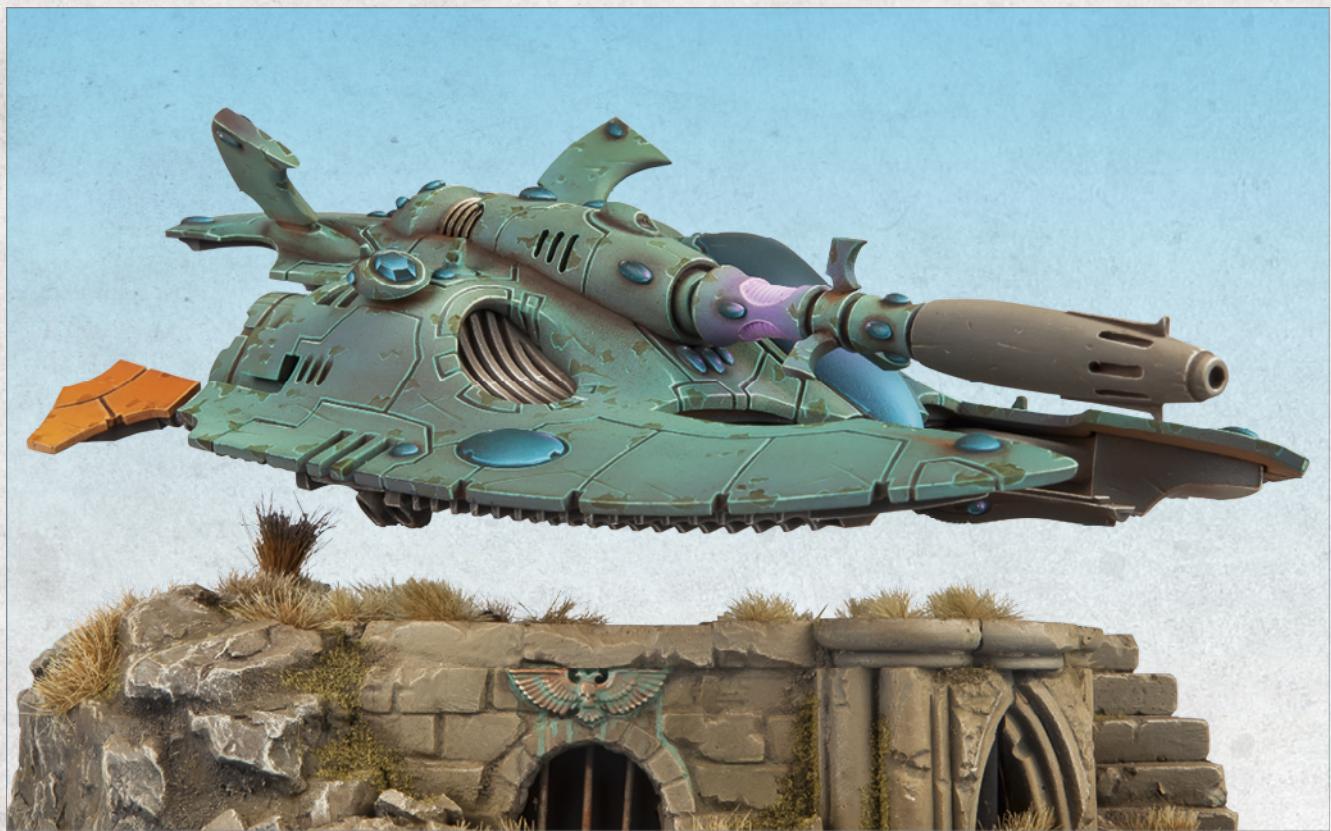






GOLDEN DEMON 2015

Warhammer World recently played host to the first in a new breed of Golden Demon events, **Golden Demon: Tanks**. This week we chat to John Beech about his Eldar Warp Hunter, which received considerable attention when people realised it was floating...



White Dwarf: So, John, congratulations on an excellent entry in Golden Demon: Tanks. What made you decide to paint the Eldar Warp Hunter?

John Beech: I recently went to a Battle Brothers event at Warhammer World and won the Hero of Legend painting competition with a hovering jetbike. It received a lot of attention and it gave me the confidence to have a go at Golden Demon while the idea of a floating model was still new and original. I've had the Warp Hunter for a while, so I thought this was a good opportunity to get it painted!

WD: Is it from a particular craftworld?

JB: It's a craftworld of my own making called Inallian. Like Craftworld Iyanden, it relies heavily on ghost warriors in battle.

WD: The battle damage is really subtle, how did you go about painting it, and how do you know when enough is enough?

JB: This is the first Eldar model I've painted battle damage on, so I was a bit

apprehensive. Luckily I have access to Photoshop and experimented virtually until I found an effect I was happy with, which I then transferred to the model. I wanted it to look aged, but not messed up or too neglected.

WD: Okay, we can't ignore it any more... it floats! How?

JB: As a kid I often wondered if I could make a Warhammer model fly. Over the years I tried using glass rods, thin wires, magnets, and so on. I even considered using quantum locking. I eventually made it work by using permanent magnets, which provide lift, and electromagnets to keep the model balanced. It can even be hooked up to the mains for prolonged use.

WD: What have you got next in the painting pipeline?

JB: I haven't decided just yet, but rest assured, there will be more floating models. I've just started working on some Adeptus Mechanicus kits, so we'll see where that leads... ☺

1 John subtly converted his Warp Hunter after reading about Eldar distortion weapons. "They're incredibly dangerous, both to the enemy and the wielder," says John. "I liked the idea of the Warp Hunter being piloted by a ghost warrior, so I converted the cockpit canopy to look like the head of a wraith construct."

EVEN MORE GOLDEN DEMON!

If you like John's Warp Hunter, then make sure you take a look at Warhammer Visions, which includes a gallery of the very best Golden Demon entries every month. 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

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 Parade Day just a week away (it's next Saturday, folks!), another of our painters has finished work on his entry.

GUARDIANS OF THE TOWER OF AMAREO

- 1 Joe made great use of the new Citadel Air paints when working on his force, giving his Death Company a gritty, war-torn appearance.
- 2 The Tower of Amareo surrounded by all 30 of the Chapter's Sanguinary Guard and a lone unit of the tragically doomed Death Company.

Joe Naber's Blood Angels force was inspired by the Chapter's tragic curse, the Black Rage. "I've always found the Death Company really cool," says Joe, "so I based my display board on the Tower of Amareo on Baal. It's where Blood Angels who fall to the Black Rage are taken. I actually built and painted the board before working on any models, just to get a feel for the scale of the project. It ended up quite big!"

To add some colour to his display, Joe painted a unit of Sanguinary Guard, reasoning their bright gold armour would lighten the morbid mood. In the end, Joe painted 30 of them, the Chapter's entire angelic host. "They're great models, exciting to build and paint, and really striking," says Joe. "The new Retributor Armour spray was also a major factor in me deciding to paint so many of them." ♦







THE RULES FIRE WARRIORS BREACHER TEAM

Where the Tau's military doctrines call for fluid assaults and the precise application of firepower, the realities of an unforgiving universe often demand the relentless application of brute force. But the Tau learn fast, and the Breacher Teams are ready to provide it...

Pulse Blaster

Pulse technology is common within the Fire caste, and all pulse weapons utilise pulsed induction fields to propel lethal bursts of plasma over great distances.

A shot from a pulse blaster has a different profile depending on how far the target unit is from the firer. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
up to 5"	6	3	Assault 2
5"-10"	5	5	Assault 2
10"-15"	4	-	Assault 2

MV36 Guardian Drone

The Guardian Drone has emitters that project a protective energy field to nearby field amplifier relay units.

Guardian Field: A Guardian Field confers a 5+ invulnerable save to the Guardian Drone and a 6+ invulnerable save to all other models in its unit. A Guardian Field confers a 5+ invulnerable save to other models in the Drone's unit that have a field amplifier relay.

One MV36 Guardian Drone costs 12 points.

DS8 Tactical Support Turret

Carried in racks along the flanks of Orca Dropships, tactical support turrets are automated defence batteries deployed as fixed positions to add their firepower to the fight.

Tactical support turrets are not set up when their unit deploys or arrives from Reserve. Instead, if the unit remains stationary in its Movement phase, you can set up the tactical support turret on an area of open ground, within 2" of a model from its unit, and more than 2" away from any enemy models. Once set up, the turret cannot move.

A tactical support turret has a Ballistic Skill of 3. It can fire in the Shooting phase or as part of an Overwatch attack when the rest of the models in its unit shoot, and must target the same enemy unit as the rest of its unit. It can fire on the turn it is set up.

Enemy models cannot attack or affect a tactical support turret in any way, but it is immediately removed as a casualty if there are no other models from its unit within 2" of it, or if an enemy model approaches within 2" of it. Should a unit's tactical support turret ever be removed as a casualty, it can be returned to play in a future Movement phase as described above.



BREACHER TEAM

45
POINTS



Breacher Teams hit hard and fast, tearing their foes apart with massed firepower before they can react. Comprising the most aggressive and courageous Fire Warriors, the Breacher Teams marry their race's mastery of high-tech firearms with exhaustively drilled close assault protocols to great effect. Specialising in close quarters fire fights and strongpoint assaults the Fire Warriors of the Breacher Teams are experts at overlapping the scattergun fire of their lethal pulse blasters, shredding their foes at point blank range before stepping over their cooling corpses in search of the next target. This close combat role is dangerous in the extreme, but most Breacher Teams place their faith in the protective abilities of an attendant Guardian Drone, enemy fire flickering from the energised shield that envelops them.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Fire Warrior	2	3	3	3	1	2	1	7	4+	Infantry	5 Fire Warriors
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	Infantry (Character)	

WARGEAR:

- Pulse blaster
- Field amplifier
- relay
- Photon grenades

SPECIAL RULES:

- Supporting Fire

OPTIONS:

- May include up to five additional Fire Warriors 9 pts/model
- May upgrade one Fire Warrior to a Fire Warrior Shas'ui 10 pts
- A Fire Warrior Shas'ui may take a markerlight and target lock 15 pts
- A Fire Warrior Shas'ui may take up to two Drones from the **Drones** list.
- The unit may take EMP grenades 2 pts/model
- The unit may take a DS8 tactical support turret with missile pod or smart missile system 10 pts
- The unit may take a TY7 Devilfish as a Dedicated Transport.
- 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 lean on the Tidewall, clear a path with the Breachers and seek Grombrindal's wisdom.

THE FORTRESS OF ENLIGHTENMENT

GREAT FOES

ENEMIES OF THE TAU

In the earliest days of Tau expansion the Orks could be considered the main rivals of the nascent Tau Empire. Many ferocious battles were fought against the greenskins during the First Sphere of Expansion, something which eventually led the Water caste to cement a lasting alliance with the Kroot race.

Clashes with the forces of Chaos have left the Tau confused, for the threats of the Daemon and the Warp leave even their greatest scientists baffled. Fortunately Tau advanced firepower is often enough to win victory in battle.

More recently the Tau have become embroiled in fighting with the Tyranid menace spilling into the galaxy from beyond the Eastern Fringe. This threat is unlike anything the Tau have previously faced – a race utterly incapable of reason or negotiation.

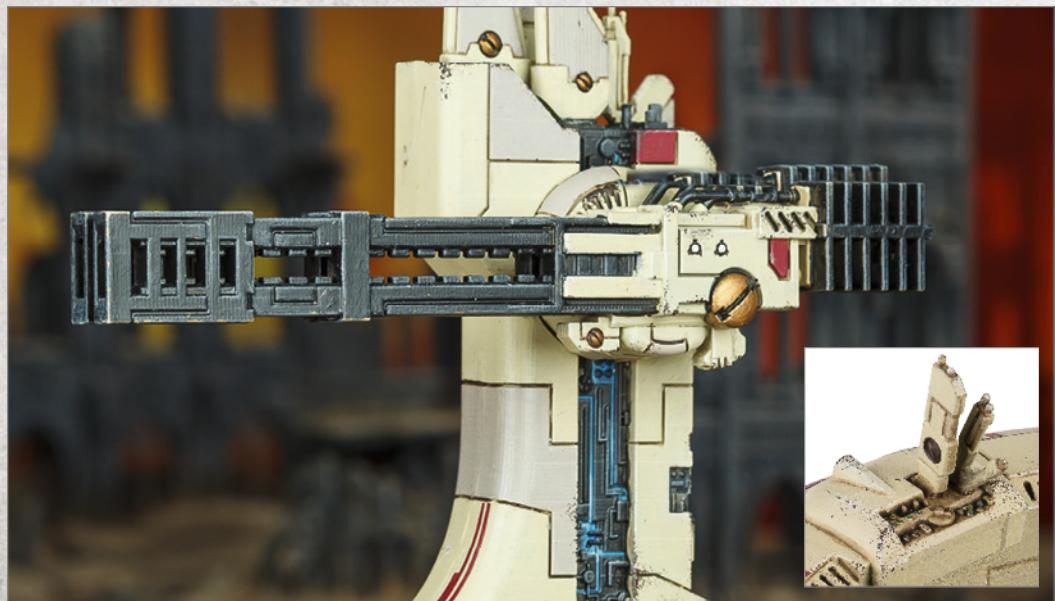
Greatest of the Tau's foes, however, appears to be the Imperium of Man. As the Tau expand, they are forced to claim territory from the swollen Imperium by crossing the Damocles Gulf...

THE TIDEWALL GUNRIG: DEFENDING THE GREATER GOOD

The Tau Empire's new scenery additions have caused quite a stir here in the White Dwarf Bunker this week. Not only do they look fantastic on the tabletop (seriously, check out those pictures in [New Releases here](#); it turns any battlefield into a Tau war zone) but they have the potential to change the entire course of a battle.

While the Tidewall Droneport offers a squad some heavy-duty protection and handy support, and the Tidewall Shieldline provides entire Hunter Cadres with safety behind its energy fields, by far the most destructive element of the new Tidewall Rampart is the Gunrig, complete

with its awesome twin-linked railgun. Veteran Tau Empire players will know there aren't many guns in Warhammer 40,000 with a more fearsome reputation than the railgun: many a Land Raider or Leman Russ has fallen foul of their mass-accelerated firepower, while submunition shots have been known to chew up entire infantry squads. With a dominating height advantage, the Gunrig is sure to hit the enemy where it hurts most. It's not just a big gun, though – the Gunrig's control hub has a unique targeting console. It's really cool positioning one of your Fire Warriors at this station so you know who can take the credit for the next confirmed tank-kill.



WHITE DWARF

BREACH AND CLEAR

While Fire Warriors form unwavering gunlines that hammer the foe as they steadily advance, and Pathfinders fulfil the role of recon and fire support, the Breachers must not only brave but embrace the most dangerous of all battlefield roles: close-quarters battle. When the Greater Good calls for a target that the battlesuits cannot reach to be assaulted, the Breachers are sent forth; bunkers, strongpoints, trenches must all be purged of the enemy. Photon grenades are hurled through doorways before Breachers plunge into the smoky gloom, pulse-blasters blazing. That Breachers tackle such deadly missions shows their unwavering belief in the Greater Good.



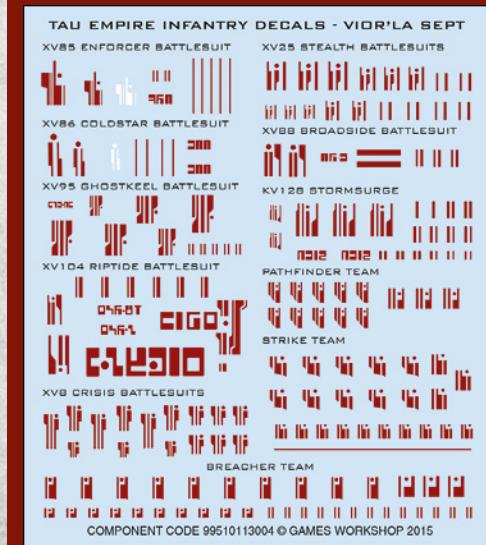
ONE THOUSAND CHAPTERS

With roughly 1000 Space Marine Chapters in the Imperium, you can paint the new Captain in any heraldry you like. This Ultramarines Captain was painted by the 'Eavy Metal team.



DECALS AT DAWN

The Tau Empire Fire Warriors kit comes with a small Vior'la Sept decal sheet loaded with decals for Tau troops, from the new Breacher Team to Pathfinders and even the XV104 Riptide.



PULSE TECH

FIRE CASTE WARGEAR

The most common weapon used by the warriors of the Tau Fire caste are pulse weapons: pulse blasters, pulse rifles and pulse carbines.

Each of these works in a similar way, harnessing plasma energy and firing it with pulsed induction fields to ensure it can be propelled into the target. The result is a shot with stopping power greater than a Space Marine's bolter. All of this is thanks to the Tau's mastery of plasma technology, a technology the Imperium considers almost too dangerous to use – a somewhat embarrassing contrast for Mankind, considering plasma weapons have been known to the Imperium for longer than the Tau have even existed.

BIT OF THE WEEK: DRONE CONTROLLER

Having a Drone or two to back up your battlesuits can be the difference between victory and defeat – and that's what the Drone controller ensures. A spare in the Stealth Team and Ghostkeel kits, never go to war without one.



LONG RANGE DOMINANCE

Fire Warrior Strike Teams are feared for their pulse rifles, a deadly weapon that outstrips most other small-arms for range and power. Guardsmen and Space Marines have learned to fear their reach.

SHORT RANGE MASTERY

Pulse blasters are perhaps the deadliest short-range small arms going – even heavily armoured troops are in grave danger up close.

MUNITORUM REPORT: FIRE WARRIOR

HARD TO REACH PLACES

With the addition of the new Breacher Teams, nowhere is beyond the reach of the Fire caste. When the enemy need winking out of their fastness, you know who to call.

GOING IT ALONE

Support from above is available to Fire Warrior teams in the form of the DS8 tactical support turret. Your Fire Warriors need never be without fire support again.

READER'S MODEL OF THE WEEK

Striding into the Reader's Model section this week is a Sydonian Dragoon painted by Tomasz Kuinski.

Tomasz painted his Sydonian Dragoon in the colours of Mars, the Forge World's symbol seen clearly on the Ironstrider's exhaust cowling. Tomasz has painted some brilliant weathering effects on this model, the smooth, clean highlights on the armour broken up by paint chips, scuffs and subtle rust streaks, especially around the lower legs. The heat damage around the exhausts is especially good.

Tomasz also converted the model's base, using Manufactorum floor sections to make it look as though the Dragoon is stalking across an urban war zone.

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.

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



AND THE WINNER IS?

Greetings, mighty Grombrindal, my question is this: with so much violence and bloodshed, has Khorne already won? - Lewis 'Herald of the Blood God' Francis

GROMBRINDAL SAYS

For Khorne, every gore-spattered battlefield, every act of wanton butchery and every skull reaped is a victory. But has he won? No. Not yet, at least. Khorne is the god of rage, the lord of bloodshed and as such he demands sacrifices of skulls and blood to sate his infernal appetites, but this doesn't mean that all outcomes please him. As his blood-mad minions are driven from the Igneous Delta by the Stormcast Eternals, even one as engorged by insensate rage as the Blood God knows that it is the herald of a terrible future for him – one where order and light might replace murder and madness. Khorne will only be satisfied, and will only claim true victory, when all creation is consumed in an unending maelstrom of wrathful violence.

- Grombrindal

WEAPON OF THE WEEK: GREAT CENSER

So massive it takes a trio of (blind) Skaven to swing it, the Great Censer found on the Skaven Pestilens Plague Furnace is a force of devastation. Anyone unlucky enough to be struck by its wrecking-ball momentum is likely to be smashed to broken ruin. Worse even than its crushing power, however, is the great cloud of poisonous fumes that surrounds it: those nearby find their lungs dissolved by the deadly green-grey fog.

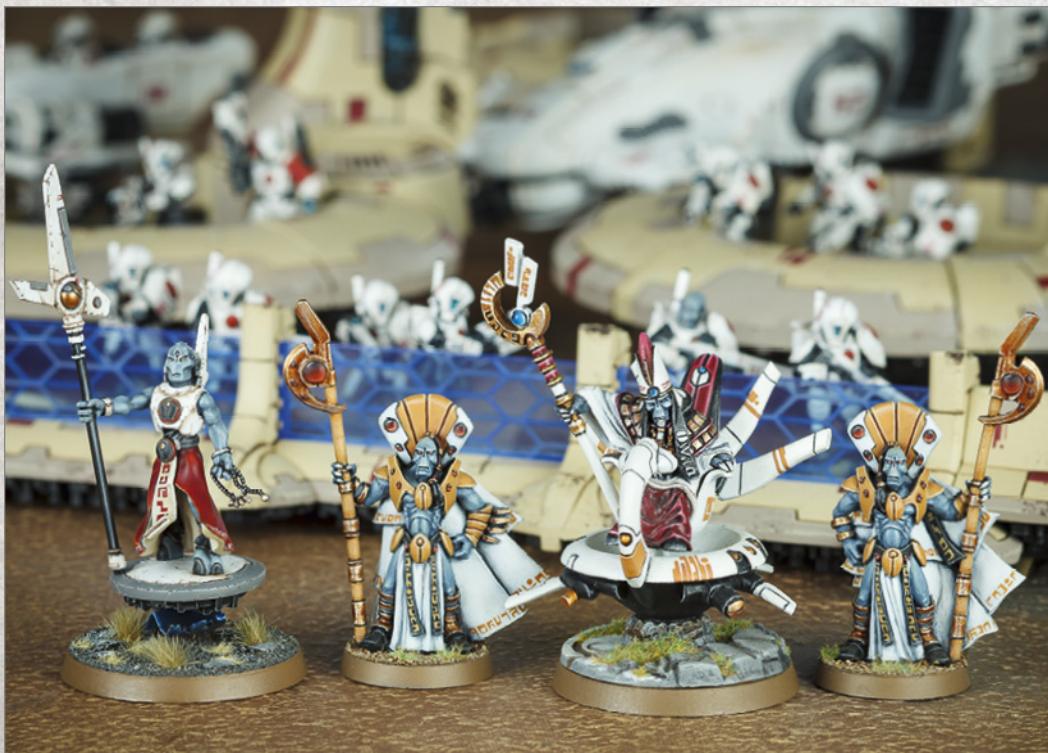


THE MOST REVERED ETHEREALS

This week, the Tau Empire are joined by a new Ethereal, found in the Infiltration Cadre Burning Dawn boxed set. Stood upon a Hover Drone, he casts an impressive sight behind the bristling gunlines of Fire Warriors, steeling their resolve for the battle to come.

Of course, no Ethereal is as honoured and revered as Aun'Va, perhaps the greatest spiritual leader in the Tau Empire, and he rides into battle (or at least to the

battlefield – nobody ever accused him of doing much actual fighting) upon his thrumming hover throne. Looking at the new plastic Ethereal, who stands proudly upon his Hover Drone with honour blade in hand, alongside the hunched and wizened Aun'Va, triggered all manner of debate about these mysterious Tau. Is hovering into battle a sign of prestige? Are they too posh to walk? Are they just trying to get a better view? When we find out, we'll let you know.



CODEX: APOCRYPHA EXTRA

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

KROOT CARNIVORES

The Kroot are the longest-standing military ally of the Tau, and have fought alongside their armies since the First Expansion. They are savage in the extreme, launching deadly ambushes to overwhelm their foes with crude but effective Kroot rifles or, just as often, knives and blades. They have earned a macabre reputation for devouring the bodies of the fallen, something that is tolerated but not well liked by their Fire caste comrades.

KROOT SHAPER

The leaders among the Kroot are known as the Shapers. They are the strongest and most skilled among the Carnivore squads, and get first claim in the ritual feasts that follow a victorious battle. Some say that Shapers are able to absorb the skills and abilities of those they devour. It's hard to say whether there is any truth to this or if it is just a superstition that fuels Kroot appetites.

KROOT HOUNDS

Carnivore squads are often accompanied into battle by packs of voracious hunting animals referred to as Kroot Hounds. Roughly comparable to war dogs of ancient Terra, these beasts are fast and deadly and make exceptional trackers. When loosed by their handlers they race into the foe, tearing flesh to ribbons with their serrated beaks and mauling their prey with their fore claws.

KROOTOX

Lumbering and muscular, the Krootox are an adaptation of the Kroot species. Such is their prodigious size and strength that another Kroot will often ride a Krootox into battle, using it as a stable firing platform for a powerful Kroot gun, ideal for ambushing light vehicles.

WHITE DWARF'S REGIMENTS OF RENOWN

This Riptide Battlesuit is the latest in a long line of miniatures painted for a Tau army from D'yanoii Sept. The purple armour represents ultraviolet night war camouflage, while the sept markings are picked out in light blue. The Riptide's sensor array (its head) is the same colour to signify the pilot's rank of shas'vre.

The colour scheme on this model centres on the colour Fenrisian Grey, which is used as either a basecoat, a layer or a highlight on every aspect of the

model. The purpose was to give the Riptide a cold, harmonious colour scheme that evoked the image of a world covered in snow and ice, Fenrisian Grey uniting all the colours on the model. The armour, for example, was painted with Naggaroth Night, highlighted with Daemonette Hide and then highlighted on the very top edges with Fenrisian Grey, while the weapons and support systems were basecoated with Fenrisian Grey, then highlighted with Blue Horror and White Scar to make them stand out from the dark armour. ☀



NEXT ISSUE: WE HAVE A CRISIS ON OUR HANDS! TIME FOR THE PATIENT HUNTER...

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 24/10/15

Unless noted otherwise, these products are all available to pre-order from 17 October and are on sale from 24 October. Find out more about this week's new releases [here](#) in this issue.

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10 miniatures – strike from a distance or charge into the breach.

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By Darius Hinks and C L Werner

Hardback, 272 pages

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

Also available as an eBook. For more information, see [www.blacklibrary.com](#).

HAMMERS OF SIGMAR SPECIAL EDITION

By Darius Hinks and C L Werner

Hardback, 272 pages

£25, €30, USA \$40, Can \$45, AU \$45

Online only

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