

WHITE DWARFTM

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WEEKLY MAGAZINE

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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 91

24 OCTOBER 2015

WAR ZONE DAMOCLES
A NEW WARHAMMER 40,000
CAMPAIGN BEGINS!

**TAU
COMMANDER
DATASHEET
INSIDE!**



THE TAU EMPIRE STRIKES

HEROES OF THE EMPIRE

THE TAU COMMANDER AND CRISIS BATTLESUITS ELIMINATE ALL OPPOSITION



WHITE DWARF

ISSUE 91
24 OCTOBER 2015

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NEW RELEASES

We've got quite the week for you this week, spearheaded by the new Tau Commander and Crisis Battlesuits, War Zone Damocles: Kauyon, the new Codex: Tau Empire and oodles more.

MANTLE OF HEROES

Think of Tau and you think of battlesuits – here we take a closer look at these marvels of alien military technology.

'EAVY METAL

A brace of spectacularly-painted Space Marines for your perusal.

ARMIES ON PARADE

As this year's Armies on Parade draws to a close, we start to wind things up with James Karch's finished Grey Knights army and its display board.

THE RULES

The new Tau Commander's datasheet and associated gubbins in all their glory – 'gubbins' including the mighty high output burst cannon.

THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings – including one of our favourite hair cuts.



BATTLESUIT INVASION

The **deadly reputation** of the Tau Empire is enshrined in its signature weapon of war – the battlesuit. Other aliens, Mankind and Chaos Daemons alike have all learnt to fear these weaponised suits of armour, and none is more emblematic of this dynamic young race than the XV8 Crisis Battlesuit, each one piloted by a great hero of the Tau Empire and capable of slaughtering entire troops of infantry or reducing battle tanks to molten slag. To see them on the field of battle is to face certain doom.

This week a brand-new boxed set of these awe-inspiring miniatures goes on pre-order, along with a stunning new Tau Commander. Bristling with weapons and Tau technology, both of these kits are a modeller's dream. The Tau Commander also makes a completely new mark of battlesuit, the skyborne Coldstar armour. You can read all about it and the new Crisis Battlesuits on the following pages, along with a brilliant new Warhammer 40,000 campaign in the form of War Zone: Damocles [here](#). For the Greater good! 🗡️



TAU EMPIRE

COMMANDER

Greatest of all the Fire caste warriors, Tau Commanders have mastered every aspect of the Tau way of war. On the battlefield they not only lead with wisdom and foresight, but also fight with passion and skill – the ultimate expression of the Code of Fire.

Above: XV86 Coldstar armour enables a Tau Commander to take the battle to the skies, whether to swiftly redeploy across the battlefield to where he is needed most, or to reinforce Air caste pilots against the aerial horrors they face. Coldstar armour is easily identified by the enlarged thrusters, distinctive fins and altered chest plate. Coldstar armour also comes with an attached high output burst cannon, which has a ferocious rate of fire, ideal for air warfare.

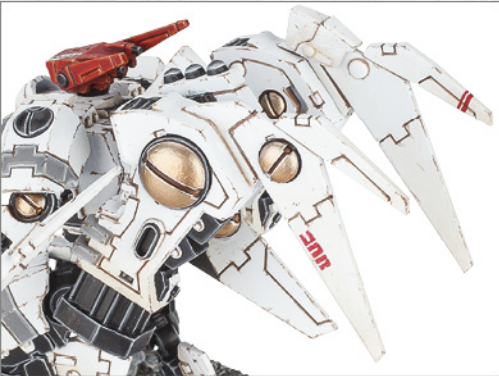
Tau Commanders are the greatest warriors in the Tau Empire, tacticians and fighters who have proven their worth time and again. Having excelled in the academies and mastered the Code of Fire, they lead Hunter Cadres and Strike Teams from the front, ensuring every warrior does his part for the Greater Good.

The new Tau Commander is a multi-part plastic model that replaces the existing Citadel Finecast version, with more options and poseability, and a whole new

armour type: you can either build the Commander wearing XV85 Enforcer armour (perfect for frontline operations) or add flight fins and a sleek new head and chest plate to upgrade his battlesuit to the new XV86 Coldstar armour. If this new battlesuit wasn't exciting enough, also included is a flamer, plasma rifle, fusion blaster, burst cannon (plus the high output burst cannon upgrade), cyclic ion blaster and airbursting fragmentation launcher, as well as two heads, four hands, a choice of Drone and loads of auxiliary systems, too – phew! 🤖



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1 Leading fearlessly from the front, Commander Dawnhammer bounds into combat.

2 To enable aerial combat, Coldstar armour has enlarged thrusters and a series of aerodynamic fins mounted onto its armour plates.

3 The Tau Commander's Drone can be built as a Marker Drone, Gun Drone or Shield Drone.

4 XV85 Enforcer armour is a variant of the standard Crisis Battlesuit. Able to mount more systems, it is issued only to the most trusted warriors.



4

TAU EMPIRE

XV8 CRISIS BATTLESUITS

Battlesuits are the embodiment of the Tau's ingenuity and progress, a combat solution that enables the Fire caste to fight their myriad foes with the utmost efficiency. Leaping into the fray on the jets of their repulsor engines, they carry the firepower to bust open enemy tanks and scythe down enemy warriors in droves. Such is the quality of the XV8 Crisis Battlesuit that the warriors within can fight on through incredible damage.





1

Considering their relative youth as a race, the Tau's mastery of technology is remarkable. With shocking speed Earth caste scientists have developed weapons and wargear that outstrips that of many other races, and there is no better example of the Tau's technology than the battlesuits their Fire caste warriors wear into combat, chief amongst them the ubiquitous XV88 Crisis Battlesuit. Wherever the Tau are hardest pressed, Crisis Teams are despatched, heavily armed intervention squads clad in state-of-the-art XV8 Battlesuits and tasked with the express objective of turning the tide of battle in favour of the Tau Empire.

Every Crisis Battlesuit contains a seasoned Fire caste veteran who has risen through the ranks, proving himself a cool head under fire and devoted to the Code of Fire. Every Crisis Team member holds the rank of shas'ui (roughly equivalent to an Astra Militarum sergeant), ensuring courageous, adaptable warriors who put the myriad weapons mounted onto the suit's many hardpoints to good use. They

are exemplars of the Tau way of war, and their distinctive silhouette has become feared and respected by every foe they have faced.

The new XV8 Crisis Battlesuits kit is a multi-part plastic set that revitalises the ever-popular Tau Crisis Team with new options and an even greater range of movement than ever before. Inside the box you get three XV8 Crisis Battlesuits, six Tau Drones and an astounding selection of weapons and support systems. There's even an armour upgrade to turn one of the battlesuits into XV8-02 Crisis 'Iridium' armour. Along with the suits themselves are the weapons, and this is where the kit really comes into its own – each battlesuit can equip up to three 'systems' on its many hardpoints, ranging from weapons to target locks and more – and the kit contains an amazing array of bits for this job. Inside you'll find four plasma rifles, four flamers, four burst cannons, four fusion blasters, three missile pods and three shield generators, alongside multi-trackers, target locks and

1 Crisis Teams can fulfil two distinctive roles in the Tau Hunter Cadres: firstly, they form standard intervention teams, where a shas'vre and two or more shas'ui ranked Fire Warriors will deploy to buttress the Fire caste efforts on the battlefield. You can see just such a squad on the left.

On the right you can see a team of XV8 Crisis Bodyguards, which consists of three shas'vre. These selfless warriors are charged with protecting a particular asset on the battlefield, typically a Tau Commander, although sometimes a Fireblade or even an Ethereal.

- 1 MV7 Marker Drones are used to illuminate enemy targets for fire support. The piercing beam they fire is the precursor to a volley of pinpoint fire.
- 2 MV4 Shield Drones house a shield generator, enabling them to protect the battlesuit they are assigned to.
- 3 MV1 Gun Drones are the most common Tau Drones, armed with twin-linked pulse carbines for fire support duties.
- 4 The new Crisis Battlesuits come with curved shoulder armour – these are separate bits that we think look great.
- 5 The weapons and systems of the XV8 Battlesuit are fed by this compact plant on the suit's rear – an amazing feat for a device so small.
- 6 Crisis pilots often have a personal shield generator fitted to their suit. This will attach to any of the hardpoints on the model (and are often seen mounted on their shoulders). The energy field generated by this compact protective device can stop anything from a bolt shell to a Baneblade's cannon.
- 7 The kit contains five heads for the three models within it: three standard heads, a shas'vre head (shown here) and the 'Iridium' armour head. Each of these are compatible with any of the models in the kit, so it's up to you how you use them.
- 8 XV8-02 Crisis 'Iridium' armour is a Tau signature system. The squad's shas'vre can wear it, making him even more durable and better armed than his peers.
- 9 Tau squads who earn each other's complete trust swear the oath of the Ta'lissera, marking their flesh with a bonding knife as a sign of loyalty.



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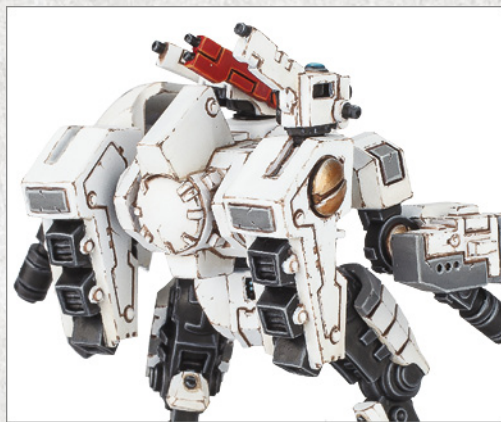
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more. Each of these elements can be fitted onto any of the locator points on the suits – if you want your guns on your shoulders you can. Likewise, they'll fit on the backs of the battlesuits' forearms or even underneath them. Similarly, shield generators look great on the forearm, resembling a traditional shield, while some modellers might prefer to mount them out of the way on the shoulders. (A quick look at the pictures in this issue will give you an idea of just how flexible these mountings are.)

Versatility is the watchword with this kit. Just as Crisis Teams are multi-role fighters, the models can be customised for any task – flamers for burning the enemy out of cover, burst cannons for gunning down hordes of infantry, fusion guns for obliterating tanks, and so on. (When you build your Crisis Team, make sure you store all your spare bits for future use.)

Veteran Tau collectors will be thrilled by the range of dynamic poses you can get with these models. Each of the three

models in the kit has legs that are designed to be posed in one of three distinctive stances, but if you snip away the tiny locator plugs, you get an even greater range of movement on your models. Add to this the fact that the torsos and heads can be rotated and the arms are swappable from one model to the next and you have unlimited potential for customising your models. The versatility can be enhanced even further with the use of the transparent flying stands provided to make the suits look like they are hovering. Hidden beneath the powerplant on the battlesuit's back there is a small locator point for the standard Citadel flying stand that suddenly transforms your Crisis suit from a rock-steady firing platform into a battlefield intervention unit descending from above.

Finally, there are six Drones in the kit, two for each battlesuit, which can be built as Gun Drones, Shield Drones or Marker Drones (up to three of each kind) – for more on these, make sure you check out the new Tau Drones kit [here](#). 🗡️

10 As the Ork hordes storm towards the Tidewall Rampart, they are intercepted by Commander Surestorm and Crisis Team Brightblade, an unflinching wall of nanocrystalline alloy that will hold its ground until the Fire Warriors beyond are able to unleash the savage strategy of the Mont'ka: the Killing Blow.



WAR ZONE DAMOCLES

KAUYON

Under the inspired leadership of Commander Shadowsun, the inexorable armies of the Tau Empire have swept aside the defenders of Prefectia and laid waste to their fortifications. As the Imperium respond with crushing force, the jaws of a carefully-laid trap snap shut...



2

The **Tau** have claimed the Imperial world of Prefectia for their empire, aspiring to harness its tremendous geomagnetic power to further fuel their Third Sphere of Expansion. Backfooted and bloodied, the Imperium has retaliated, swearing vengeance. As the warriors of the White Scars and Raven Guard Chapter are unleashed to reclaim Prefectia, the stage is set for a bitter struggle.

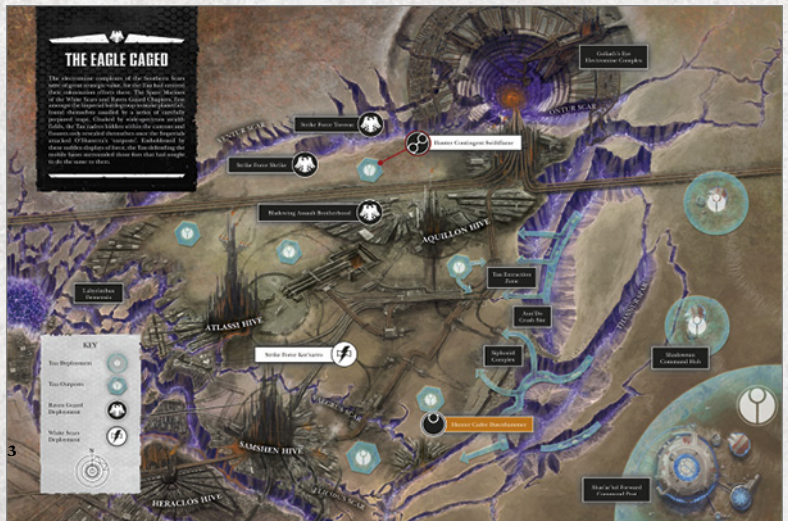
War Zone Damocles: Kauyon is a slipcase-bound pair of hardback books that tells the story of the Tau defence of their newly claimed world. Commander Shadowsun, the ascendant hero of the Fire caste, matches wits and weapons against Space Marine Chapter Masters and the Imperial Knights of House Terryn – and the battle is an especially fierce one, which will see heroes die before the fighting is over. The story of Kauyon is contained in the first book, a 120-page opus filled to the brim with information about the campaign, using artwork, maps and enthralling fiction. The second volume, The Rules, contains eight new missions and a campaign chart to play through them with, datasheets for all the new Tau units and fortifications, and vast swathes of new gaming content including new Detachments, formations, Warlord Traits and Tactical Objectives for the Tau Empire, White Scars and Raven Guard. It's a truly epic package. 🗡️



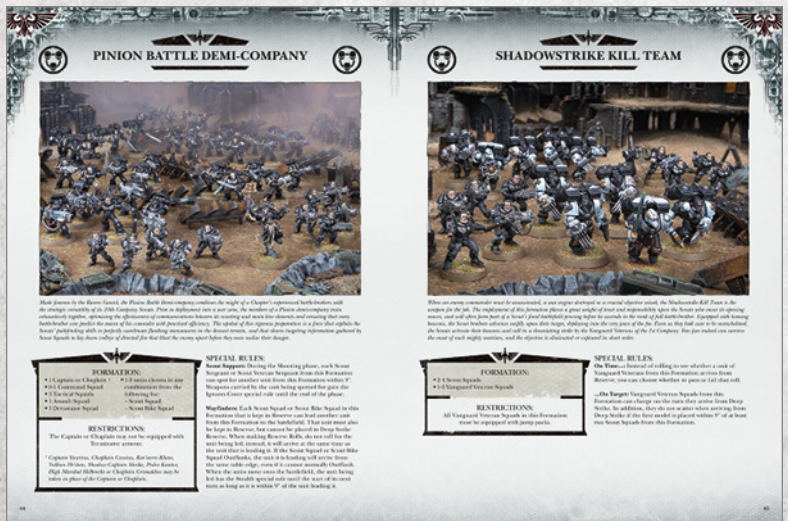
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- 1 The cover to Kauyon features Commander Shadowsun, the hero of the Tau Empire's Third Sphere Expansion.
- 2 The Rules, 80 pages of top-notch gaming material for Tau, White Scars and Raven Guard.
- 3 Graphics and maps show the unfolding campaign in glorious, intricate detail.
- 4 The Raven Guard get their own Detachment and seven formations.

War Zone Damocles: Kauyon is also available as a digital edition in iPad and eBook formats. See the inside back cover for more information.



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TAU EMPIRE

Codex: Tau Empire is also available as a digital edition in iPad and eBook formats. See the inside back cover for more information.

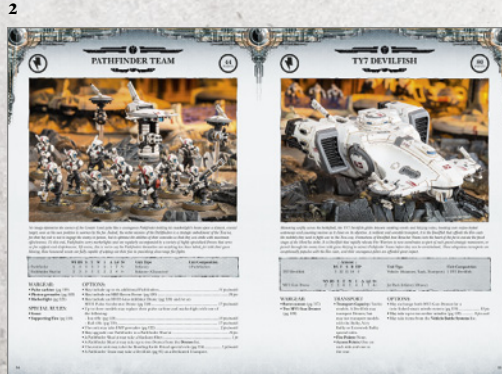
Young, energetic and aggressive, the Tau are an advanced alien power rising in the east of the galaxy, a burgeoning empire that possesses some of the deadliest technology ever witnessed in the 41st Millennium.

From their humble origins only a few millennia ago to their explosive expansion in the Eastern Fringe, the Tau Empire has proven to be a dynamic force in the galaxy. Codex: Tau Empire is the quintessential guide to the race, detailing their history, their warriors and their wars of conquest.

This latest edition of Codex: Tau Empire compiles and updates the history and rules found in the previous (April 2013) edition of Codex: Tau Empire, and adds a wealth of new material. A shelf-busting 128 pages long, it presents all the existing unit entries as datasheets and adds in the most recent releases such as the Ghostkeel and Stormsurge. The updated Codex also includes new content in the form of a new Tau Detachment (the Hunter Contingent), Tactical Objectives and nine new Formations (including devastating additions such as the Retaliation Cadre and Armoured Interdiction Cadre).

- 1 Loads of new photos showcase the Studio collection on the battlefield, including the new miniatures such as the Breacher Team, Ghostkeel and Stormsurge.
- 2 The rules from the previous Codex are brought up to date with datasheets for every unit, as well as formations and the new Hunter Contingent Detachment.

The new rules found in this edition of Codex: Tau Empire are also contained in War Zone Damocles: Kauyon. Tau collectors who want all the rules in one place (along with buckets of new art, background and uniform guides) will find this updated Codex a godsend. If you do own the previous edition, though, using it alongside the new Kauyon book will also provide you with everything you need, so the choice of how you get your hands on all the new Tau rules really is yours. ☛



CODEX: TAU EMPIRE

GHOSTKEEL EDITION

The engineers of the Tau's Earth caste have laboured tirelessly to create the ultimate collectors edition of Codex: Tau Empire. Switch on your targeting matrixes and ready your stealth suits: the Ghostkeel edition is limited to only 1500 copies in the entire galaxy!



The Citadel Vault team have outdone themselves with the latest limited edition Codex. The Ghostkeel Edition of Codex: Tau Empire is presented in a sleek, soft-touch case embellished with Tau iconography and lettering to really capture the feel of Earth caste technology. When you open the box you reveal the Codex and a presentation folder – both treated with the same white and red finish and gloss detailing as the outer case. The Codex itself has a stylised rendering of the Codex cover with the Tau Commander on the front, while the presentation folder shows a Fire Warrior locked in battle.

While the appearance of these volumes is impressive, it's what's inside the folder that will really wow the collectors out there. Inside it you'll find six metal markers, embossed on one side with the Tau Empire icon and on the other with the Tau numerals from one to six. There is also a tuck box loaded with 36 Tactical Objective cards and, contained in an attached wallet inside the folder, a massive double-sided poster which has the Codex cover art on one side and a map of the Tau Empire on the other. All in all, it's a gorgeous piece of collectors kit – so if you want one, do not delay. 🎮

Codex: Tau Empire Ghostkeel Edition contains a copy of the Codex, a double-sided poster, six metal tokens and 36 Tactical Objective cards, all inside a gorgeous (and sturdy) case.

The Ghostkeel Edition is limited to just 1500 numbered copies, so if you want one for yourself, don't delay. It's available exclusively online from: www.games-workshop.com

TAU EMPIRE DRONES



The Tau embrace the value of AI combat units, using Drones to aid the Fire caste warriors in battle.

The long-serving Tau Drones have also been updated this month, with this new kit. Inside the pack you have three options for your two models, enabling you to make two different Drones from the following types: a Gun Drone, Marker Drone or Shield Drone. You can use these models to bolster your army's Fire Warriors and battlesuit teams, or to create versatile units of Tau Drones for your army. 🗨

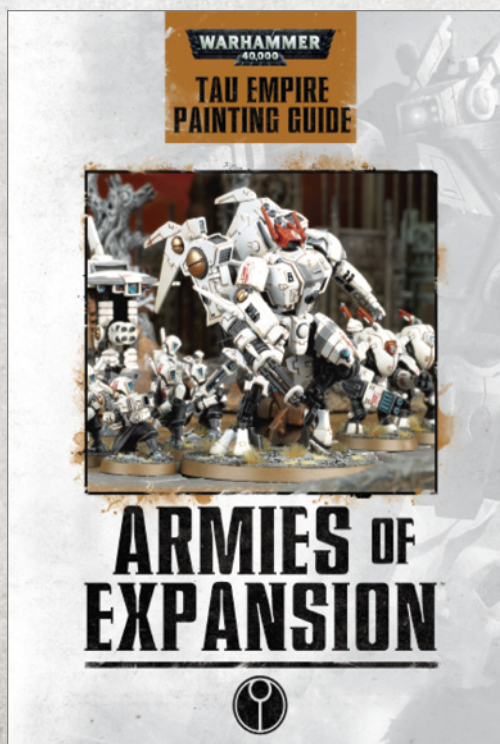


- 1 The MV4 Shield Drone shown here is one way you can assemble your Tau Drones. The kit also enables you to make either an MV1 Gun Drone (far left) or an MV7 Marker Drone (near left).

ARMIES OF EXPANSION

[DIGITAL EDITIONS]

Armies of Expansion is also available digitally, as an eBook and as a series of individual guides for the different units. These and other Games Workshop Digital Editions are available from www.blacklibrary.com/games-workshop-digital-editions



Paint your Tau collection to elite standards with this detailed guide produced by the Design Studio.

Armies of Expansion is the latest in the series of painting guides designed to help you get the very best out of your Citadel miniatures collection. It's a softback book with 96 pages devoted to helping you achieve the Tau Empire force you want.

Inside, two different armies are presented: Hunter Cadre Dawnhammer (from the T'au Sept world) and Swiftflame's Hunter Contingent (from Vior'la Sept). Both of these are accompanied by detailed background on all the units, along with clear, comprehensive guides to painting them, from Fire Warrior Strike Teams to Riptide Battlesuits, the new Ghostkeel and the Sunshark Bomber. All this painting information is presented in a clear, easy-to-follow style. 🗨

REPACKAGED FOR THE GREATER GOOD

Trained by the Fire caste academies and equipped with the greatest weapons and wargear the scientists of the Earth caste can provide, the armies of the Tau are unstoppable. This week they are all repackaged and ready to join for the next phase of expansion.

Over the past few weeks Tau Empire armies have been supplemented by the addition of an updated Codex, new Fire Warriors, the Stormsurge ballistic suit, Ghostkeel Battlesuit and Tidewall Rampart, but that's not all. The entire range of Tau Citadel miniatures has been repackaged with sleek new box covers to match the new models.

Whether you're looking to add the matchless skills and versatile firepower of an XV104 Riptide to your Hunter Contingent or a sturdy gunline of XV88 Broadside Battlesuits to bolster the advance of your Fire Warriors, there is plenty to choose from.

Those with subtlety in mind (players who picked up Infiltration Cadre Burning Dawn, or who have been wooed by the sleek lines of the XV95 Ghostkeel) might want to add a Pathfinder Team to aid with ingress or a TX4 Piranha to bolster their fast attack wings.

Likewise, players who have seized the new Fire Warrior Strike Teams and Breacher Teams with both hands would be hard pressed to resist the curved hull of the TY7 Devilfish, the perfect transport to get your Fire caste troopers into the front lines intact.

Whatever your preferred style of warfare, and no matter how big your Tau Empire army is so far, the whole range is packed up and ready to go. Get in to your local store or check them out online at: games-workshop.com



VIOR'LA SEPT DECALS



Add the finishing touches to your Vior'la Sept models with this huge decal sheet.

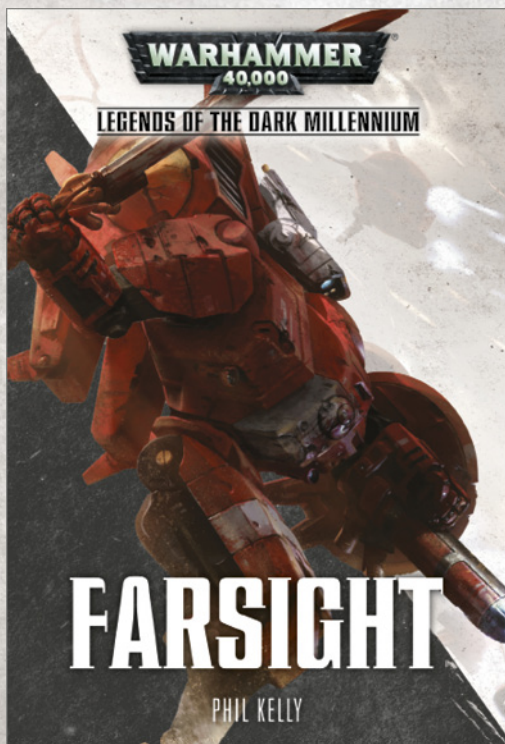
Following **hot on** the heels of the T'au Sept decal sheet released last week is a new A4 sheet with all the same great decals, but for the courageous Fire caste warriors of Vior'la, chief protagonists of War Zone Damocles: Kauyon.

With hundreds of decals available, you'll find individual markings for every type of unit in the Tau army, from Breacher Team designations to numerals designed to mark out vehicle squadrons and even tank commander flashes for the cupolas of your Hammerhead Gunships or Devilfish. The high quality contact paper and bright, clear printing mean that these are easy to apply and show up equally well on the traditional grey-white of Vior'la Sept or any other colour you paint your army.

For a comprehensive breakdown of the transfers found on this sheet, check out last week's White Dwarf (they are essentially the same markings as those on the T'au Sept sheet, just different colours and Sept) or take a look online: games-workshop.com

LEGENDS OF THE DARK MILLENNIUM: FARSIGHT

By Phil Kelly
Hardback | 128 pages



Arkunasha drowns beneath an Ork invasion. It falls to Farsight to lead the Tau to liberate the world.

Before Commander O'Shovah took up the dawnblade, before he led the breakaway of the Farsight Enclaves, he cemented his reputation as the most brilliant student of the legendary Puretide.

In *Farsight*, Phil Kelly describes the heroic defence of Arkunasha by the Tau in the face of an overwhelming Ork invasion. As the Tau teeter on the brink of defeat, and despair seizes the planet's defenders, some of the greatest minds in the Fire caste plan its liberation. Victory will not be easily won, however, and unconventional thinking will be required – something at which Farsight excels. What follows is an action-packed tale with the Tau at the heart of the action as we witness Farsight's rise to glory.

Legends of the Dark Millennium: Farsight is also available as an eBook: blacklibrary.com

FURTHER READING

The heroism of Commander Farsight in the eponymous novella *Farsight* is nothing short of inspiring. If that whets your appetite for more of the Greater Good, then get over to blacklibrary.com. We recommend trying out *Shadowrun* (all about another of Puretide's students) by Braden Campbell and Andy Smillie's audio drama *The Kauyon*, available on MP3.

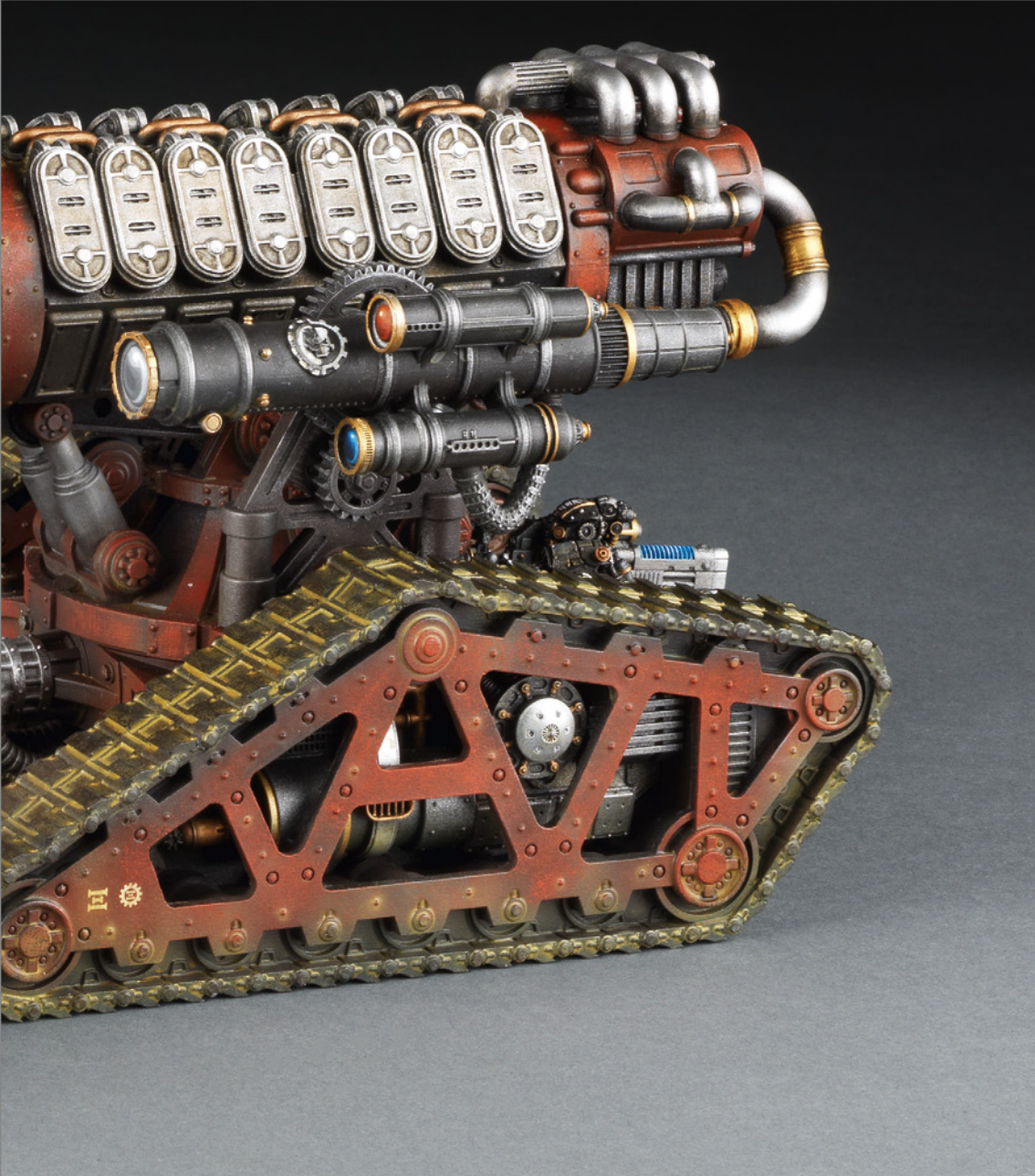


FORGE WORLD

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we examine one of the mightiest war machines ever to grace the battlefields of the Horus Heresy, the Ordinator Ulator.

The **Ordinator Ulator** is a behemoth of the battlefield, a vast, tracked war engine unleashed by the zealots of the Centurio Ordinatus. It is a weapon of absolute and unrelenting power, equipped with an Ulator class sonic destructor as its main weapon, supported by a

trio of volkite culverins for close-ranged fire support. Truly, among the armies of the Taghmata Ommissiah there are few weapons that compare in majesty or destructive potential to the Ordinator Ulator. Where their power is unleashed, entire armies tremble. 🗡️



1 While the main weapon of the Ullator is the sonic destructor, the vehicle is defended from retaliation by volkite culverins. Set into the rear, three slaved Servitors labour away; two operate the complex machinery of the Ullator while the third 'mans' the rear-mounted culverin (actually he's surgically attached to it). This macabre touch is a glorious example of how inhuman the Mechanicum are, a fitting reminder that they value the sanctity of the machine over the flesh.

2 The Ullator's main gun is an Ullator class sonic destructor, powered by a huge plasma reactor, comparable to those found in Battle Titans. When unleashed, this devastating sonic cannon is capable of shaking buildings to their foundations, cracking tanks apart and reducing warriors to broken sacks of liquefied flesh. Truly, among the armies of the Taghmata Ommissiah there are few weapons that compare to the Ordinatus Ullator.

Rules for the Ordinatus Ullator can be found in The Horus Heresy: Mechanicum Taghmata Army Lists, and both the book and this great new kit are available from: forgeworld.co.uk



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MANTLE OF HEROES

The battlesuit is one of the greatest technological achievements of the Tau race, a marvel of military hardware with which to conquer the stars. To pilot a battlesuit in the crucible of war is to become a hero of the Tau Empire and a paragon of the Greater Good.

THE TRIAL BY FIRE

Once a Fire Warrior has completed four years of military service they may undergo a Trial by Fire. Success in the Trial will see them elevated to the rank of shas'ui, enabling them to pilot a battlesuit. After another four years of military service they may take a second Trial and, if successful, will be promoted to a shas'vere, enabling them to command a Crisis Team or pilot the mighty Riptide Battlesuit.

The Tau are the most innovative, technologically progressive race in the galaxy, their Earth caste scientists and engineers constantly developing new weapons and wargear to aid in the expansion of the Tau Empire.

Amongst their greatest achievements is the battlesuit, an armoured suit that is not merely worn but piloted into battle, a sophisticated piece of wargear that strikes a perfect balance between offensive capability, armoured protection, speed, agility and utility. Ranging greatly in size, design and battlefield role, only those Fire

Warriors who prove themselves in battle and pass their first Trial by Fire are eligible to don the Her'ex'vere or Mantle of Heroes, and become a battlesuit pilot, the perfect union between Tau and machine.

THE CODE OF FIRE

The Fire caste believe that warfare is an art form, a discipline to be studied, practised, mastered and applied. First among their teachings is the Code of Fire, which promotes mobile, rapid warfare and a clear disdain for close combat, favouring instead the application of ranged firepower. The first Tau battlesuits were

developed as a direct result of this martial philosophy, providing the Hunter Cadres of the Fire caste with increased mobility and superior firepower to better destroy their enemies.

THROUGH INNOVATION, PROGRESS

Initially quite rare, these first battlesuits were field-tested by veteran Fire Warriors throughout the First and Second Sphere Expansions, their designs, weapons and power sources continually refined and adapted to better suit the needs of the Tau war effort. Fossil fuel generators were replaced by fission reactors, and repulsor jump jets – augmented with anti-grav technology – were fitted to give the battlesuits increased mobility.

The greatest development, however, was a nanocrystalline alloy that was dense, durable and incredibly light. Comparable in protection to Space Marine power armour, it enabled the Earth caste to build more resilient battlesuits without hampering manoeuvrability, an important consideration when taking into account the

Fire caste's desire for fast, mobile warfare. The result was the X-series battlesuits, the most successful of which has been, and remains, the XV8 Crisis Battlesuit.

A GALAXY AT WAR

Yet the Earth caste did not stop there. As the Tau Empire expanded across the stars, the Hunter Cadres encountered new and more deadly alien races, prompting the Earth caste to develop new battlesuits to fulfil particular battlefield roles or face certain foes. The compact XV15 Stealth Battlesuit, for example, was developed for scouting and infiltration missions, but was upgraded to the bigger XV25 following the Kappa Mortis Incident. The Great War of Confederation saw the XV88 Broadside replace its heavy rail rifle with high-yield missile pods to better tackle the Ork hordes that assaulted their lines. The XV104 Riptide was developed following contact with the Imperium's vast armies and the KV128 Stormsurge was created to deal with its super-heavy tanks and Titans. The Earth caste, it seems, never rests in its quest for technological superiority.

BATTLESUIT CLASSIFICATIONS

Every piece of Tau wargear has a unique identification code detailing its size, design and battlefield role. Battlesuits are given the classification XV followed by a numerical code to denote their mass class (size) and their evolution in the design process. The XV88 Broadside Battlesuit, for example, is a mass class 8 suit, and the eighth variation of the XV8 Crisis Battlesuit. The much larger XV104 Riptide is in the tenth mass class, while the 4 in its classification indicates that it's in the final stages of field testing.

- 1 The XV95 Ghostkeel is the latest development in Tau stealth technology, combining the stealth capabilities of the XV25 with the mass class of a much larger battlesuit; a truly deadly combination.



BATTLESUITS, STEALTH SUITS AND BALLISTIC SUITS OF THE TAU EMPIRE

DONNING THE MANTLE

Most battlesuit pilots (stealth pilots excepted) don't wear their battlesuit like a conventional suit of armour. Instead they sit within its armoured cockpit – the torso of the suit – a bank of controls and monitors arrayed before them. The sensor array above them, regarded by most foes as the battlesuit's head, relays a constant stream of battlefield information to the pilot, ensuring they are fully apprised of the unfolding battle, while the suit responds immediately to the pilot's every command.

XV8 CRISIS BATTLESUIT

The most well-known of all Tau battlesuits is the XV8 Crisis Battlesuit. The epitome of the Code of Fire, it is mobile, flexible and heavily armed, enabling a Crisis Team to take on armoured targets or infantry with equal ease. So successful has the Crisis Battlesuit become that it has spawned countless other battlesuit configurations, including the more heavily armoured XV8-02 Iridium Battlesuit.

XV88 BROADSIDE BATTLESUIT

The Broadside Battlesuit is the Tau Empire's response to enemy vehicles and heavy infantry. Sacrificing manoeuvrability for heavy firepower and additional armour, the XV88 is the only battlesuit not to

feature repulsor jump jets, its reactor being used to power the heavy rail rifles it carries into battle instead.

XV85 AND XV86 COMMANDER BATTLESUITS

XV85 Enforcer armour is an adaptation of the XV8 Crisis Battlesuit. Its increased size and more powerful reactor enable it to carry additional weapons, wargear and signature systems so the commander piloting it can better monitor the ebb and flow of battle while simultaneously engaging the enemy. The XV86 Coldstar armour, on the other hand, is used by more headstrong commanders to soar across the battlefield to plunge into the heart of the enemy army or even engage hostile aircraft mid-air.



XV104 RIPTIDE BATTLESUIT

The Riptide is the pinnacle of battlesuit technology, a colossus of war designed to take on the might of the Imperium's armies. Though towering over other battlesuits, the Riptide is still only piloted by one Fire Warrior, a shas'v're of great skill and selflessness. The Riptide is powered by an experimental dark matter nova reactor, providing the suit with virtually limitless power. It is, however, unstable, and if pushed to its limits can seriously harm, if not kill, the pilot.

XV25 AND XV95 BATTLESUITS

Tau Stealth Teams epitomise the Kauyon, or Patient Hunter, method of warfare, carefully manoeuvring into position to attack the enemy when they least expect it before luring them into the guns of a

waiting Hunter Cadre. The smallest of these stealth suits is the XV25, which incorporates a miniature stealth emitter, making it virtually invisible even in plain sight. The XV95 Ghostkeel is the latest development of the stealth suit design, a larger, more heavily armed battlesuit designed for covert operations and covered in dozens of stealth emitters.

XV128 STORMSURGE BALLISTIC SUIT

The Stormsurge ballistic suit is the latest development in Tau technology, a hybridisation of battlesuit and vehicular technology to rival the Knights and Titans of the Imperium. Armed with a phenomenal array of weapons, the Stormsurge exemplifies the Tau maxim that the pinpoint application of excessive force will always yield positive results. 🌀

VICTORY THROUGH TECHNOLOGY

The Tau are a short-lived race, their warriors rarely gaining a level of battle experience comparable to their foes. Instead they rely on technology to aid them in battle. Where a Space Marine hones his marksmanship through centuries of war, a battlesuit pilot instead trusts in the target locks and multi-trackers built into his suit to guide his aim. Where Orks become more resilient through combat, the Tau build more robust battlesuits with built-in life-support systems. Technology, it seems, is the perfect substitute for experience.



'EAVY METAL



1



2



3

- 1 Martin has weathered the Tactical Squad marking as if the paint on the armour plate has chipped away to reveal the red beneath.
- 2 Attention to detail across the model adds to its appeal – the writing on the purity seal is tiny.
- 3 Martin has painted the Angels Sanguine Chapter badge by hand and used the same techniques to weather the wings and skull as he did on the Tactical Squad marking.



The models you can see on these pages were chosen by the 'Eavy Metal team because of their contrasting styles: two Space Marines which both use traditional techniques favoured by the 'Eavy Metal team, with remarkably different results.

On this page you can see an Angels Sanguine Space Marine, painted by Martin Peterson as an entry for The Fang painting competition in Stockholm in 2015 (the entry won in its category). Martin chose this model because of the stories describing these sinister Space Marines in Codex: Blood Angels – according to the

rumours surrounding them, the Angels Sanguine never remove their helmets in public. Painters often choose to keep a model's head bare, especially on competition entries like this, so that it can provide a focal point for the model, but Martin embraced the challenge, and the background, by keeping this Space Marine encased in his helmet. Doing so reinforces the striking red and black halving that runs up the model. When it comes to the colours themselves, Martin made use of strong contrasts and super sharp edge highlights, while the many details and freehand flourishes add artistic touches.

'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures. Curated by the renowned 'Eavy Metal team, this week they present Space Marines from a couple of special guests.



Sten Frödin painted this Space Wolves Blood Claw as a homage to the 'Eavy Metal models of the late 1990s. As a subject, it presents a fascinating piece. Sten has used an up-to-date miniature (with the exception of the classic design bolt pistol), and contemporary painting techniques, but a bold, bright (and distinctly 'old school') palette. The result is a model that absolutely delighted the 'Eavy Metal team – a fitting tribute to the heritage of the team's work and the Space Wolf range.

When compared with Martin's Angels Sanguine model opposite, it shows how

similar techniques can get very different results (Martin and Sten are actually friends, and often paint models alongside one another). Sten's Space Wolf has bright spot colours that draw the eye to the knee, shoulder pad and chest eagle, while the bright green base lightens the whole model, in sharp contrast to the darker and somewhat moodier overall effect of Martin's Space Marine. 🗨️

To see more models selected by the 'Eavy Metal team check out our regular showcase in Warhammer Visions, on sale the first Saturday of every month.



1



2



3

- 1 To get the ultra-sharp lines and smooth, flat finish of these Blood Claw markings, Sten used heavily watered down paints over several layers.
- 2 The Blood Claw marking on the leg was painted freehand, a challenge Sten relished.
- 3 Painting details such as the Great Company badge in freehand, rather than using decals, takes a lot of time, but is a rewarding and challenging experience.

ARMIES ON PARADE 2015

Today is 24 October, and that means it's Parade Day! Get down to to your local Games Workshop store to enter your own display and revel in the glory of others'. To celebrate, here we show James Karch's finished Grey Knights Nemesis Strike Force display.

GREY KNIGHTS OF THE 2ND BROTHERHOOD, SAVIOURS OF IGNIS IV



In issue 86 we showed a corner of James's Armies on Parade entry, explaining how he built and painted his terrain. Now, his board finished, we're pleased to present his whole display, complete with pits of skulls, smashed Aquilas and a vengeful Strike Force of Grey Knights.

Right from the start, James had a really clear idea of the story behind his force, the

Grey Knights having saved the planet of Ignis IV from the Daemon Prince Scarlax the Slayer. This helped James decide what models to paint and how to build his board, which represents the devastation caused by the Daemon Prince. Despite the destruction, the Grey Knights are still resplendent in their silver armour and crimson heraldry, making them stand out from the ruins around them. 🗣

- 1 James's board represents the basilica on Ignis IV where the Grey Knights of the 2nd Brotherhood vanquished the Daemon Prince Scarlax the Slayer. Note the blown out windows on the Shrine of the Aquila, caused when the Daemon was banished by Brother-Captain Arno Trevan.
- 2 A unit of Interceptors stand atop the shrine. James sprayed them with Leadbelcher spray then washed them with Drakenhof Nightshade to give them a bluish sheen. A layer of Runefang Steel finished off their armour.
- 3 Brother-Captain Arno Trevan (the one with the beard, on the left) leads his Paladins to war. Accompanying them is Epistolary Thadius of the 3rd Brotherhood, assigned to Trevan's Nemesis Strike Force to aid him in his mission.



2



3



THE RULES TAU COMMANDER

Tau Commanders are the most flexible and versatile warriors among the Hunter Cadres, equipped with advanced weapon systems to enable them to fight fearlessly alongside the Tau under their command. Here we present the rules for the new kit.

The new edition of *Codex: Tau Empire* contains updated rules, datasheets, formations and more for the entire Tau Empire range. Check it out on page 10 for more. If you own the 2013 *Codex: Tau Empire*, all this new material is also presented in *War Zone Damocles: Kauyon*, giving you another way to add the new rules to your army.

The **Tau Commander** rules shown here replace those found in the existing (2013) Tau Codex – just use all the existing weapon profiles and points values from your book alongside the new information presented here.

Veteran Tau players will have already noticed the addition of the XV86 Coldstar Battlesuit as an upgrade for the Commander – easily the biggest change. Equipped with one of these, your Commander can fly across the battlefield, covering huge distances more quickly than ever before. If you build your new Commander with Coldstar armour, you'll have to decide whether you want him to fight alongside the other Fire Warriors in your army, duel enemy flyers across the skies, or a little bit of both. Whichever you go for, he's got the tools for the job! ☺

XV86 Coldstar Battlesuit

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

XV86 Coldstar Battlesuits provide a 3+ armour save and come equipped with multi-trackers and blacksun filters.

High Output Burst Cannon

Burst weaponry finds use across the Tau military, primarily mounted on battlesuits and vehicles. Utilising a similar plasma induction technology found in Tau pulse technology, burst cannons are multi-barrelled weapons able to sustain high rates of fire.

Range	S	AP	Type
18"	5	5	Assault 6, Twin-linked



COMMANDER

85
POINTS



The Tau Commander surges into battle in a blaze of firepower. Dynamic and determined, the Commander places every shot perfectly for maximum lethality. Veterans of hundreds of battles, each Tau Commander has the honour of piloting a battlesuit that represents the pinnacle of their race's military technology. The Commander's weapons are of the finest quality, often including special issue armaments that annihilate swathes of enemy infantry or tear battle tanks apart with a single shot. In addition, thanks to their rigorous training and vast experience, Tau Commanders are masters of battlefield strategy. Though each has their own favoured approach to command, many fight upon the very front lines of battle, leading by their heroic example. To aid them in this, some especially renowned Commanders earn the right to pilot XV86 Coldstar battlesuits. These wonders of Tau technology allow their pilot to soar across the war zone at incredible speeds before plunging like a blazing comet into the heart of battle.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commander	4	5	5	4	4	3	4	10	3+	Jet Pack Infantry (Character)	1 Commander

WARGEAR:

- Crisis Battlesuit

SPECIAL RULES:

- Independent Character
- Supporting Fire
- Very Bulky

OPTIONS:

- May take up to four items from the **Ranged Weapons** and/or **Support Systems** lists.
- May take items from the **Signature Systems** list.
- May take up to two Drones from the **Drones** list.
- A Commander may instead replace its Crisis Battlesuit with an XV86 Coldstar Battlesuit, equipped with high output burst cannon and missile pod 60 pts
- A Commander in an XV86 Coldstar Battlesuit may take up to two items from the **Support Systems** list, and up to two Drones from the **Drones** list.

XV86 COLDSTAR BATTLESUIT

A Commander equipped with an XV86 Coldstar Battlesuit has the Flying Monstrous Creature (Character) unit type, but does not have the Fear, Smash, or Vector Strike special rules. They also have a multi-tracker and blacksun filter.

If the Commander has any Drones, they form a unit with him while he is Gliding. When he is Swooping, the Drones are removed from the battlefield. If he is slain whilst Swooping, his Drones are destroyed. If a Swooping Commander changes flight mode (or is grounded), his surviving Drones are immediately placed on the battlefield in unit coherency with him.

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 Kauyon and the new Tau Empire Codex, examine battlesuits and get familiar...

UNLOCKING THE LORE OF THE TAU

DAMOCLES

THE STORY SO FAR

The history of the Imperium and Tau Empire in the Damocles Gulf is one of extensive periods of bitter war punctuated by uneasy ceasefires. War Zone Damocles takes its name from the tract of space that separated the Tau Empire from the Imperium, the Damocles Gulf. In the Second Sphere Expansion, the Tau found a way to cross the gulf and seized worlds while the Imperium's gaze was elsewhere. In so doing they awoke a slumbering titan. Mankind responded with the Damocles Gulf Crusade, a show of force that saw the Tau driven back across the gulf and which was only halted by the brilliance of the Air caste at Dal'yth Prime where Imperial forces were finally forced to retreat. The Third Sphere Expansion saw the Tau return, claiming worlds and winning a tremendous victory at Agrellan. They advanced triumphant until Commander Shadowsun and her forces tasted defeat on the Knight World of Voltoris. Humiliated, Shadowsun swore vengeance, an oath she will keep on Prefectia.

WAR ZONE DAMOCLES: KAUYON — RELIVING THE ACTION

The story that unfolds in War Zone Damocles: Kauyon is mirrored in the eight Echoes of War missions found in the Kauyon rules book. Each of these focuses on a pivotal moment of the battle engulfing Prefectia, from The Martyr's Charge that saw the White Scars hurl themselves at the Tau in an effort to silence their guns, to The Surging Storm, where the Imperial Knights of House Terryn found themselves confronted by the might of the KV128 Stormsurge in a clash that changed the face of the war.

As with any Echoes of War missions, you can pick any of these and play them as an

exciting one-off game, but the real charm in the way they are presented is found in the campaign chart that tracks the war for Prefectia. This simple flow chart offers an advantage for the winner of each mission in the next encounter. So, if your White Scars ride to glorious victory in The Martyr's Charge, the Tau will be on the back foot, and find their reinforcements delayed in Mission 2: Ploys and Ruses.

These rules give your games a sense of consequence as one mission flows into the next. Can you reverse the tide of war after a bitter loss? Can you ride the momentum of success to ultimate victory?



WHITE DWARF

THROUGH EVOLUTION, VICTORY

Of all the races in the galaxy, the Tau are arguably the most progressive. They constantly adapt and evolve, upgrading their wargear and weapons, finding solutions to military problems with speed and efficiency. If a weapon is not fit for purpose, they find one that is. This is in stark contrast to the warriors of the Imperium, who have an unshakeable belief that 'older is better', venerating ancient wargear, dogmatically using weapons unsuited to the task at hand and even going so far as to bless them before battle. The young, enterprising Tau find this superstitious, irrational behaviour very strange indeed.



BATTLESUITS: BORNE INTO BATTLE

The Tau embrace the most advanced technology, and never more than when it comes to their battlesuits. Not content to just march into combat, XV8 Crisis Battlesuits, XV85 'Enforcer' armour and the XV104 Riptide, among others, all utilise anti-grav technology to ensure the Tau keep one step ahead of the enemy.

For a long time, Tau collectors have enjoyed customising their battlesuits to reflect this, using the clear plastic flying stands provided (and the locator points beneath the jet packs) to make their models look as though they are hovering above the ground. The new Crisis Team and Commander models now have a greater range of movement in their legs and torsos than ever before, which means getting great airborne poses is simple. With a bit of careful posing, you can have an airborne Crisis Team in no time. (And turn the page for a few tips!)



VICTORY IN FIREPOWER

There is no army in the 41st Millennium which focuses so effectively on dominating the battlefield with firepower as the Tau Empire. Accurate and plentiful, Tau shooting is king.

TACTICAL REDEPLOYMENT

Static warfare profits few, and the Tau have learned to wage war in a fluid, adaptable fashion. Hit the enemy and move on before they can strike back.

MUNITORUM REPORT: THE TAU

MELEE DOMINANCE

Although there are exceptions (the Kroot, for instance) the Tau really don't excel in the press of close combat. Keep your enemy at arms length to ensure victory for the Greater Good.

LIFE SPANS

The Tau don't have long lives. Thankfully, they burn bright while they last. Make sure each warrior in your army reaches his potential.

HAIRCUT OF THE WEEK: MOHAWK

The heroic warriors of the Space Wolves Chapter are famed for their unkempt locks and fearsome beards. The head shown here, found in the Space Wolves Pack has a super-sized mane for when a lesser mohawk will not do.



READER'S MODEL OF THE WEEK

This **Captain Karlaen** model was painted by Gabriele Cerruto Costa, a talented painter from Italy who wanted to share his success. Gabriele painted this miniature for a painting competition, the Clash of Brushes, in his local Games Workshop store, and was thrilled to win first prize. The model is replete with intricate details, from the lightning effect crackling across the head of the Hammer of Baal to the glossy blood drop amulets hanging on his armour. Our favourite thing about the model is the rich red armour. Gabriele has done a wonderful job of making it look grimy and scratched.

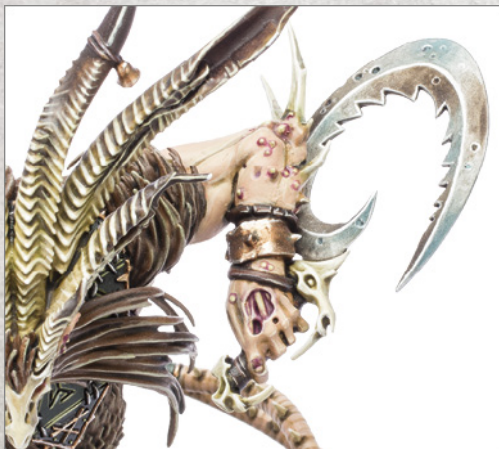
If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

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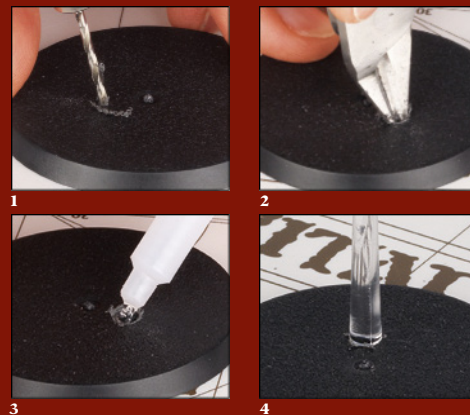
If it's something we can use, we'll be sure to get in touch.

WEAPON OF THE WEEK: THE PLAGUE REAPER

The preferred weapon of the Verminlord Corruptors, plague reapers are murderous, saw-bladed sickles laden with the worst of the Skaven's corruption and disease. With lightning-fast reflexes the Verminlord Corruptor hacks at his foes – the lucky ones are killed outright, those less fortunate die minutes or hours later in vomiting, ague-racked misery as the poxes in the blades do their work.



HOW DID THEY DO THAT?



To mount your Crisis Battlesuits on flying stands you'll need to attach the stems to bases. First, drill a pilot hole where you want to mount the stem (1). Next, use Fine Detail Cutters to widen the hole by pressing the pointy end in and rotating them (2). (Do this on a stable surface!) Check the hole is the right fit for your flying stem and then squirt a little Plastic Glue Thick into the hole (3) before pushing the stem in (4) and letting it set for a few minutes.

HUNTER AND HUNTED

A major theme of War Zone Damocles: Kauyon is Kor'sarro Khan's ongoing quest to hunt down and slay the leader of the Tau forces, Commander Shadowsun. In this he is joined by his brothers in arms in the Raven Guard – Chapter Master Severax and Captain Shrike. Quite the ensemble arrayed against Purity's ascendant

pupil. As the story unfolds, Shadowsun is far from outwitted, but rather has plans of her own – the hunters will end up being the hunted. We love how Shadowsun's character is developing as she proves to be a heroine for the Tau Empire who can take the fight to even the superhuman Adeptus Astartes.



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

BREAKING THE LAW

Greetings, Grombrindal. The Emperor of Mankind clearly banned all Psyker activity, except that of Navigators and Astropaths, with the Edict of Nikea. Why do the Astra Militarum, Adeptus Astartes, and the Inquisition all employ Psykers?

- Curtis 'Trouble' Russell

GROMBRINDAL SAYS

Well met, young sir. That whole Council of Nikea thing didn't really go down all that well, did it? By the end of it distrust was rife and the Imperium had stripped itself of one of its greatest weapons against the (then poorly understood) Primordial Annihilator. There in, I think, also lies the answer to your question: while at the time the Emperor's edict seems pretty clear, a great deal changed in the times that followed. Many of the Primarchs (first Johnson and Guilliman) reneged on the edict in lieu of the advantage it gave them over the Daemons of Chaos. By the end of the Heresy (and the Emperor's fall) it seems rescinded by consensus.

- Grombrindal

CODEX: APOCRYPHA EXTRA

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

CVBER CHERUB

Undoubtedly the most unnerving familiars in the Imperium, cyber cherubs are a common sight swooping and chattering about the sepulchres and cathedrals of the Ecclesiarchy. Vat-grown and enhanced with bionics and anti-grav technology, they act as sycophants to priests, cardinals and Inquisitors across the Imperium, babbling fanatical rhetoric in their querulous, high-pitched voices.

HAMADRYA

A sinister monster found in the company of Huron Blackheart, the Hamadrya resembles a vicious lizard or reptile and appears to grant the Tyrant of Badab supernatural powers. Those who have observed the Hamadrya first-hand believe that it whispers Chaotic gibberish to its master and enables him to see lies upon the air and even alter the flow of time.

NIGHTWING

Nightwing is a psyker-raven that serves Njal Stormcaller, a powerful avian with pitch black feathers and a close psychic link to the High Rune Priest of the Space Wolves Chapter. As Nightwing soars aloft, deftly wheeling through the driving snow, the Stormcaller is able to survey the battlefield below through his familiar's eyes. This provides Njal with a significant advantage as he follows the movements of the enemy.

CVBER-MASTIFF

The attack dogs of the Adeptus Arbites, cyber-mastiffs combine the simple loyalty of a servitor with the speed of a hound, plus bullet-stopping resilience and a pair of powered jaws that could rip an Ogryn's arm off – truly a man's best friend.

WHITE DWARF'S REGIMENTS OF RENOWN

Every **Warrior Chamber** is commanded by a band of heroes, exemplars of the Stormhosts who fight tirelessly alongside the warriors of the conclaves. When these officers fight together they are known as the Lords of the Storm and their advance is preceded by a surge of celestial energy that can slay those caught in its magical bow-wave.

The Lords of the Storm in the Ironhearts Warrior Chamber are led by their Lord-Celestant, Iorac

Ironheart, and the Lord-Relictor Cerberac Darkfane. They do not fight alone, however, instead basking in the healing glow of Lord-Castellant Kadarius Stonehold's warding lantern, while the Meteoric Standard of Sigmaron is held high by Knight-Vexillor Kaldon the Bold. They march to the triumphant blare of Knight-Heraldor Lomas's battle-horn, even as Knight-Venator Phantus the Skyreaver soars above them, his realmhunter's bow speeding the enemy to their certain death. ☛



NEXT ISSUE: AID FROM AZYR, STARBORNE SLAUGHTER, THE TIDEWALL RISES...

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