

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 95

21 NOVEMBER 2015

EXECUTION FORCE

EXCLUSIVE! NEW ACHIEVEMENTS
FOR THIS GREAT GAME

**PAINTING
GUIDE
INSIDE!**



NEW WARHAMMER 40,000 HEROES!

CHAMPIONS OF THE IMPERIUM

THE BLOOD ANGELS CHAPLAIN LEADS THE FIGHT AGAINST ALIEN AND HERETIC ALIKE



WHITE DWARF

ISSUE 95
21 NOVEMBER 2015

GAMES-WORKSHOP.COM
BLACKLIBRARY.COM
FORGEWORLD.CO.UK



CONTENTS

NEW RELEASES

It's Assassins and heroes of the Imperium this week, not to mention War Zone Damocles: Mont'ka and a huge Chaos Dreadhold Helfort.

EXECUTION FORCE: NEW ACHIEVEMENTS!

The Assassins are released this week, but don't forget Execution Force is still available – and [here](#) are some exclusive new Achievements.

THE KILLING BLOW

The war around the Damocles Gulf goes on, and with the release of Mont'ka, Commander Farsight arrives. Will he deal the Imperium a killing blow?

READERS' MODELS

What if we gave over four pages of the magazine to showing off the best of the models painted by you, our readers? Like the sound of that? Well, turn [here](#) now to see if yours made it!

PAINT SPLATTER

It's the black armour, leering skull mask, blood red wings and – wait for it, you've asked for it – blue engine glow of the Blood Angels Chaplain!

THE WEEK IN WHITE DWARF

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



AN AGE OF HEROES

This week the forces of the Imperium get bolstered by a swathe of mighty new heroes with which to crush the enemies of Mankind, headed up by the ace new Blood Angels Chaplain adorning our cover. You can see all of these champions of the Emperor from [here](#).

Four of these heroes are the magnificent Imperial Assassins previously only available in the Assassinorum: Execution Force boxed game – which itself is still available to buy. To celebrate we've got

some exclusive new Achievements for the game for you to try out, over [here](#). Some of them are pretty tricky; why not let us know how you fare?

Elsewhere, we pick out our favourite bits of the second instalment of the Damocles campaign, Mont'ka, and in the Age of Sigmar the besieged forces of Chaos now have the sinister Chaos Dreadhold Helfort to garrison. As if Sigmar didn't already have his work cut out for him... Enjoy the issue! 🍷

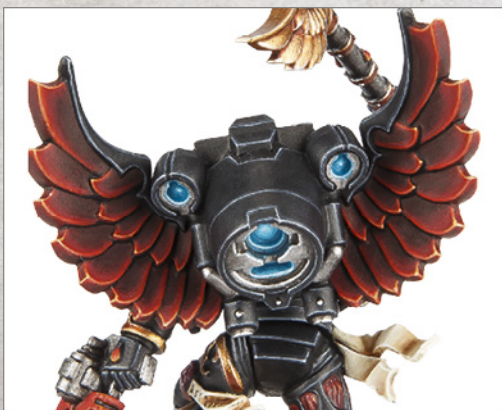
BLOOD ANGELS

CHAPLAIN WITH JUMP PACK

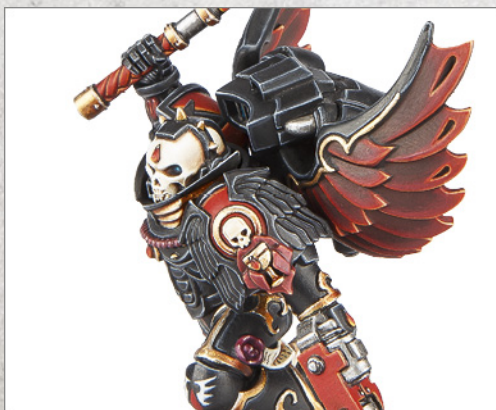
The Chaplains of the Blood Angels are always first into the fight, descending upon wings of fire to smash heretics and aliens with righteous fury.

The Blood Angels Chapter is renowned for its ancient traditions and rites of blood, honourable rituals passed down since the time of Sanguinius. It falls to the Chapter's Chaplains to maintain this stoic sense of tradition, and to watch over their brothers for signs of the curse that has afflicted their geneseed since their Primarch fell in battle against the traitor Horus.

On the battlefield the Chaplains are bellicose warrior gods, titans clad in black who lead their brothers into the fray. Wearing the skull masks that symbolize their role as the Emperor's vengeance given flesh, they brandish the crozius arcanum as both the symbol of their calling and a weapon capable of crushing skulls and pulping flesh with its power field. The new Blood Angels Chaplain with Jump Pack is the perfect hero to lead the wrathful warriors of the Chapter into battle – the stylized wings of his jump pack make him look like an angel of death descending from the skies. ☠



1



2

- 1 The Chaplain is borne into battle on the howling jets of his jump pack – note the style of jump pack is the same as those worn by the Sanguinary Guard, with a large central jet. This means he'll match your Sanguinary Guard brilliantly.
- 2 This shoulder pad bears a macabre rendition of the Blood Angels chalice bearer motif – the skull helm is the hallmark of the Chaplains.

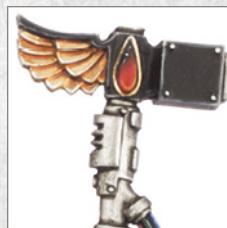
BLOOD ANGELS CAPTAIN IN TERMINATOR ARMOUR



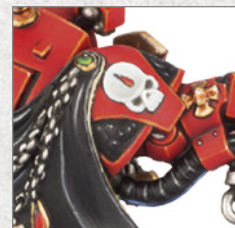
As heroes of their Chapter, the Captains of the Blood Angels lead the Sons of Sanguinius to war.

To rise to the rank of Captain in the Blood Angels Chapter, a warrior must be the exemplar of heroism and duty – fearless and utterly deadly in battle.

Previously only found in Shield of Baal: Deathstorm, this plastic Terminator Captain is the perfect model to lead your Blood Angels army to war – and to smite the heretic and alien with a massive thunder hammer. ☠



1



2

1 The Terminator Captain is armed with a master-crafted thunder hammer. Captain Karlaen, the current master of the Blood Angels 1st Company bears such a weapon, entitled the Hammer of Baal.

2 The badge of the Blood Angels 1st Company is a white skull. Known as the Archangels, the Blood Angels 1st Company is among the most celebrated fighting forces in the Imperium.

3 Captain Karlaen and the veterans of the 1st Company smash the green tide of Waaagh! Krogga at the Battle of Gog Ridge.

To coincide with the release of the Blood Angels Captain in Terminator Armour this week, Warhammer Digital are releasing a dataslate for Captain Karlaen, First Captain of the Blood Angels Chapter – everything you need to use your new model as one of the Imperium's greatest heroes.



The agents of the Officio Assassinorum are the scalpel that excises the Imperium's foes, ending wars with the violence of the Emperor's judgement. This week, the four plastic Imperial Assassins are released separately for the first time. Heretics and traitors beware.



VINDICARE ASSASSIN

The masters of long range death, Vindicare Assassins employ the fearsome exitus rifle to kill their foes from hiding. With specialised sniper rounds and a spymask that enhances their already sublime marksmanship, a Vindicare can blow a Chaos Terminator's head off with a single shot. Should the fighting come too close, each is armed with a short sword sheathed on the leg and a backup exitus pistol. ☠



1

1 At his waist the Vindicare wears a powerful exitus pistol and a selection of specialist exitus ammo.



2

2 The model leans against crumbling masonry, which fittingly displays a shrouded death angel.



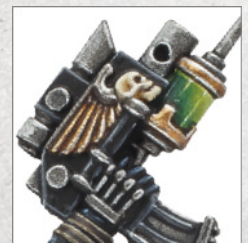
EVERSOR ASSASSIN

A terror weapon unleashed to cause maximum carnage and disruption, an Eversor Assassin is a killing machine fuelled by deadly combat drugs that trigger their hyper-violent impulses. Lacking even an ounce of subtlety, they hack their way to their target with power sword and neuro-gauntlet, blazing away with bolter and needler rounds until the mark has been butchered. ☠



1

1 Eversor Assassins are skull-faced slaughterers, weapons of terror and wanton carnage.



2

2 The executioner pistol can loose bolter rounds or neurotoxin-laced needler shots.

CALLIDUS ASSASSIN

Callidus Assassins are infiltrators par excellence, able to masquerade through the ranks of the foe thanks to the polymorphine that enables them to change their shape and appearance. Once they gain access to their target, they use their glowing phase sword to cut their opponent down – a weapon against which no armour or forcefield is fully proof. Should this method fail, a Callidus can fall back on the mind-killing neural shredder and a trio of poisoned stilettoes. ☠



1

1 The Callidus has three stilettoes strapped to her thigh, each laced with deadly toxins.



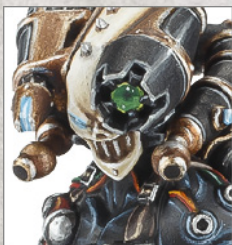
2

2 The neural shredder projects a cone of psionic disruption that destroys minds in an instant.



CULEXUS ASSASSIN

Every Culexus is a psychic abomination, possessed of the pariah gene. This makes them a natural weapon against psykers, sorcerers and Daemons, and thus Culexus Assassins are unleashed to kill such foes without mercy. A Culexus's war helm is equipped with the dreaded animus speculum, which focuses the Assassin's aura to snuff out their victims with soul-draining horror, whether psykers or not. ☠



1

1 The baleful eye of the animus speculum serves as a weapon that focuses the Culexus's null aura.



2

2 The Culexus also carries a brace of psyk-out grenades that tear open the minds of psykers.





ASTRA MILITARUM

LEMAN RUSS TECH-COMMAND

With the bellowing roar of heavy cannon fire, the tanks of the Astra Militarum rumble into battle, shattering xenos swarms with their deadly weaponry. Veteran tank commanders are often accompanied by a devoted Tech-Priest Engineer, forming a Tech-Command unit.

1 The Tech-Priest Engineer is augmented with advanced bionics and the rad cleansers and detectors favoured by the Adeptus Mechanicus. His equipment is fuelled by a compact power plant mounted on his back.

2 To aid him with his battlefield repairs, he wears a servo-arm, which can not only bend armour plates but also crush xenos skulls.

The armoured fighting vehicles of the Astra Militarum are the mailed fist of the Emperor, the bludgeon with which his many foes are obliterated. As long as their guns keep firing and their tracks grind onwards, there is no foe who can stand before them. To that end the Departamento Munitorum will assign valuable Tech-Priest Engineers to protect and maintain the tanks of the greatest Astra Militarum crews, forming a Tech-Command that can keep fighting and leading the men around it, even in the most hellacious battlefield

situations – the perfect synergy of Imperial Guardsman and Adept of the Machine God.

This new boxed set includes a Leman Russ Battle Tank, a Squadron Command Frame and a brand new Tech-Priest Engineer – a fantastic new miniature in the mould of the Skitarii and the Tech-Priests of the Cult Mechanicus. As much machine as man, the Engineer has a heavily-armoured bionic body, hung with rad-cleansers and the arcane technology of his creed. 🛡️



1



2



LEGENDS OF THE DARK MILLENNIUM: ASTRA MILITARUM

By Various Authors
Hardback | 368 pages



The Astra Militarum is the largest army in the galaxy. This book tells the story of its greatest heroes.

Legends of the Dark Millennium: Astra Militarum is a weighty tome indeed, a compilation of short stories and novellas that introduce you to the greatest heroes of the galaxy-spanning Imperial Guard.

The anthology opens with a trio of exceptional tales about Commissar Yarrick, perhaps the greatest mortal hero of humanity. We see the Old Man of Armageddon at his best in 'Chains of Golgotha', 'Evil Eye' and 'Sarcophagus'. These alone are worth the price of admission, but additional tales such as 'Last Step Backwards' and 'The Battle of Tyrok Fields', which concern the great hero of Cadia, Castellan Creed, seal the deal. If you love the Astra Militarum, you need to read this book. 🦾

FURTHER READING

If *Legends of the Dark Millennium: Astra Militarum* has piqued your interest, rejoice: there is plenty more about the illustrious Imperial Guard from the Black Library. The most acclaimed series on the lowly soldiers of the Astra Militarum is the Gaunt's Ghosts series, a tremendous and long-running series full of all-out action, intrigue and amazing character development. Start out with *First and Only* and embark on a series of adventures with the courageous Colonel-Commissar Ibram Gaunt and the warriors of the Tanith Ghosts regiment. You won't regret it.

WAR ZONE DAMOCLES

MONT'KA

WARHAMMER DIGITAL

War Zone Damocles: Mont'ka is also available as a limited edition (opposite) and a digital edition for iPad and eBook. These eBook and iPad editions (as well as other Games Workshop Digital Editions) are available from www.blacklibrary.com/games-workshop-digital-editions.

Bloodied by the tactical genius of the Tau Empire at Prefectia, the Imperial forces in the Damocles war zone muster with only one thought in mind: vengeance. The greatest force ever arrayed against the Tau is on the way...

War Zone Damocles: Mont'ka continues the chain of events detailed in Kauyon, as the battered and humiliated Imperium of Man finally brings its full force to bear against the Tau invading the Eastern Fringe. With the White Scars and Raven Guard leading the effort, the might of the Adeptus Mechanicus, the Imperial Knights and the Astra Militarum, in the form of the Cadian Shock Troops, descends on Mu'gulath Bay. The Tau are far from defeated, however – help is at hand in the form of O'Shovah, Commander Farsight, outcast hero of the Farsight Enclaves.

Mont'ka pitches the bitter protagonists into a full-scale war, with an amazing 120-page hardback book that tells the full story of the war, with maps, diagrams, illustrations and gripping stories. Contained in a slipcase, this is accompanied by an 88-page rules book that gives you missions to recreate the key events, campaign rules to link your games and updated rules for the Cadians and Farsight Enclaves, complete with Detachments, Warlord Traits, Tactical Objectives and special wargear. There's also full rules for the Imperial Assassins sent to deal with the Tau leadership, datasheets for nine Astra Militarum Super Heavy tanks (such as the Baneblade and Shadowsword), an array of Tau Empire Formations and the heroes of the Farsight Enclaves, the Eight. There's so much, it's amazing they fit it all in. 🗡️



- 1 Outcast, exile, but undoubtedly a hero of the Tau Empire – in their darkest hour, Commander Farsight returns to fight for his people.
- 2 The scope and scale of the battles in Mont'ka is breathtaking – heroes die and legends are born.
- 3 The Eight, the greatest assembly of warrior heroes in the Tau Empire, come to the aid of the Tau at Mu'gulath Bay.

WAR ZONE DAMOCLES

LIMITED EDITION

Celebrate the bloodiest battle ever fought between the Imperium and the Tau Empire with this limited edition of War Zone Damocles. Combining everything from Kauyon and Mont'ka, we think this might be the best limited edition we've ever seen.



Deep in the Citadel Vault labour a tireless band of artisan-scriveners – in the limited edition of War Zone Damocles, they have excelled themselves in every way.

Presented in a sturdy white and red box decorated with Tau lettering and the symbol of the Damocles campaign, this is the most impressive collection of books, maps and booklets we've ever seen in a limited edition. Firstly, there is a hardback tome (weighing in at a mighty 216 pages), which tells the entire narrative of both Kauyon and Mont'ka. This beautiful volume promises hours of quality reading

time, but it's only the beginning. Lift it out and you'll find a set of seven beautifully presented booklets: a Uniform Guide, which collects all of the unit illustrations and colour schemes of the forces in the campaign, a Missions Booklet that collects the Echoes of War missions along with the campaign rules, and five Data Booklets. These Data Booklets – for the Tau Empire, Cadians, Assassins, White Scars and Raven Guard – hold all the new rules for each of these armies, so you can just take the one you need to your games. There are also two giant posters and six metal objective markers. Amazing! 🗡️

War Zone Damocles Limited Edition is strictly limited to 1250 English-language copies worldwide. If you want one for yourself, do not delay – they are sure to sell fast.

DATA CARDS: CADIA

WAR ZONE DAMOCLES: MONT'KA

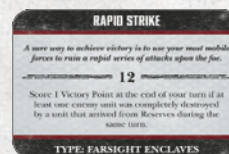
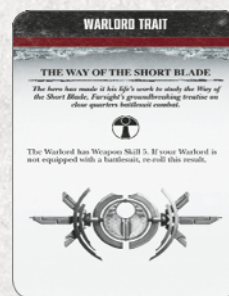
These Datacards put the Warlord Traits and Tactical Objectives from War Zone Damocles: Mont'ka in a convenient, handy format. Within the campaign expansion you'll find even more rules content for the Tau Empire's Farsight Enclaves, the Cadian Shock Troops and the Imperial Assassins. Make sure you check out Mont'ka for new Detachments, Formations and wargear for each of the forces.

Fight for the honour of Cadia with these Datacards, containing six new Cadian Warlord Traits and 36 Tactical Objectives from Mont'ka. With these to hand your Warlord will be as stoic and unflinching as the great Usarkar Creed, and your men will gladly undertake perilous missions, such as Hold Your Ground or Storm of Fire. 🛡️



DATA CARDS: FARSIGHT ENCLAVES

Commander Farsight is one of the greatest tacticians of the Tau Empire, a master of the Mont'ka tactical doctrine. Datacards: Farsight Enclaves contains all six of the Farsight Enclaves Warlord Traits, as well as 36 Tactical Objectives. These will have your warriors embracing the doctrine of the Killing Blow on the battlefield. 🛡️



FORGE WORLD: GARRO, HAND OF THE SIGILLITE



First agent of the Regent of Terra, Garro fights a clandestine war during the Horus Heresy.

Nathaniel Garro was a Captain of the Death Guard Legion when the Horus Heresy broke out. While Horus's fellow traitors purged their ranks, Garro fought his way to Terra, desperate to warn the Emperor of his son's perfidy. There he was selected by Malcador the Sigillite to become his Knight Errant, first of a new order of heroes who would root out and defeat Mankind's enemies. As Hand of the Sigillite, he and his fellow Knights Errant would wage a deadly war in the shadows.

The latest addition to Forge World's Horus Heresy Character Series, Garro wears the symbol of Malcador on his armour and wields the power sword Libertas. He also comes with a lavish display base. Head to www.forgeworld.co.uk for more. 🛡️

WARHAMMER 40,000

RELICOS MILITARUM

Dotted around the Imperium lie the Relicos Militarum, vast monuments to the martial glory of the Imperium's martial history. In times of war, they become a rallying point for the Emperor's finest, for the treasures within them can help turn the tide of battle.



The glorious history of the Imperium spans more than 10,000 years of tireless warfare, from the time of the Unification Wars, the Great Crusade, Horus Heresy and beyond. Many are the treasures its armies have amassed, plunder hard won on battlefields across the galaxy. On worlds scattered across the Imperium, hoards of such artefacts are kept within the fortified walls of the Relicos Militarum, vaults wherein the treasures of ages lie.

The Relicos Militarum is a massive scenery kit that enables you to build one of these enormous relic-shrines to use in your

games of Warhammer 40,000. Warriors within the Relicos Militarum fight with renewed vigour: Imperial soldiers take courage, while enemies of the Imperium are filled with seething hatred. Furthermore, they can make use of the relics within – potentially as a deadly weapon to obliterate their foe.

The Relicos Militarum combines elements from five different Warhammer 40,000 scenery kits to make a massive building. It comes complete with a booklet loaded with rules, background and a new Altar of War mission: The Ashes of Conquest. 🏰

The Relicos Militarum contains 16 plastic frames drawn from five different Citadel scenery kits to make one massive building. In the box you'll find a mountain of terrain and a booklet that helps you use it in your games.

**CHAOS
DREADHOLD**

HELFORT

At strategic locations across the Mortal Realms stand the Helforts, Dreadholds of Chaos fashioned from Daemon-wrought iron and bound by anguished souls. At a word, the walls can explode outwards, crushing the weak. Yet each dawn they are magically renewed...



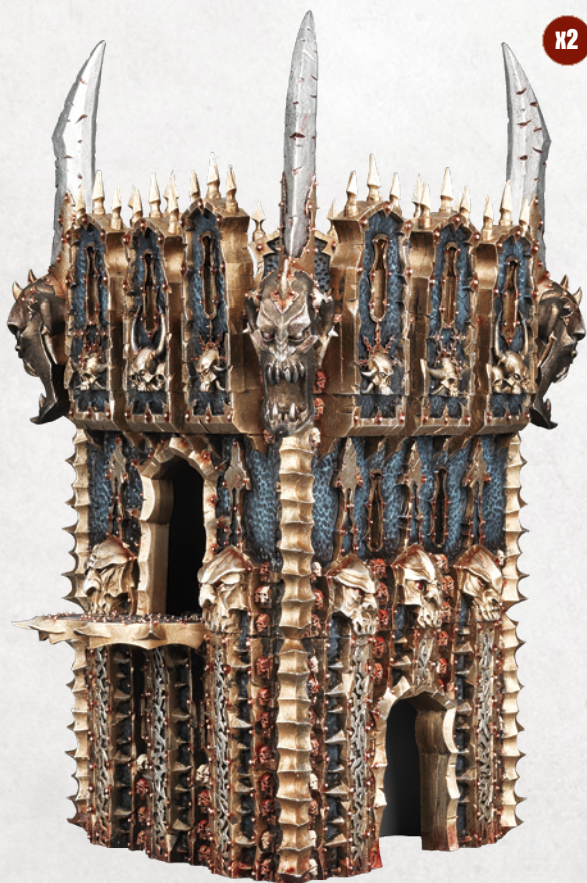


The Chaos Dreadhold Helfort contains two Skull Keeps, a Malefic Gate (including two Fortress Walls), four more Fortress Walls and two exclusive broken wall ends – to be used when a wall section is destroyed. It also contains all the construction guides you need, and a warscroll battalion to use it in your games.

The Chaos Dreadhold Helfort is a gargantuan scenery kit, designed to dominate any battlefield (it actually occupies half a Realm of Battle Gameboard when it is fully assembled). It boasts two Skull Keeps, a gateway, six Fortress Walls and two broken wall ends, which you'll only find in this kit.

With such a tremendous amount of terrain in one box, you can build the Dreadhold in any number of ways, but the box also contains a Helfort construction and rules book, which explains how to assemble the kit to make a Helfort – and what a kit it is.

A Helfort's mighty walls are all but impregnable, warriors outside futilely battering against its crenelations until a champion within utters words of power that unleash the wailing souls within the walls with explosive force. Attackers are suddenly blasted with eldritch power (and no small amount of rocks and Daemon-wrought iron) – a great way to deter invaders. You then replace the wall section with the exclusive broken wall ends. ☠





x2



x1



x1



x1

ALSO AVAILABLE

ASSASSINORUM: EXECUTION FORCE

Can't decide which plastic Imperial Assassin you want the most? Get all four, along with a host of Chaos Space Marines (and their lackeys) in Assassinorum: Execution Force, available in store and online at games-workshop.com while stocks last.



Above: Assassinorum: Execution Force contains all four Imperial Assassins (Vindicare, Eversor, Callidus and Culexus), three Chaos Space Marines, 15 Chaos Cultists, a Chaos Sorcerer Lord in Terminator armour, a Chaos Familiar, two game boards and all the dice, cards and tokens you need to play.

All the models in the set can be used in Warhammer 40,000, too. It doesn't take a Departmento Munitorum adept to realise what tremendous value you get with this game.

Assassinorum: Execution Force is the board game that recreates the desperate mission to halt a murderous Chaos ritual. Up to four players take the role of an Execution Force in their race against time to defeat the Crimson Slaughter aboard their haunted space station.

The game is great fun, especially for groups of friends, and teamwork is the key to victory. Once you've triumphed over the forces of Chaos, the fun doesn't end there. Execution Force includes an achievement list, and accomplishing these adds hours of fun to your games. Each one changes the dynamics of the game, making the enemies more dangerous or reducing the time you have to complete the mission.

To coincide with this issue of White Dwarf the Studio rules team have provided some additional game Achievements (we suspect they just wanted a chance to spend the day playing the game). We are delighted to present these [here](#): just download, print out and keep it in your box with the rest of your Execution Force game.

Some of these Achievements require simple adjustments to the rules that will make the mission harder to achieve, even for veteran players. It may even take several games and a lot of skill and luck to achieve the more difficult ones, and only a true master of the Officio Assassinorum has any chance of achieving them all. ☠



THE KILLING BLOW

The war in the Damocles Gulf hangs in the balance, the ever-progressive Tau Empire seizing numerous worlds from the clutches of the Imperium. Now both sides prepare for the greatest battle of the conflict so far. Mont'ka will be initiated, the killing blow will fall.

AGRELLAN OR MU'GULATH BAY?

The Imperial world of Agrellan lies on the Imperial side of the Damocles Gulf, a hive world directly in the path of the Tau Empire's expeditionary forces. After Shadowsun conquered Agrellan in a single day, the Tau claimed the world for their own, renaming it Mu'gulath Bay. It has since been colonised and forms the heart of a new, fledgling sept. For now...

Following years of intense conflict, the war around the Damocles Gulf still rages on, entire star systems consumed by the war between the Tau Empire and the Imperium of Man. The Tau, young and naive, believe they dealt the Imperium a terrible blow on the world of Prefectia, one that would take years to recover from. They were sorely wrong. Safe in their ignorance, they secure new worlds, watched all the while by the gathering armies of the Imperium. Colossal in its magnitude and arrogant in its self-righteousness, the Imperium now seeks to reclaim Agrellan.

War Zone Damocles: Mont'ka is the story of the Imperium's retribution and follows on directly from the battles that take place in Kauyon. And, just like the preceding book, the battles that take place are epic, the descriptions of them evocative, the outcomes often surprising. In Mont'ka, nothing is sacred – heroes die, alliances are reformed, enmities are put aside, hopes are dashed and the most carefully calculated plans and strategies are continuously thwarted by two foes that refuse to back down. Here, we present eight of our favourite moments from the upcoming book. No spoilers, though!

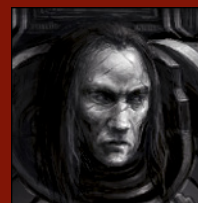
CLASH OF COMMANDERS

Mont'ka reunites Commander Shadowsun and Commander Farsight for the first time in over 250 years, and their meeting is... frosty, to say the least. Regarding Farsight with suspicion and no small amount of hatred, Shadowsun nevertheless understands that the renegade could be the key to success at Mu'gulath Bay. The two plan to break the Imperial forces between Shadowsun's Kauyon and Farsight's Mont'ka, yet O'Shaserra and O'Shovah soon come to rely on each other's wisdom, developing a mutual, but grudging respect for each other that has surprising consequences.



DEATH OF A RAVEN

The death of Corvin Severax in Kauyon has huge repercussions in Mont'ka, with Captain Shrike taking up the mantle of Chapter Master of the Raven Guard. Under his command, they launch a Drop Pod assault on the Tau Empire's primary strongholds.



WAR ON AN APOCALYPTIC SCALE

The engagements that take place throughout Mont'ka are nothing short of earth-shattering, the sorts of battles you love to read about and want to recreate on the battlefield. The Tau are hopelessly outnumbered by the Imperium's vast armies, but they are also employing far superior technology, such

as the Stormsurge and the Tidewall Rampart. At times the war is carefully planned, ingenious traps and ambushes, strikes and counter-strikes coordinated by the respective commanders. At others, it devolves into a gruelling war of attrition where victory will be decided by the most men and guns.



A CLASH OF ARMOUR

Mont'ka details one of the largest tank battles the Imperium has ever fought, and certainly the largest against the Tau Empire. The Cadian 423rd and 72nd Armoured Regiments are deployed to Agrellan under the watchful eye and inspiring presence of Knight Commander Pask, who finds himself matched shot for shot by Shas'la T'au Sha'ng, better known as Longstrike.

The two commanders meet several times throughout the campaign, Vanquisher against Hammerhead, trading devastatingly accurate shots across rad-wastes, deserts and ruined cities. Around them their tank squadrons are battered and broken, defeated and victorious in equal measure, until their battle-weary leaders are forced to retreat and lick their wounds.

Yet there can be only one tank ace on Agrellan...



TECH SUPERIORITY

The war in the Damocles Gulf has taught the Imperium a very valuable lesson: never underestimate the Tau. Throughout the conflict the forces of the Imperium have been consistently wrong-footed by new technology and wargear created by the Earth caste. On Agrellan they discover that the Tau can control the planet's weather, engulfing the Imperial armies in ferocious squalls and biting storms (a great bit of story that's reflected in the missions presented in the book). Such continuous technological development, especially at such an unrelenting pace, is unheard of in the Imperium, where old technology is worshipped and ancient wargear revered. But there are those within the Imperium who covet all technology, and they are desperate to get their cold metal hands on some of the Tau Empire's latest creations. The Tau, in return, have developed an unhealthy interest in the Imperium's Warp technology...





EXECUTION FORCE DEPLOYED

Amidst the chaos and destruction of total war, four Imperial Assassins are deployed to Agrellan. Their mission is simple: hunt down and assassinate the Tau high command. Without their leaders, the Tau war effort will surely falter and the Imperium will be victorious.

The Assassins' desperate mission to eradicate the Tau high command provides brilliant inspiration for your battles. Indeed, there's even a scenario in the rules section of Mont'ka – The Assassins Strike – that enables you to refight the moment one of the Assassins catches up with their target.

Commander Shadowsun, Commander Farsight and Ethereal Supreme Aun'Va are all designated targets of the Execution Force. Not all of them survive the experience...

NO COMPROMISES

One of the great underlying themes of Mont'ka is the unwillingness of either side to back down, both forces convinced of their superiority over the other. Were the Tau and the Imperium able to put aside their differences, they could prove

to be an unstoppable force in the galaxy. Yet the Imperium has no truck with the alien and no desire for compromise, while the Tau have become increasingly belligerent in pursuit of their policy of galactic domination. ☠



HONOURED KNIGHTS

Fresh from the flames of defeat on Prefectia, High King Tybalt of House Terryn once again commits his forces to the war on Agrellan, determined to be rid of the xenos threat in the Damocles Gulf. Having faced the deadly KV128 Stormsurge on Prefectia, Tybalt is under no illusion how tough the war on Agrellan will be. Faced with overwhelming firepower, Tybalt and his Knights once again take on the might of the Tau arsenal in epic, earth-shattering battle. Yet this time they do so with the help of a dark and mysterious warrior...



READERS' MODELS

Every month in Warhammer Visions we feature a gallery of beautiful miniatures painted by you, our readers. This week, however, they've taken over White Dwarf, too! Here's what you've all been working on.



- 1 The Glottkin by Yann Taniou. Yann airbrushed the rotten skin on Ghurk before washing him with a mix of Athonian Camoshade and Lahmian Medium to make him look slimy and sickly.



2



3



4



5

2 Questoris Knight-Magaera by Shaun Davis. The markings on its knee show that this Knight hails from Stygies VIII.

3 Interrogator-Chaplain by Julien Haesinger. The red glow in the Chaplain's eyes makes him appear even more menacing.

4 Eldar Farseer by Piotr Jakubowski. The white helmet and rune armour really make this lyanden Farseer stand out.

5 Cairn Wraith by Jiunn Tai. Painted almost entirely in shades of brown, this Cairn Wraith is the embodiment of a dismal, decaying autumn.



- 1 Berzerker Lord on Juggernaut by Konrad Zielezny. This incredible model is the leader of Konrad's Khorne army, which includes dozens of World Eaters and Khorne Daemons. The model is converted from a Dark Vengeance Chosen combined with a Mighty Skullcrusher. Oh, and a dying, soon to be dead, Cadian on the base.
- 2 Sons of Horus Contemptor Dreadnought by Celso Mendez. Armed with a pair of Kheres assault cannons, this towering war machine known as Litus features the burning eye of Horus on its sarcophagus. But to whom does it owe its allegiance – the Emperor, or the Warmaster?
- 3 Onager Dunecrawler by Thilo Engels. Thilo painted this Dunecrawler as part of his Armies on Parade entry for this year's competition. The armour is painted to look battered and war-torn through years of service to the Omnissiah.





4



5



6

4 Arachnarok Spider by Gareth Etherington. Gareth painted the Goblins and howdah in muted colours so as not to draw attention away from the big yellow spider. Not sure you had to worry, Gareth...

5 Culexus Assassin by John Margiotta. John favours a gritty, realistic style for his miniatures, often covering them in battlefield dirt and grime.

6 Ultramarines Librarian by Matt Stevens. Matt converted this model from Lugft Huron with the addition of a Blood Angel's head. The model's power fist is glowing with psychic energy.

PAINT SPLATTER



SONS OF SANGUINIUS

For more painting advice check out the Sons of Sanguinius: Blood Angels Painting Guide – it's a brilliant 176-page book that contains three Blood Angels armies plus a Flesh Tearers force, with detailed guidelines on how to paint all the models in each force. Whether you're painting Blood Angels Tactical Squads, Death Company or Sanguinary Guard, it's all there, with clear stage-by-stage guides and glorious background and stories for each army found in the book.

Paint Splatter provides handy tips and stage-by-stage painting guides. This week, we focus on the new Blood Angels Chaplain.

Space Marine Chaplains have an iconic image that is the same in almost every Chapter – jet black armour and a skull-faced helmet. The Blood Angels Chaplain is no different in this, except that his armour is run through with bright red areas that resemble exposed muscle.

Start the model by painting the black areas first, and follow them with the red. Take special care with the red in the recesses, but remember you can tidy up

Black Armour

1



Basecoat: Chaos Black
Citadel Spray

2



Layer: Eshin Grey
S Layer

3



Layer: Dawnstone
XS Artificer Layer

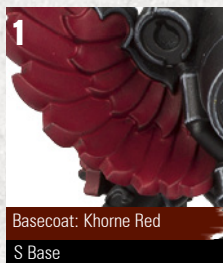
4



Layer: Administratum Grey
XS Artificer Layer

Red Armour

1



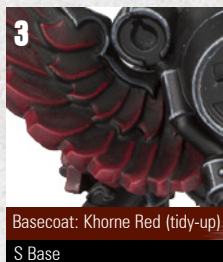
Basecoat: Khorne Red
S Base

2



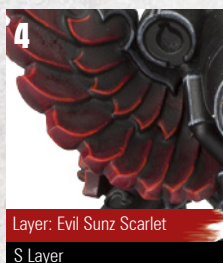
Wash: Nuln Oil
M Shade

3



Basecoat: Khorne Red (tidy-up)
S Base

4



Layer: Evil Sunz Scarlet
S Layer

5



Layer: Fire Dragon Bright
XS Artificer Layer

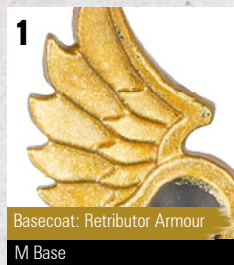
any mistakes (if you get the red on the armour plates) afterwards. With the armour completed, you can move on to details.

Perhaps the most interesting technique on the model is the engine glow in the Chaplain's jump pack. To get this looking

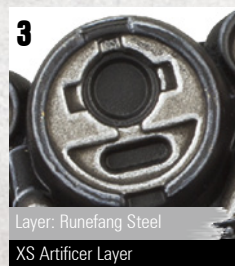
right, it is essential to thin down the Teclis Blue and Lothorn Blue in stages 2 and 3 with Lahmian Medium (not water!). This helps the paint to settle over the basecoat and run into the recesses while still retaining its opacity. Give it a go – the results look tremendous. 🛡️

Next week: more black armour.

Gold



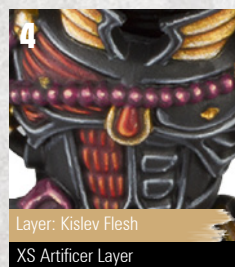
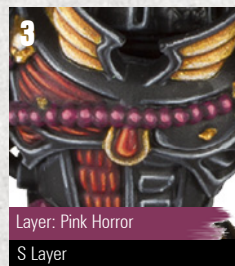
Metal



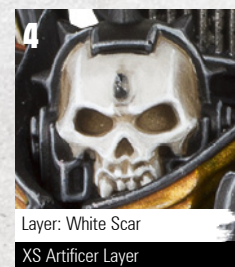
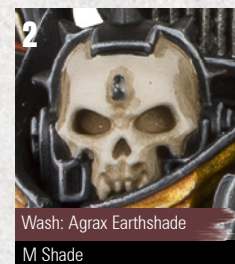
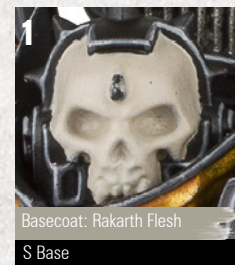
Engine Glow



Bead Lanyard



Skull Helmet



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 the Helfort, Blood Angels armour, Adeptus Mechanicus wargear and more.

CHAOS HELFORT: WALLS OF DESPAIR

DREADHOLDS OF CHAOS

THE FANGS OF DECAY

Built to corrupt the power of Alarielle's Lifewells, the Fangs of Decay rose from the Foetid Wash like rotten, cracked teeth. Torglug the Despised, once a champion of Life, oversaw the erection of these strongholds, the ultimate act of treachery against all he had once held dear.

THE ELDRITCH FORTRESS

The Eldritch Fortress was built in the wake of the Battle of Burning Skies. The Tzeentchian Sorcerer Ephryx fashioned this magical stronghold around Sigmar's lost hammer. For an age it stood resolute, siphoning power from Ghal Maraz, until the Storm of Sigmar broke, and the Celestial Vindicators and Hammers of Sigmar sacked it.

SKULLBRASS KEEP & BLOODSPIRE CITADEL

Two fortresses in different realms, Skullbrass Keep and Bloodspire Citadel are linked by the Bloodbrass Bridge – a man can pass from one fortress to the other, and across the realms, merely by striding across it.

SUBJUGATING THE MORTAL REALMS IN THE NAME OF CHAOS

The **Chaos Dreadhold** Helfort is unusual, even by the standards of the bastions, monuments and effigies raised to the glory of Chaos. The mortar that holds the walls together isn't just cement, lime and sand, but the trapped souls of mortals slaughtered during the Helfort's creation. These tortured souls are bound in place by the Daemon-wrought metal that binds the walls, creating a tangible aura of evil and oppression. Worse still, this pent up magic can be unleashed when the Helfort is under siege – a word of power causes a section of wall to explode outward, a magical detonation that crushes the attackers with falling masonry, and leaves

an inferno of sorcerous fire in the breach. Those who have witnessed the coruscating flames, and lived to tell the tale, claim they beheld the silhouettes of agonised victims writhing in the fires – a macabre dance burned into their retinas until the fires faded and the walls reappeared, intact, with the new dawn.

Playing with one on the gaming table gives a real sense of how the power of Chaos pervades the Mortal Realms, and of the stranglehold of Chaos and the horrors their servants are unleashing. The only question is whether you want to bring the walls crashing down... or raise them high.



WHITE DWARF

THE OFFICIO ASSASSINORUM

This week is a good week for the agents of the Officio Assassinorum, with the plastic Imperial Assassin models on pre-order. They also steal the show in War Zone Damocles: Mont'ka (see [here](#) for more on this). Each Assassin brings their own story to your games – that is, their own deadly mission and their temple's murderous doctrine. Will they get to (and kill) your general? Can you stave off their ruthless kill mission? If a lone Assassin is exciting, an Execution Force is amazing! You can find the rules for all four Officio agents, along with a Detachment and Formation, in Mont'ka and from Warhammer Digital for iOS and Android.



THE ARMOUR OF ANGELS

The new Blood Angels Chaplain with Jump Pack got us ruminating on the nature of Blood Angels armour. The armour plates on his power armour combine elements from two iconic sources: the artificer armour of Mephiston and Astorath

(notable for the sinewy, raw muscle effect) and the smooth, sculptural armour of Dante and the Sanguinor (complete with mega-abs). It's a cunning melding of the two styles, which lets the new model straddle both sides of the army.

A close up of the Chaplain's torso (1) and Astorath the Grim's body (2) shows how the model has been designed to echo the flensed muscle effect on his armour. Astorath and Mephiston are closely connected to death – a strong visual for a Chaplain.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: epic rivalries.

SIGMAR AND NAGASH

Sigmar and Nagash have a feud that spans the ages – first clashing when Sigmar was a mortal uniting the tribes of men in the world-that-was. Then, and many times since, Sigmar has triumphed in combat over the Great Necromancer, smiting him with Ghal Maraz. Their hatred of one another has never blazed with greater intensity than at the Battle of Burning Skies, when Nagash betrayed Sigmar. This act of calumny has fomented a grudge that must one day be settled, and not peacefully.

YARRICK AND THRAKA

To an Ork, a fierce and dedicated foe is something to be cherished – they are the greatest source of entertainment and joy any right-thinking greenskin could wish for. Thus, even though Commissar Yarrick has thwarted Ghazghkull Thraka on Armageddon twice, the mighty Goff Warlord cherishes their battles together. The same cannot be said for the Old Man of Armageddon, however. Yarrick hates Ghazghkull with a fiery intensity and will not rest until the Ork is dead. This doesn't bother Thraka at all – as far as he's concerned it just increases the chances of a fight in the near future.

THE LION AND THE WOLF

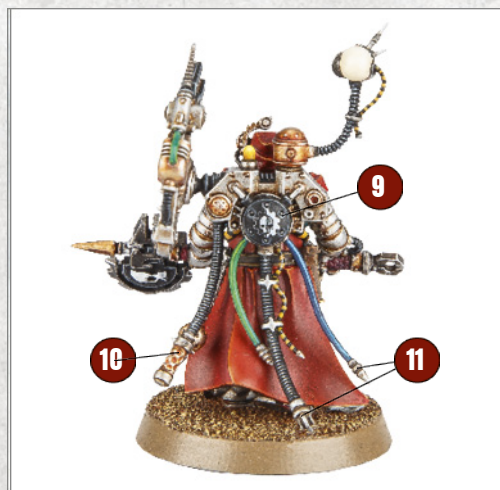
A rivalry that erupted during the days of the Great Crusade, when Lion'El Jonson and Leman Russ fell to blows. Jonson, who won the ensuing fight (some say with a treacherous blow) bore the raging Russ no ill will thereafter. The Wolf King, however, would not be placated. This has given rise to a martial tradition ever since: a ceremonial duel whenever Space Wolves and Dark Angels meet.

TECHNO-ARCAE WARGEAR

THE WEAPONS AND EQUIPMENT OF THE TECH-PRIEST ENGINEER

The Tech-Priest Engineer in the new Tech-Command kit is festooned with a multitude of wargear. But what is all that stuff? We sought answers...

1. Servo-skull. A cyber-slaved assistant, typically housed in the flensed skull of an honoured (but very dead) adept.
2. Servo-arm. Capable of bending armour plates and crushing skulls with ease. Note the powerful turbo-drill.
3. Bionic Eyes. Three bionics provide broad-spectrum data retrieval.
4. Rebreather Apparatus.
5. Dataslate with schematic uplink, essential for vehicle maintenance.
6. Power axe. Note the half-Mechanicus symbol and power wrench.
7. Power armour. The Engineer wears armour equivalent to a Space Marine.
8. Rad gauge. A Martian affectation.
9. Power generator. A compact fusion core to operate weapon, armour and life support systems.
10. Rad censer. For monitoring radiation.
11. Data spike. For information transfer with machines and fellow Tech-Priests.



WEAPON OF THE WEEK: ANIMUS SPECULUM

By universal accord, the White Dwarf team declare the Animus Speculum the most frightening item of headwear around. Not only does it have a leering skull that would make a Space Marine Chaplain proud, but it's equipped with a weapon-eye that focuses the Culexus's pariah aura into a weapon. When turned against the enemy, it literally snuffs their soul out. Against 'blunt' creatures the effect of this is deadly, against psykers it is utterly devastating.



FIRST CAPTAIN ARENOS KARLAEN, THE SHIELD OF BAAL

Not only can you use the Terminator Captain released this week as your own veteran commander, but you can also use him to represent Captain Karlaen, one of the Blood Angels' most celebrated heroes, a veteran warrior who has fought every enemy of Mankind, from Goff Clans and Speed Freaks to Genestealers infesting space hulks. On Phodia, as Hive Fleet Leviathan closed its grip on Baal, Karlaen matched his skills against the monstrous Genestealer Broodlord infesting the doomed world. Aboard the *Doom of Vorgoth* he fought the Daemons of Chaos, narrowly escaping with his life when he blasted his enemies into the void. As Karlaen's glories continue to mount, the Chapter looks to him for leadership and strategic council.

To learn more about Captain Karlaen (and how to paint him), check out the Sons of Sanguinius painting guide, and download Dataslate Deathstorm: Captain Karlaen for his full rules for Warhammer 40,000.



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

KNOWLEDGE IS POWER

I have a question about the Cult Mechanicus, oh mighty Grombrindal (may your beard ever grow bushy and long). Do the Tech-Priests of the Cult Mechanicus ever want to 'borrow' alien technology they find in their battles?

- Karl 'The Heretic' Capol

GROMBRINDAL SAYS

Ah, the old techno-heresy dilemma, eh? Well youngling, the short answer is yes. And no. You see the Cult Mechanicus is a broad church, so to speak. Within its many strange and varied traditions are countless interpretations of dogma and doctrine, and many of those consider acquiring and understanding all technology, even alien technology, not only acceptable but their divine duty. Others cry heresy at this and shun those who condone it (often violently, not so much shunning as purging them). This is actually one of the themes in Mont'ka – all those lovely Tau weapons do look rather tempting to the Tech-Priests...

- Grombrindal

BIT OF THE WEEK: CELESTIAL BEACON

The Knight-Azyros's magical lantern can unleash the power of Sigmar to burn away the creatures of Chaos. It's also a spare part (complete with hand to hold it) if you make the model as a Knight-Venator instead. Perfect if you need one of your models to lead the way in dark places!



WHITE DWARF'S REGIMENTS OF RENOWN

This KV128 Stormsurge ballistic suit is piloted by Shas'ui Calon'oi, a veteran Broadside Battlesuit pilot seconded to the ballistic suit programme on the sept world of Dyan'oi. As the sept's first Stormsurge pilot, he is held in high regard by the academy's students, particularly his co-pilot Shas'la Reah. Most recently the Stormsurge has been deployed against the Orks to the galactic south-east of the Tau Empire. It has since earned the moniker 'Wavebreaker' on account of the destruction it caused to numerous Ork hordes.

The model was painted using a harmonious colour scheme of cool blues, greys and purples, the same colour scheme used on the Riptide Battlesuit shown in issue 90. Barrels from the Battlefield Accessories Set, plus off-cuts from the Basilica Administratum were added to the base, indicating the remnants of an Imperial colony long-since destroyed by either the Tau or the Orks. The crystals on the base were taken from the Under-Empire Basing Kit and painted in colours sympathetic to the rest of the model. 🛡️



NEXT ISSUE: THE EXALTED GRAND MARSHAL RETURNS!

NEW RELEASES

BLOOD ANGELS CAPTAIN IN TERMINATOR ARMOUR

1 miniature – the master of the first, your very own Terminator-armoured hero.

£20, €26, 200dkr, 240skr, 220nkr, 100zł, USA \$33, Can \$40,
AU \$56, NZ \$66, 200rmb, ¥4,600

BLOOD ANGELS CHAPLAIN WITH JUMP PACK

1 miniature – a guardian of the lost and a beacon of the faithful.

£20, €26, 200dkr, 240skr, 220nkr, 100zł, USA \$33, Can \$40,
AU \$56, NZ \$66, 200rmb, ¥4,600

OFFICIO ASSASSINORUM ASSASSINS

1 miniature – *Vindicare, Eversor, Callidus or Culexus!*

£19, €25, 190dkr, 220skr, 210nkr, 95zł, USA \$32, Can \$37,
AU \$53, NZ \$63, 190rmb, ¥4,400

WAR ZONE DAMOCLES: MONT'KA

2 books in a slipcase – the conclusion of an incredible campaign!

£45, €60, 450dkr, 550skr, 500nkr, 225zł, USA \$74, Can \$90,
AU \$125, NZ \$150, 500rmb, ¥11,500

WAR ZONE DAMOCLES: MONT'KA LIMITED EDITION

8 books, 2 posters, 6 metal objective markers – a very special set.

£125, €165, 1,250dkr, 1,500skr, 1,375nkr, 625zł, USA \$205, Can \$250,
AU \$225, NZ \$265, 1,250rmb, ¥28,800

PRE-ORDER: NOW

RELEASED: 28/11/15

Unless noted otherwise, these products are all available to pre-order from 21 November and are on sale from 28 November. Find out more about this week's new releases on [here](#) in this issue.

DATA CARDS: CADIA/FARSIGHT ENCLAVES

Two sets for two different armies – choose the one you want!

£8, €10.50, 80dkr, 100skr, 90nkr, 40zł, USA \$13.50, Can \$16,
AU \$22, NZ \$26, 80rmb, ¥1,800

ASTRA MILITARUM LEMAN RUSS TECH-COMMAND

2 miniatures – add a scion of Mars to your collection with this tank and Tech-Priest.

£45, €60, 450dkr, 540skr, 500nkr, 225zł, USA \$75, Can \$90,
AU \$125, NZ \$150, 450rmb, ¥10,400

WARHAMMER 40,000 RELICOS MILITARUM

A gigantic piece of Imperial architecture for your gaming table.

£150, €200, 1,500dkr, 1,800skr, 1,650nkr, 750zł, USA \$250, Can \$300,
AU \$350, NZ \$400, 1,500rmb, ¥30,000

WARHAMMER AGE OF SIGMAR CHAOS DREADHOLD HELFORT

A huge Chaos Dreadhold including exclusive ruined wall sections!

£175, €230, 1,750dkr, 2,100skr, 1,950nkr, 875zł, USA \$290, Can \$350,
AU \$490, NZ \$580, 1,750rmb, ¥40,300

LEGENDS OF THE DARK MILLENNIUM: ASTRA MILITARUM

By Various Authors

368 pages, hardback

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

Also available as an eBook. See www.blacklibrary.com for prices and details

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

White Dwarf © Copyright Games Workshop Limited 2015. White Dwarf, GW, Games Workshop, Citadel, Warhammer Visions, Golden Demon, 'Eavy Metal, Paint Splatter, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with national laws, Games Workshop is prohibited from selling spray paints and bladed equipment to certain age groups. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games

Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Editor: Jes Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@whitedwarf.co.uk

Games Workshop Limited
Willow Road, Lenton, Nottingham, United Kingdom,
NG7 2WS

Registered in England and Wales
– Company No. 01467092.

ISSN: 0265-8712 / Product code: 60659999095

