

WHITE DWARF

ISSUE 96
28 NOVEMBER
2015

ARCHAON EVERCHOSEN
THE CHAOS GODS' GREAT CHAMPION STRIKES BACK!





WHITE DWARF

ISSUE 96

28 NOVEMBER 2015

GAMES-WORKSHOP.COM

BLACKLIBRARY.COM

FORGEWORLD.CO.UK



CONTENTS

NEW RELEASES

Archaon, the Everchosen, the Exalted Grand Marshal of the Apocalypse returns – in the form of perhaps the finest Citadel miniature ever made.

PAINT SPLATTER

Archaon: he's huge, and his steed has three heads. So much to cover – we get you started in Paint Splatter and point you in the direction of even more of the great painting advice on offer.

PARADE GROUND

War never ends in the 41st Millennium (not even for Archaon) as our Parade Ground proves.

EVERCHOSEN

Archaon, the greatest of Chaos's servants, all but rules the Mortal Realms with an iron fist. How came he to conquer them and just how vast is his power? We take a look.

WARSROLLS

Just one warscroll this week – but it's a mighty two-pager for, who else, Archaon himself, not to mention the mighty steed that is Dorghar.

THE WEEK IN WHITE DWARF

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



THE EVERCHOSEN

He is the dark shadow of Chaos, the Three-Eyed King, the Everchosen, the Exalted Grand Marshal of the Apocalypse. He is Archaon, ender of the world-that-was, and all the armies of Chaos unite as one under his fell gaze in their quest to conquer the realms. Chosen of the Dark Gods, there are none who can stand against him and live – perhaps not even Sigmar.

Prepare yourselves, readers, for this week one of the mightiest and most impressive Citadel miniatures

ever made arrives – an astonishing rendition of Warhammer Age of Sigmar's ultimate bad guy. He's just begging for a lavish paint job and pride of place in your collection. To celebrate, in this issue we've got a four-page Paint Splatter dedicated to this glorious miniature, his warscroll (he's a monster!) and plenty of thrilling background material. Simply turn the page to begin your descent into Archaon's dark glory. The fight for the Mortal Realms just got a lot more dangerous... who can prevail against the Everchosen? ☀

NEW RELEASES

ARCHAON, EXALTED GRAND MARSHAL OF THE APOCALYPSE

Archaon is the greatest champion of Chaos, the Exalted Grand Marshal of the Apocalypse. At his hand, the world-that-was faced annihilation and the Mortal Realms were subjugated. Now, as the Storm of Sigmar sweeps the realms, Archaon prepares to destroy the God-King.

1 Archaon is the Everchosen, bearer of the six treasures of Chaos – artefacts won through arduous trials, proving his skill, fortitude and devotion to the Dark Gods. In his right hand he wields the Slayer of Kings, a mighty Daemon weapon which holds the enslaved soul of a Bloodthirster of Khorne. He wears the armour of Morkar, one of the greatest champions of Chaos, and upon his brow rests the Crown of Domination, while the Eye of Sheerian grants him future sight. Yet the greatest of his many gifts is his steed, Dorghar, now transformed into a winged, three-headed monstrosity. (And you can see more of the great beast over the [page](#).)

2 From behind you can see the detail of Archaon's throne-seat – with skulls embedded between the gilded maw of the daemon face, a horrific image of the fate of those who oppose the will of the Everchosen.

Want to know more about the Exalted Grand Marshal of the Apocalypse? Turn [here](#) for our Everchosen feature, and check out [here](#) for Paint Splatter, [here](#) for his warscroll and [here](#) for even more.

A towering vision of dark majesty and martial glory, enthroned between the pinioned wings of his Chaos steed, Dorghar, Archaon is the Everchosen of the Dark Gods of Chaos. At his command vast legions march to war, armies so numerous they trample the realms beneath their iron shod feet. Of the Mortal Realms only Azyr has escaped the fury of the Everchosen. Even now Archaon's armies stamp out the last vestiges of defiance.

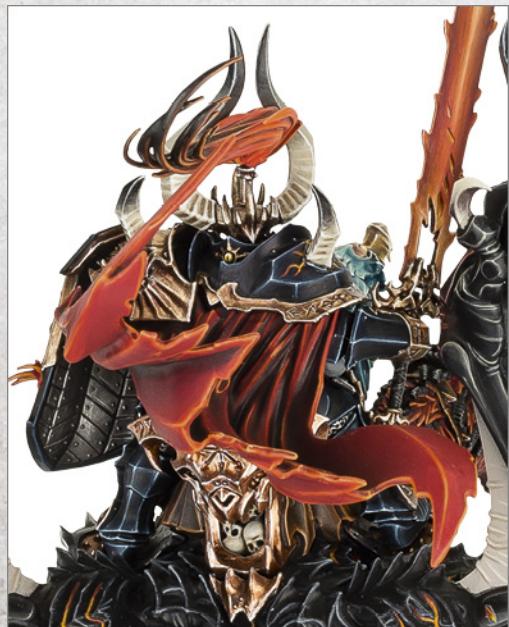
Archaon was once a mortal man, or so legends say. A pious warrior priest who worshipped Sigmar in the world-that-was. Though he walked a path of righteousness, something drove him into the embrace of the Dark Gods. Through gruelling trials Archaon won the favour of the gods, gathering six artefacts of power with which he could enact their will. With the

inevitability of fate he wrought the ruination of the world-that-was, dooming countless millions as the Dark Gods celebrated their victory and lauded their Everchosen. As the world was unmade, Archaon did not die – instead the Chaos Gods raised him to glory as an immortal demigod to crush their foes forever more.

In the wake of this devastation, new life began, and the Mortal Realms were born. What followed was a time of wonder, known as the Age of Myth. Envious and hateful, the Dark Gods turned their gaze on the realms, unleashing their servant to obliterate all who would not worship them. The realms burned and the Dark Gods exulted. Now, Sigmar's Storm kindles the flames of hope, and it falls to the Everchosen to stamp them out. Sigmar's armies will be eradicated...



1



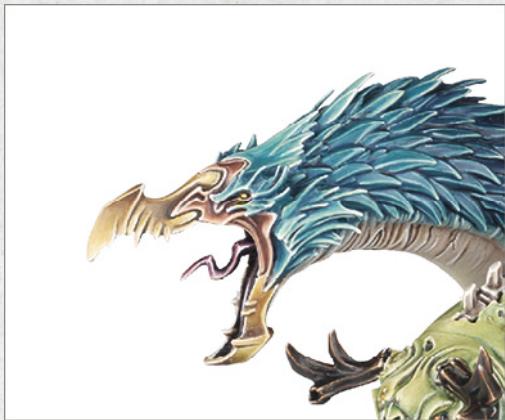
2







1



2



3



4



5



6

1 Dorghar has three heads, each one the image of one of the champions of the Chaos Gods sent to slay Archaon when he refused to swear loyalty to one god over the others. The Khornate head resembles that of a snarling, bull-faced daemon lord.

2 The second of Dorghar's daemonic heads resembles the champion of Tzeentch sent to humble Archaon, the shrieking bird-like face akin to a Lord of Change.

3 The third head leers with the broken-toothed smile of a Daemon of Nurgle, its split skin torn open to reveal sores and an exposed spinal column – the visage of another foe bested by Archaon.

4 Dorghar burns with hellfire, smouldering heat emanating from within his cracked skin. Some signs still remain of the steed he once was – his left flank still bears the eight-sided sigil of Chaos, just as it did before his transformation, and his rear limbs are still hooved like a daemonic steed.

5 The Archaon miniature has a subtle but very detailed scenic base (which also provides support for Dorghar's dynamic flying pose). The shattered ruins of some civilisation Archaon has laid to waste crumble beneath Dorghar's bulk as razor-beaked carrion birds take wing in fright.

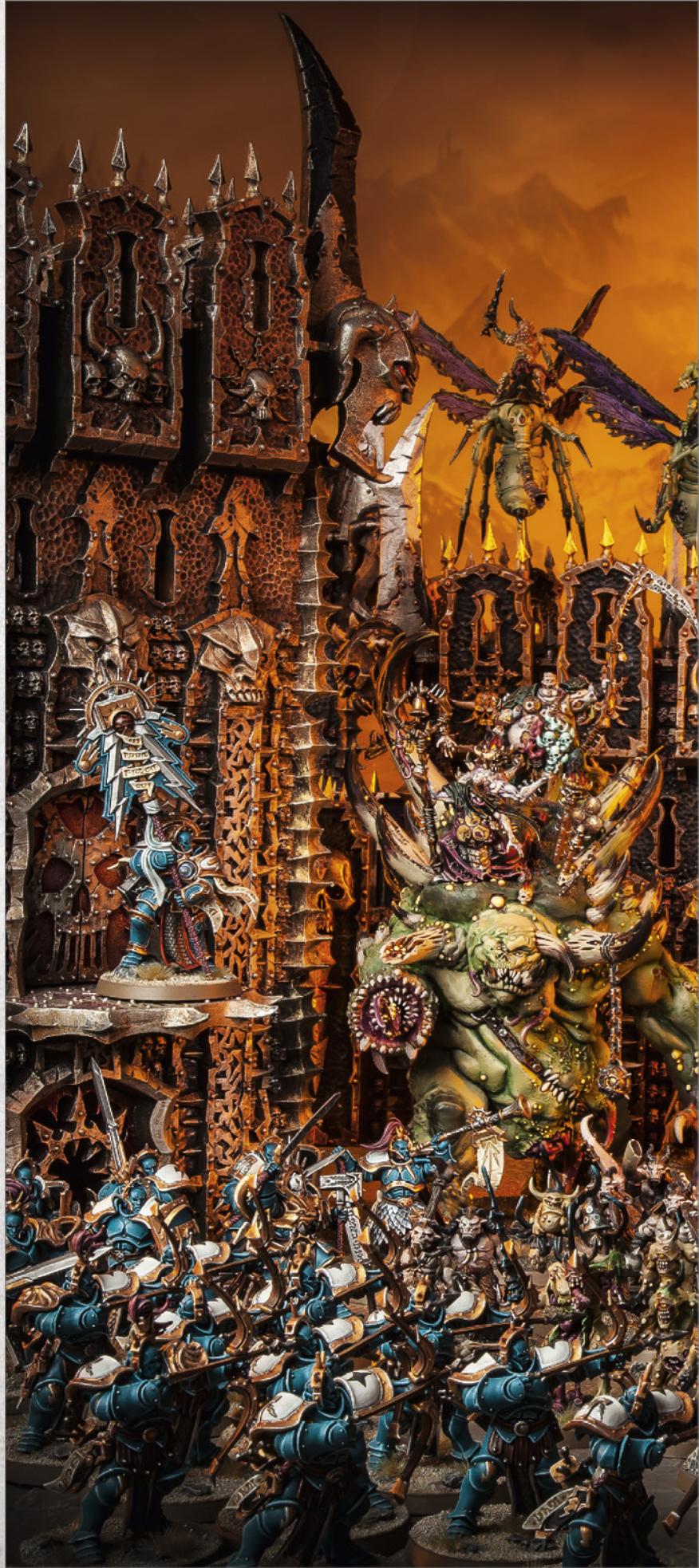
6 Dorghar, the Steed of the Apocalypse, once possessed the form of a monstrous Chaos steed. The Dark Gods blessed him, making him more powerful than ever. His vast bat-like wings bear the rents and scars of much hard fighting, and you can see tortured skulls leering out from the tears in his flesh. It is said that those Dorghar consumes never truly die, but instead spend an eternity of agony trapped within his daemonic gut.

► Archaon is, without a doubt, the grandest Citadel miniature for Warhammer Age of Sigmar so far, and an iconic rendition of a classic villain. To fans of Warhammer throughout the years, Archaon is instantly recognisable as the Lord of the End Times and he remains so now, even though the transformations of the Dark Gods have changed him greatly. Archaon is a mountain of Chaos armour and steely sinew, hung with the trappings of the Everchosen and crowned with mighty curling horns. The Armour of Morkar he wears into battle is embellished with leering daemonic faces and new totems and trophies from the countless wars he has fought in the Realm of Chaos and beyond. Even the skulls on a cord around his neck bear the hallmarks of Khorne, Tzeentch and Nurgle – what dark deeds did he commit to earn such fetishes? His Chaos runeshield is a work of craftsmanship, carved with runes of all four gods, and the Slayer of Kings, his iconic magical blade, writhes with eldritch power. Archaon has been richly blessed by the Chaos Gods, bestowed with countless glories in the ages since he destroyed the world-that-was, and it shows!

Greatest of his trappings is Dorghar, his colossal steed. Once Dorghar resembled a hellish horse but is now a triple-headed abomination. Legend tells that Archaon was once hunted by other champions of the Dark Gods, when he refused to serve one god above all others. Against these Archaon triumphed and Dorghar devoured them – their faces becoming his own. Now the snarling face of Khorne, the screeching visage of Tzeentch and the leering face of Nurgle jut from Dorghar's neck – a sign of Archaon's victory over the champions of the gods themselves and his indisputable position as their greatest champion.

This staggering plastic kit is a true expression of the artisanship of the Citadel miniatures designers – intricate details and staggering scale combining to make a centrepiece for any Chaos army. ☀

Opposite: Archaon, Exalted Grand Marshal of the Apocalypse leads his army against the Celestial Vindicators, eager to humiliate the servants of the upstart God-King.





FOCUS ON... TRIPLE-HEADED MONSTROSITY

Each head on Archaon's mighty steed adds to the legend of the Everchosen – of how the Three-eyed King maintains his position as champion of the Chaos Gods, without being dominated by any one of them. The first head, known as Skull-gorger, is the slayer of heroes. Dorghar feasts on the flesh of Archaon's slain foes, and the choicest victims, the greatest enemies of Chaos, find their skulls crunched in Skull-gorger's jaws. Even as their soul-essence is stolen, Dorghar's flesh knits together, healing wounds suffered in battle.

Spell-eater, the head of Tzeentch, is a wizard-bane, consuming the magical essence of sorcerers who fall prey to the Everchosen. Gobbling down their power as a falcon might choke down raw and bloody gobbets of flesh, Spell-eater slurps back the victim's arcane knowledge, passing it on to the Three-eyed King. The repugnant third head, Filth-spewer, vomits forth a tide of rot, heaving up the half-digested remains of those already eaten and washing around in Dorghar's belly to shower those nearby in murderous acidic bile.



NEW RELEASES

KHORNE BLOODBOUND EXPANSION SET



Tap on the image above to visit the Games Workshop website for more information on this product.

NEW RELEASES

STORMCAST ETERNALS EXPANSION SET



Tap on the image above to visit the Games Workshop website for more information on this product.

Want to drown the Mortal Realms in blood and claim countless skulls for Khorne? You need to get your blood-stained hands on the Khorne Bloodbound expansion set, the perfect addition to the Warhammer Age of Sigmar starter set or perhaps even the start of a whole new army. Inside you'll find 39 miniatures including 10 Blood Warriors, 20 Bloodreavers, three Mighty Skullcrushers, five Skullreapers (which can also be built as Wrathmongers) and Skarr Bloodwrath. ☠

Continue Sigmar's quest for vengeance with the Stormcast Eternals expansion set. This boxed set of 20 plastic miniatures makes an excellent addition to the models in the Warhammer Age of Sigmar starter set, or even the start of a whole new Stormhost. This great value set includes 10 Judicators, three Prosecutors, five Paladins (which can be built as Decimators, Protectors or Retributors), and a Lord-Castellant accompanied by a Gryph-hound. ☠

NEW RELEASES

TAU EMPIRE RETALIATION CADRE



Tap on the image above to visit the Games Workshop website for more information on this product.

NEW RELEASES

ARCHAON PAINTING GUIDE



WARHAMMER DIGITAL

This painting guide and other Games Workshop digital editions are available from the Black Library & Warhammer Digital website. For more information visit: www.blacklibrary.com/games-workshop-digital-editions

A comprehensive digital stage-by-stage guide showing you how to paint the mighty Archaon.

Archaon, Exalted Grand Marshal of the Apocalypse is truly one of the greatest miniatures of our time and deserves (nay, demands!) a phenomenal paint job.

This digital painting guide from the Studio army painters shows you how to paint every part of the new Archaon model, from the Armour of Morkar to Dorghar's three daemonic heads. Every section of the model is clearly labelled in this easy-to-navigate eBook, enabling you to jump quickly to the part of the model you're working on, while every stage is helpfully explained, making them easy to follow. The Slayer of Kings, for example, looks hard to paint, but by following the stages you'll end up with great results. ☺

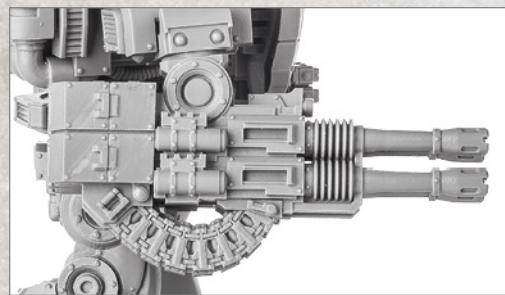
Bring enlightenment to the galaxy with the Tau Empire Retaliation Cadre, an all-plastic boxed set of battlesuits with enough firepower to take on virtually any foe. This set includes three XV8 Crisis Battlesuits, a Tau Commander, an XV88 Broadside Battlesuit and an XV104 Riptide, plus 11 Drones to fight alongside them. All the kits feature extensive modelling options and include a veritable arsenal of weapons and wargear, from fusion blasters to high-yield missile pods. ☺

LEVIATHAN PATTERN DREADNOUGHT

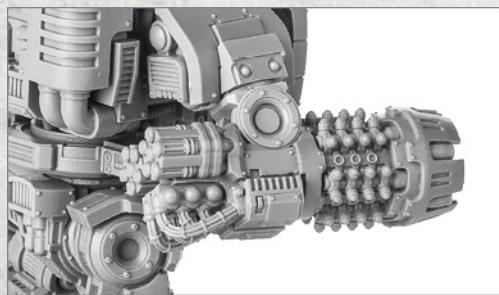
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week our pages are graced by the mighty Leviathan Pattern Dreadnought, a new war machine for the battlefields of the 31st Millennium.

The dark days of the Horus Heresy saw the creation of many devastating war machines designed to kill legionaries of the Adeptus Astartes. The Leviathan is one such weapon, a siege Dreadnought of unsurpassed size and power that is used to shatter the defences of fortified strongholds and bastions.

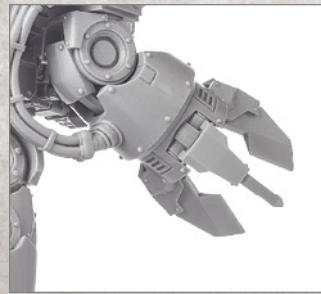
Clad in reinforced ceramite, with banks of atomantic shielding to protect its sarcophagus, the Leviathan is the largest Dreadnought deployed so far during the Horus Heresy. This resin kit comes with a choice of torso weapons: a pair of heavy flamer or two twin-linked volkite calivers, plus a carapace-mounted phosphex discharger. The Leviathan's weapon arms, which include storm cannons and siege claws, are sold separately and available from www.forgeworld.co.uk.



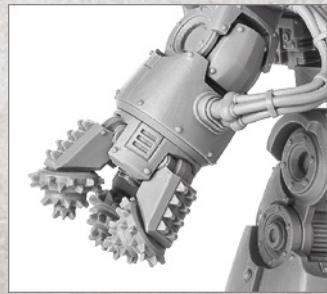
1



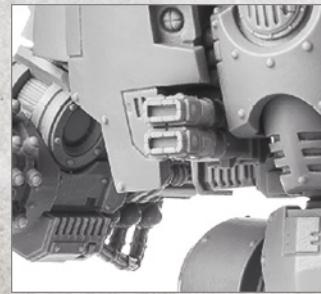
2



3



4



5

1 The storm cannon, a quad-linked autocannon with enough firepower to punch through Astartes power armour.

2 The grav-flux bombard – a fearsome gravity field manipulator cannon.

3 The Leviathan siege claw comes with a built-in meltagun and separate claws so it can be built open or closed.

4 The Leviathan siege drill is designed for tearing open fortifications and armoured vehicles.

5 Two twin-linked volkite calivers sit nestled beneath the Leviathan's sarcophagus.

NEW RELEASES

THE BEAST ARISES: I AM SLAUGHTER

By Dan Abnett | Hardback | 238 pages

On an unassuming world in the inner core of the Imperium, the Imperial Fists Chapter goes to war. The battle for Mankind's destiny is about to begin. *I am Slaughter* is the first instalment in Black Library's epic new series...

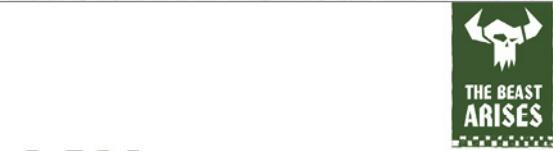
It is the 32nd Millennium and the 'Heresy War' that sundered the galaxy is a distant memory. For the first time, the Imperium knows relative peace. But on Ardamantua, a world nestled in the Terran Core, the greatest Ork Waaagh! the galaxy has ever known is about to erupt. Against this menace, Wall-Captain Koorland, known to his brothers as 'Slaughter', tries to salvage a measure of victory from the jaws of annihilation. On Terra, Lord Vangorich must try and galvanize the Council of Terra into action.

I am Slaughter is the first instalment in an epic new series from Black Library, The Beast Arises, a year-long series of novels charting one of the greatest wars from the dawn of the Imperium. This first volume is penned by Black Library standout and New York Times best-selling author Dan Abnett and is available in hardback, as an eBook and as an MP3 audiobook. You can even take out a digital subscription, so that the next title will be added to your Black Library account on the day of release, so you can follow along with this epic tale however you like. ☀

THE BEAST ARISES

I am Slaughter is the novel that kicks off a massive new event for Black Library, a new series in 12 parts that will see a new novel released each month for a year, telling the story of the Ork Waaagh! that brought the Imperium to its knees in the 32nd Millennium, and revealing the catastrophic consequences for Mankind – revelations from early in the Imperium's history.

Penned by the biggest names in the Black Library stable (Dan Abnett kicks the series off, and other



I AM SLAUGHTER

DAN ABNETT



contributors will include Gav Thorpe, David Annandale and Aaron Dembski-Bowden, to name but a few), these novels combine to recount the horrors and intrigue of a war that rampaged through the Terran Core to the very heart of the Imperium. Loaded with never-before-seen historical detail, contextualising an Imperium still in its infancy, The Beast Arises promises to be a blockbuster series that will forever change how we see the 41st Millennium. Turn to [here](#) to learn more about the series.

NEW RELEASES

WARHAMMER VISIONS ISSUE 23



Unleash the warriors of the Horus Heresy! Warhammer Visions issue 23 showcases the Betrayal at Calth.

Warhammer Visions 23 is available for pre-order this week, a fantastic celebration of Citadel miniatures that all begins with the Betrayal at Calth boxed game – including the first ever plastic Citadel miniatures for the Horus Heresy. The magazine also contains a complete retrospective of all the latest Citadel miniatures releases, as well as galleries of entrants from The Fang painting competition in Stockholm and some of the very best models submitted by the winners of 2014's Golden Demon contest. There's also an amazing gallery of Imperial Knights from House Taranis, an Armies on Parade showcase and much more. Don't miss out, order your copy today. ♣



Warhammer Visions is available in print from Games Workshop stores, independent stockists and newsstands, and in an enhanced digital edition for iPad. For more information, visit www.games-workshop.com or the Apple App Store.

Tap on the image above to visit the Games Workshop website for more information on this product.

AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!
Go to your local store or visit www.games-workshop.com for prices and details.



ALSO AVAILABLE NOW

[War Zone Damocles: Mont'ka](#)

[Relicos Militarum](#)

[Chaos Dreadhold Helfort](#)

[Datacards: Farsight Enclaves](#)

[Datacards: Cadia](#)

[Legends of the Dark Millennium: Astra Militarum](#)

Tap on the images above to visit the Games Workshop website for more information on this products.

FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it has to be the Three-Eyed King himself – Archaon, Exalted Grand Marshal of the Apocalypse, and his mighty steed, Dorghar.

HOW TO USE THESE GUIDES

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

Start at stage one and – once you've copied it on your model and the paint has dried – proceed to stage two, and so on.

Each stage includes the following:

1

Basecoat: Rakarth Flesh

XL Base

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used. So, in the example above, for instance, the required technique is a basecoat of Rakarth Flesh.

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

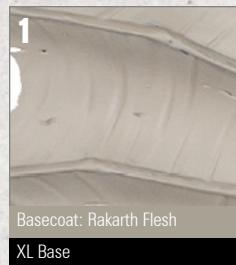


The new Archaon model combines tremendous size with incredibly fine details. We spoke to the Studio army painters to get some tips on painting it.

The first piece of advice concerns Dorghar's wing membranes: in stage 2 it's

important to dilute the Agrax Earthshade with Lahmian Medium (50% or more). This gives smooth coverage to the wings while retaining translucence. In stage 3, stipple undiluted Agrax Earthshade onto the outer edges of the wings, applying it more heavily closer to the outside edge.

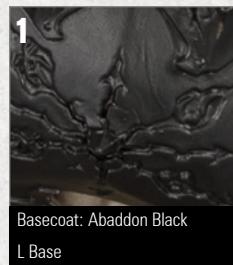
Wings and Skin



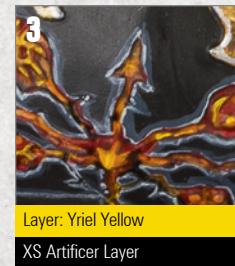
Black Scales



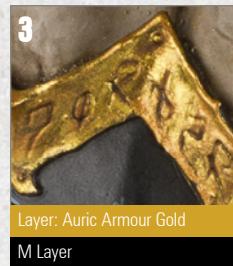
Chaos Star Edge



Inner Fire



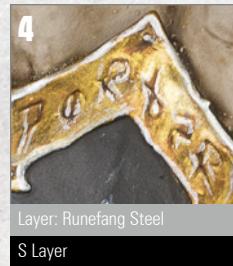
Gold Banding



CHOOSE YOUR ORDER

The order you paint the different stages on your models can be very important, especially when it comes to slightly messier techniques such as drybrushing.

When painting Archaon, this is most important when it comes to small details such as Dorghar's inner fire. If you paint these areas before drybrushing his scales, you'll get Administratum Grey in the fiery areas. Avoid this by completing the wing membranes and underbelly first, then the black scales, before you move onto smaller details such as the fiery cracks or chest plate.



Dorghar's flaming tail also requires a little extra care and attention in order to achieve the nice transition from the pale fleshy colour of Dorghar's underbelly to the fiery orange of his tail. Start by watering down the Jokaero Orange you apply in stage 1, and painting on several

layers – you want to create a natural transition, so paint down the tail towards the end, focussing more layers the further down the tail you go. The same is true of stage 2 – the Fuegan Orange wash should be lighter at the upper end and heavier at the tail tip, as you can see in the pictures.

Flaming Tail



1

Basecoat: Jokaero Orange
L Base



2

Wash: Fuegan Orange
M Shade



3

Layer: Troll Slayer Orange
M Layer



4

Glaze: Lamenters Yellow
M Shade



5

Layer: Yriel Yellow
XS Artificer Layer

Khorne Head



1

Basecoat: Mephiston Red
L Base



2

Wash: Agrax Earthshade
M Shade



3

Drybrush: Mephiston Red
M Dry



4

Layer: Evil Sunz Scarlet
M Layer



5

Layer: Fire Dragon Bright
XS Artificer Layer

Nurgl Head



1

Basecoat: Deathworld Forest
L Base



2

Layer: Ogryn Camo
L Base



3

Wash: Athonian Camoshade
M Shade



4

Drybrush: Ogryn Camo
M Dry



5

Layer: Flayed One Flesh
S Layer

Tzeentch Feathers



1

Basecoat: Stegadon Scale Green
L Base



2

Wash: Coelia Greenshade
M Shade



3

Layer: Sotek Green
M Layer



4

Layer: Temple Guard Blue
S Layer



5

Layer: Tau Light Ochre
XS Layer

Tzeentch Beak



1

Basecoat: XV-88
S Base



2

Wash: Agrax Earthshade
M Shade



3

Layer: XV-88 (tidy-up)
M Layer



4

Layer: Tau Light Ochre
S Layer



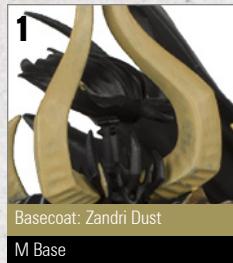
5

Layer: Screaming Skull
XS Artificer Layer

To get the magical glow effect on the Slayer of Kings, you need to transition from deep red to bright yellow. Leave some Mephiston Red showing at the base of the blade and in the gaps further along when you apply the Troll Slayer Orange in stage 2. The translucent nature of the

Layer paints you're using helps with the transitions, but make sure you concentrate the paint towards the upper end of the blade in stages 2 and 3. Finally, the edge highlight in stage 4 needs to be precise – steady your hands on the edge of your table and paint in one smooth motion. 

Archaon's Horns



Basecoat: Zandri Dust
M Base



Layer: Ushabti Bone
M Layer



Wash: Reikland Fleshshade
M Shade



Layer: Ushabti Bone
S Layer

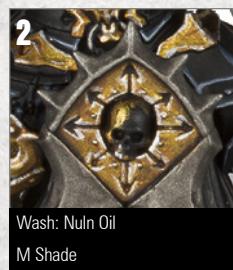


Layer: Pallid Wych Flesh
XS Artificer Layer

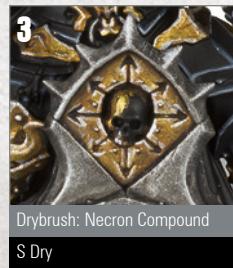
Dark Metal



Basecoat: Leadbelcher
M Base



Wash: Nuln Oil
M Shade



Drybrush: Necron Compound
S Dry



Archaon's Cloak



Basecoat: Khorne Red
L Base



Wash: Druchii Violet
M Shade



Layer: Evil Sunz Scarlet
S Layer



Layer: Fire Dragon Bright
XS Artificer Layer

The Slayer of Kings



Basecoat: Mephiston Red
M Base



Layer: Troll Slayer Orange
M Layer



Layer: Fire Dragon Bright
M Layer



Layer: Yriel Yellow (edges only)
S Layer

MORE EXPERT ADVICE

If you want to take your new Archaon, Exalted Grand Marshal of the Apocalypse to the next level, make sure you check out the amazing Archaon Painting Guide on pre-order this week.

This comprehensive guide will help you navigate painting your new model. It's easily the biggest painting guide we've ever made for a single model and it should help you through every aspect of painting Archaon, from his Crown of Command to the skulls bursting through Dorghar's flesh.

Next week:
Daemonic steeds...

PARADE GROUND

The Dark Millennium is riven by constant warfare as humanity contends with the powers of the Dark Gods and deadly alien races in a battle for survival. Here we present a gallery of Warhammer 40,000 models.



ONORIS THE WARMAKER, THOUSAND SONS HELBRUTE

Reborn in pain thousands of years ago, Onoris was once a loyal member of the Thousand Sons Legion, slain fighting the Craftworld Eldar long ago. Death was not the end for this courageous warrior, however, and Onoris rose again, interred within a suit of Dreadnought armour within which he would fight, not just in the Great Crusade and the Horus Heresy that followed, but also in the Long War his Legion has waged against the False Emperor ever since – for Onoris, dubbed Warmaker by his brothers, ever heeded the words of Ahriman, the Sorcerer.

The Long War has been hard on the mind and sanity of the Warmaker, who even ten thousand years later believes he still fights the battles of his past. Through the corrupted auto-senses of his armour the Helbrute sees only old enemies, and battles them with a seething hatred.

Ahriman has put this rage to great use, employing Onoris against the Harlequins of the Twisted Path. With thunder hammer and lascannon the Warmaker will batter his way through the Eldar to the Black Library, one Troupe member at a time.

1 Onoris is armed with a twin-linked lascannon, ideal for busting open tanks and turning Eldar light vehicles into molten slag. Note the grotesque pink Daemon-flesh enveloping the guns barrels and tubes.

2 Onoris's thunder hammer juts out from the livid flesh of his arm.



1



2



SHAS'VRE KESOR, XV95 GHOSTKEEL

Shas'vre Kesor is a veteran of N'dras Sept's many wars, a master of stealth and subterfuge who was plucked from the ranks of his XV25 Stealth Team to bring death to the Tau Empire's foes in a Ghostkeel Battlesuit. Trained to use this new innovation in stealth warfare, Kesor joined the other Ghosts of N'dras at J'ka'vo station. There he mastered the new weapon systems with great ease, and was deemed battle ready with the first wave of Ghostkeel pilots. Since that day he has amassed an impressive tally of confirmed kills, most significantly against the warriors

of the Blood Angels Chapter operating near the Damocles Gulf.

Armed with a fusion collider and twin-linked fusion blasters, Kesor now fulfils the role of dedicated tank hunter, moving unnoticed behind enemy lines until such a time as he is able to deliver a deathblow. In this he has become a personification of the Kauyon, always preparing the perfect strike. Already his successes have been noticed by Tau command and Kesor has been thrust into the limelight as a hero of the Tau Empire.

1-2 Kesor is accompanied by a pair of MV5 Stealth Drones. It is a matter of pride that both Drones have remained with him since his first operation as a Ghostkeel pilot.

3 The fusion collider is a versatile main weapon which benefits from increased range and function compared to standard fusion blasters. A single blast is capable of incinerating several enemy warriors, even those wearing advanced armour of their own, such as Necrons or Space Marine Terminators.



EXTERMINATION CLADE I-X AEPHUS, KATAPHRON BREACHERS

1 These Kataphron Breachers were painted with a basecoat of Leadbelcher spray to give the silver metal a smooth all-over finish. To ease this process, the side armour plates on the tracks were actually left off until the silver metal was completely finished.

The orange armour plates were painted with a basecoat of Jokaero Orange and layered with Troll Slayer Orange for a bright, vibrant Ryza feel.

2 The main armament of the Kataphron Breachers is the heavy arc rifle, a powerful electrotech weapon designed specifically to slay the Daemon machines of the Dark Mechanicum. A single shot can overload the circuitry of any machine, while flesh targets are essentially electrocuted to death.

Ryza is a world under constant threat from the massive Ork hordes that batter themselves against its manufactoria, but even this constant war-footing does nothing to dissuade the Ryzan priesthood from their holy duty to pursue lost technology wherever it is found.

Extermination Clade I-X Aephus is a Kataphron Breacher deployment currently in service to an Adeptus Mechanicus Explorator Fleet searching on the eastern reaches of the Segmentum Solar. Having joined in the successful Techno-heretek purge of Canthicus Majoris, the Explorator Fleet, designated Castigatis Prime, has returned to its original mission to scour the arid worlds of the Luban Cluster for signs of lost archaeotech. Their mission there has proved fruitless thus far, except in providing ample opportunity for the Tech-Priests to unleash their war machines against Eldar pirates and Chaos warbands, a task Extermination Clade I-X undertake with passionless efficiency.





RAVENWING COMMAND SQUAD ASTEGAR, THE RAVEN'S CLAW

Ravenwing Command Squad Astegar was formed as part of the Dark Angels' mission elite during the Faithlock Prosecution, in which warriors from nine of the Unforgiven Chapters united to defeat the Chaos forces of the Faithlock.

While official Imperial Records are lacking in detail on the Prosecution, the Dark Angels' own roll of honour heaps praise on the names of Ravenwing Champion

Astegar and his men, who rode at the side of Interrogator Chaplain Commeg in the final assault against the Chaos forces.

During that battle, where the lord of the Faithlock was run to ground, Commeg was mortally wounded. As Apothecary Sograel recovered the Chaplain's geneseed, Astegar not only slew the Faithlock's warp-altered bodyguards but captured their foul lord for interrogation as well. ♦

Every month *Warhammer Visions* features Parade Grounds and galleries of fantastic Citadel miniatures for Warhammer 40,000 and Warhammer Age of Sigmar. Pick up a copy for more great miniatures like these.

EVERCHOSEN

The title of Everchosen is bestowed upon the greatest mortal champion of the Chaos Gods, a warrior of supreme power, determination and ambition blessed by the four Dark Gods. Greatest of all the Everchosen is Archaon, Exalted Grand Marshal of the Apocalypse.

IN AGES PAST...

Long ago, in the world-that-was, a devout Templar of the Knights of the Twin-Tailed Orb fought against Chaos. A staunch Sigmarite, he believed in the divinity of the warrior god Sigmar. That was until he read an ancient script by Necrodomo the Insane, which proclaimed that he, Diederick Kastner, would become the Everchosen of Chaos. Praying fervently to Sigmar, the Templar received only silence in response. And so began his descent into Chaos.



HERALD OF DESTRUCTION

Destroyer of Worlds, Lord of the End Times, the Three-Eyed King – Archaon goes by many names, epithets given him by those he has defeated in battle. To the tribesmen of the Screaming Hills he is known as the Thirsting Predator, who fights until none remain to draw their swords against him, while atop the glimmering mountains of Spyrlholm, the World Razor is mentioned only in hushed whispers, a dark legend of death and destruction. To most worshippers of Chaos, Archaon is known simply as Everchosen, the favoured emissary of the Chaos Gods and marshal of their vast, realm-spanning legions. By his command do the armies of Chaos pour forth from the Realms of Chaos to bring ruin and destruction to the Mortal Realms. Where Archaon marches cities burn to cloying ash, rivers erupt into torrents of boiling blood and once-fertile lands are consumed by tides of writhing maggots. To stand before the Grand Marshal of the Apocalypse and his vast armies is to invite annihilation. There is no peace that can be brokered with Archaon, no sanctuary from his wrath, no chance of survival.

THE END TIMES

An eternity before the Age of Sigmar, Archaon's greatest triumph was the destruction of the world-that-was, the culmination of an aeons-old plan by the Dark Gods. As the architect of the world's destruction, Archaon was saved from obliteration by the Chaos Gods, who saw great value in preserving this mortal asset. After all, there were other universes to conquer, other realities to ruin and Archaon was a very effective servant. With the gods' favour, Archaon slaughtered his way across worlds and realms uncounted.

Opposite: The Destroyer of Worlds descends to the Realm of Fire to seize control of Khorne's warring Bloodbound hordes. No matter their patron deity, all followers of the Chaos Gods must offer fealty to Archaon or face destruction.

THE DARK GODS DIVIDED

When the Chaos Gods became aware of the Mortal Realms and the utopia Sigmar had created, they coveted what they saw and planned its downfall. Monstrous in their arrogance and consumed by greed, the four gods rarely worked together and could not break Sigmar's armies. Indeed, it was during this Age of Myth that Slaanesh disappeared and the three remaining brothers, disappointed with their lack of success, warred with each other to seize the Dark Prince's lands. Yet the lure of the Mortal Realms soon drew them back and they understood the need for a champion to lead their armies to war: Archaon.

RETURN OF THE EVERCHOSEN

Yet the Chaos Gods are fickle and each demanded Archaon's undivided loyalty. Each was denied by the Everchosen. Enraged, the three gods sought to destroy what they could not have, lest Archaon declare his allegiance to one of their brothers. Archaon overcame their trials, defeating every champion sent against him, his daemonic steed Dorghar feasting hungrily on their souls. With equal measures of reluctance and respect, the Chaos Gods finally ceased trying to slay Archaon. Instead, they decreed that he would lead their armies to victory in the Mortal Realms, a champion of Chaos and Exalted Grand Marshal of the Apocalypse. The Age of Chaos had begun.

BATTLE FOR THE ALLPOINTS

Opposing Archaon was Sigmar's Great Alliance. Men, aelves, duardin, even ogors and orruks stood against Archaon, yet the World-ender showed no fear. Sigmar's alliance was crumbling and Archaon's agents were more than willing to hasten its ►







► demise. As his agents conducted their clandestine business, Archaon led the hordes of Chaos to the Allpoints, the nexus of travel between the Mortal Realms. Should he capture it, the realms would be at his mercy. Sigmar, realising Archaon's plan, sent his armies against him and it looked, for a time, that they might defeat the Everchosen. Then, betrayal...

PACT WITH THE DEAD

In his dark wisdom, Archaon struck a bargain with Nagash, Supreme Lord of the Undead. Should Nagash betray Sigmar, Archaon would leave the Realm of Shyish to Nagash's rule. The Great Necromancer agreed and the Allpoints fell. Yet Nagash, his treachery complete, soon discovered that Archaon's word meant as little as his own. Scuttling through holes in reality, the Skaven breached the realm of Shyish and Nagash found himself in a war he could not win. The War of Bones, though fought to a standstill, saw Nagash terribly weakened and his body was smashed asunder by Archaon at the Battle of Black Skies.

ARCHAON TRIUMPHANT

It was at the Battle of Burning Skies that Archaon won his greatest victory over Sigmar. Armed with Ghal Maraz, the

God-King cast back the armies of Chaos – mortals, beasts and Daemons obliterated by the Great Shatterer. When Archaon himself moved to fight Sigmar, the God-King hurled Ghal Maraz at the Everchosen, for he knew he could not best Archaon in combat. Archaon laughed, for his plan had worked. Aided by Tzeentch, Archaon deceived Sigmar's aim and the great warhammer crashed harmlessly past him, disappearing into a crack in reality. Sigmar, defeated, lost the battle and millions were slaughtered. Bereft of his greatest weapon, Sigmar suffered defeat after defeat and retreated to the realm of Azyr, barring its gates. Archaon, triumphant, dominated the Mortal Realms.

SIGMAR'S STORM UNLEASHED

For centuries Archaon butchered the inhabitants of the Mortal Realms, knowing all the while that his greatest adversary watched him from the Realm of Heavens. When Sigmar finally unleashed the Stormcast Eternals, Archaon did not see danger, only opportunity and glory. Here, at last, was a worthy foe, an army to be torn asunder by the Slayer of Kings. Much to Archaon's amusement, their arrival also presented another opportunity: the gates to Azyr were now open... ♦

THE ALLPOINTS

The Allpoints is a bridge that spans reality, a gateway to each of the eight Mortal Realms. Understanding its importance, Archaon laid siege to the fortresses guarding the arcways that led to the realms. It was a war that lasted many generations and saw corpses beyond count piled across the Allpoints. It wasn't until Nagash's betrayal, however, that Archaon finally gained a foothold in the Allpoints, and it took the loss of Ghal Maraz to make Sigmar relinquish his hold on the remaining arcways. The Allpoints was soon corrupted by Archaon, its portals redirected into the heart of the Realm of Chaos where Archaon's fortress, Varanspire, lies.

Opposite: Archaon, Exalted Grand Marshal of the Apocalypse rides to war on Dorghar, the Steed of the Apocalypse. None have stood alone before the Everchosen and bested him in combat, not even the God-King Sigmar. Now Archaon returns to the Mortal Realms to sow anarchy and destruction in the name of Chaos.

Above: Archaon, Destroyer of Worlds. During the Age of Myth, Archaon waged wars across countless realities. He fought both for and against all four Chaos Gods, desecrating worlds in their name before slaughtering the champions sent to kill him. To the Chaos Gods he was both a powerful asset and a monstrous inconvenience, the very embodiment of Chaos.

WARSCROLL



ARCHAON

An ominous shadow against the sky, Archaon and Dorghar swoop over the battlefield. Where the gaze of the Everchosen falls, death soon follows. The snapping jaws of Dorghar's three heads rip enemies into bloody pieces, while the mighty Slayer of Kings, wielded by Archaon, claims the head of any hero foolish enough to stand against him.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Slayer of Kings	1"	4	2+	3+	-1	3
Dorghar's Monstrous Claws	1"	2	*	3+	-1	D6
Dorghar's Lashing Tails	3"	2D6	4+	3+	-	1
Dorghar's Three Heads	3"	*	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Monstrous Claws	Three Heads
0-4	12"	2+	6
5-8	10"	3+	5
9-12	8"	4+	4
13-16	7"	4+	3
17+	6"	5+	2

DESCRIPTION

Archaon is a single model. He is armed with the Slayer of Kings – a massive blade that glows with infernal power – and wears the Armour of Morkar, which includes a towering rune-etched shield. He rides Dorghar, a three-headed daemon that causes ruin with his Monstrous Claws, devastates rank upon rank with his Lashing Tails, and plucks up enemies with his Three Heads before devouring them.

FLY

Dorghar's great wings allow Archaon to fly.

ABILITIES

The Eye of Sheerian: In your hero phase, roll a dice and note the result. Until your next hero phase, whenever an enemy scores a hit on Archaon and the result of the hit roll is the number you rolled, the Eye of Sheerian has forewarned him of the attack and you can make your opponent re-roll the dice.

The Slayer of Kings: If Archaon directs all of his attacks with the Slayer of Kings at the same HERO or MONSTER, and two or more of the wound rolls are 6 or more, the daemon bound in the blade is roused and the target is slain instantly!

The Armour of Morkar: Archaon's ancient armour is inscribed with runes of warding and malice. If a save roll made for Archaon is a 6 (before modifying the roll in any way), the attacking model's unit suffers a mortal wound.

Chaos Runeshield: Roll a dice each time Archaon suffers a mortal wound. On a 5 or a 6 that mortal wound is ignored.

The Crown of Domination: This forbidding helm exudes an aura of menace. When a battleshock test is made for a unit within 10" of Archaon, you can adjust the result of the dice roll up or down by 2.

Triple-headed Monstrosity: After attacking with Dorghar's Three Heads, you can pick one of the following effects if at least one model was slain by those attacks:

Filth-spewer: Inflict D3 mortal wounds on an enemy unit within 7" as Dorghar's Nurgle-esque head vomits up a cascade of half-digested warriors and bile.

Skull-gorger: If any of the slain models were HEROES, Dorghar's Khornate head devours their skulls and Archaon heals D3 wounds.

Spell-eater: If any of the slain models were WIZARDS, Dorghar's Tzeentchian head devours them, learning any spells they knew and passing them on to Archaon.

The Everchosen: Roll a dice if Archaon is affected by a spell cast by an enemy WIZARD. If the result is 4 or higher, he is protected by the power of the Dark Gods and the spell has no effect on him (it will still affect other units as normal).

MAGIC

Archaon is a wizard. He can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt and Mystic Shield spells, as well as any learned by Dorghar's Tzeentchian head during the battle.

COMMAND ABILITIES

Warlord Without Equal: Archaon's command over his armies is peerless. If Archaon uses this ability, all other CHAOS units in your army that have command abilities on their warscroll can immediately use them, in an order of your choice.

KEYWORDS

CHAOS, DAEMON, MORTAL, KHORNE, NURGLE, SLAANESH, TZEENTCH, EVERCHOSEN, MONSTER, HERO, WIZARD, ARCHAON

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 Archaon the Everchosen takes centre stage. We even offer some construction tips...



WHITE DWARF

ALL HAIL THE THREE-EYED KING

A GIANT AMONG GIANTS

Archaon was always an impressive warrior, a formidable fighter and an inspiring leader to those around him. His time serving the Dark Gods has magnified those attributes tremendously. By the time he became the Everchosen, he had been blessed by each of the Chaos powers, swollen in size and strength until he towered over other men. During his conquests in the Age of Chaos, he grew yet further in size and stature, the foul warping powers of the Dark Gods steeling his sinews and changing him to demi-godly proportions.

This is borne out in the new Archaon model too – when we built him we couldn't help but compare him to a Bloodreaver (who are also powerful, musclebound warriors). The results speak for themselves: Archaon is a monster!



ITS THE LITTLE THINGS...

Archaon riding triumphant upon Dorghar's mighty back is the most physically imposing Warhammer model we have ever seen, but what makes it so great isn't just the size: it's also covered in tiny narrative details. As we pored over the model, we noticed not all the skulls jutting from Dorghar's flesh are the same – two of them are the helms of Stormcast Eternals. What worse a fate is there for Sigmar's chosen than to spend eternity trapped within the Steed of the Apocalypse? We also love the razor-billed carrion birds swarming around Archaon. Where he passes there are sure to be rich pickings for the corpse-eaters.



From within the fiery body of the Steed of the Apocalypse stare the lifeless helms of two Stormcast Eternals – warrior heroes denied their rebirth in distant Sigmaron.



We love how these shrieking birds are scattering from the terrifying bulk of Dorghar. Attached by just their wing tips, they truly look like they are taking flight.

BUILDING THE BEAST

When it comes to building a gargantuan model such as Archaon, there are sure to be a few useful tips and tricks, and sure as Khorne likes axes, we found a few as we built ours. First of all, we realised that you can make painting the model a little easier if you leave the last few stages of the model's assembly until you've painted it all. As you can see here, we've left Dorghar's heads, Archaon's throne and Archaon himself separate.

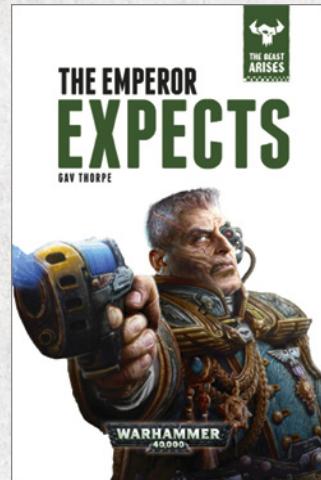
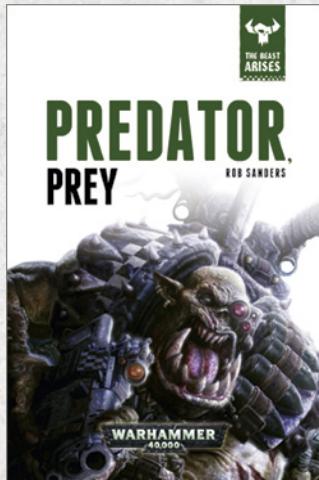
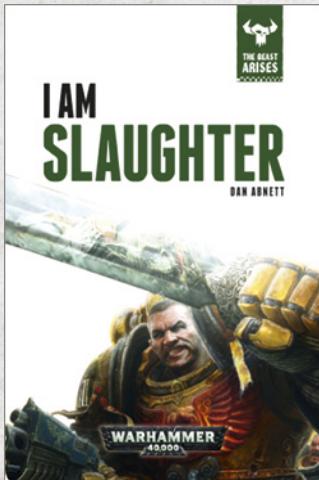
The advantage this gives you is that you can paint all the minor details of the heads, throne and the Lord of the End Times himself without struggling to get your brush into hard-to-reach places (stick the bits to a spare flying stand or mount them on some rod to make them easier to hold). We even left Archaon's shield off, so that you can get round the back of it (and his armour underneath). Once everything is sufficiently painted, just glue it all into place.



THE BEAST ARISES: THE STORY STARTS HERE

The Beast Arises is a major Black Library event, an epic 12-part story recounting the greatest Waaagh! the Imperium has ever known... and it all starts this month with *I am Slaughter*. Having ploughed through the blood-soaked pages of that novel, we're champing at the bit for the next one, and what's great is that it's just around the

corner. Part two, *Predator Prey*, is already written and it will be shown in *White Dwarf* 102 on 9 January. With The Beast Arises there's no waiting an indeterminate period for the next instalment – you're getting one novel a month for the next 12 months! So don't get left behind, get on board now. You won't regret it.



Tap on the image above to visit the Games Workshop website for more information on this product.

ASK GROMBRINDAL



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

QUESTION

Greetings Grombrindal, I trust your beard is as healthy as ever. I have been painting Stormcast Eternals, and it has had me wondering what they actually look like under their masks. I know they are partly made of Celestial magic, so does this affect what they physically look like beneath their armour?

- Laurie 'Storm-forged' Church

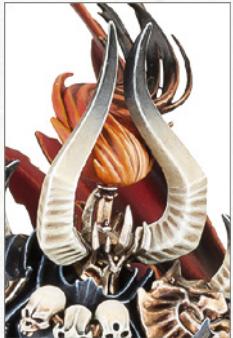
GROMBRINDAL SAYS

My beard and I are both very well, thank you. As for the Stormcast Eternals, the answer lies in the secrets of their reforging. While we have precious little information as to what that entails, we do know it is excruciatingly painful and, as you say, harnesses the magic of the Celestial realm. We get a better picture of the result in Chris Wraight's excellent novella, *Gates of Azyr* (see page 123). There we see Vandus Hammerhand remove his helm, and while he is augmented by the reforging, his features are still unmistakably those of a man.

- Grombrindal

THE GIFTS OF THE GODS

Archaon possesses the six artefacts of Chaos. One is branded on his flesh, one is Dorghar itself, and here are the others...



Archaon won the Crown of Domination in an ancient shrine to Chaos, having throttled a Bloodthirster with its own whip. The Eye of Sheerian, set into its brow, was claimed when he hacked his way out of the Dragon Flamefang's belly.



When Archaon claimed the Slayer of Kings, he plunged its shrieking blade into his comrade, Prince Ograx.



To claim the Armour of Morkar, Archaon defeated the reanimated spirit of the first Everchosen in a deadly duel.

ADVENT CALENDAR 2015: CALL OF CHAOS

Every year our digital wizards and Black Library scribes convene in the Silver Towers of the Design Studio to conjure an Advent Calendar of delectable delights for your enjoyment. This year, with Archaon rampaging across the Mortal Realms, there's a distinctly Chaotic theme to the proceedings...

This year's Advent Calendar includes no less than 48 digital downloads. That's two each day, starting on 1st December (that's next Tuesday) and running right up to Christmas Eve. Each day will herald a new digital download for both Warhammer Age of Sigmar and Warhammer 40,000, be it a short story about Chaos Space Marines or Bloodbound warhordes, an exciting new battleplan set in the Realm of Chaos, new Time of War rules for the Age of Sigmar or a handy stage-by-stage painting guide to help you paint all the new miniatures you get on Christmas Day.

To kick things off, the first digital download is Call of Chaos, a Chaos Warband generator for Warhammer Age of Sigmar. Set in the Realm of Chaos, you earn the favour of your chosen god by fighting (and hopefully winning) battles against other Chaos warbands, thereby gaining new followers to fight by your side. It's a fun and exciting way to build up a Chaos army while fighting a mini campaign at the same time.

All of these digital treats will be available to download from the Warhammer Digital and Black Library website starting on 1st December. You can purchase each one individually on the day it comes out, or you can set up one of three subscriptions – one for all the painting and gaming content, one for all the Black Library short stories or one that includes every festive release in the whole Advent Calendar. To find out more, head over to www.blacklibrary.com. 



NEXT ISSUE: FROM THE VARANSPIRE THEY COME, THE CHAMPIONS OF CHAOS!

NEW RELEASES

ARCHAON, EXALTED GRAND MARSHAL OF THE APOCALYPSE

1 miniature – the Everchosen returns.

£100, €130, 1,000dkr, 1,200skr, 1,100nkr, 500zl, USA \$165, Can \$200, AU \$280, NZ \$330, 1,000rmb, ¥23,000

STORMCAST ETERNALS EXPANSION SET

20 miniatures – reinforcements arrive in the war for the Mortal Realms.

£125, €160, 1,250dkr, 1,500skr, 1,350nkr, 620zl, USA \$205, Can \$245, AU \$345, NZ \$410, 1,250rmb, ¥28,500

KHORNE BLOODBOUND EXPANSION SET

39 miniatures – swell your own Bloodbound horde.

£125, €160, 1,250dkr, 1,500skr, 1,350nkr, 620zl, USA \$205, Can \$245, AU \$345, NZ \$410, 1,250rmb, ¥28,500

TAU EMPIRE RETALIATION CADRE

17 miniatures – unleash the battlesuit-clad might of the galaxy's upstarts.

£130, €170, 1,300dkr, 1,550skr, 1,450nkr, 650zl, USA \$215, Can \$260, AU \$310, NZ \$370, 1,300rmb, ¥27,000

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.

PRE-ORDER: NOW

RELEASED: 05/12/15

Unless noted otherwise, these products are all available to pre-order from 28 November and are on sale from 5 December. Find out more about this week's new releases [here](#) in this issue.

ARCHAON PAINTING GUIDE

A complete stage-by-stage painting guide in eBook format

See www.blacklibrary.com/games-workshop-digital-editions for details

THE BEAST ARISES: I AM SLAUGHTER

By Dan Abnett

Hardback, 238 pages

£12.99, €15.95, 135dkr, 165skr, 165nkr, 64.95zl, USA \$17.50, Can \$20, AU \$27, NZ \$31, 105rmb, ¥1,500

Also available as an eBook and as an MP3 audiobook, and subscription options are available. See www.blacklibrary.com for prices and details

WARHAMMER VISIONS 23

A glorious showcase of beautifully-painted Citadel miniatures!

£7.50, €9.00, 70dkr, 80skr, 75nkr, 35zl, USA \$12, Can \$13, AU \$13, NZ \$15, 70rmb, ¥1,200

Also available in an enhanced edition for iPad. See the App Store for details.

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:

