

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 98

12 DECEMBER 2015

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- ...AND MUCH MORE!



FAVOURED OF ARCHAON

# THE LORDS OF SORCERY

REALITY ITSELF BENDS TO THE WILL OF THE GAUNT SUMMONERS OF TZEENTCH





# WHITE DWARF

**ISSUE 98**  
**12 DECEMBER 2015**

[GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)  
[BLACKLIBRARY.COM](http://BLACKLIBRARY.COM)  
[FORGEWORLD.CO.UK](http://FORGEWORLD.CO.UK)



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Straight from the Book of Profane Secrets (well, sort of), it's the rules for the Gaunt Summoner.

### THE WEEK IN WHITE DWARF

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





# AGENTS OF CHANGE

**Were it just** the might of Archaon and his Varanguard alone who plagued the Mortal Realms, things would be dire enough for the forces of Order. But the Everchosen of Chaos has yet more sinister allies to call upon...

Foremost among them are the Gaunt Summoners of Tzeentch – twisted sorcerers of monstrous power, able to mould reality to their own horrific design and call forth howling Daemons from the Realm of Chaos.

Held atop floating Discs of Tzeentch by writhing tendrils of eldritch power, the Gaunt Summoners soar across the battlefield immolating the enemies of Archaon with foul magicks. Chaos armies everywhere should be petitioning for their aid in subjugating the realms as soon as is inhumanly possible – the good news for Chaos Lords of all stripes is that the Gaunt Summoner is now available to pre-order. The bad news for everyone else is that in a week none shall be safe from their malign predations... enjoy the issue! ☠



## NEW RELEASES: EVERCHOSEN

# GAUNT SUMMONER OF TZEENTCH

**The Gaunt Summoners** are hideous Daemon sorcerers, a cabal of grotesquely powerful wizards dominated by the iron will of Archaon. Their insidious magics enable Archaon's armies to move across the realms and summon vast armies of Chaos Daemons.

An age ago Archaon subjugated the powerful coven known as the Gaunt Summoners, binding their tremendous powers so that he might more easily conquer the Mortal Realms. It is said that there are nine Gaunt Summoners within their sinister cabal, each ordained with unholy power by Tzeentch himself. With daemonic eyes set into the wings of their helmets they scry future paths that Archaon might triumph over his foes, and in battle they lend the coruscating power of Tzeentch's warpflame to the fray.

The Gaunt Summoner model is an elegant plastic Citadel miniature perched on a bladed Disc of Tzeentch. He has the appearance of a wildly mutated humanoid, vaguely human but not quite. The Gaunt Summoner has three arms, one clutching an arcane tome from which he can spew forth incantations and spells to undo Archaon's foes, while his other limbs clutch a warptongue blade that can cause spontaneous mutations in those it injures, and a changestaff to blast his foes with iridescent magical energy.

The Gaunt Summoner's face is a thing of utter horror: eight leering eyes stare out from the crests growing from the side of his head. His mouth, open mid-shriek, is lined with tiny, sharp teeth (there's even a little tongue in there). Just looking at it you can almost hear the Gaunt Summoner's profane yammering as he readies his next horrific incantation. ☠

Want some advice for painting your own Gaunt Summoner? Check out Paint Splatter [here](#). You'll find the complete Warscroll [here](#).



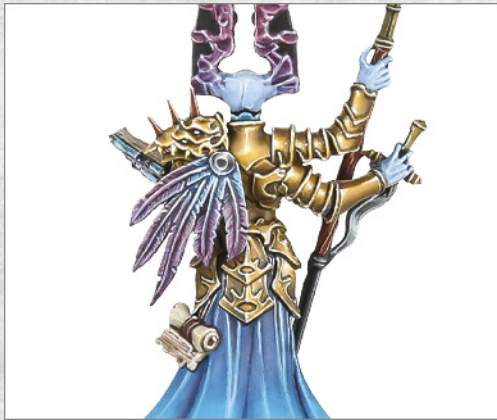




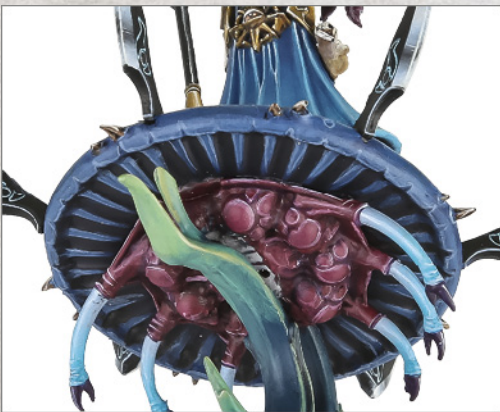
1



2



3



4



5

- 1 A horde of Pink Horrors flock to the call of the Gaunt Summoner.
- 2 Drawing on his Book of Profane Secrets, the Gaunt Summoner has the power to drag Tzeentch's daemonic minions gibbering and howling into the Mortal Realms.
- 3 A clutch of feathers, a traditional Tzeentchian symbol, adorns the Gaunt Summoner's armour.
- 4 The underside of the Disc gives a glimpse into its horrific nature. Tiny claw-ended limbs jut from the fleshy bulge at the centre to trail behind the Disc. The model is held aloft on a curving wave of magical energy, the same colour as the tendrils that raise the Summoner.
- 5 A tiny scroll, doubtless inscribed with blasphemous knowledge, hangs from the Gaunt Summoner's belt.



## FOCUS ON... LORDS OF THE CRYSTAL LABYRINTH

The **Gaunt Summoners** are the creators of structures that defy the laws of creation, towering edifices that conjoin the borders of reality, spanning the divide between the Mortal Realms and the Realm of Chaos. Such is their power that Archaon unleashed his champions to win the Gaunt Summoners to his cause. Torgrax Murderkin and his Gorechosen were beguiled into destroying one another by the Gaunt Summoners and Urglor Blackweal and his warriors of Nurgle were reduced to puddles of slurry and rotting cadavers by

their enchantments. In the end Archaon himself bested them, learning their true names so he could compel them to his will. Archaon has proven a cruel master, but they serve him completely for fear of the consequences, corrupting Realmgates to his whim.

When Archaon's legions attack, the Gaunt Summoners bring the cavalcade of Chaos into the Mortal Realms, their corrupted Realmgates a portal through which Daemons of Chaos pour into reality. ☠





## NEW RELEASES: BLACK LIBRARY

# THE REALMGATE WARS: CALL OF ARCHAON



**Three great champions** of Chaos must prove their mettle to join Archaon's Varanguard.

Archaon, Everchosen of Chaos is the Exalted Grand Marshal of the Apocalypse and only the greatest of the champions of Chaos are called to his Varanguard. To join their murderous ranks one must pass trials and ordeals that would break lesser men many times over.

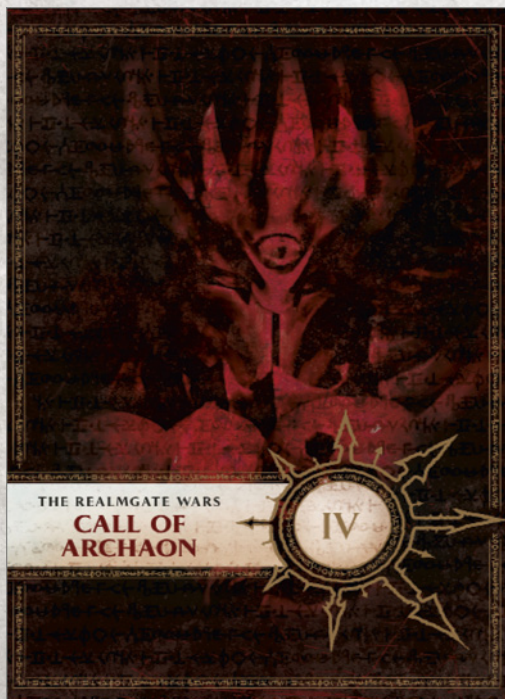
*Call of Archaon* is the tale of three chaos lords who receive Archaon's summons and travel to join his deadly band, the Knights of Ruin. Originally told as serialised short stories, the whole tale is now presented in one place – a glorious hardback novel that provides an unequalled insight into the armies of the Everchosen. *Call of Archaon* is also available as a digital eBook and an MP3 audio book from [blacklibrary.com](http://blacklibrary.com). 🎧

### GAUNT SUMMONER OF TZEENTCH PAINTING GUIDE

Available to download this week from [blacklibrary.com](http://blacklibrary.com) is a comprehensive painting guide that helps you get the very best from your new Gaunt Summoner model – we present a Paint Splatter article [here](#), but if you want to go the extra mile, this is the guide for you.

Don't forget, you can also buy the Everchosen Painting Guide, a 64-page volume which compiles detailed stage-by-stage guides for Archaon, the Varanguard knights and the new Gaunt Summoner of Tzeentch. This is available as a paperback book and as an optimised eBook version for mobile and tablet. Check it out at: [www.blacklibrary.com](http://www.blacklibrary.com)

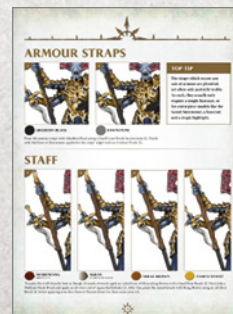
## THE REALMGATE WARS: CALL OF ARCHAON LIMITED EDITION



**Do you wish to count yourself among the Knights of Ruin? Claim this limited edition for your own!**

The **limited edition** of *The Realmgate Wars: Call of Archaon* contains the same great story found in the standard edition, but comes with a premium collectors binding for the ultimate in presentation.

The outer cover features a stylish image of Archaon and matches the style of the previous limited edition volumes in the Realmgate Wars series (which will no doubt delight collectors everywhere) and the pages are finished with gilt edging. Open the cover and the endpapers depict a glorious full-colour battle scene. If you're looking to continue your collection of Realmgate Wars books, or you just want to show your allegiance to the Everchosen, this is the book for you. 🎧





GAMES WORKSHOP LICENSED PRODUCTS

# VIDEOGAME NEWS

**Games Workshop works** alongside talented partners to bring the worlds of Warhammer to life in new and inspiring ways. This week we take a look at some of most exciting recent releases, with Vermintide, Blood Bowl 2 and Deathwatch.

## VERMINTIDE

**Vermintide** is a blood-soaked slash 'em up adventure on PC where you and up to three friends battle for the fate of the Old World in the Skaven-infested city of Ubersreik. Choose from Witch Hunter, Bright Wizard, Dwarf Ranger, Waywatcher and Empire Soldier and leap into the brutal non-stop action. It's dark, it's gritty and it's incredibly good fun. Don't just take our word for it, though – it won Best Game at PAX 2015. Get it from Steam or check it out for yourself at [vermintide.com](http://vermintide.com).



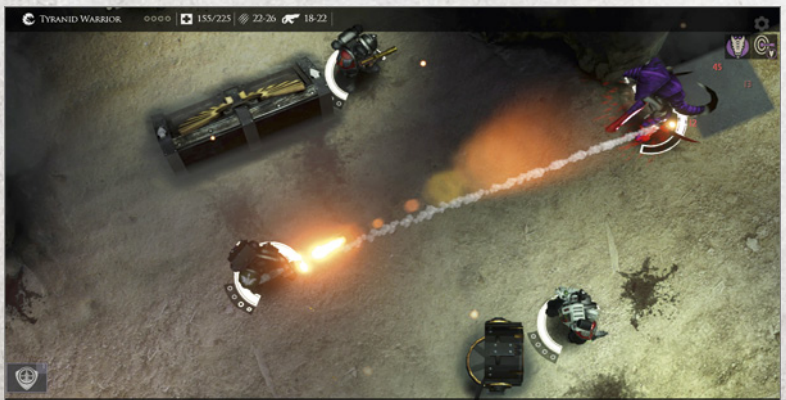
## BLOOD BOWL 2

**Fantasy football** doesn't come any more violent (or fantastical) than Blood Bowl 2, the smash hit for PC, Xbox One and PS4. Developed by Cyanide Studios and based on the classic Games Workshop game, Blood Bowl 2 features solo play, multiplayer, an online transfer market, sponsors, amazing upgradeable stadiums and eight teams to unleash! The campaign mode is a cracking story about restoring glory to the Reikland Reavers. See more online: [bloodbowl-game.com](http://bloodbowl-game.com).



## WARHAMMER 40,000 DEATHWATCH - ENHANCED EDITION

**Deathwatch – Enhanced** Edition is the first PC game from Rodeo Studios, the team that brought us Warhammer Quest for iOS. Deathwatch is a turn-based strategy game that puts you in command of a Deathwatch kill team, Humanity's ultimate defenders against the alien menace in the Dark Millennium. Built with the Unreal 4 Engine, the game is amazing, and as you battle Tyranids and upgrade your Space Marines, it's super immersive. Watch the trailer at: [rodeogames.co.uk/deathwatch](http://rodeogames.co.uk/deathwatch).





## NEW RELEASES: DIGITAL

# BLACK LIBRARY **DIGITAL SHORTS**



**Prepare your chosen** device for action, more digital carnage from Black Library is on the way...

**Every week the** Black Library are unleashing more great stories for both Warhammer 40,000 and Warhammer Age of Sigmar to download straight from their website. This week sees the latest instalment of their Space Wolves series *The Wolf Within* by Rob Sanders. In this part, Ulrik the Slayer and Krom Dragongaze find themselves face to face with their rivals from the Dark Angels Chapter. Can they overcome an age-old grudge to join forces against a shared foe?

There's also the final part of the continuing *Call of Archaon* series, released in paper-format this week (see [here](#)) and much more. Get online to [blacklibrary.com](http://blacklibrary.com) to learn more about these titles. 🐺

### **DEATHWATCH**

Many Chapters fighting as one... and many stories making up one epic saga.

### **SPACE WOLVES**

The Space Wolves search for their missing Chapter Master across eight linked short stories.

### **CALL OF ARCHAON**

Three champions of Chaos seek power and glory in Archaon's army in eight short stories.

### **THE BLACK RIFT OF KLANUS**

The Stormcast battle across the Mortal Realms in seven tales.

## 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](http://www.games-workshop.com) for prices and details.



### **ALSO AVAILABLE NOW**

[Chaos Battletome: Everchosen](#)

[Chaos Battletome: Everchosen Limited Edition](#)

[Chaos Battletome: Everchosen Digital Edition](#)

[Everchosen Painting Guide](#)

[Everchosen Painting Guide Digital Edition](#)

[Varanguard Painting Guide](#)

[Horus Rising](#)

[False Gods](#)

[Let The Galaxy Burn](#)

**FOR ALL THIS WEEK'S NEW RELEASES GO TO [GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)**  
[blacklibrary.com](http://blacklibrary.com) | [forgeworld.co.uk](http://forgeworld.co.uk)

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



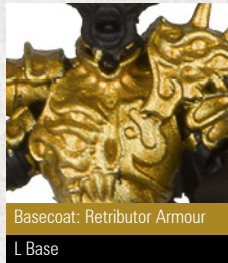
# PAINT SPLATTER



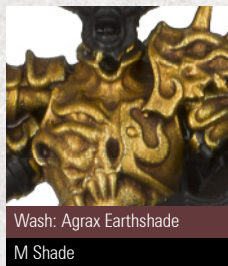
**This week Paint Splatter embraces the madness of the Gaunt Summoner of Tzeentch.**

The **Gaunt Summoner** is an unusual follower of Chaos – no bulging muscles, mouldering flesh or slab-like plates of Chaos-forged iron. Instead he's a lithe figure garbed in smooth, flowing robes, with a very strange, mutated head. The first piece of advice when it comes to painting the Gaunt Summoner is to paint him separately from his Disc of Tzeentch – mount him on a flying stand or piece of rod stuck to a base so you can hold on to him as you paint (see [here](#)).

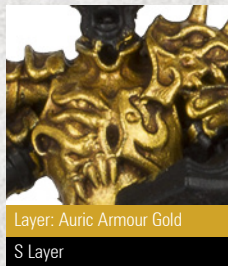
## Gold



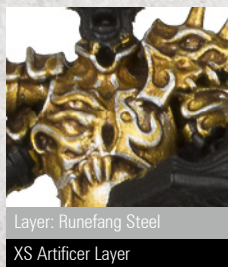
Basecoat: Retributor Armour  
L Base



Wash: Agrax Earthshade  
M Shade



Layer: Auric Armour Gold  
S Layer



Layer: Runefang Steel  
XS Artificer Layer

## Robes



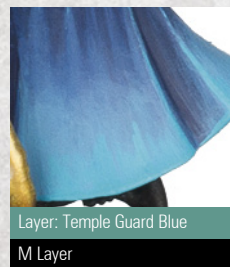
Basecoat: Kantor Blue  
L Base



Layer: Alaitoc Blue  
M Base

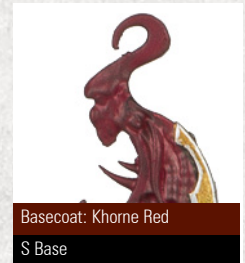


Layer: Lothorn Blue  
M Layer

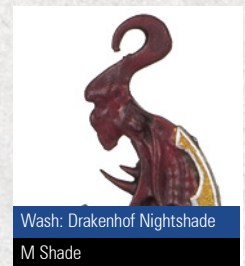


Layer: Temple Guard Blue  
M Layer

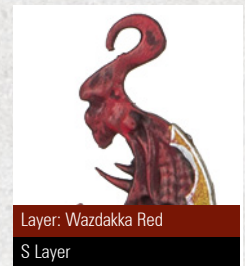
## Fleshy Sigil



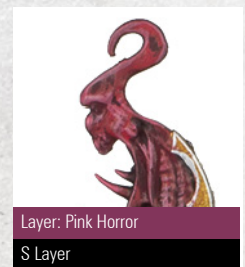
Basecoat: Khorne Red  
S Base



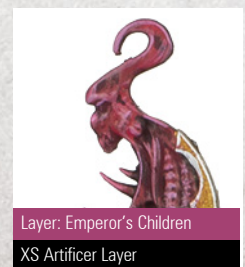
Wash: Drakenhof Nightshade  
M Shade



Layer: Wazdakka Red  
S Layer



Layer: Pink Horror  
S Layer



Layer: Emperor's Children  
XS Artificer Layer



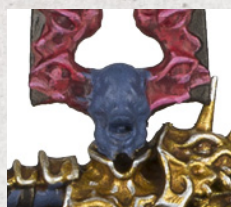
Take your time when painting the Gaunt Summoner's robes and pay careful attention to the subtle transition from dark blue to light blue. This is achieved by painting on each successive layer in several thin coats. In stage 2, where the Alaitoc Blue is applied, water the paint

down thoroughly and then apply it in several thin coats, letting each one dry before you do the next. Do the same for stage 3, building up the Lothorn Blue in several thin coats. You'll then find when you apply the final highlight in stage 4, it ties these layers together. 🛠️

### WANT MORE HELP?

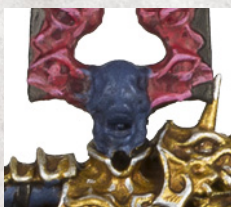
There is even more advice for painting your Gaunt Summoner in the Gaunt Summoner of Tzeentch Painting Guide. See [here](#) for more.

## Gaunt Skin



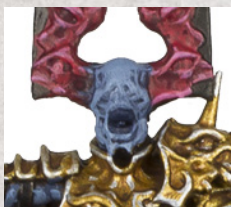
Basecoat: The Fang

S Base



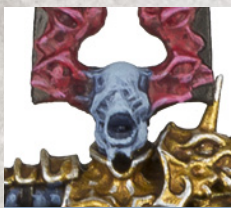
Wash: Drakenhof Nightshade

M Shade



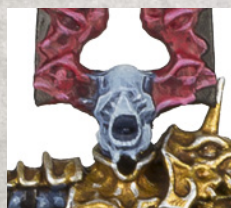
Layer: Russ Grey

S Layer



Layer: Fenrisian Grey

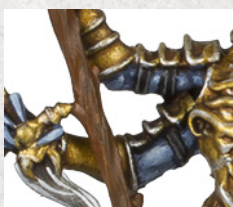
S Layer



Layer: Pallid Wych Flesh

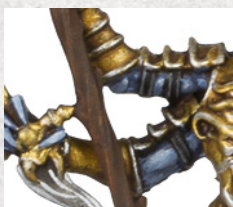
XS Artificer Layer

## Staff



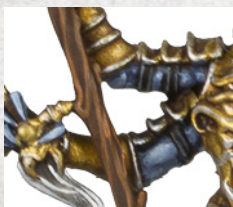
Basecoat: Mournfang Brown

S Base



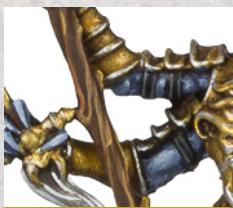
Wash: Agrax Earthshade

M Shade



Layer: Skrag Brown

S Layer



Layer: Zamesi Desert

XS Artificer Layer

## Spell Book Pages



Basecoat: Rakarth Flesh

M Base



Wash: Seraphim Sepia



Layer: Ushabti Bone



Layer: Pallid Wych Flesh

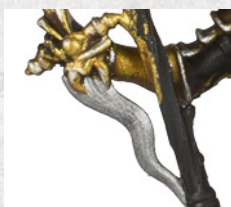
M Layer



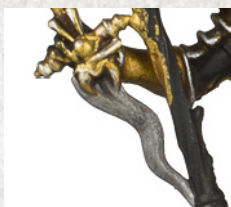
Layer: Rhinox Hide (writing)

XS Artificer Layer

## Silver Metal

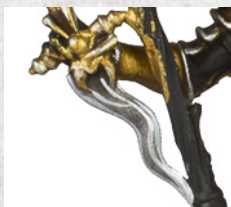


Basecoat: Leadbelcher



Wash: Nuln Oil

M Shade



Layer: Runefang Steel

XS Artificer Layer

## Many Eyes



Basecoat: Abaddon Black

S Base



Layer: Lothorn Blue

S Layer



Layer: Abaddon Black (pupils)

XS Artificer Layer

## HOW TO USE THIS GUIDE

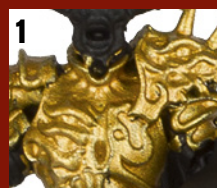
These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

**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. Remember to look for similar areas of the model and do these at the same time.

**Technique & Paint:** The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

**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.



Basecoat: Retributor Armour

L Base





# CLASH OF TITANS

**In the Realm of Death**, on a vast plain of bones, Archaon's armies march forth to do battle with Nagash's undead legions. Yet the Everchosen knows there is only one way to defeat the Great Necromancer. He must challenge him to single combat and crush him utterly.





**Chaos Battletome: Everchosen** (out today), contains three excellent new battleplans for Warhammer Age of Sigmar. One of these is Clash of Titans, in which two mighty heroes come to blows in a cataclysmic duel surrounded by their armies. In this battle, the object of Archaon's ire is the Great Necromancer, Nagash, who has returned from the Underworlds to raise a new army in the Realm of Death. Archaon, who has fought

Nagash many times, knows that the only way to shatter the Great Necromancer's army is to defeat Nagash himself, and that he alone is best suited to the task at hand. This epic confrontation between the Everchosen and the Supreme Lord of the Undead is fought using a special combat matrix (shown over the page) that represents their titanic struggle in the midst of a tumultuous battle. But which of the two champions will prevail?

Above: The champions of Chaos and Death clash amidst the Cage of Bones, their armies swirling around them. Nagash knows Archaon's strength and has no intention of fighting an honourable duel, while Archaon knows that for every moment he delays, his army gets smaller while Nagash's gets larger.



## SMITE MY FOE

In this battle, no warrior would dare interfere in the fight between Archaon and Nagash. Unless, of course, they were directly ordered to by their master...

Both Archaon and Nagash have an additional command ability for this battle, *Smite My Foe*, which allows a nearby unit to attack the enemy champion. This takes quite some finesse, because almost all the units around Archaon and Nagash will be engaged in their own battles and only unengaged units can be called upon to aid their master. There's a penalty for their help, too. Such is the destruction caused by the two adversaries that any unit joining the fight will almost certainly perish in the maelstrom of destruction that surrounds them. For Archaon, that's a high price to pay. For Nagash, not so much...

## THE EVERCHOSEN VERSUS THE GREAT NECROMANCER

In this battleplan, Archaon and Nagash are locked in combat and victory is assured only when one of them dies by the other's hand. At the start of each combat phase, each player secretly picks an attack from the combat matrix to the right and matches up the results. If Archaon makes a Mighty Blow, for example, and Nagash an All-out Attack, both fighters will use just one melee weapon from their profile in that phase, but it will do double the damage. It's an easy system to get used to, but a tough one to master, as you have to constantly outguess your opponent while taking into account the attributes of the two combatants. An extra dynamic comes into play with the *Smite My Foe* command ability, which enables them to call upon nearby warriors to distract their foe. Keen to try out this new battleplan, we set up our armies and readied for war.

### TURN 1: ALL-OUT ASSAULT

Hurling from the sky like a meteor, Archaon was the first to strike, making an All-out Attack against Nagash. The Great Necromancer, desperate to cast a spell, chose to Step Back and Unleash a Ranged Attack. Infuriated, the Everchosen and his mount, Dorghar, rained a barrage of attacks down upon Nagash and wounded him half to death (well, undeath). In return, Nagash struck back, doing no damage with Zefet-nebtar, but causing five wounds on Archaon with Alakanash. Nagash then countered with a Mighty Blow that forced Archaon to use just one weapon. Sensibly he chose the Slayer of Kings, though amazingly failed to hurt Nagash, suffering another four wounds in return from Nagash's staff. Around the two combatants, Archaon's Varanguard and Blood Warriors smashed a path through Nagash's army. ►





OPPONENT'S CHOICE	YOUR CHOICE			
	All-out Attack	Defend and Counter-attack	Step Back and Unleash Ranged Attack	Mighty Blow
All-out Attack	Use all melee weapons. Add 1 to hit rolls.	Use one melee weapon. Add 1 to save rolls. Add 1 to hit rolls.	Use one melee weapon.	Use one melee weapon. Double the damage it inflicts.
Defend and Counter-attack	Use all melee weapons. Subtract 1 from hit rolls.	Use one melee weapon. Add 1 to save rolls.	Use one missile weapon. If your model is a wizard, it can attempt to cast Arcane Bolt instead.	Use one melee weapon. Subtract 2 from hit rolls. Double the damage it inflicts.
Step Back and Unleash Ranged Attack	Use all melee weapons. Add 1 to hit rolls.	Use one melee weapon. Add 1 to save rolls.	Use one missile weapon. If your model is a wizard, it can attempt to cast one spell instead.	Use one melee weapon. Double the damage it inflicts.
Mighty Blow	Use all melee weapons.	Use one melee weapon. Add 1 to save rolls. Add 1 to hit rolls.	Use one missile weapon. If your model is a wizard, it can attempt to cast Arcane Bolt instead.	Use one melee weapon. Double the damage it inflicts.

**Red:** You attack second.

**White:** Archagon attacks first; Nagash attacks second.

**Turquoise:** You attack first.











2

## ► TURN 2: UNDERHAND TACTICS

In the second turn, Nagash fought first and, fearful of Archaon's power, resorted to dirty tactics. Using the *Smite My Foe* command ability, he called in a pair of unengaged *Morghast Harbingers* to attack the *Everchosen*, before unleashing another *Mighty Blow* against Archaon, who chose to *Defend* and *Counter-attack*. Despite both champions using their swords, neither succeeded in causing any damage. The *Morghasts*, on the other hand, wounded Archaon twice before being smashed asunder by the two gods of war. In return, Archaon chose to make another *All-out Attack* but Nagash, expecting that tactic, chose to *Defend*. Unfortunately for the Great Necromancer, the combined attacks of Archaon and Dorghar reduced him to a paltry two wounds. Nagash, fighting for his unlife, hit back, and though *Zefet-nebtar* struck home, the *Eye of Sheerian* forewarned Archaon and he blocked the blade effortlessly. Around the two fighters, the *Varanguard* sought to hold back the undead so they couldn't interfere with the fight again. Or so they hoped...

## TURN 3: A DISHONOURABLE COMBAT

The third turn saw Nagash strike first once again, but not before he flung a whole cohort of *Skeleton Warriors* into the fight in a desperate attempt to slay Archaon. The *Everchosen* had just eight wounds remaining and, expecting him to *Defend*, Nagash unleashed a *Ranged Attack*, blasting Archaon with the *Gaze of Nagash*. Archaon countered with an *Arcane Bolt* and succeeded in hurting himself, the wound reflected back at him by Nagash's armour. With *Skeletons* massing at Dorghar's hooves, Archaon was reduced to just three wounds and called in a unit of *Bloodreavers* to attack Nagash. In desperation, Archaon unleashed a *Mighty Blow*, but Nagash successfully evaded it.

## TURN 4: THE SLAYER OF KINGS

Archaon struck first this turn and made another *All-out Attack*. Despite Nagash defending himself, the *Slayer of Kings* finally pierced the Great Necromancer's armour, banishing him back to the depths of the Underworld. The *Everchosen* was victorious in the *Clash of Titans*! 🏆

1 It's a tough challenge, getting your attacks right in this battle, as we soon found out! An *All-out Attack* from Archaon is a logical choice considering Dorghar's huge number of attacks, but they can be easily deflected by Nagash. A *Mighty Blow* from the *Slayer of Kings* has the potential to kill the Great Necromancer outright, but in return Nagash will get to use *Zefet-nebtar* or *Alakanash*, both of which can cause significant damage to Archaon. Both fighters can inflict mortal wounds on their opponent and both can reflect them back using their armour. Our only real advice for Archaon players is to make sure Nagash never gets to cast *Hand of Dust*. You have been warned!

2 With Archaon victorious, the *Varanguard* ride rough-shod through Nagash's fast-crumbling legions and reclaim the *Cage of Bones*.



# 'EAVY METAL



1



2



3

1 The runes on this blade are painted on by hand. The glow effect is superb – just look how the glow even spreads over the rust on the blade.

2 The banner's intricate, jagged pattern has been painted fastidiously by hand. It looks like it has been re-purposed – but what creature was it stolen from?

3 The base conjures the image of the Skaven gnawing at the bowels of the world, a gradual but constant erosion.



This **Skaven Warlord** is a masterful example of how you can paint different textures onto a model. Painters sometimes overlook the effect of painting a textured effect on a miniature – it's easy when there is sculpted hair, fur or mould on a model, but what about when the surface has been left flat? Here you can see that with practice you can give different areas textures as you would different colours.

Steve Party has painted areas of cloth so that they actually look like they are cloth; the metal of the Warlord's lacquered armour where the paint is chipping away

has been given similar attention – tiny scratches and nicks on the armour lend it a wonderful sense of realism. The rust around the blade on the Warlord's helmet gives the surface yet another texture and also adds a splash of colour that draws the eye to the Skaven's face.

The textures make the paint job on this model great, but what caught the 'Eavy Metal team's eye was the way Steve has captured the image of the Skaven so faithfully while using a colour not often seen on them – the scuffed blue armour is a fresh take on the mangy ratmen.



**'Eavy Metal** is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This week they showcase two models that exemplify the painting of textures.

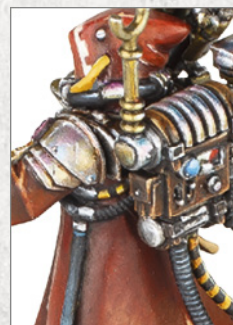


**Maxime Corbeil** has painted this Skitarii Ranger with the rich red and gold of Mars, but, like the Skaven opposite, paying particular attention to the textures on the model. The standout element of this masterful paint-job is the way the armour plates look tarnished, the factory-perfect sheen worn down by lifetimes of hard use.

Unlike the rusted, scuffed metal on the Skaven Warlord, however, the metals on the Skitarii have been faithfully maintained by Adeptus Mechanicus artisans. Maxime has reflected this with subtle use of glazes to show where layers

have been polished away. This all helps to tell the story of this Skitarii Ranger. Has his wargear been worn down by hard fighting or life in the harsh environments of Mars? Has he survived decades of war as a stoic veteran or has his wargear been stripped away from cold, dead corpses time and again, only to be passed on? It's a case of a beautiful paint-job luring you in to the story behind the model. 🛡️

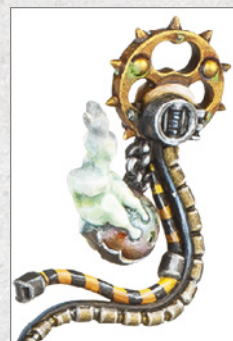
*To see more models selected by the 'Eavy Metal team check out our regular showcase in Warhammer Visions, on sale the first Saturday of every month.*



1



2



3

- 1 There are many colours evident on these armour plates alone – sepia shades in recesses, the pinky-purple of gold under light. It's remarkable so much can be squeezed into such a tiny space.
- 2 Blue acts as a spot colour on eye lenses and even the reflection of light on the worn armour plates.
- 3 Note how the green smoke on the converted servo-skull matches the tiny spots of corrosion around the bolts on the transuranic arquebus.





# GOLDEN DEMON: TANKS

**Golden Demon: Tanks**, held at Warhammer World in 2015, produced an amazing crop of gorgeously painted Citadel miniatures. This week we spoke to Qianwei Shi, Gold award winner in the Unbound category, about his amazing 'Tank Orkshop'.





1



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4

This amazing 'Tank Orkshop' caught the eye of the judges at Golden Demon: Tanks with its brilliant composition, stunning paint job and inventive mix of Citadel and Forge World kits. We caught up with Qianwei Shi to learn more:

**White Dwarf:** Congratulations for winning the gold award with your diorama. What inspired this amazing entry?

**Qianwei Shi:** When I discovered the next Golden Demon would be a tank-themed contest, I was stumped. I wanted to paint something I would be really interested in, but I'm not especially into tanks. That's when I found the fantastic Grot Tanks and their Gretchin crews. I decided to build a scene that put those miniatures together, connecting them to each other with their expressions and postures.

I have collected a lot of Ork miniatures in the last few years. I like painting their green skin and the detail of their muscles and I enjoy how they fit in alongside the other armies in Warhammer 40,000.

**WD:** How long did the entry take you?

**QS:** This diorama took me about seven weeks including building the scene and painting all of the models, so really quite a long time for one project.

**WD:** This isn't your first Golden Demon entry – we remember seeing one in 2014. How long have you been painting Citadel miniatures for?

**QS:** Well, I first discovered Citadel miniatures, and started painting them, around the end of 2012, so only about three years ago now. I still remember how impressed I was the first time I walked into the Games Workshop store in Newcastle.

As you noticed, I entered Golden Demon in 2014, at Warhammer Fest, too. I painted a Black Templars Contemptor Dreadnought and it was a finalist in the Vehicle category, but I didn't win a trophy. Luckily, Golden Demon: Tanks was announced soon after, so I had the chance to win a Golden Demon this year. 🏆

1 "The damage and rust effects are all just painted on. Basically I painted them using the same techniques as I would if I was painting onto flat paper," Qianwei says modestly. We're sure you'll agree that the result is fantastic.

2 "The skin tones on the Orks and Grots were a first-time experiment," says Qianwei. "I tried to paint the Ork's muscles with brighter highlights to produce more contrast and a little red or pink glaze on some joints to give him more energy."

3 "I painted more red and pink onto the Grots' big noses to make them look interesting," Qianwei adds. "The reddish colour works well with their light green skin."

4 The flat surface of the sign lets you see more clearly how Qianwei has painted the rust and chipped paint effect onto his display.

## GOLDEN DEMON IN WARHAMMER VISIONS

Every month Warhammer Visions showcases the very best painted Citadel miniatures from around the world, with 'Eavy Metal galleries, Studio collections and coverage of every Golden Demon painting competition.

Issue 23 of Warhammer Visions, on sale now, continues our coverage from The Fang Painting competition in Stockholm and also features galleries of models by the 'Eavy Metal team and entries from past Golden Demon winners. Check it out in store or [online](#).



# THE HORUS HERESY

**The tale of the Horus Heresy is being told over a huge range of Black Library novels and anthologies – but where do you begin? And where does it all lead? We pick up the threads in this concluding part of our special feature on the series, for the complete lowdown...**

If you were with us last week, you'll have seen the first part of our special feature on the Black Library's Horus Heresy series (you can still pick up a copy of last week's issue from the Games Workshop website if you're quick!). This week, we present the concluding part for a comprehensive introduction to the epic, galaxy-spanning events of the Horus Heresy so far.

The series is undeniably massive. Perhaps you've read a few of these titles and wonder where they fit in – as with the first part last week, here we pick out several of the most important story arcs running through the series. Have a read through to get yourself up to speed and to see where to go next. There are any number of ways to go and the choice is yours!

## CORAX, PRIMARCH OF THE RAVEN GUARD

Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...



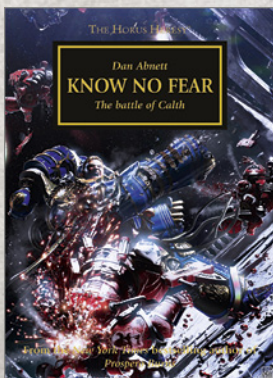
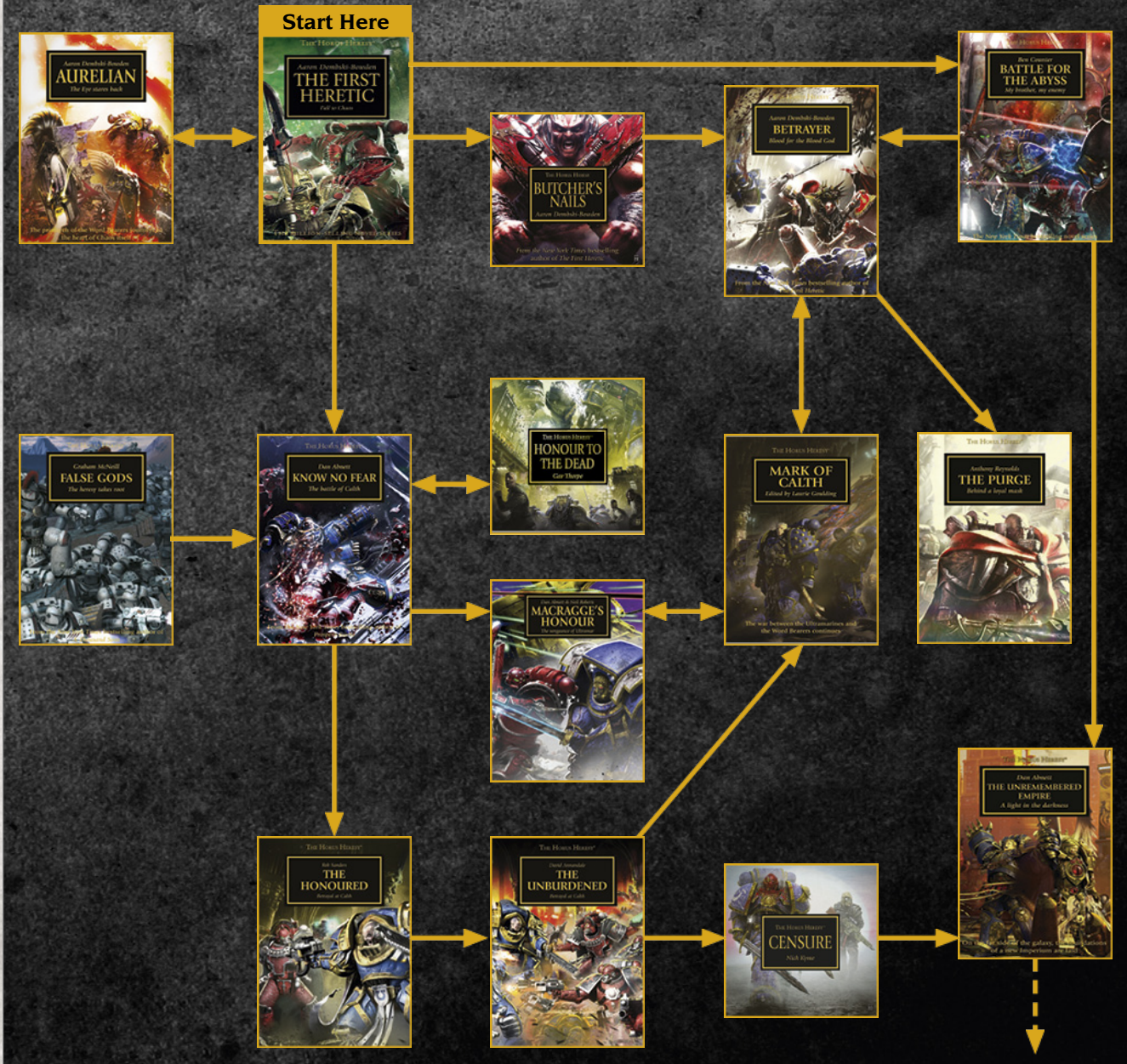
**Narrowly escaping the** killing fields on Isstvan V, the Primarch Corax gathered what remained of his Legion and fled to Terra to regroup. Though their numbers were greatly diminished, the Raven Guard were determined to prove themselves loyal and take the fight to the arch-traitor Horus. Seeking an audience with his father, Corax delved into the forbidden sciences and arcane gene-tech that had been used to create the first Space Marines...

Masters of stealth and speed, the now heavily depleted Raven Guard seem ideally suited to waging a guerrilla war against the traitor forces across the galaxy. However, when Corax's tampering with the gene-seed attracts the attentions of the Alpha Legion, mutations begin to creep through the ranks of new recruits, and the horrifying legend of the Weregeld is born – a shameful footnote in the history of a troubled Legion.



# CALTH AND THE SHADOW CRUSADE

Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...



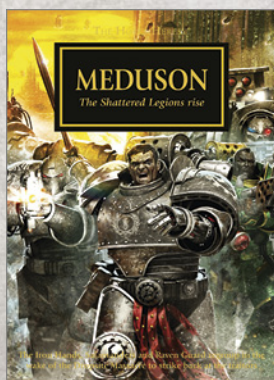
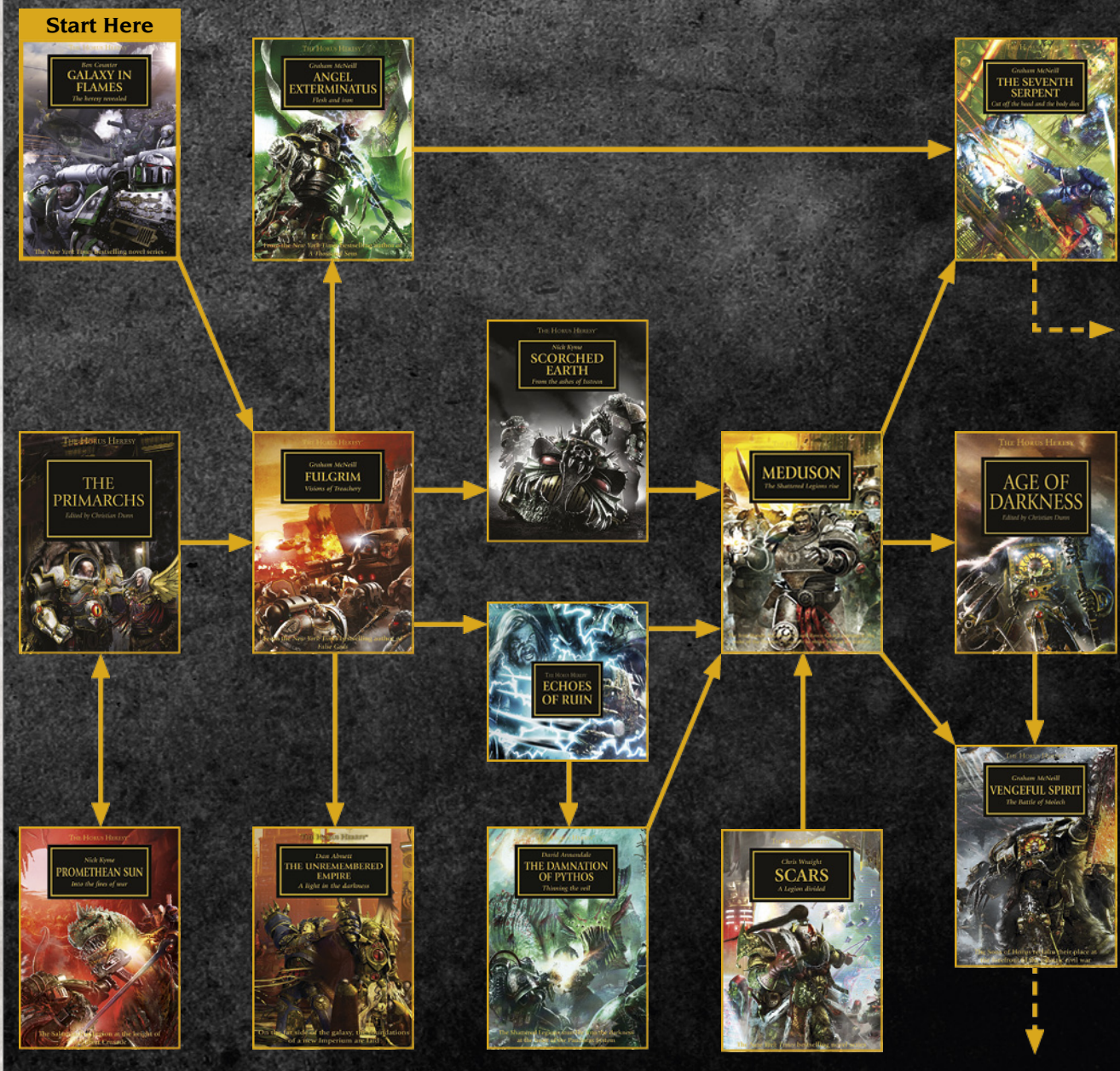
**Long before** the Warmaster's corruption, it was the Word Bearers who first listened to the whispered promises of Chaos. The Primarch Lorgar was reprimanded many times for his adoration of the Emperor as a god, something expressly forbidden by the Imperial Truth. Finally, this led to a bitter feud with the Ultramarines that smouldered for decades until, masterminded by Horus and led by Lorgar's most fervent apostles, the Word

Bearers launched a surprise attack on the muster-world of Calth.

Lorgar's story paints the rest of the war in a very different light – it was he who sought to topple the Emperor and allow Chaos to reign. As Calth burns, he enlists Angron and the World Eaters to ravage the rest of Ultramar, seeking nothing less than the creation of a new warp storm to divide the galaxy, and to elevate his frenzied brother to true daemonhood.



# SHATTERED LEGIONS



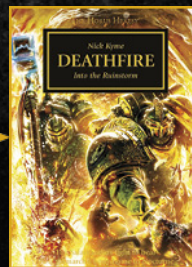
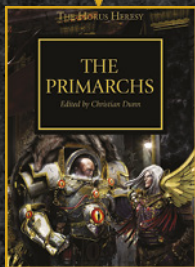
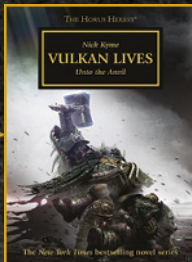
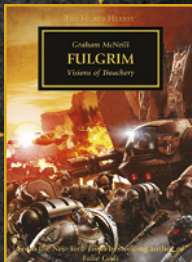
**The Iron Hands**, the Salamanders and the Raven Guard – three loyal Legions butchered at the Dropsite Massacre. With Ferrus Manus slain and Corax and Vulkan missing, their battle-weary sons were forced to work together to have any hope of survival. In fact, the bonds of brotherhood forged over the following years were so strong that these defiant Legions managed to strike ever greater victories against the traitors, even with only a fraction of their former strength.

The X Legion, the Iron Hands, was beheaded at Istvan V, much like its Primarch, but much of its martial strength remains intact, with a fleet of warships and veteran officers ready to command the leaderless stragglers across the galaxy. The great Shadrak Meduson rises to become an almost mythical foe to the Warmaster and his traitorous allies, in spite of the divisions that threaten to bring his own forces down from within.



# VULKAN, THE UNDYING FLAME

## Start Here



## MORE FROM THE HORUS HERESY

It is almost impossible to place every single story into the wider scope of the Horus Heresy, as some span many, many different arcs and some stand almost on their own. Luckily, Black Library have published a great selection of anthologies containing every short story to date!

*Tales of Heresy*

*Age of Darkness*

*The Primarchs*

*Shadows of Treachery*

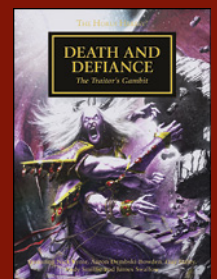
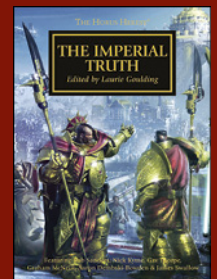
*Mark of Calth*

*The Imperial Truth*

*Sedition's Gate*

*Death and Defiance*

*Blades of the Traitor*



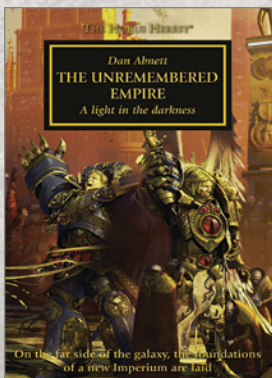
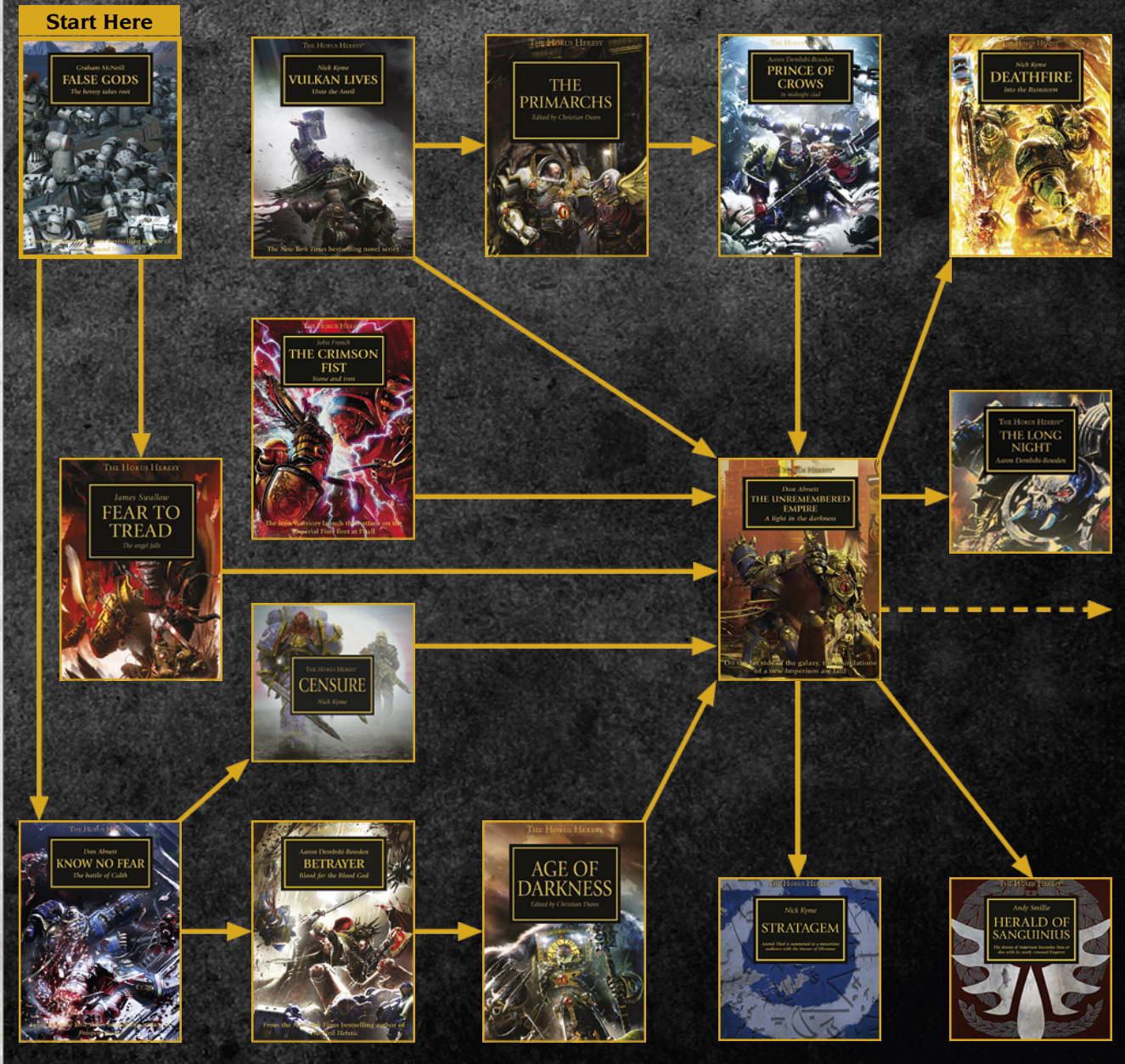
Many believed Vulkan had perished along with thousands of his Salamanders on Istvan V, while others claimed he was tortured to death by Konrad Curze afterwards, and others still insisted that he was present at the Second Founding of the Space Marines some 15 years later. The truth came as a surprise to all – Vulkan had indeed been killed, many times in fact, and yet he endured. The single greatest gift that his father had imparted to him was immortality.

Vulkan's story begins long before the Horus Heresy, and his destiny is known to many among the more prescient xenos races. Many have tried to influence him, to guide events towards their own ends, or simply to use mankind as a firebreak to eliminate Chaos before it can take root. But a Primarch's mind was not meant to last for eternity, and the greatest curse Vulkan endures is the slow ebb of his sanity as the centuries draw on...



# IMPERIUM SECUNDUS

Follow the lines from one title to another to see where stories begin and continue, and the dotted lines to tales not yet told...

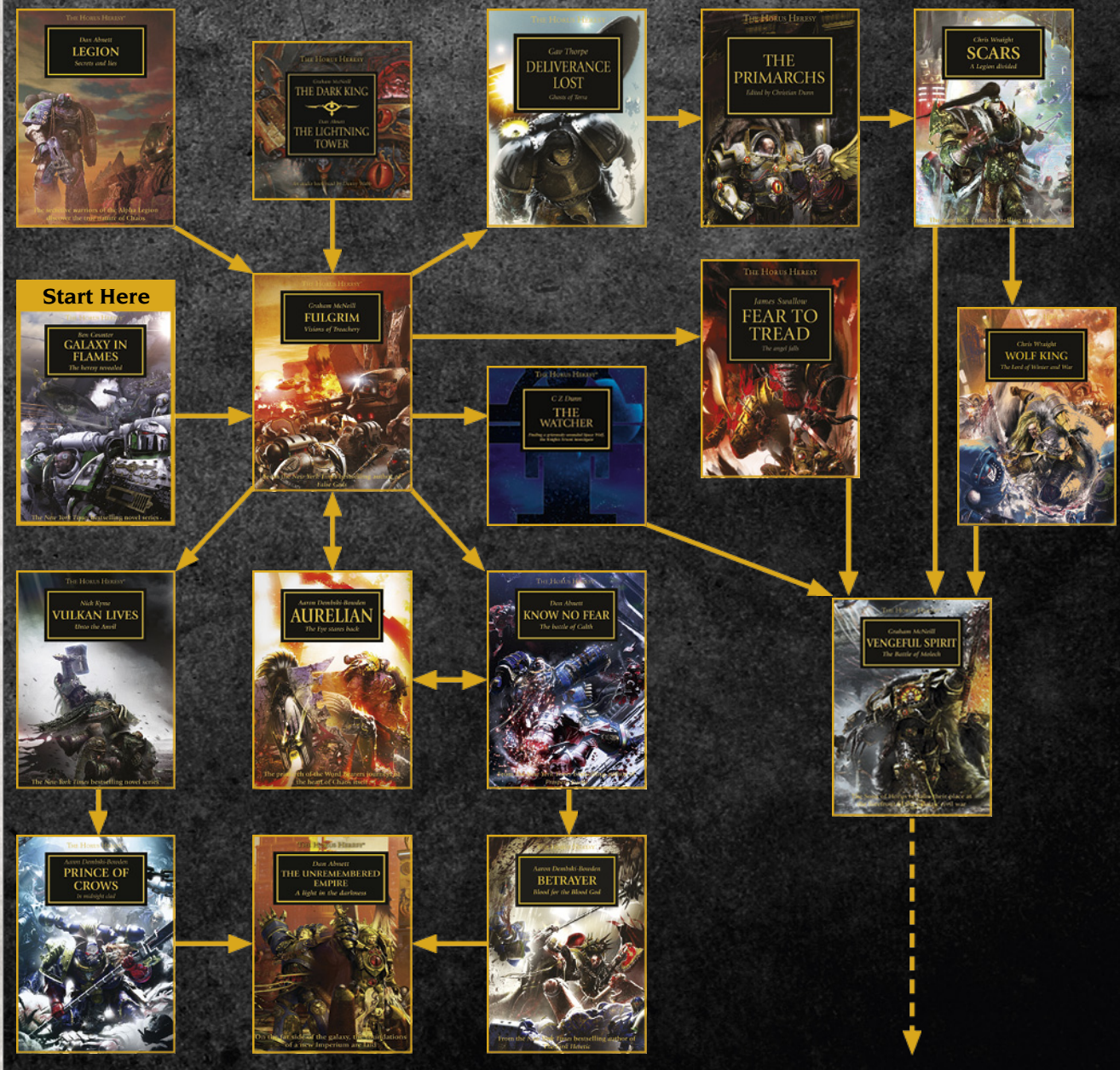


**Unable to communicate** with distant Terra, Roboute Guilliman reluctantly concluded that the Emperor must have fallen to Horus's conquest and that Mankind must rally to a new banner if they are to overthrow the arch-traitor. Gathering those of his brothers that could be found, he crowned Sanguinius Emperor, praying all the while that he would not be proven wrong and his great work condemned as a heresy more profound than even Horus's own...

Guilliman and the Ultramarines are revered in Warhammer 40,000 as the paragons of the Space Marine ideal – alongside Sanguinius's Blood Angels and Lion El'Jonson's Dark Angels, they prepare Ultramar for a glorious new age. Surely, their unity and reason can stand against all adversity? But Imperium Secundus is only as strong as the philosophies upon which it was built and, unfortunately, it transpires that they are sorely lacking.



# HORUS PREPARES HIS FINAL ASSAULT ON TERRA



From the moment of his victory at Isstvan V, Horus planned for the assault on Terra. The Imperial Palace was his father's house, and would provide a symbolic victory over the old, failed Imperium. Horus set his rebellious brothers to battlefronts across the galaxy, engaging loyalist forces in a storm of entwining conflicts that none but the Warmaster himself could see the pattern to. The Imperium would fall and rise by his hand. Or fall, and fall, and fall...

It's easy to overlook Horus's tactical genius as the madness of the Heresy spreads and the many storylines mingle and overlap – but never let there be any doubt he is in command of the whole endeavour! Events reach a nexus on the seemingly innocuous world of Molech, when Horus realises that the Emperor wiped his sons' memories after they first conquered it. From out of the boundless reaches of space and time, Horus emerges the new master of Chaos. ☠



# WARSCROLL





# GAUNT SUMMONER OF TZEENTCH

Fear and lies swirl around the Gaunt Summoners in a sorcerous miasma that spells death for their foes. Gliding over the battlefield upon strange Discs of Tzeentch, the Summoners unleash their wizardry, calling forth daemons from the Realm of Chaos or transforming enemies into quivering piles of mutated flesh.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warptongue Blade	1"	1	3+	4+	-	See below
Disc of Tzeentch's Blades and Stingers	1"	D3	4+	4+	-	1

## DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model. He is armed with a Changestaff that can blast his enemies with the iridescent fires of Tzeentch, and a Warptongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate. He rides a Disc of Tzeentch that can attack with its Blades and Stingers.

## FLY

Gaunt Summoners of Tzeentch can fly.

## ABILITIES

**Hovering Disc of Tzeentch:** The Summoner's Disc of Tzeentch keeps him out of reach of all but the largest opponents. Add 2 to the Summoner's save rolls in the combat phase unless the attacker is a **MONSTER** or can fly.

**Book of Profane Secrets:** If a Gaunt Summoner is within 9" of a **REALMGATE** at the start of its movement phase, it can summon a unit of **CHAOS DAEMONS** to the battlefield, adding it to your army. Place the unit so that all models are within 6" of the Realmgate and more than 9" away from any enemy units. This is the summoned unit's move for the movement phase.

**Warptongue Blade:** The body of anyone cut by a Warptongue Blade is wracked with sickening and uncontrollable mutations. If a Warptongue Blade inflicts damage on an enemy unit, roll two dice. If the roll is higher than the enemy unit's Bravery, one model in the unit is slain. Otherwise, the blade inflicts 1 wound.

## MAGIC

A Gaunt Summoner of Tzeentch is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. A Gaunt Summoner knows the Arcane Bolt, Mystic Shield, and Fractal Mindstorm spells.

### FRACTAL MINDSTORM

Fractal Mindstorm turns an opponent's mental strengths against themselves. Before attempting to cast the spell, choose an enemy unit within 9" of the caster. The spell has a casting value equal to the Bravery of the unit you chose. If the spell is successfully cast, roll a number of dice equal to the unit's Bravery. It suffers 1 mortal wound for each dice that rolls 4 or more.

## KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER OF TZEENTCH



# 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 scrutinise the Gaunt Summoner of Tzeentch and tax the knowledge of the White Dwarf.

## SCREAMS OF DISC-CONTENT

### THE GAUNT SUMMONERS

Legend tells that there are nine Gaunt Summoners of Tzeentch in the service of the Everchosen. The names of only a few are known in the Mortal Realms.

#### THE TYRANT OF EYES

Xer'ger'ael, the Tyrant of Eyes, serves the Everchosen faithfully, but with no small amount of bitterness. Archaon stole his eyes when he learned Xer'ger'ael's true name and ever since the Gaunt Summoner has craved that which he lost. The walls of his silver tower are lined with thousands of dripping (stolen) eyeballs, tended by hundreds of blind slaves.

#### THE TONGUELESS LORD

Archaon took one of the senses from each of his Gaunt Summoners, and the Tongueless Lord lost his voice to the Everchosen's wrath. This is a curse that Set'tyra'ex now inflicts upon those who earn the Everchosen's ire – with little more than a thought the Tongueless Lord can render mute those whose prating tires Archaon. If they further anger Archaon, Set'tyra'ex inflicts a more horrifying flesh change.

### SCREAMERS AND DISCS: THE SCINTILLATING STEEDS OF TZEENTCH

In the domain of Tzeentch, Screamer swoop and soar like vorpal sharks, voracious hunters that sniff out the shadow-souls of mortals and Daemon alike and devour them in gory feasts. Screamers are wilful and uncontrollable in their common form, but much desired by the champions of Tzeentch, for they possess incredible speed and agility. Those servants of the Changer of Ways who prove valuable may be granted one to ride into battle – but first the Screamer must be transformed into a more compliant form, one more easily ridden. Thus Tzeentch's magic warps and changes the wilful Screamer into a Disc of Tzeentch.

Stripped of their instinctive nature and mutated into a new shape, the Disc serves its new master faithfully, for as long as Tzeentch wills it to be so.

The Discs of Tzeentch ridden by the Gaunt Summoners of Tzeentch are just one way the twisting power of Chaos can shape these creatures, however. Many other examples exist, from the bewildering Burning Chariots of Tzeentch (a Disc of Tzeentch pulled by Screamers) to the bladed, metallic saucers favoured by the mortal champions of Chaos or the tusked, rippling-fleshed Discs ridden into battle by the Tzeentch's Daemon Heralds.





# WHITE DWARF

## PAINT SPLATTER EXTRA

In Paint Splatter we mentioned that it's a good idea to paint the Gaunt Summoner separately from his Disc of Tzeentch – doing so lets you paint all the lovely detail at his feet and inside the Disc's weird daemonic mouth more easily.

This is as simple as can be: don't glue him into place right away, but instead mount him on a rod or spare flying stand (a tiny dab of Super Glue: Thin should hold him in place). Then you can spray and paint each part separately. When you've painted them, carefully remove the Gaunt Summoner from the flying stand and glue it into place on the Disc.



## THE SORCERERS OF TZEENTCH

**Tzeentch is the** Changer of Ways, the Weaver of Fates, the Great Sorcerer of Chaos. He schemes constantly for victory in the great game between his fellow Chaos Gods, scrying the future in the Well of Eternity. He is the arch-manipulator and to his cause he draws others of like mind – the deceitful, the conniver, the witch. Thus many of his greatest champions are sorcerers, eager to glean even a shallow fragment of Tzeentch's limitless, arcane sorcerous knowledge.

Those who Tzeentch favours he changes, warping them with the gift of flesh change. Be they Daemon or mortal, none are immune to Tzeentch's touch. In this way a Chaos Sorcerer might find himself granted back-jointed legs and a third eye; just as easily as he might be mutated into the flesh of his brother, reduced to becoming a malformed homunculus creature of prodigious magical power.





#### DAEMONIC INVASIONS

Such is their power and mastery of the Realmgates, the Gaunt Summoners can bring legions of Daemons howling through these portals into the Mortal Realms.

#### MINDSTORMS

The braver a foe, the more devastating the magic of the Gaunt Summoners – you'll want to keep your most gallant warriors away from their sorcery.

## MUNITORUM REPORT:

### GAUNT SUMMONERS

#### FLESH WOUNDS

Even a tiny nick from the Gaunt Summoner's warptongue blade can be fatal – the uncontrollable mutations they trigger could fell even a Sylvaneth Treelord.

#### FLYING HIGH

The agility of the Disc of Tzeentch can keep the Gaunt Summoner from harm in a melee. The best advice we have? Shoot him with missile weapons for the best results!

### BIT OF THE WEEK: ANGRY HEAD

Skarr Bloodwrath is a terrifying daemonic berzerker, and he also comes with two heads. This is the 'other' one. If you've got it spare, it'd make a tremendous head for a Bloodreaver or Blood Warrior, or even a Chaos Space Marine.



## READER'S MODEL OF THE WEEK

This hulking **Morkanaut** was painted by the talented Chris Liens, a painter from North America. (Apparently there's a conspiracy from a clutch of readers in the USA to deluge us with gorgeously painted models. Bring it on, we say!) Chris actually owns an entire Ork army painted in the colours of the Goff Clan.

Goff Orks are famed for their bold-as-brass approach to warfare (namely storming forwards to krump the enemy with something big and heavy) and Chris's Morkanaut combines this mentality with the slightly more kunnin' attitude of

successful Warlords like Ghazghkull Thraka (let's face it, having a force field is useful). We like the chipped and scuffed armour plates, and the build up of detritus that is being pushed forwards by the armoured prow-belly at the front.

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

[team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

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

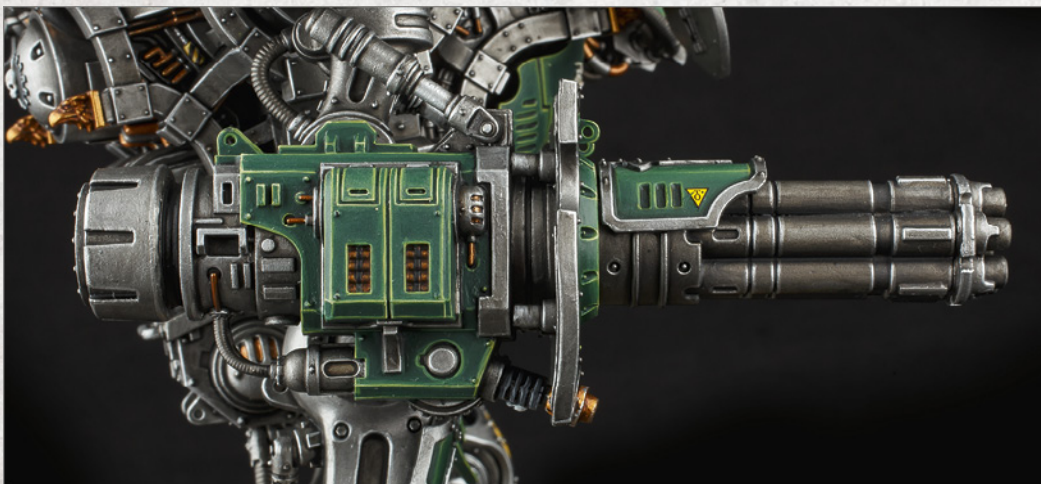




## WEAPON OF THE WEEK: AVENGER GATLING CANNON

The Imperium likes its high-fire-rate cyclic cannons, and there are few as potent as the ultra-deadly avenger gatling cannon carried into battle by Imperial Knight suits. With six heavy bore barrels, the avenger can vomit out a torrent of high velocity shots that will tear apart enemy formations in an explosive fusillade.

What we love best about this cannon, however, is the delight that springs onto the face of everyone who uses it in a battle. If you've ever seen your opponent reach for a hefty handful of dice and announce the target with the maniacal glee of an Ork with his finger on the big red button, you'll know what we mean.



## 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](mailto:team@whitedwarf.co.uk)

### ORANGE? REALLY?

Grombrindal, what is it with you Dwarfs and your weird hair ideas? The beard obsession barely make sense (especially on Flame Cannon crews) but why on earth do Slayers dye their hair orange?

- Becky 'The Hair Guru' Tygerson

### GROMBRINDAL SAYS

Normally I wouldn't even stoop to answer a question like this. Where's the compliment on my beard, eh? But since some there are clearly some misconceptions in need of addressing...

Slayers dye their hair and beards orange because of their affinity with Grimnir, the Dwarf god of battle. It's an outward sign that they have taken the Slayer Oath, to seek a worthy death in battle. Of course, that was in the world-that-was...

As to the other point, there isn't a 'beard thing', only a wonderful tradition of growing a lustrous face of hair. Try it, and maybe you'll see what the fuss is about.

- Grombrindal

## CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: things with 'gaunt' in the name.

### COLONEL-COMMISSAR IBRAM GAUNT

A hero of the Sabbat Worlds Crusade, Ibram Gaunt was granted the unusual rank of Colonel-Commissar by the late Warmaster Slaydo. Following this turn of events Gaunt was assigned command of the Tanith First regiment, but a tragedy struck their home world. From the fires of a dying planet, Gaunt was able to save only the soldiers of his regiment, and though they were forever haunted by the ghosts of their past, they earned a reputation as one of the best fighting forces operating in the Sabbat Worlds Crusade.

### HORMAGAUNTS

Roughly the size of a Terran pony, but many times more deadly, Hormagaunts are a breed of Tyranid creature adapted for rapid attack. Propelled forwards on powerful hind-limbs, Hormagaunts seek to close with their enemy as fast as possible before rending them to pieces with razor-sharp foreblades and savage teeth. In small numbers Hormagaunts are little threat to disciplined Astra Militarum fire teams. Sadly, the Hive Mind seldom sends them forth in anything less than vast swarms of thousands.

### ONAGER GAUNTLET

An experimental piece of Tau military technology, this upgrade enables a Tau Battlesuit to punch a hole in the hull of a battle tank.

Still in the experimental phase of its development, these weapons are seldom issued, proving most useful among cadres fighting against mechanised foes for extended periods where ammo might run short.



# WHITE DWARF'S REGIMENTS OF RENOWN

**Dark Angels Tactical** Squad Arkiel is a battle hardened squad from the Dark Angels 3rd Company, veterans of the Ork war on Piscina IV. During the fighting Squad Arkiel claimed a worthy tally of kills, using their plasma weapons to devastating effect against the Killa Kans and Deff Dreads sent to drive the Dark Angels out of Kadillus Harbour.

These models were painted following the techniques and colours recommended by the Studio army

painting team back in White Dwarf 73. Each was basecoated using Caliban Green, which was then washed with Nuln Oil to darken the recesses. With the wash dry, the armour plates were tidied up with Caliban Green and then edge highlighted with Warpstone Glow followed by Moot Green. The red details, such as the Company markings on their knees, were painted with Khorne Red, followed by a layer of Evil Sunz Scarlet and then finished with an edge highlight of Wild Rider Red. ☠



**NEXT ISSUE: AN EXCLUSIVE MISSION FOR THE HORUS HERESY: BETRAYAL AT CALTH!**



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Unless noted otherwise, these products are all available to pre-order from 12 December and are on sale from 19 December. Find out more about this week's new releases [here](#) in this issue.



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