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SCOURGE OF THE XENOS
THE ULTRAMARINES 3RD
COMPANY IN ALL ITS GLORY

EXECUTION
FORCE
DAEMON PRINCE
RULES INSIDE!



DAEMONIC ASSAULT!

AN EXCLUSIVE NEW MISSION FOR THE HORUS HERESY: BETRAYAL AT CALTH



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THE WEEK IN WHITE DWARF

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



FESTIVE FIREPOWER

And so another festive season is upon us, and we've got a host of special features to celebrate – but, of course, in the grim darkness of the far future there is only war. So you won't find the Ultramarines putting their feet up with a glass of egg nog – nope, there is no rest and no respite in the defence of the Imperium, and so in this issue we're proud to present a penetrating look at the 3rd Company of this most famous of Space Marine Chapters. Turn the page to see it in all its splendour!

But that's not all, in this very special Christmas issue of White Dwarf. With New Releases taking a Yuletide break, we've badgered the rules team into coming up with a couple of Christmas gifts for you, our readers – namely, a brand-new and exclusive mission for The Horus Heresy: Betrayal at Calth (beware, dark things are coming), and new rules for Assassinorum: Execution Force, including a Daemon Prince as your ultimate target! The perfect activity for the holiday season. Happy Christmas to you all! 



SCOURGE OF THE XENOS

There are few fighting forces in the galaxy that can compare to the might and versatility of a Space Marine Battle Company, and none have a reputation more glorious than the Ultramarines 3rd Company, the defenders of Ultramar, the Scourge of the Xenos.



Battle Companies form the core of those Space Marine Chapters who adhere to the Codex Astartes. Following the organisational tenets of Roboute Guilliman's masterwork, each Battle Company is under the expert leadership of a steady, dependable war leader and formed of expert warriors who have been tried and tested in the fires of war until doubt and indecision have been scoured from their souls.

Here we present a prime example of a Space Marine Battle Company, painted by the experts of the Studio army painting team. Created for inclusion in the Ultramarines Painting Guide: Sons of Ultramar, this force is built around the Ultramarines 3rd Company, the backbone of the Imperial defence of the Eastern Fringe. We'll examine this force in greater detail and also cast our eye over the armoured fury of Strike Force Hammerfall.

THE GLORIOUS THIRD

The 3rd Company are one of the Ultramarines' four active Battle Companies, forces of 100 Space Marines who maintain a permanent state of combat readiness. They are expected to be able to fight any foe, anywhere, at a moment's notice – a duty as serious as their oaths of loyalty.

TACTICAL SQUADS

Tactical Squads (numbered I to VI) are marked out by the distinctive tactical arrow worn on the right shoulder pad of each battle-brother. Each of these arrows bears a numeral which denotes which Tactical Squad the battle-brother belongs to.

Below you can see the battle-brothers of the 3rd Company's Tactical Squads, with Squad Anthos at the fore (Tactical Squad IV of the 3rd Company). Squad Anthos's specialists are armed with a plasma gun and missile launcher, a formidable set of weapons, ideal for taking on heavily-armoured foes.

In this shot, Tactical Squads Tythos, Dyrion, Uarelion, Ethros and Portalos can be seen in support – the entirety of the 3rd Company's Tactical Squad strength.

BATTLE-BROTHERS: THE TACTICAL SQUADS

Each Battle Company is formed around a core of six Tactical Squads, perhaps the most iconic fighting unit in the galaxy. Each Tactical Squad includes up to 10 Space Marines (although death and injury often reduce their numbers temporarily), led by a Sergeant or Veteran Sergeant. The Tactical Squads are formed of the most experienced warriors in the Chapter, save only the Veterans of the 1st Company. They have become masters of every aspect of warfare, from long range bombardment and armoured warfare to the bloody fury of close combat.

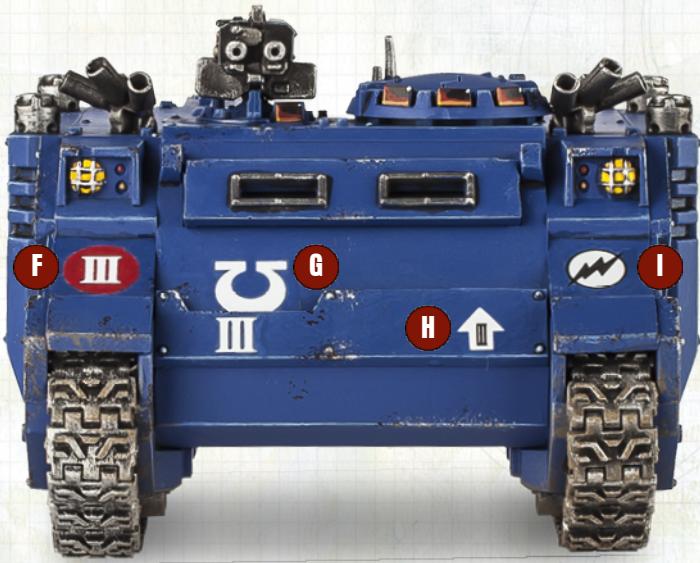
As a Tactical Squad, they carry the weapons required to deal with almost any combat situation – bolters to scythe down the enemy and special and heavy weapons to deal with other threats. The Sergeant will also draw weapons from the Chapter armoury to ensure he has the right tools for the task at hand. All this is supported by the addition of a transport

vehicle – typically a Rhino APC, which enables the squad to reach their objective safe from the harassment of small-arms fire. At other times, squads will be mounted in Razorbacks or Drop Pods.

Tactical Squads are also the heart of almost every Space Marine collection. They look tremendous in large numbers, and if 10 Space Marines and their transport vehicle look good, then sixty are simply breathtaking. The stupendous versatility of the Space Marine Tactical Squad boxed set ensures every squad in your army can be unique. Check out the squads in this collection to see what we mean.

Many collectors take great pride in painting all of the correct markings onto their Tactical Squads and giving them suitably inspiring titles (or naming them for the Sergeant in charge). This sense of ownership makes using them in battle even more exciting.





A: The trim on a Space Marine's shoulder pad shows his company. Red is the colour of the Ultramarines' 3rd company (gold is 2nd, white is 1st).

B: The right shoulder pad shows the squad number.

C: A red helmet denotes a squad Sergeant.

D: A white line on a red helmet denotes the warrior is a veteran Sergeant.

E: The left shoulder pad shows the Chapter icon. A red skull inside the Ultramarines symbol denotes the wearer is a Sergeant or veteran Sergeant.

F: The red numeral shows this Rhino is assigned to the 3rd Company.

G: The Chapter symbol sits above the Rhino's individual vehicle number (this does not usually correspond to the squad number).

H: The Tactical arrow with numeral shows which squad the Rhino is assigned to.

I: Strike force/campaign marking. This is shared by joint forces and will often be changed at the end of extended operations.



A CAPTAIN'S HONOUR



Captain Fabian's ostentatious wargear is a sign not only of his status within the Chapter, but also of the many battle honours he has won. Lanyards, aquilas medallions and other honours adorn his armour. His helmet is topped by a transverse crest, an honour worn by Ultramarines Centurions at the time of the Horus Heresy, and still in service 10,000 years later.

The white and red plumes not only make it easy to see where Fabian is fighting, but also signify an element of the hero's history, heritage or rank.

COMPANY SPECIALISTS: DEVASTATORS, ASSAULT, COMMAND

While the bulk of the Battle Company is made up of its Tactical Squads, a supporting group of specialists enables the formation to tackle specific battlefield threats. Accordingly, each Battle Company also includes two Assault Squads and two Devastator Squads.

Assault Squads, equipped with short range guns and melee weapons, are used to flush the enemy out of dug-in positions and to seize objectives from the foe. Jump packs enable them to bound across the battlefield, crashing down onto the enemy with bolt pistols blazing and chainswords howling. Devastator Squads fight at the opposite end of the combat spectrum, bearing heavy weapons to support their battle-brothers from afar. Whether they are pouring suppressing fire onto advancing enemy units with heavy bolters and plasma cannons or blasting apart enemy armour with lascannons and krak missiles, their role within the Battle Company is absolutely essential.

Command within any Battle Company falls to the Company Captain – in the case of the Ultramarines 3rd Company, Captain Mikael Fabian. A proven leader through decades (if not centuries) of war, any Space Marine Captain can be relied upon to guide his force with sound strategy and tactics, and also fight on the front lines. As is fitting for an officer of Fabian's station, he is accompanied by a Command Squad led by Veteran Sergeant Ortegus. The warriors of this squad are the hardiest veterans in the Battle Company, often expert fighters with a wealth of experience fighting in other companies within the Chapter. Ortegus, for example, wears a Crux Terminatus on his left shoulder, a sign that he has trained to fight in Terminator armour. Honoured Brother Regalthos wears the golden trim of a Company Champion, marking him out as the greatest swordsman in the Company. The Scourge of the Xenos are also led by Chaplain Eucladous, who either fights at Fabian's side or with one of the other squads.

COMMAND SQUAD



Command Squad Fabian is filled with veteran warriors charged with protecting the Captain on the battlefield. Several members of the squad bear unusual markings, all of which are approved by the Codex Astartes. Honoured Brother Regalthos, for instance, wears the golden laurels of victory framing a golden skull on his right shoulder plate. Skulls are a veteran marking within the Ultramarines Chapter, while the laurels of victory imply victories won in duels. The honour of wearing gold is afforded to Regalthos because of his status as Company Champion.





ASSAULT SQUADS

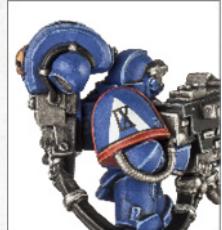


Assault Squads are clearly marked out by the quad-arrow mark on their right shoulder pad. In a Battle Company, squads VII and VIII are the numbers designated for use by Assault Squads.

Here you can see Assault Squads Laethor (on the left, marked VII) and Aergon (on the right, marked VIII). A subtle distinction between the two is that Sergeant Laethor wears the blood red helm of a Sergeant, Aergon is bare-headed. You can still tell he is a Sergeant because of the small red skull set into the 'U' on his shoulder pad.



DEVASTATOR SQUADS



The inverse 'V' on this Space Marine's shoulder pad shows he is a member of a Devastator Squad. Within a Battle Company, squad numbers IX and X are used for Devastators.

Squad Hestor (numbered IX, at the front) is armed with a typical 'mixed' weapon load, a standard Codex-specified selection of heavy bolter, multi-melta, plasma cannon and lascannon for any eventuality. Squad Daethon (at the top) are armed with grav-cannons and are assigned to destroy heavy infantry and the most formidably armoured foes.

STRIKE FORCE HAMMERFALL

While **Battle Companies** are intended to be autonomous fighting units, they are usually supported by additional warriors and war machines from the Chapter reserves. Tanks, ground-attack craft and even Space Marine Scouts can be drafted in to lend much needed specialisation in any given campaign. Here you can see Strike Force: Hammerfall, an Ultramarines armoured deployment led by the redoubtable Antaro Chronus, the Spear of Macragge. Consisting of several tanks, including a squadron of Land Raiders, anti-air support in the form of a Stalker and even artillery support from a Whirlwind (the Land Speeder, from the 8th Company, acts as the scout vehicle for the Whirlwind as part of a Suppression Force).

Additions such as these are a wonderful way to expand a Space Marines collection. While Chronus's tanks can crush through enemy lines and blast apart fortifications, the force also includes some elite backup with two squads of Sternguard drafted in from the 1st Company. Identifiable by their white helms and shoulder trim, the Sternguard are the best line infantry the Chapter can call upon, with some of the most valuable wargear and specialised ammunition in the Chapter armoury. ☀

A Sergeant Chronus leads Strike Force: Hammerfall from his Land Raider, *Wrath of Damnos*.

B He is supported in the Armoured Task Force by the Predators *Calgar's Honour*, *Fist of Retribution* and *Fury of Macragge*, and the Vindicator *Malleus Ultra*.

C Squad Glacius are Sternguard Veterans of the 1st Company drafted in to support Strike Force: Hammerfall...

D ...as are Squad Toretus. Veterans of the 1st Company are often deployed in this way.

E This squadron of three Land Raiders – *Illustrious Vengeance*, *Relentless* and *Hammer of Xenos* – both provide heavy support and a transport option for Squads Glacius and Toretus.

F The Stalker *Spear of Fire* provides protection against aerial threats.

G The Whirlwind *Fires of Circe* provides lethal artillery firepower.

H The Land Speeder *Celestos Ultra*, drafted in from the 8th Company, provides reconnaissance for *Fires of Circe* and *Spear of Fire*.





E

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PARADE GROUND



SONS OF HORUS

Like all the squads shown here, these Sons of Horus were all painted using parts from the Sons of Horus upgrade sets – several are available for torsos, helmets and shoulder pads. If you want to go even further, there's also a sheet of brass-etched Sons of Horus Legion symbols available (which includes symbols for vehicles, if you're thinking of expanding your Horus Heresy collection).

XVI LEGION, THE SONS OF HORUS

These Sons of Horus legionaries wear the pale green armour of the XVI Legion, which changed its name and livery following their Primarch's success on Ullanor. Many wear top-knots and muzzle-faced helms common to the Legion, their chests emblazoned with the eye of Horus.

The unit was basecoated with Incubi Darkness before an airbrush was used to apply the main armour colour – the Forge

World airbrush paint Sons of Horus Green. A wash of Coelia Greenshade was carefully applied to the shadowy areas and recesses of the models to help bring out the details. With the wash dry, the armour was highlighted with Gauss Blaster Green and, while it was still wet, carefully blended into the main armour colour using an M Layer brush loaded with Lahmian Medium, which helped to create a smooth transition of colour.

The Horus Heresy: Betrayal at Calth boxed game is a brilliant way to start a Horus Heresy army, especially because the miniatures are compatible with the Forge World Legion upgrade sets. Here we showcase five Legion Veteran Tactical Squads that do just that.



XIV LEGION, THE DEATH GUARD

This **Death Guard** squad is painted in the traditional off-white armour of the Legion with gold details and green shoulder pads. The colour scheme uses multiple washes to give the legionaries a dirty appearance in keeping with the treacherous battlefields they're often deployed to.

An airbrush was used to get the smooth finish on the armour before all the details were painted in, such as the shoulder pads

(with Lothern Green) and the armour trim (Gehenna's Gold). Forge World decals were added to the shoulder pads and greaves before all the models were given a recess wash of Seraphim Sepia to give them an oily, grime-clogged appearance. The chipped paint on the armour was achieved by gently sponging a mix of Abaddon Black and Rhinox Hide onto the models in areas that would take the most damage, such as knees and gauntlets.

DEATH GUARD

The Death Guard have a huge range of upgrades and miniatures available from Forge World. As well as the Mk. IV upgrade sets you can see used here, there are sets of resin doors for Rhinos and Land Raiders, etched-brass Legion symbols and more. Like the Sons of Horus, the Death Guard feature prominently in the Horus Heresy Book One – Betrayal, so check it out for more on colour schemes and insignia.



SALAMANDERS

Like a number of the Legions, as well as a range of upgrades, the Salamanders also have their own Contemptor Dreadnought produced by Forge World. Perfect if you want to add to the one you get in The Horus Heresy: Betrayal at Calth box. The Salamanders also feature prominently – if somewhat unfortunately – in The Horus Heresy Book Two – Massacre (the clue is in the title; oh dear), so check it out for more on their colours, markings and insignia.

XVIII LEGION, THE SALAMANDERS

This **squad** of Salamanders is a great example of a clean, crisp paint-job, the veteran legionaries clearly proud of their artifized armour. As you'd expect from the Sons of Nocturne, the squad sergeant and the special weapon trooper both carry flamers – options that come on the Legion Veteran Tactical Squad sprue.

All the models in this squad were painted in sub-assemblies (see [here](#) for more info) so that the details on their chests could be painted more easily. All the parts were undercoated with Chaos Black spray, then

the bodies were basecoated with Caliban Green, followed by an airbrushed layer of Warpstone Glow to give it a smooth, even finish. The armour was then highlighted with Moot Green followed by a final edge highlight of Blue Horror to represent the light catching the top edges of the armour. A useful piece of advice when painting an army is to avoid mixing your paints. By following the Citadel painting system of basecoats, layers, washes and highlights, you can ensure your colour scheme is consistent across your whole collection.



XIX LEGION, THE RAVEN GUARD

This **Raven Guard** unit was painted in the stark black and white colours of the XIX Legion, survivors of the Isstvan Dropsite Massacre. The Horus Heresy Book Three – Extermination by Forge World was a useful source of information for squad's markings such as the white helmet stripe on the legionary in the top row.

The whole unit was undercoated with Chaos Black spray then basecoated with a slightly watered-down coat of Abaddon Black. This may seem a little unusual, but Abaddon Black has a shinier finish than

Chaos Black, and would be used to tidy up any mistakes during painting (such as overzealous highlighting), so the extra basecoat helps keep the armour colour consistent. The armour was then highlighted with Mechanicus Standard Grey and Dawnstone, which was also used as the basecoat for the white areas, which were highlighted with White Scar. To add a bit of warmth to the models, their leather packs and pouches were painted with Mournfang Brown, while their eye lenses were painted red – representing the anger of a Legion betrayed.

RAVEN GUARD

Raven Guard shoulder pads, helmets and torsos (including for the famed Mk. VI 'Corvus' Armour) are available from Forge World. Much of the Raven Guard's role in the Horus Heresy is told in The Horus Heresy Book Three – Extermination (you thought Massacre was bad enough!) – something of a tale of woe for the XIX Legion, but a great resource for their collectors!



WORLD EATERS

As well as a range of World Eaters upgrades, Forge World also make two great World Eaters characters – Angron and Khârn the Bloody – and more on the World Eaters can be found in *The Horus Heresy Book One – Betrayal*.

All the upgrade sets used on the Legion Veteran Tactical Squads in this article (and many more besides) are available from Forge World. Check them all out at: www.forgeworld.co.uk

XII LEGION, THE WORLD EATERS

These **World Eaters** wear the blue and white armour of their Legion which, as is so often the case with the World Eaters, is covered in dirt and dried gore, the hallmarks of their violent, combat-orientated approach to warfare.

The models were basecoated Ulthuan Grey over a Chaos Black undercoat, the black providing shading in the recesses and giving the grey basecoat a darker tone than if it had been applied over Corax White. Agrax Earthshade was then used to shade the armour and help define the

stud on the legs. A final layer of White Scar was applied as an edge highlight. The blue panels were basecoated with Macragge Blue, washed with Nuln Oil and highlighted with Russ Grey. The armour trim and details, such as the vexillor's standard, were then painted with Retributor Armour, washed with Agrax Earthshade and highlighted with Liberator Gold. The final touch was a healthy application of dirt, which involved stippling Rhinox Hide onto their armour and applying Forge World Dark Earth weathering powder to their feet. ♣



ILLUMINATIONS

It has been six months since Warhammer Age of Sigmar was unleashed. In that time we've been presented with incredible artwork evoking the magic and splendour of the wars for the Mortal Realms. Join us now for a gallery of some of the very finest examples...

Warhammer Age of Sigmar has brought us war on a scale – and in locations – we've never imagined before. The Mortal Realms beggar belief with their incredible landscapes; from the falls of molten silver flowing from the Great Crucible to the lava-streaked landscape of the Igneous Delta and the rivers of churning effluent of Rotwater Blight, our artists and illustrators have breathed life into the battlefields of the Mortal Realms in the Age of Sigmar.

The locations aren't the only thing to stun the senses either – the warriors locked in battle in the Mortal Realms are every bit

as spectacular. Stormcast Eternals are forged from celestial magic, clad in metal hewn from the heart of a dead world and hurled into battle upon bolts of lightning. Seraphon are star-born killers summoned by the Slann Starmasters. The numberless legions of Chaos are an all-conquering army unlike any other – monsters who will stop at nothing to subjugate the Mortal Realms. The artwork that portrays them, and the stories that describe them, are the frame for our collections and games. It has been a wild journey since the Age of Sigmar began, so come join us in a celebration of this amazing art.

Above: The backdrop to the Age of Sigmar is the reality-shattering events of the Age of Myth and the Age of Chaos that followed.

In this picture the god Grimnir does battle with Vulcatrix, Mother of Salamanders. As a headstrong warrior god, Grimnir sought to repay the great debt he owed to Sigmar in battle against this dire foe. Legend tells how both were destroyed, their remnants scattered across the Mortal Realms.

1 The Mortal Realms have been all but crushed beneath the boot heel of Chaos. Foremost among the legions of the Dark Gods are the Bloodbound warbands of Khorne – murderous hordes such as the Skullfiend Tribe, led by the psychopathic Lord Skardrax the Slayer. The Skullfiends have made an art form of beheading their victims.

2 Many times Nagash has fought against the legions of Chaos in the Realm of Death. Now, from beyond the Starless Gates he retaliates against the yoke of the Dark Gods more forcefully than ever.

3 From beyond the farthest stars of Azyr, an ancient enemy of the Dark Gods has rejoined the fight, as Slann Starmasters summon their Seraphon hosts to battle. These star-born legions are wondrous to behold, yet as savage in battle as their daemonic foes.



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2



3

1 Archaon and his
Varanguard descend from
the tortured skies. The
Everchosen and his
numberless legions
intend to crush Sigmar's
insurrection as readily
and as violently as they
have ended entire worlds
in ages past.

2 Archaon's history is
ancient, portrayed
through story and art. We
were wowed by the
graphic style of this
illustration capturing his
eternal struggle with
Sigmar. Archaon reaches
for Ghal Maraz – is this a
glimpse of the past or the
future?

3 As the Stormcast
Eternals battle through
the Mortal Realms, they
wage wars in places, and
against foes, beyond
imaging. Here the
Celestial Vindicators
battle an army of
Tzeentch beneath a sky
awash with flames and
the scintillating colours of
untrammeled magic.



ASSASSINORUM: DAEMONICUS

An **Assassinorum Execution Force** has been despatched to kill the Chaos Sorcerer Lord Severin Drask before he can open a devastating Warp rift. Yet as the Assassins enter his lair, they find their mission has become much harder. Lord Drask, it seems, has ascended...

AVAILABLE, BUT NOT FOR LONG!

At the time this issue went to print, *Assassinorum: Execution Force* was still available in stores and on the Games Workshop webstore. However, there weren't many copies left and it may even have sold out by now. Give your local store a call to see if they still have it in stock or check out the Games Workshop website to see if there are any copies left.

In issue 95 we presented a collection of new achievements for the *Assassinorum: Execution Force* boxed game (see [here](#)). So excited were we by these new challenges (and so much fun did we have trying to achieve them) that the Studio writers came up with another, even tougher challenge for us. No longer is Severin Drask a mere Chaos Sorcerer (pah!) but a mighty Daemon Prince blessed by the Dark Gods to ensure his sorcerous plan comes to fruition.

Using the rules for the Chaos Daemon Prince in your games of *Assassinorum*:

Execution Force couldn't be simpler. Instead of placing Lord Drask on the central square in the Temple of Shades, place the Daemon Prince in his place instead. The full rules for using him can be seen to the right and, as you can see, the newly-ascended Drask is not an easy foe to assassinate.

To make use of the Daemon Prince's profile card, simply download, cut it out, fold it in half and glue the two halves together. ☠

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ADDITIONAL RULES



CHAOS DAEMON PRINCE

Resilience 6+
Stamina 4

ACTIONS

- Shoot with
- Warp Gaze
- Fight with
- Daemonic Talons

+2 +2
+3 +3

ABILITIES

All-seeing: As soon as an Assassin enters the Temple of Shades, the Daemon Prince goes On Alert. The Daemon Prince has line of sight to any Assassin in the Temple of Shades; if there is a wall, object or other model in the way, it rolls one less dice when attacking that model.

Daemonic Reflexes: The first time in each phase that an Assassin moves or sprints into an unoccupied square that is within 6 squares of the Daemon Prince, the Daemon Prince will perform one free Shoot action at the Assassin. If that square is adjacent to the Daemon Prince, it will perform one free Fight action instead.

THE DAEMON PRINCE

The Daemon Prince occupies four squares rather than one. At the start of the game, he is placed so that he covers the central square of the ritual site and the square marked with the number 16 – meaning that the assassins only have 15 turns to complete their mission! He is rooted in place with tendrils of dark power, his daemonic transformation not yet complete, so he cannot move other than to turn on the spot.



Download here:
www.blacklibrary.com/Home/downloads

DARK VISIONS

Once the Chaos Familiar reaches the square marked with a number 8, Drask's followers are gifted with a small measure of clairvoyance for the rest of the game. Immediately after a Patrol or Elite Patrol event card is resolved, a second Renegade of the same type arrives on the board as follows:

Roll three dice. Each entry point that matches one of the numbers rolled is a potential entrance. Place the Renegade at the potential entrance which is closest to an Assassin, facing the direction shown by the entry point's arrow. For example, if you rolled a 2, a 3 and a 6, entry points 2, 3 and 6 would be potential entrances, and you would set up the Renegade at whichever of them is closest to an Assassin.

If the Renegade cannot be placed at that entry point, it is placed at the closest unoccupied entry point instead. No Renegade is placed if all entry points are occupied or there are no models of the required type available.

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GOLDEN DEMON: SPACE MARINES

The second of this year's Golden Demon events – Golden Demon: Space Marines – recently took place at Warhammer World in Nottingham, and master painter Gareth Nicholas walked away with the Slayer Sword for this stunning diorama. We grabbed him for a chat.



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White Dwarf: Congratulations on the win, Gareth! What a great piece – what made you choose a diorama for your entry?

Gareth Nicholas: I wanted to include all the elements of the Chapter together: the noble battle-brothers resplendent in bright red armour, the impassive stoicism of the golden Commander, and the insanity and rage of the Death Company! So, a diorama it really had to be.

WD: And those elements also provide the three main Blood Angels colours...

GN: The main colours are a triad of red, ochre (used in the gold non-metallic metal) and cyan (used in the highlights on

the black armour, the grey metal, and a few other places, like the power axe). These colours complement each other and I knew I could use them across the whole piece.

WD: The diorama has a classic 'last stand' feel. Did anything in particular inspire it?

GN: Blood Angels have been firm favourites of mine since the mid-1990s, and there is a glorious piece of artwork from around then depicting an angelic, golden Commander leading a force of Tactical Marines, Terminators and Death Company. That image really captures the essence of the Chapter for me and definitely served as the major inspiration for this piece. 

1 "The positioning of all the models and the rough structure of the base was planned out and refined before I took a brush anywhere near the piece! The main difficulty in placing the models was getting the Terminator's assault cannon to clear the kneeling Marine and the Marine standing in front of him."

2 "For the Death Company, I really wanted to convey the feel of the Black Rage so they both received minor conversion work: one is posed leaning backwards as though he is howling at the sky and the other has just ripped his helmet off as he charges forward towards the unseen foe."

3 "The main area of conversion was on the Commander. I used the webstore exclusive Captain as a base, removed all the skulls from his cape and re-sculpted the loincloth as I didn't want to use the skull scabbard. The head, backpack and shoulder pad were all replaced with more suitable, Blood Angels-specific components."

4 "I wanted a character in the mould of Tycho or Dante to be at the centre of things, and just thought the name [Azaniel] sounded fitting! Actually all the Marines have a name on them somewhere, as I think it conveys a sense that they are all individuals with their own history."

GOLDEN DEMON

Golden Demon is Games Workshop's Citadel miniatures painting contest, with events taking place throughout the year. We feature the best entries in White Dwarf, and even more of them in Warhammer Visions, on sale the first Saturday of every month.

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 shine a light on the Ultramarines, Space Marine Legions and more.

HEROES OF THE ULTRAMARINES

SUCCESSORS

More Space Marine Chapters owe their origins to the Ultramarines Legion than any other.

WHITE CONSULS

Based far from Ultramar, the White Consuls' world of Sabatine is near the Cadian Gate, where they maintain a vigil against the invasions of Chaos.

MORTIFACTORS

The Mortifactors have adopted a number of feral customs from the tribal cultures they recruit from. Only their excellent service record keeps them from investigation and censure.

PRÆTORS OF ORPHEUS

Famed for their armoured might, the Praetors are known across the Imperium as exemplars of what it means to be an Ultramarines successor. Few Second Founding Chapters are as highly regarded.

HOWLING GRIFFONS

A stirring sight in their red and gold armour plates, since their founding the Howling Griffons have fought in many of the greatest battles in the Imperium, including the Erphious Schism and the infamous Badab War.

THE HEIRS OF GUILLIMAN, THE CHAMPIONS OF ULTRAMAR

The Ultramarines Chapter has a distinguished record won over 10,000 years of battle and a reputation for victory that is unmatched anywhere in the Imperium. They are the masters of an entire Imperial Segmentum and the wardens of the Eastern Fringe. This legacy is protected by ranks of heroes who fight tirelessly for the good of Mankind and none stand taller in this duty than Chapter Master Marneus Calgar. To him all the worlds of the Ultima Segmentum look for leadership, as do the Space Marines of a great many Ultramarines Successor Chapters, for Marneus Calgar continues the legacy of the great Roboute Guilliman.

This heavy burden is not one Calgar bears alone, however. The likes of fearless Captain Agemman of the 1st Company and the impetuous Cato Sicarius of the 2nd ensure that the battle-brothers of the Chapter are led by stalwart commanders willing and able to fight from the front.

The spiritual safety of the brothers is entrusted to the likes of Chief Librarian Tigurius and Chaplain Cassius. While Tigurius uses his psychic might to guide the Chapter in times of war, Ortan Cassius has steered the Chapter to adapt to fight the Tyranid threat, using new and unusual tactics to halt Great Devourer.



WHITE DWARF

CAPTAIN MIKAEL FABIAN

Captain Fabian is the unyielding master of the Ultramarines 3rd Company, known as the Master of the Arsenal. As we studied the 3rd Company for our feature [here](#), we were stunned by this fantastic illustration of Captain in the Ultramarines Painting Guide: Sons of Ultramar. This amazing illustration shows Fabian at ease and is accompanied by a detailed description of his wargear and a brief history of Fabian's rise to prominence as commander within one of the galaxy's foremost fighting forces. If you want to learn more about the Scourge of the Xenos, make sure you pick up a copy.



CHAPTER DECALS



You'll see all sorts of fantastic Ultramarines details in this issue, such as Chapter badges, squad markings and even the banner. These are nifty details are from the Ultramarines Transfer sheets available from [games-workshop.com](#) and [forgeworld.co.uk](#).

ILLUMINATIONS EXTRA

The Warhammer Age of Sigmar books have introduced an amazing cast of characters, heroes and villains who act as the lens through which we witness the staggering wars fought across the Mortal Realms as Sigmar's Storm seeks to sweep away the dominion of Chaos. On the right you can see just a few of the characters we've really enjoyed so far:

Gardus the Steelsoul (1), Lord-Celestant of the Hallowed Knights, is one of Sigmar's most redoubtable warriors – the way he thwarts death is simply epic! Thostos Bladestorm of the Celestial Vindicators (2) is experiencing a dark journey of his own – are his deaths costing him his sanity? Ephryx of Tzeentch (3) proves a worthy foe for two Stormhosts in the Quest for Ghal Maraz, while the Silver Maiden (4) has a history so rife with tragedy that she became an instant favourite when first she surfaced, lending aid to the Stormcast.



READER'S MODEL OF THE WEEK

This week for our Reader's Model we're pleased to welcome another of Phil Chang's gorgeous Blood Angels vehicles – a Rhino APC. Our favourite thing about this paint-job is how Phil used Typhus Corrosion to get the gritty weathered appearance on the hull.

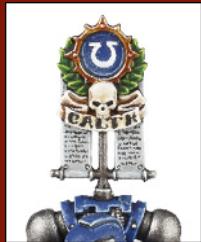
If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

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



BIT OF THE WEEK: LEGION VEXILLA



Considered the pride of the Legion, a vexilla was a small personal standard carried within an Adeptus Astartes squad at the time of the Great Crusade and subsequent Horus Heresy. When the battle-brothers saw the vexilla nearby, they would redouble their efforts, fighting with ferocity, no matter how forlorn the cause appears.

This tiny banner is found in the Betrayal at Calth boxed game. There are three in the set, enough for you to have one in each of the Legion Veteran Tactical Squads. Of course, if you don't use it when you're building your models, you'll find it's a good spare to keep on standby. Imagine how hard your men would fight to protect a 10,000 year old Legion relic?

WEAPON OF THE WEEK: MISTSTAVE



The **miststave** wielded by the Harlequin Shadowseer is an exotic melee weapon, its complex alien manufacture enabling it to channel the potent psychic might of the Shadowseer to deliver attacks of crushing power. Directly comparable to the force weapons used by many other psykers, what sets the miststave apart is the concussive force with which it can smash its foes, delivering a blow that can splatter flesh and blast bone apart, in spite of its elegant appearance.

THE SCOURGE OF THE XENOS

The 3rd Company are known as the Scourge of the Xenos, for they have fought long and hard against the many aliens threatening Imperial space and the realm of Ultramar. After the bitter fighting against Hive Fleet Behemoth, the 3rd Company were awarded a new banner to honour their part in the battles fought by the Chapter. This symbol here is a transfer taken from the Ultramarines Transfer Sheet, which makes it nice and easy to replicate.



HORUS HERESY BETRAYAL AT CALTH SUB-ASSEMBLY

With all the new plastic Horus Heresy miniatures combined with Forge World upgrade kits turning up in the office this week, we sought out advice on how to get the best results for your models. One tip we received related to the extraordinary detail the Forge World kits includes: it can help to paint your models in separate

parts before assembling them. This way you can get at the chest details behind the bolter and so on. This Salamanders Space Marine was painted in three parts (plus the base). They were mounted on a piece of metal rod so they could be easily held and glued together with Super Glue: Thick afterwards.



ADEPTUS ASTARTES LEGION COLOURS

The Space Marine Legions at the time of the Horus Heresy were strongly individualistic, not bound by the strictures of the Codex: Astartes (or other inherited traditions) as the Chapters of the 41st Millennium are. Don't be put off, though – there is plenty of material on hand to help you choose great colour schemes and

markings to paint onto your units, all found in Forge World's awesome Horus Heresy books. Within these mighty leather-bound tomes (they've even got metal corner protectors) you'll find detailed histories for the Legions, information on their heroes, unit markings and a mountain of material for your games.



TIPS WITH RESIN

Forge World kits are designed for experienced modellers. You'll need to take care if you want to get the best results. Here are three useful tips to get you started:

Check. Before you assemble or paint anything, check the model over thoroughly and remove any mould lines or gates. Fine Detail Cutters and a Citadel Mouldline Remover tool will do for most small kits like the Horus Heresy Space Marine Legion upgrade packs.

Clean. Wash the resin parts in warm, soapy water and let them dry completely before you glue or paint them.

Super Glue. Only ever use Super Glue to stick resin parts to each other, and to plastic kits.

Download a guide to working with resin at: forgeworld.co.uk

1 Legionary Gunther, Imperial Fists Legion. Gunther fought as an Assault Marine in the Battle of Phall. The lightning bolt on his leg armour indicates he is a veteran of the Terran Unification Wars.

2 Sergeant Guljuk Ygethdon of the Sons of Horus. As with many of the warriors from his Legion, Guljuk proudly wears Cthonian glyph marks on his armour and even has a human skull dipped in gold hung as a trophy. Note the helmet plume, a common sight among the XVI Legion.

3 This Salamander was presumed lost in the fighting in the Urgall Depression on Istvan V. As with many of his fellow Salamanders Space Marines, Ish'val is hung with drake-scale trophies and has the fiery imagery of Nocturne painted on his armour.

WHITE DWARF'S REGIMENTS OF RENOWN

This squadron of Gyrocopters (and a Gyrobomber) are known as the Aleseekers, a flotilla of skyborne scouts who range far ahead of the armies of the Lord of Ale, a duardin king who craves the lost treasures of his race. The thudding echo of the Aleseekers' rotor blades has thundered across the skies of the Mortal Realms for generations as steadfast pilots seek that which their ancestors so bitterly lost. Though a single quest guides them, the armies of the Lord of Ale often put aside their goal for long enough to do battle against

the legions of the Dark Gods and other servants of evil. Then, like wrathful heroes, the Aleseekers descend from above, blasting the enemy with bomb, gun and steam cannon in their righteous fury.

The brilliant orange on these Gyrocopters was painted to echo the orange of a Slayer's crest – it was done with a basecoat of Jokaero Orange, washed with Reikland Fleshshade. It was then layered with Squig Orange and Troll Slayer Orange. ♦



NEXT ISSUE: WE REVIEW THE YEAR, AND YOU VOTE FOR YOUR FAVOURITE MINIATURE!

THE HORUS HERESY

BETRAYAL AT CALTH

Scenario VII: Rise

Kurtha Sedd has embraced damnation, and in so doing damned his traitorous followers along with him. The Dark Chaplain has summoned a tide of Warp-spawned obscenities from the void below. Sedd believes that the Daemons of Chaos are his to command – but he is to be sorely disappointed. Boiling up from the pit, a swarm of abominations falls upon loyalist and traitor alike, embroiling them in desperate battle...

Pharad Kol leaned around the fluted pillar and fired at the approaching Ultramarines. The bolt-rounds caught a Cataphractii Terminator in the chest, striking sparks from his armour. Even these direct hits did little more than stagger the blue and gold armoured behemoth. Cursing, Pharad Kol swung back into cover, teeth gritted behind his faceplate as return fire blew chunks of rubble from the pillar.

Sedd had led them to this, he thought bitterly. The Chaplain had sworn that the Octed would deliver them. As the Cataphractii's pounding footfalls drew close, Pharad Kol hoped that deliverance would be swift.

As though his thought had summoned it, a voice screamed out over the clangour of battle.

'Daemons! Daemons!'

From behind the lunatic yell came a terrible cacophony of gibbering and screaming that no human throats could have made. Pharad Kol had a split second to relish the sudden confusion amongst the Ultramarines, and the sight of a hideous tide spilling up over the lip of the abyss. Then the pillar at his back exploded, hurling the Word Bearer onto his face.

He rolled over, ears ringing, and fired his bolter wildly at his assailant. The Cataphractii waded through stone dust and bolt shells, not even trying to duck aside from the point-blank shots. One contemptuous swipe of a lightning claw ripped the weapon from Pharad Kol's hands, sending most of the Word Bearer's mangled left hand sailing after it. With a curse, the traitor tried to rise, but the Ultramarine's next swipe hit him full in the chest and threw him through the air.

Pharad Kol landed with a bone-breaking crunch in a heap of rubble. Vision swimming, the Word Bearer looked up at the Ultramarine looming over him. The Cataphractii raised his talons for the killing blow, but before he could strike a surging wave of horror engulfed him. Flailing tentacles and shimmering claws tore at his limbs. Ethereal fangs sank through armour and flesh into the soul below, and the Ultramarine roared in horror as he was borne off his feet and buried in a heaving mass of daemonic flesh.

Slowly, painfully, Pharad Kol began to laugh, blood gurgling in every exhalation, yet he could not help himself. Damned. They were all damned. This was their deliverance. When the twisted shape of the daemon flowed over his mangled body and poured itself into his mind, Pharad Kol did not even resist.



FORCE

The Ultramarines Force consists of one Legion Veteran Tactical Squad and one Legion Terminator Squad. The Word Bearers Force consists of Kurtha Sedd and two Legion Veteran Tactical Squads.

You will also need 20 models to represent the Daemons Kurtha Sedd has summoned from the abyss. Bloodletters of Khorne, Plaguebearers of Nurgle, Daemonettes of Slaanesh or Horrors of Tzeentch are ideal. They are not part of either force at the start of the battle.

SET-UP AND INITIATIVE

First, the Ultramarines player sets up his Cataphractii Sergeant and one other model from his Legion Terminator Squad in the deployment zone closest to the Abyss. Then the Word Bearers player sets up his force, split however he wishes between the three Word Bearers deployment zones.

Next, the Ultramarines player sets up the rest of his force, split however he wishes between the three Ultramarines deployment zones.



Finally, set up two Daemons in each hex of the Daemon Deployment Zone.

The Word Bearers player takes the Initiative in the first round.

COMMAND CARDS

The Ultramarines player takes three random cards into his hand. Then each player creates a Command Deck of six random cards.

SPECIAL RULES

The Abyss: Models cannot move into Abyss hexes. Any model that is forced to Retreat while in a hex that is adjacent to an Abyss hex is removed as a casualty.

Chaos and Carnage: At the start of each round, roll a dice for each unit of Daemons. If the result is a Hit, Critical Hit or Blank, mark the unit with a Word Bearers Tactical Marker showing two Tactical Points – they are treated as part of the Word Bearers Force this round. If the result is a Shield, mark the unit with an Ultramarines Tactical Marker showing two Tactical Points – they are treated as part of the Ultramarines Force this round.

Daemons: Players can take actions with Daemon units that are part of their force during their turn as normal. However, Daemon units cannot attack other Daemon units, and are never pinned by them. Furthermore, Daemon units cannot make Consolidate actions. Daemons have the following characteristics:

Armour 1

Stamina 1

Assault 2

Bulk 1

If a unit of Daemons is forced to retreat, it must make a Desperate Last Stand.

Daemonic Weapons: When Daemons make Melee Attacks, they have the following Critical Effect: The first target model reduces its Armour value by 1 when making its Defence Roll.

Wave of Abominations: At the end of each round, more Daemons claw their way out of the abyss. The Word Bearers player rolls a dice for each hex in the Daemon Deployment Zone. Set up 3 Daemons there on a Critical Hit, 2 on a Hit and 1 on a Shield. If there is not enough space, any excess Daemons are not set up. There can never be any more than 20 Daemons on the board at once.

VICTORY

The Word Bearers player must take advantage of the tide of Daemons and obliterate the Ultramarines before they can rally and launch a counter-attack. If the last Ultramarines model on the board is removed as a casualty, the game ends and the Word Bearers player is victorious. If the Word Bearers player has no cards in his Command Deck at the start of any round, the game ends and the Ultramarines player is victorious.

COMPONENTS

- Boards
A1, C2,D2

Ultramarines Deployment Zone

Word Bearers Deployment Zone

Ultramarines Deployment Zone

C2

Ultramarines Deployment Zone



The Abyss



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