

WHITE DWARF

HAVE YOUR SAY!
VOTE FOR YOUR FAVOURITE
MINIATURE OF THE YEAR

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 100

26 DECEMBER 2015

FORGE
WORLD:
WARLORD
TITANS
AND MORE!



365 DAYS OF THRILLS!

REVIEW OF THE YEAR 2015

IMPERIAL KNIGHTS, AGE OF SIGMAR, SKITARI, SPACE MARINES... AND BEYOND!



WHITE DWARF

ISSUE 100
26 DECEMBER 2015

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

**GAMES
WORKSHOP**

CONTENTS

THE WHITE DWARF REVIEW OF THE YEAR

It's time to look back on the year that was with our review of the year, looking at all the new kits, books, scenery, brushes and much, much more, with a few White Dwarf favourites. Here it is:

- [January: Blight And Corruption](#)
- [February: The Danse of Death](#)
- [March: These are the End Times](#)
- [April: From Out of the Red Dust](#)
- [May: The Age of the Machine](#)
- [June: The Angels of Death](#)
- [The Year In: Forge World](#)
- [July: The Age of Sigmar Begins](#)

August: A Dark Bastion Rises

[The Year In: Black Library](#)

[September: Lightning Strikes](#)

[October: For the Greater Good](#)

[November: The Horus Heresy](#)

[December: The Everchosen](#)

MINIATURE OF THE YEAR 2015

Your chance to tell us which are your favourite models of the year. Vote now!

COMING NEXT WEEK...

New Year, New Army... and a brand-new Warhammer Visions, available to pre-order now.



12 MONTHS OF WAR

What a year that was, eh? While we stand here on the cusp of 2016 and look forward to what's coming, we also peer back over the last 12 months and can't quite believe how much incredible stuff was released. We're still catching up, frankly – it only seems like yesterday that we were putting together the first issue of 2015, with the looming form of a Verminlord Warpseer striding out of a noxious green warpstone mist. It certainly set the epic tenor for what was to come.

So join us for a mighty issue 100 of White Dwarf as we celebrate everything that happened in 2015, and revisit each of the preceding 12 months to see the wonders that were released.

So where do we go from here? Well, rest assured 2016 is going to be bigger, better and even more exciting (if you can believe it). We'll see you in seven days and, in the meantime, enjoy the issue and happy new year! 

THE WHITE DWARF REVIEW OF THE YEAR

A lot can happen in 12 months... and a lot *did* happen! Last year we released legions of brilliant new Citadel miniatures and a small library's worth of books. Join us as we celebrate the latest, greatest year in Games Workshop's history: the year that was 2015!



Above: The unstoppable forces of the Adeptus Astartes were bolstered in June with the arrival of a brand-new Assault Squad. Veritably festooned with all the equipment you could ever need – including a mighty eviscerator, a two-handed chainsword capable of cleaving a Carnifex in twain – this kit was (and is!) a fittingly epic addition to the ranks of the Space Marines. The Assault Squad above has been painted in the colours of the Blood Angels, and without jump packs.

How to sum up the last year? It was the most epic, adventurous and dramatic 12 months yet for the worlds of Warhammer and Warhammer 40,000 – not least for the former as the End Times concluded with the biggest bang imaginable, the Warhammer world destroyed by the forces of Chaos (and the small matter of Mannfred von Carstein's treachery – he's the bad guy we love to hate). Blimey.

This led, of course, to a bold new chapter in Warhammer history – the Age of Sigmar! Set aeons after the destruction of the Warhammer world, new realms of

adventure and warfare were revealed, along with an astonishing starter set and new ranges of Citadel miniatures.

Warhammer 40,000 proved to offer equal amounts of drama with not two, not four, but three entirely new armies arriving with the force of exterminatus: the Harlequins, Skitarii and Cult Mechanicus. And then there was Assassinorum: Execution Force, War Zone Damocles, and the not-inconsequential The Horus Heresy: Betrayal at Calth... Join us as we explore the last 12 months in depth in our official White Dwarf Review of the Year! ☠



JANUARY: BLIGHT AND CORRUPTION

With a new year came new danger, as the embattled Warhammer world found itself besieged by a vile new threat from below. Meanwhile, in the grim darkness of the far future, the Necrons decided they did not like what they saw.

A BRIEF RECAP

2015 came hot on the heels of an apocalyptic 2014, of course. The End Times had come to the Warhammer world, starting with Warhammer: Nagash, and the rise of the Supreme Lord of the Undead was followed by the Glottkin's invasion of the Old World and the undoing of the Elves in Warhammer: Khaine. It would not be long before the Warhammer world met its ultimate fate at the hands of Archon, and the stage set for a new age: the Age of Sigmar!

Things were no less desperate in the future, as the Blood Angels allied with the Necrons of the Mephrit Dynasty to halt the predations of Hive Fleet Leviathan. The release of the Shield of Baal campaign would be matched in October 2015 with a return to the Damocles Gulf and a resurgent Tau Empire in two new War Zone books, but not before a jaw-to-floor series of new releases for Warhammer 40,000 which included the Harlequins, Eldar, Skitarii, Cult Mechanicus, the Imperial Knight Warden and more.

Above: The Verminlord Warpseer skitters out from the darkness to confront Nagash, Supreme Lord of the Undead. Each of the Verminlords encapsulates a particular element of the Skaven – the Warpseer is redolent of the magic-wielding Grey Seers, for example.



2015 kicked off to a chorus of foul chittering from the underworld – a chaotic cacophony that would bleed even the stoutest heart dry with fear. Yes, January opened the year with the return of the insidious Skaven, as the foul ratmen boiled up from below and hastened the End Times with some truly spectacular new miniatures.

The Verminlords led the charge, a startling new boxed set enabling disciples of the Horned Rat to make one of five distinct Greater Daemons of the Horned Rat. One of said Daemons was the monstrous 'hero'

Skreech Verminking, a notable individual of noisome power and a key player in Warhammer: Thanquol (more of which to the right!).

Never before were horns of such magnificence beheld in the Old World – at least not until Thanquol raised his warpstone-crowned head the following week, riding atop a new and frankly enormous Boneripper. Here's what we said about this kit at the time:

"Thanquol and Boneripper are the epitome of the Skaven race; a blend of

dark sorcery, rat-like savagery, nightmarish ingenuity, imminent ruination and high-tech, semi-magical, virtually unfathomable weaponry." 'Nuff said, we're sure legions of screeching Skaven fans will agree.

Thanquol was followed by the Stormfiends, a new breed of Rat Ogres festooned with a mind-boggling array of arcane weaponry. All of them are fabulous, but a particular favourite in the White Dwarf office is the brute with the ratling guns: one on each arm and third in the chest, just to be sure. A new single-frame plastic Skaven Warlord and Grey Seer emerged alongside these monsters, the latter accompanied by what has become fondly known in Grombrindal's halls as the 'attack rat'.

January ended with a leap into the far future with the release of the new Codex: Necrons and a suitably regal new Necron Overlord miniature. His disdain for the young races of the galaxy is clearly evident in his proud pose and skull-like visage: look right to see him! 

THE ANCIENTS RETURNED

The last week of January saw a fabulous new Necron Overlord and Codex: Necrons teleport into this plane of existence, the latter offering a brilliant exploration of the how the Necrons go to war in the form of the Decurion – never before had the army construction, heraldry and tactics of the risen tomb worlds been so fully and enjoyably represented. The young races still quail in the face of it!



GOODBYE, LUSTRIA

The *End Times* continued with Warhammer: Thanquol, a massive tome of eyebrow-raising devastation. By the time Warhammer: Thanquol hit pre-order, Warhammer fans had already been treated to three vast volumes of dramatic incident, belief-beggaring battles, apocalyptic portent and epic betrayals. Things escalated with unseemly haste, however, once the Skaven got involved, culminating in the foul ratmen blowing up Morrslieb itself, the destruction of the Chaos moon in turn causing the annihilation of Lustria and the exodus of the surviving Lizardmen. (Don't worry, they came back as the Seraphon much later.)

But that wasn't all: Nuln met an explosive end, Thorgrim Grudgebearer shuffled off this mortal coil, Karaz-a-Karak and Karak Eight Peaks fell to verminous invasion, and the Skaven officially joined forces with Chaos. All in all, things looked bad come the end of Warhammer: Thanquol.





FEBRUARY: THE DANSE OF DEATH

With the Eldar race besieged by the Great Enemy and the Imperium of Mankind (not to mention the reawakened Necrons), February saw the webway open and some of the most enigmatic of all the Eldar spill out – and in their most beguiling incarnation yet, no less...

Above: A Harlequin Troupe of the Masque of Midnight Sorrow. Of all the Harlequin masques, the Midnight Sorrow engage the forces of Chaos with the greatest regularity and an almost monomaniacal obsession, and constantly prowl the webway tunnels around the Eye of Terror, looking to strike at the foul scions of the Dark Gods wherever and whenever they can. So focused are they, in particular, on the destruction of Slaanesh, that they have become trapped in their roles and dance little else than the Fall.

The Harlequins first appeared more than 25 years ago, returning in February of this year in plastic for the very first time. With their sweeping costumes and legendary agility, the Harlequins were perfectly suited to the dynamic poses possible now in plastic and the new kits took full advantage, the Harlequin Troupe arriving first, alongside the mysterious Solitaire.

The Harlequin jetbike returned a week later as the Skyweaver, soon joined by the Starweaver and Voidweaver – a transport and gunship respectively, giving the Harlequins the first true vehicles of their

own. You could say they were starting to look an army in their own right...

...which, of course, is exactly what they had become, because alongside the Skyweaver and Voidweaver came Codex: Harlequins! The Harlequins had always had an existence somewhat independent from that of their kin. Travelling nomads, mysterious even to most other Eldar, they'd appeared in several editions of Codex: Eldar – and in Codex: Dark Eldar, too – but really sat slightly apart from others of their race, so the expansion to a fully-fledged Codex, taking to the ►

THE MASKS OF THE MASQUES

The Harlequins' distinctive masks are laden with all kinds of meaning – allegorical, symbolic, ritual – on top of being distinctive focal points and a great painting opportunity. The new kits took them to staggering new levels of detail and variety; look at the Solitaire's mask of Slaanesh, the Troupe Master's *marathag* or 'face of death', the myriad roles depicted

in the masks for the Troupe's Players, the masculine and feminine aspects of the masks on the hulls of the Skyweavers, Starweavers and Voidreavers (matched to their pilots, no less), and innumerable other details. Perhaps most intriguing of all are those of the Shadowseers – blank and expressionless, what do they reveal?



SOLO PLAY

The ultimate assassin of the Warhammer 40,000 universe? Quite possibly – and fittingly, the Solitaire was blessed with a gloriously dynamic miniature. Fated to play the part of Slaanesh in the Harlequins' Craftworld performances, there is none deadlier.



► battlefield on their own or as mysterious allies of the Eldar of the Craftworlds and Commoragh (either way, for their own sinister reasons), made perfect sense and provided a raft of new collecting opportunities to boot. The Codex provided a wealth of new detail on the Troupes and Masques, Warlord Traits, Tactical Objectives and, of course, a new detachment and several new formations, making the followers of the Laughing God masters of their own destiny at last.

With fitting finality, the sinister Death Jester and Shadowseer – two more classic Harlequins characters – completed the range, each in suitably dynamic poses, the 'perching' Death Jester becoming a particular favourite around the White Dwarf bunker. And, just like that, the webway closed on the month of February, the Harlequins lurking within to emerge wherever the twists and turns of the Laughing God's great plan dictate... ☺

CHECK IT OUT

With diamond-checked paint sadly not amongst the month's releases, February saw hordes of painters raising their fists to the sky, yelling "Damn these tiny diamonds!". But even this fiddliest of fiddly tasks became simplicity itself with the release of the Harlequins Painting Guide: Warriors of the Laughing God. The four Masques featured showcase a range of different possible colour schemes for the Harlequins, from elegant quartering to a range of different checked designs suitable for painters of any level of experience, skill and patience. Not only that, but the book includes detailed explanations of the markings and insignia for each of the Masques and Troupes.

MARCH: THESE ARE THE END TIMES

March saw the pages of White Dwarf all but drowned in blood as the scions of the Blood God Khorne were unleashed, at their head the greatest of them all – the Bloodthirster of Khorne. (And not just one of the blighters, but three!)

CASE BY CASE

March also saw a revolution in the art of transporting your beautifully-painted Citadel miniatures with the release of the Skirmish, Battle and Crusade cases, each of which sports cunningly-fashioned 'zig-zag' foam channels that pull apart to hold the largest of miniatures – and 50% more toy soldiery than our old army cases. Never were we more excited about boxes.

The End Times were in full swing – well, full slaughter and annihilation, really – by the time March came around. Archaon himself, the Everchosen, had crossed the Sea of Claws, ready to lead the legions of Chaos in their final assault on the Old World. The servants of Khorne, including a host of brand-new kits, were very much in the vanguard...

First came the Bloodthirster of Khorne. This was a kit of several firsts – the first Bloodthirster (indeed, the first Greater Daemon of any of the Chaos Gods) in plastic, but even more significantly the kit

brought a host of options allowing you to build one of three different ranks of Bloodthirster: the Bloodthirsters of Unfettered Fury, Insensate Rage and, mightiest of the lot, the bloodflail-wielding Wrath of Khorne, all of them colossal great brutes taking to leathery wings in unbelievably dynamic poses for such a large miniature. As we commented at the time, "What has changed most, though, is how the design process has enabled the Citadel designers to make the model larger and more detailed than ever, achieving things in plastic that were impossible in metal."

THE WORLD-THEAT-WAS...

"The End Times are upon us and Archaon's great invasion has begun. The world will soon be drowned in Chaos, the plaything of Dark Gods. But an ember of hope burns bright, for the mighty heroes stand firm against the rising tide – the greatest battle in history is upon us."

That's how we described the Warhammer: Archaon book in March. These were truly the pivotal events of the first half of this year, and this book was what months of new miniatures and the first four stonking great volumes in the End Times series had all been building towards. Archaon's infernal plan bore fruit and the tide of Chaos that had so long threatened to inundate the Warhammer world was finally unleashed. The ember of hope proved to be more of, well, a fuse for its ultimate destruction and we witnessed the world-that-was torn asunder. We watched heroes fall, some certainly lost to eternity, others their fate uncertain. But was all lost?



Khorne's mortal followers came next (a prelude to what was to come later in the year, perhaps) – the Wrathmongers and the Skullreapers of the Skaramor tribes, and their bloody, daemonic chieftain, Skarr Bloodwrath. These were a new and terrible force unleashed upon the world. The Skaramor tribes had never before deemed the weak peoples of the south worthy of their attentions – truly fanatical devotees of the Blood God, Khorne, which is exactly what these new kits captured. It

wasn't just that the Skullreapers came brandishing weapons the size of men – it was that these themselves came bristling with teeth and leering daemonic faces. "Everything about the Skullreapers and Wrathmongers screams of Khorne's eminence. The skulls of fallen champions have been slammed forcefully onto helmet vanes and trophy racks while shattered teeth and monstrous claws hang from chains and leather straps," we wrote in *White Dwarf* 58. Enough said. ☠



KHORNE CARES NOT...
With the Warhammer world drowning in blood and destruction, the galaxy of the 41st Millennium might have felt a bit left out but, no, Khorne cares not from where the blood flows, and his murderous minions were unleashed there too with the release of *Codex: Khorne Daemonkin*. These bands of Khorne worshippers roam the galaxy seeking Khorne's favour and the patronage of his daemonic legions. The Codex united a host of the Blood God's followers, from Chaos Space Marines and Cultists to Daemons and infernal war engines like the Lord of Skulls. We particularly liked the Blood Tithe rule, whereby players can earn more and more of Khorne's favour as the battle goes on, perhaps enough of it to summon forth one of the mighty new Bloodthirsters, in fact...



Left: A Wrath of Khorne Bloodthirster leads the hordes of the Blood God in battle against the beleaguered defenders of the Old World. The Wrath of Khorne Bloodthirsters sit high in Khorne's estimation, and are the commanders of his third host – an otherworldly army capable of razing whole worlds to naught but cinder and ash.

APRIL: FROM OUT OF THE RED DUST

Praise the Omnissiah! April was the month, long awaited, that the red scions of Mars, the Adeptus Mechanicus's Skitarii Legions, at last came forth. Here a horrific but fascinating faction of the Warhammer 40,000 universe was finally laid bare...

Below: The Skitarii of Forge World Metalica advance implacably on their foe. The Skitarii Vanguard form the front rank, tireless bio-mechanical warriors whose legs are surgically (and ritually) removed at the knee and replaced with robotic prosthetics which will not succumb to fatigue, radiation, corruption or all but the most extreme battle damage. As such, the Skitarii can march indefinitely, the holy power of the Motive Force fuelling their tireless crusades in the name of the Omnissiah.

The Adeptus Mechanicus have been part of the fabric of the Warhammer 40,000 universe for almost as long as it has existed. Yet they'd always been in the shadows, the mysterious machine-masters of Mars, provisioning the Imperium's seemingly inexhaustible armouries and guiding its innumerable machineries of war through a mixture of millennia-old superstition and their techno-arcane knowledge. The reach of the Adeptus Mechanicus is long, and their hand is in all that the Imperium does, but the servants of the Machine God themselves remained almost entirely out of sight...

That is, until April this year, when the Skitarii Rangers and Vanguard at long last strode forth from the red dunes of Mars. Beside them came the Ironstrider engines, walking gun platforms and mechanical steeds of near perpetual motion. One of the most eagerly-anticipated Warhammer 40,000 releases in the history of the game, both kits were instant favourites. We loved how the Skitarii were at once brand new and yet echoed so much of what had come before them. "Though we've never seen the Skitarii before," we wrote in White Dwarf 61, "you'll recognise some of their design elements from miniatures that



precede them. The spiked fleur-de-lys they wear is a common motif on the Militarum Tempestus Scions, while the design of their armour is reminiscent of that worn by Engineers and Techmarines."

These red-robed, part-man, part-machine footsoldiers of the Skitarii Legions were followed by the Sicarian Ruststalkers and Infiltrators, cybernetic killers one long-legged step further away from the flesh, and closer to the machine. Armed with transonic weapons and advancing in a squall of neurostatic noise, the Sicarians showed a deeply inhuman side to the legions of Mars, seemingly bereft of humanity and capable of thought but not emotion – a troubling guise for some of those upon whom the Imperium of Mankind so depends.

Next came the Onager Dunecrawler, a four-legged war machine bearing some of the Adeptus Mechanicus's most devastating weaponry, a military evolution of the sand-skittering transports the original settlers of Mars used to colonise its rad-wastes. Quite unlike any of the Imperium's myriad other war machines, the Onager hinted at just how much of their deadliest technology the Priests of Mars have kept for themselves alone.

Alongside it all came Codex: Skitarii, the very first Adeptus Mechanicus Codex of any kind. Throughout the Skitarii release, their Tech-Priest overlords remained in the background (represented in the Codex by the Doctrina Imperatives), but of course, the lords of Mars themselves would not long remain in the shadows... ☀

A BRIEF RECAP

The armoury of the Skitarii is well worthy of mention in itself, the myriad guns and blades both archaic in appearance (festooned with fetishistic filigree as they are) and outlandish and horrific in effect.

That weapons such as the transuranic arquebus are not found in other armies of the Imperium is testament to both their dangerous and complex operation and the secretive, possessive nature of the Tech-Priests, who would jealously hoard all technological secrets they discover, for the good of no-one.

THE ELdar SWOOP IN

The Skitarii were a brand new addition to Warhammer 40,000 but the end of the month saw releases for one of the galaxy's oldest races, the Eldar, with a new Codex, a brand new Autarch (in plastic for the first time) and a new design for the venerable Eldar jetbike in the shape of the new Windriders and Farseer Skyrunner kits. The Codex introduced the new Craftworld Warhost Detachment, which we took a look at in White Dwarf 64, and provided the Eldar with a host of new formations and

their own Tactical Objectives, while the Wraithknight became a Gargantuan Creature – so we set the hulking wraithbone giant against a Bloodthirster, an Imperial Knight, a Transcendent C'tan and more (not all at once!) in our challenge feature. The Wraithknight won the majority of these contests – "a true battlefield terror", as we described it at the time – showing the Adeptus Mechanicus still have some way to go when it comes to making deadly war machines out of things that used to be, well, alive.





MAY: THE AGE OF THE MACHINE

The fifth month of 2015 saw us explore yet further the extremes of the Imperium, as the Cult Mechanicus, Assassinorum: Execution Force and the towering Imperial Knight Warden all made their presence known. All praise unto the Emperor!

Above: Three Imperial Knights of House Terryn fight back the Tyranid advance with weaponry capable of felling the largest bio-titan. The Imperial Knights are piloted by Nobles, who interface with their mighty war machine via the Throne Mechanicum. Inherent in this process are positive implanted notions of fealty and honour – it seems most likely that this mysterious side effect is actually an ancient safeguard against pilots and their Imperial Knights turning rogue and besmirching the good name of the house to which they belong.

Few could have predicted just how seismic the arrival of the Imperial Knight was when it was released in March 2014 – the first time a near Titan-sized miniature had been released as a plastic kit. The Imperial Knight Paladin and Errant have since become the focal points of Warhammer 40,000 armies worldwide – and in May the Nobles of the Knightly Houses went back on the offensive with the magnificent release of the Imperial Knight Warden and a brand-new Codex: Imperial Knights, stuffed to the gills with new Warlord Traits, Tactical Objectives, Heirlooms, formations and a wealth of background material and heraldry guides.

Able to make one of three distinct new types of Imperial Knight – the Warden, Gallant and Crusader – along with providing new carapace-mounted weapons, plus the devastating avenger gatling cannon and thunderstrike gauntlet, the Imperial Knight Warden is truly a kit for the ages. With the new Codex allowing collectors to field entire armies of Imperial Knights, the battlefields of Warhammer 40,000 echoed like never before to the thunderous footfalls of mighty war machines. And to go alongside the Imperial Knights, the Cult Mechanicus stepped from the shadows to make their further presence known, too... ☀

ASSASSINORUM: EXECUTION FORCE

The first of two boxed games we released in 2015, Assassinorum: Execution Force was the first place the new Imperial Assassins were available to buy, and offered a hugely enjoyable experience of infiltration and threat termination in the 41st Millennium.

The game's unusual in that it's a co-operative affair, with up to four players working against the game itself to assassinate the Chaos Sorcerer Lord Severin Drask – you can even play the game by yourself! We also printed new achievements and rules in WD95 and 99.

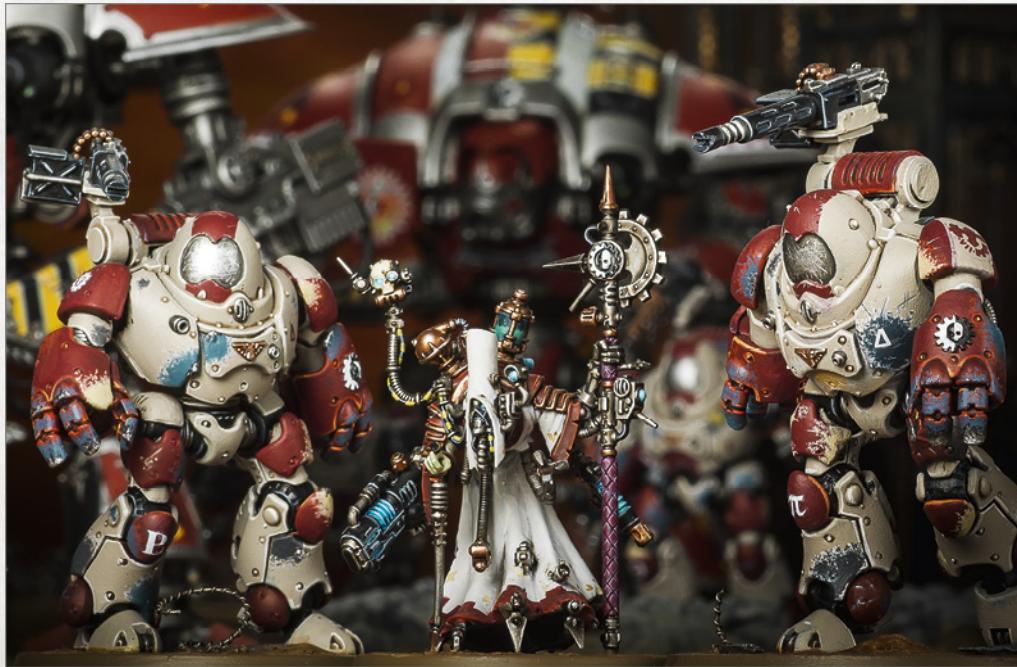


CHOSEN OF THE OMNISIAH

April's release of the Skitarii was complemented in May with the arrival of their fearsome lords and masters of the Cult Mechanicus – plus their fanatical followers and machineries of destruction.

From the mighty Kastelan Robots – walking weapons of a forgotten age – to the bio-mechanical horror of the Kataphron Battle Servitors and the

religious mania of the Electro-Priests, the Cult Mechanicus offer an awe-inspiring (and terrifying!) look at a part of the Imperium long enshrined in our books and fiction, but until now largely unexplored as a miniatures range. The Tech-Priest Dominus, in particular, remains a highlight of 2015 and one of the most perfectly 'Warhammer 40,000' Citadel miniatures ever made.



A BRUSH WITH BRILLIANCE

One of the most vital parts of the Games Workshop hobby is, of course, painting Citadel miniatures. And you can't do that without brushes. In May, our brush range underwent a wholesale revitalisation with the introduction of no less than 15 new brushes, each tailored to a particular facet of the Citadel painting system and its core techniques of basecoat, wash, layer and drybrush.

A distinctive new wedge shape for the Base brush range now enables painters everywhere to get clean, crisp basecoats on their miniatures with a neatness undreamt of before. The new Dry brushes, meanwhile, work in conjunction with the Dry paint range to get quick and brilliant-looking drybrush results, and in the Layer brush range, the Artificer allows for detail work on the level of Golden Demon painters.

Basically, whatever your preferred style or technique there is now a dedicated brush for it, in the size you want.

JUNE: THE ANGELS OF DEATH

What year would be complete without some tip-top new miniatures for the Emperor's finest, the Space Marines themselves? Summer officially arrived in June as the new Space Marine Assault Squad metaphorically disembarked to the adulation of all.

Below: The new Devastator Squad boxed set was one of unparalleled options and details. For the first time, Space Marines collectors were treated to a complete suite of heavy weaponry. Included in the kit are two of each of the following: lascannons, multi-meltas, heavy bolters, plasma cannons, missile launchers and grav-cannons with underslung grav-amps. But that's not all, as the box also boasts purity seals, spare heads, servo-skulls, an ammo cherub, four combi-weapon options, a thunder hammer, lightning claw... and more!

What better way to cap off several months of Warhammer 40,000 wonder than with a month of releases dedicated to the Angels of Death? June was all about the Space Marines (and the Dark Angels – see below for more) and kicked off with the release of the new Space Marines Assault Squad boxed set, which allows for dynamically-posed skyborne soldiery the likes of which have never been seen before. This was followed by a new Devastator Squad (see left), upgrade packs for the Ultramarines, Blood Angels, Dark Angels and Space Wolves, transfer sheets, a painting guide book and a brand-new Codex.

In fact, the new Codex: Space Marines is the biggest one we've ever released, at a massive 200 pages long, and is the most exhaustive sourcebook for the Adeptus Astartes ever seen. It was accompanied by no less than seven limited editions, each of which starred a different Chapter on the cover and slipcase. In White Dwarf, we celebrated the Emperor's finest with a host of cool exclusive content, including a Space Marine-specific scenario (issue 70), Salamanders Tactical Objectives (issue 71), and Crimson Fists and Black Templars Warlord Traits (issue 72). Hopefully the Emperor was pleased with what he saw. ☠





Left: This new plastic Space Marine Librarian added some welcome psychic support to Space Marine armies everywhere, and included two alternative right arm choices – the 'summoning' eldritch power from the Warp' pose seen here, and the more straightforward 'pointing storm bolter at the enemy's face, just to be sure' option. Either one is sure to offer full battlefield efficacy, in any case.

The new Codex: Space Marines also allowed the Adeptus Astartes' full exploration of psychic warfare with the Librarius Conclave formation, which we also printed in White Dwarf 72. Consisting of 3-5 Librarians able to smite enemies with extreme forbidden power, it was so fun that we pitted the psyker group against a gauntlet of opponents, which they duly vanquished in short order. Until they got to the Bloodthirster, that is – then it all went a bit wrong...

THE SONS OF CALIBAN

The Dark Angels also got in on the power-armoured action in June, and sent along a fiercely grim-of-aspect Interrogator-Chaplain to keep an eye on proceedings. This fabulous new plastic miniature, ready to punish heresy with both power fist and crozius arcana, was accompanied by a dazzling new 160-page Codex: Dark Angels, too. Never before had the Unforgiven been laid bare in such detail, and new detachments and formations allowed collectors to represent the Deathwing and Ravenwing on the tabletop as never before.

A limited Reclusiam Edition was also released which, in keeping with the secretive nature of its subject matter, came complete with a hidden compartment containing some of its content! Meanwhile in White Dwarf we got in on the Unforgiven action by publishing an exclusive new Dark Angels mission in issue 73, which recreated the Battle for Piscina IV against the Orks.



THE YEAR IN: FORGE WORLD

The resin mines of Forge World have resounded all year long to the clamour of artifice as their model makers have wrought some of the largest and most impressive kits ever seen. It's safe to say that, for Forge World, 2015 was the year of the colossal war machine.

A BRIEF RECAP

What have Forge World released this year? Here are just some of the highlights:

January brought the Castellax Battle Automata and Deredeo Dreadnought, while February brought the Night Lords hero Sevatar and Imperial Fists' Alexis Pollux (and a Solar Auxilla Stormhammer for good measure). March heralded a tainted Mhara Ghal Dreadnought and April saw the arrival of an entirely new Realm of Battle tile, the Primus Redoubt. May added the Legion Deimos Pattern Vindicator Laser Destroyer and the Daemon Prince Samus. June welcomed the Primarch of the Ultramarines, Roboute Guilliman, the Emperor's Champion, Sigismund, and the biggest kit of the year, the Mars-Alpha Pattern Warlord Titan.

In July we got Perturabo, Primarch of the Iron Warriors, the Kytan Daemon Engine and a Chaos Knight. August added Lord Commander Eidolon, a Magos Macrotæk and also saw the Forge World website relaunched (with an exclusive Legion Centurion). September brought the Ta'unar Supremacy Armour, October the Imperial Knight Atrapos and November the Skathach Wraithknight and Leviathan Pattern Dreadnought. Oh, and Garro, hand of the Sigillite. It's been one heck of a year!



The serried ranks of sculptor-servitors in the Forge World Studio toiled throughout 2015 to make upgrade kits, models and books to expand on the universes of Warhammer 40,000 and Horus Heresy. No review of the year could be complete without a salute to the gob-smacking models they've unleashed. The Ta'unar

Supremacy Armour caused a real splash as the Tau now had a war machine that could rival the super heavy tanks and titans of other armies. We should also give a shout out to the bevy of glorious Imperial Knight kits (our favourite: the Ceratus Knight-Acheron) and Horus Heresy characters, but in the end one model stole the glory...

The Mars-Alpha Pattern Warlord Titan exploded into the Games Workshop universe in the middle of the year, instantly claiming its place in the Warhammer 40,000 pantheon as one of the largest and most

majestic 'miniatures' ever made. Armed with guns bigger than tanks and decorated with so much detail it could make a Sacristan weep, the Warlord Titan has become the ultimate goal for many collectors. ♣





JULY: THE AGE OF SIGMAR BEGINS

Like a bolt of lightning cleaving the sky, Warhammer Age of Sigmar exploded into our lives in July. This brand-new Warhammer saw the God-King Sigmar unleash an epic war upon the Dark Gods, with the Mortal Realms as the battleground. A new age has begun!



With the brutal end of the world—that-was at the start of the year, Warhammer fans everywhere waited with baited breath for the fulfilment of the hint that the end was also the beginning. We were not disappointed. Warhammer Age of Sigmar was unleashed with a tremendous boxed set full of truly amazing plastic miniatures. At the forefront of these were the Stormcast Eternals: bold, majestic heroes

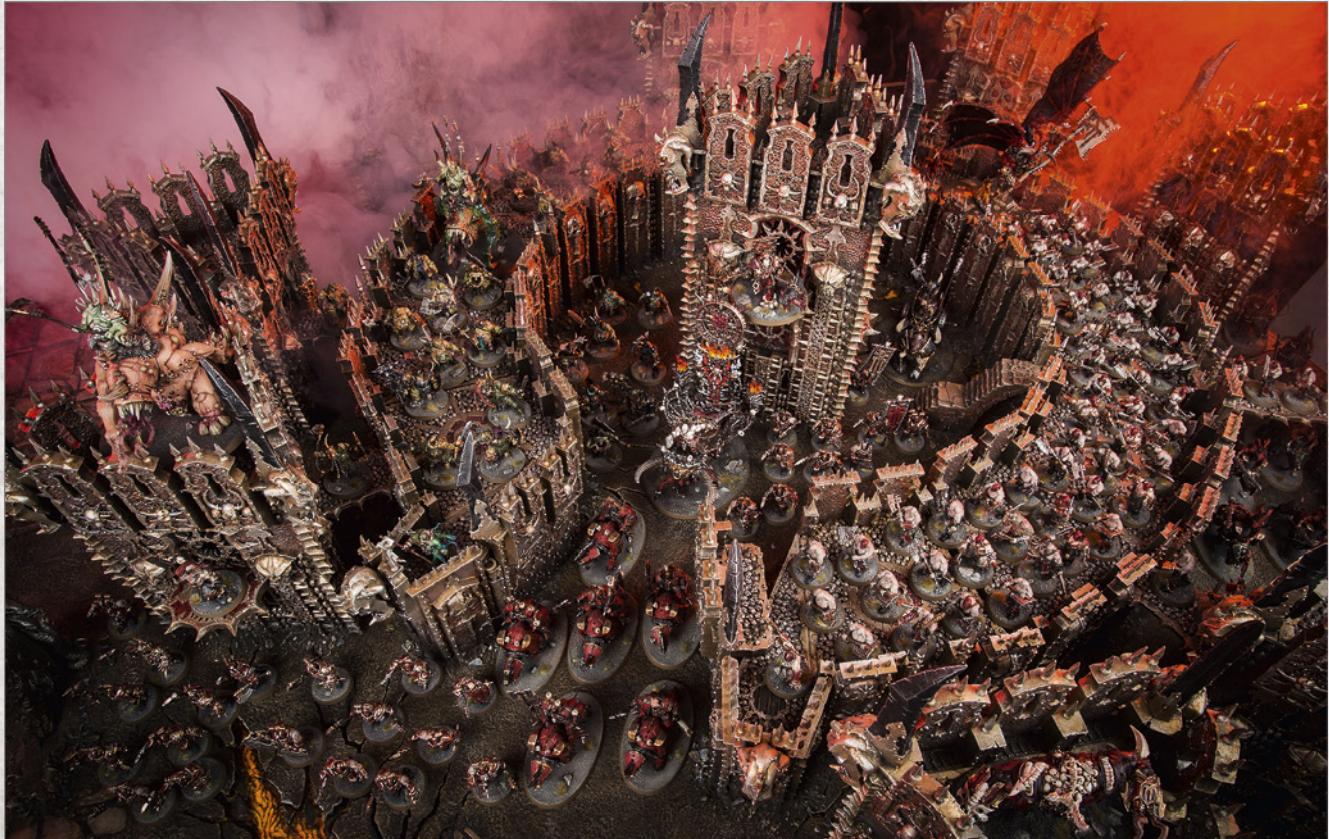
forged from celestial lightning and imbued with the power of their God-King, these champions of Sigmar would be able to face the bloodthirsty hordes of Chaos on even terms! The centrepieces within the Warhammer Age of Sigmar boxed game were Vandus Hammerhand and Korghos Khul – a pair of heroes who raised the bar on just how amazing a hero model in plastic could be. A new age indeed! ☀

BRAVE NEW WORLD

The new Warhammer Age of Sigmar starter set did not come alone: July also saw the release of Stormcast Eternal Liberators, a Lord-Celestant and Lord-Castellant. There was also new scenery with the Baleful Realmgates and Ophidian Archway, as well as a whopping Warhammer Age of Sigmar book.

AUGUST: A DARK BASTION RISES

August saw the storm of Sigmar's vengeance roll on as the battle for the Mortal Realms intensified. As well as new models for Warhammer Age of Sigmar, we also saw the biggest and most impressive Warhammer scenery kit ever: the Chaos Dreadhold!



A BUSY MONTH

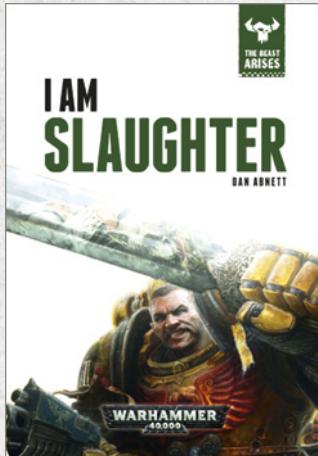
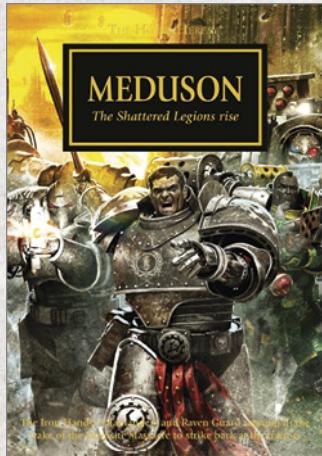
There's no real way of describing August's releases in brief – there was tons of it. We had plastic Stormcast Eternal Judicators, the Exalted Deathbringer of Khorne, the Sylvaneth hosts, Skaven Pestilens, the Nurgle Rotbringers and the Chaos Dreadhold. The story of the war for the Mortal Realms also advanced with the release of the Realmgate Wars: Quest for Ghal Maraz – a hefty tome loaded with stories, background, warscrolls and battleplans.

A truly flabbergasting amount of models were released in August, giving collectors hordes of reinforcements for their games of Warhammer Age of Sigmar. While the Stormcast Eternals' Stormhosts were bolstered, so too were the Bloodbound legions of Khorne with the fantastic Exalted Deathbringer (just check out his daemon-tinged visage). The Sylvaneth, Nurgle Rotbringers and Skaven Pestilens were also turned loose upon the realms anew! The jewel in the crown of August, however, was the malign majesty of the Chaos Dreadhold, a spiked and bladed fortress bedecked with skulls and leering daemonic faces – the perfect centrepiece for any game. ☀



THE YEAR IN: BLACK LIBRARY

It was a busy year in the scriptoriums of Black Library, where indentured scribes and sorcerous scriveners conjured dozens of new stories set in the fantastic worlds of Warhammer Age of Sigmar, Warhammer 40,000 and the Horus Heresy.



2015 saw the End Times novel series come to an explosive end with the destruction of the entire world in the appropriately titled *The Lord of the End Times*. This was swiftly followed by the largest book in the Horus Heresy series so far, *Vengeful Spirit*, which saw the Warmaster lead his armies against the Imperial world of Molech. The book was so large it had to be split in half when it was translated into French and German!

This year also saw Black Library release a host of books to run alongside miniatures releases, such *Assassinorum: Execution Force*

(which was based on a real game the Black Library team played) and *Betrayal at Calth*, the two-book set released to accompany the game of the same name.

Summer brought the Black Library authors a whole new challenge – Warhammer Age of Sigmar! With new realms to explore and heroes to bring to life, the Black Library team took on the challenge with gusto, producing some of our most fantastical novels to date. And, to top things off, 2015 marked the start of the Beast Arises series, beginning with *I am Slaughter*. Phew!

DIGITAL SHORTS



When we say digital shorts, we're not talking about knee-length computer trousers. The Black Library's growing range of digital offerings were added to this year with the launch of the digital shorts – short stories available in eBook format, with new instalments released each and every Monday.

Short they might be, but these tales have provided parts of some of the great Black Library sagas of the year, with ongoing series such as *The Black Rift of Klaxus* and *Deathwatch*. In another innovation, you can even subscribe to the series, ensuring you'll never miss an episode. Check them out (indeed, all of this year's releases) at: www.blacklibrary.com

SEPTEMBER: LIGHTNING STRIKES

As summer began to turn to autumn, the Stormcast Eternals became a fully-fledged army the rival of any force in the Mortal Realms, with the addition of some truly mighty heroes. Foremost among them was the Celestant-Prime, the Hammer of Sigmar.

MARTIAL CONTEST

To support the release of the Celestant-Prime we published a great new battleplan in White Dwarf 84 which was all about Sigmar's greatest hero matched in battle against a mighty enemy general.

With a focus on the two warlords smashing the opposing army to bits, slain models contributed towards Divine Blessings that could be bestowed on the leaders to empower them even further. This, of course, fed pleasingly into the battleplan's victory conditions, which was all about slaying the enemy general. Why not give it a go and let us know how you got on?

Right: The Celestant-Prime, Hammer of Sigmar, descends like a bolt from the heavens to lend aid to the Stormcast Eternals in their hour of need. As befits such a mighty miniature, it's well worth lavishing care and attention on painting him – and to do so, you may want to build the model in sub-assemblies to allow you to get your brush into hard-to-reach areas like the inside of the Celestial Orrery. Fortunately enough, the Celestant-Prime can be assembled in three self-contained sub-assemblies: the orrery itself, the backpack and wings, and the body and cloak of the big man himself. Check out White Dwarf 83 for more in-depth details.



Like a comet from a clear blue sky, the Celestant-Prime was unleashed as the seasons began to change. No less than the first of Sigmar's Stormcast Eternals, the Celestant-Prime manifested in this earthly realm as a staggeringly ornate plastic kit – a golden winged warrior held aloft by a swirling celestial orrery and wielding Ghal

Maraz itself, Sigmar's own weapon and the iconic symbol of Warhammer over the last three decades. Truly, here was a hero among heroes.

The Celestant-Prime appeared at the conclusion of the book Quest for Ghal Maraz: what now will he do? 

SKYBORNE SAVIOURS

Following in the celestial slipstream of the Celestant-Prime came a company of other heroes for the Stormcast Eternals. In the week the winged Prosecutors got their own multi-part plastic kit, two new warriors swooped in to lead them – the lantern-bearing Knight-Azyros and the Knight-Venator, a Bowman of unsurpassed skill, accompanied by the keen eyes and sharp talons of a star-eagle.

The Prosecutors set one-upped the already-amazing Prosecutors found in the Warhammer Age of Sigmar starter set by offering a wealth of weapons options, such as stormcall javelins and grandaxes.

Two more heroes also arrived to fight back against the forces of Chaos, in the form of the Knight-Heraldor and Knight-Vexillor – the former wielding a magical battle-horn able to topple walls, the latter able to call strikes from the heavens with his meteoric standard. But Chaos heroes came too...



THE BLOOD GOD'S FAITHFUL

As if Blood Warriors, Bloodreavers and Exalted Deathbringers weren't enough, Khorne saw fit to send two new bloodthirsty maniacs into the Mortal Realms in September, both gloriously evocative of the Blood God's creed. The Slaughterpriest (below left) is a towering (un)holy man blessed with the power of Khorne, his vile scripture able to exhort

even enemy troops into a bloodthirsty frenzy. The Skullgrinder, meanwhile, is one of Khorne's armourers, blessed for his ability to gift the Bloodbound with the cruellest weaponry in the realms. His greatest tool is also his greatest weapon, as he swings his malefic anvil in battle, pulverising armour, flesh and bone alike.



OCTOBER: FOR THE GREATER GOOD

Young, dynamic and possessed of a frightening inventiveness when it comes to creating new and advanced weapons of war, the Tau pose a grave threat to the other races of the Warhammer 40,000 universe. And October was definitely their time...

TAU TEXTS

Along with a huge range of new miniatures, the Tau got no less than five books that further explored their way of war – a new Codex, plus the four volumes that make up the two-part campaign that was War Zone Damocles. This campaign showed the Third Sphere Expansion running into the full might of an enraged Imperium, with the Imperial Knights of House Terryn, the Raven Guard and White Scars Chapters of the Adeptus Astartes, the operatives of the Officio Assassinorum and the Astra Militarum all getting involved. Phew! Brimming with brilliant stories and art and bursting with new rules, War Zone Damocles is a must-have read.

Right: The KV128 Stormsurge in all its glory. This massive new kit is literally bristling with guns – sporting a shoulder mounted pulse blastcannon (pictured here) or pulse driver cannon, it also boasts four destroyer missiles, cluster rockets, smart missiles and, in this case, a twin-linked flamer.

The Stormsurge is a new type of vehicle for the Tau – not technically a battlesuit, it is more properly a ballistic suit, essentially a walking tank and gun emplacement that can redeploy at a moment's notice and brace itself for firing with its huge stabilising anchors. Imperial Knights and Titans beware!



After three months dedicated to the brave new world of Warhammer Age of Sigmar, we returned to Warhammer 40,000 with a bang as the alien Tau struck back. This technologically-advanced race attacked the Imperium anew with a swathe of

stunning new miniatures, including the massive Stormsurge ballistic suit (above), the Ghostkeel Battlesuit, new Fire Warriors, Crisis Battlesuits and more. Truly, there was no better time to embrace the Greater Good. 



STEALTHY DOES IT

The Tau way of war is an unusual one, following two broad concepts (Kauyon, the Patient Hunter, and Mont'ka, the Killing Blow) and utilising piloted battlesuits for all manner of battlefield operations. October saw a brand-new battlesuit released, the mighty XV95 Ghostkeel, an evolution of the XV25 Stealth Battlesuit intended for extended periods of deployment behind enemy lines. (And one that can be modelled with an open chest, showing the pilot inside!)

Bigger and bulkier than a Stealth Battlesuit, and sitting in between the XV8 Crisis Battlesuit and the infamous XV104 Riptide in size, the Ghostkeel is joined at all times by two MV5 Stealth Drones, making it near-invisible to enemy targeting and, given its heavy armament, a threat to enemy armour that simply can't be ignored. In fact, so effective is the Ghostkeel that Shadowsun herself used one during the events of the Damocles Gulf Crusade.

THE EXILED ONE

Before the Tau arrived to pursue their Third Sphere Expansion once more, Khorne set loose his most terrible servant to wreak ruin in the Mortal Realms and the Imperium of Man: Skarbrand the Bloodthirster. This iconic character – a ruined beast of mindless anger, cursed for attempting to strike the Blood God himself – has never been realised as a Citadel miniature before, but arrived in October bursting with brutal, dark majesty. From tattered wings to half-skull face, and wielding the twin Daemon axes Carnage and Slaughter, here at last was Khorne's mightiest minion made manifest.

Also worthy of mention are his riotously entertaining new rules for Warhammer Age of Sigmar, wherein Skarbrand gets angrier – and *much* more dangerous – the more damage he takes. Break a nail and he's toppling Giants; punch his nose and even Nagash isn't safe.





NOVEMBER: THE HORUS HERESY

In November, brother fought brother as the The Horus Heresy: Betrayal at Calth was released, a brilliant new boardgame overflowing with astonishing plastic renditions of Heresy-era Space Marines. Will you fight for the Emperor, or against him?

Above: The Ultramarines Cataphractii Terminators find themselves in a tight spot as the Contemptor Dreadnought advances upon them. Using a simple but cunning mechanic revolving around the use of tactical points to activate each squad, every game of Betrayal at Calth is a nail-biting series of agonising strategic decisions. It's great fun and the six missions offer huge variety.

For years now, Forge World has been exploring the Horus Heresy in fascinating depth in its books and wonderful resin models. But November saw Citadel miniatures embrace the Horus Heresy for the first time, and in knock-your-socks-off style – Betrayal at Calth contains 30 multi-part plastic Space Marines in Mk. IV power armour, plus a towering Contemptor Dreadnought, five Cataphractii Terminators and two mighty heroes. It's

also a fabulous boardgame full of endless tactical choice and laugh-out-loud, play-all-day fun. In a year full of epic releases, this surely was one of the biggest.

We also published two exclusive new missions for the game in White Dwarf – in issue 94 you'll find At Any Cost, an epic scenario using two sets of Betrayal At Calth, and in last week's issue 99 Daemons started crawling out of the woodwork... ☀

CELESTIAL WARRIORS

It wasn't all Horus Heresy in November – for the beings once known as the Lizardmen entered the Age of Sigmar as the enigmatic Seraphon, reptilian warriors from the Realm of Heavens who strike

without warning to destroy the forces of Chaos. With a brand-new battletome stuffed with glorious new art and background, the servants of the Slann had a new place and a new purpose.



PAINTSTRAUAGANZA

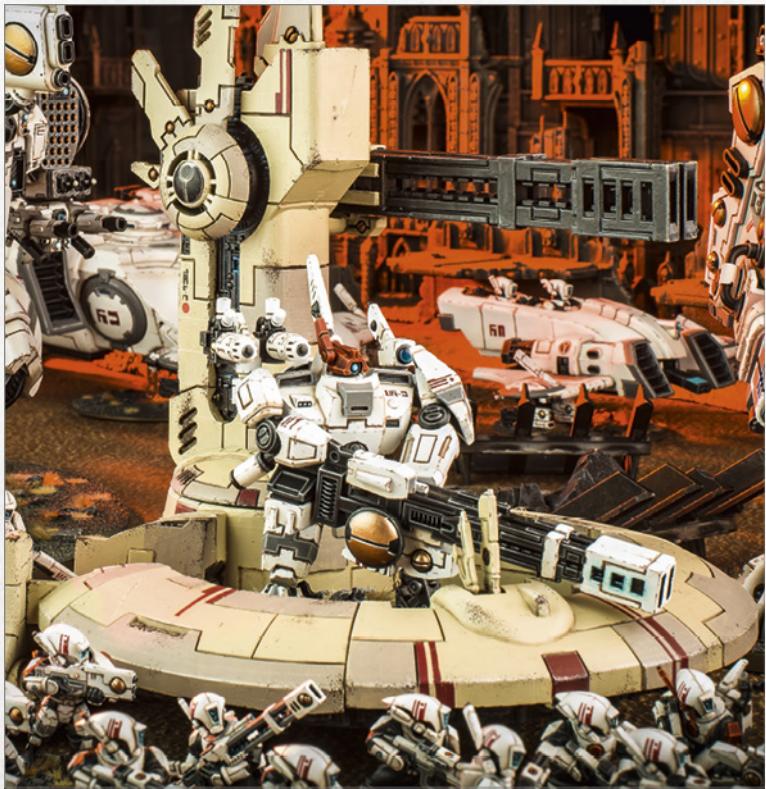


November also saw the exciting release of 15 new Dry paints and some extra-big Citadel Shades, and so to celebrate we gave over an entire issue of White Dwarf to showcasing the Citadel Painting System. Issue 94 showed you how to basecoat, wash, drybrush and layer in exacting detail, and even came complete with a free painting poster that displayed an exhaustive number of colour schemes and what paints and techniques to use to achieve them. It's everything every painter of miniatures needs!

GLIDING INTO VIEW

The Horus Heresy in plastic wasn't the only first in November, because we also released our first range of entirely alien scenery for Warhammer 40,000 with the advent of the Tidewall Shieldline, Tidewall Droneport and Tidewall Gunrig [although technically all this was released in October as the Tidewall Rampart – Pedant Ed].

Not only do these hi-tech hideaways offer superlative protection against Space Marine boltguns and revolting Tyranid bio-acid alike, they also use dastardly Tau technology to *actually move across the battlefield* – which is doubly frightening in the case of the Gunrig (see right), which also mounts a Rhino-length railgun just to be on the safe side. No wonder the Imperium had such a hard time of it in War Zone Damocles... You can find the full rules for all the Tau scenery in their boxes, War Zone Damocles: Kauyon and White Dwarf 92.



DECEMBER: THE EVERCHOSEN

Warhammer Age of Sigmar kicked off in July with a bang, as the Stormcast Eternals brought the fight to Chaos. But with the advent of December, the scions of the Dark Gods struck back, calling forth none other than the Exalted Grand Marshal of the Apocalypse!

A DARK TOME

Archaon arrived on this level of reality bearing his own sourcebook – Chaos Battletome: Everchosen. Inside this forbidden artefact can be found the full dark story of Archaon, from the world-that-was to his conquest of the Mortal Realms and the arrival of the Stormcast Eternals. Also included are full rules for the Three-Eyed King and his servants, some juicy warscroll battalions and three magnificent battleplans, including a world-shaking showdown with none other than Nagash, Supreme Lord of the Undead!

As you'll have seen, 2015 has had its fair share of huge new kits – think of the Verminlords, Bloodthirsters, the Imperial Knight Warden and the Stormsurge, for starters. But as time grew short for the remainder of the year, things escalated rather ominously: clearly fed up of being on the back foot since Sigmar's assault on the Mortal Realms, the Chaos Gods unleashed their mightiest servant, the architect of the destruction of the world-that-was, the Three-Eyed King, the Everchosen himself: Archaon!

Words can't do justice to the titanic stature of this new rendition of the Chaos Gods' greatest champion. A giant of a man clad in the jet-black Armour of Morkar, wielding the Daemon blade known as the Slayer of

Kings, Archaon rides atop his daemonic steed, Dorghar, grossly mutated from his ancient form of an infernal destrier into a three-headed winged beast. Beneath his shadow, cities fall and the lands burn.

Archaon did not arrive unaccompanied either, as his loyal Varanguard – superhuman cavalry clad in ornate Chaos armour, and known as the Knights of Ruin – rode with him, alongside the inhuman visage of the Gaunt Summoner of Tzeentch, a sorcerer of unrivalled power.

Sigmar's greatest challenge yet lies before him. With the arrival of the Everchosen, Sigmar's crusade may falter and the realms may collapse back into Chaos. Can the Stormcast Eternals prevail? ♣

THE LORDS OF SORCERY

Daemonic sorcerers of hideous aspect, the Gaunt Summoners of Tzeentch are counted amongst the most powerful of the disciples of the Changer of Ways. It is rumoured there are only nine Gaunt Summoners across all the many veils of reality, and each dwells inside a silver tower in the Crystal Labyrinth of Tzeentch. Few possess the power to bind a Gaunt Summoner, but Archaon is one such being, having bent them all to his will. As such, their unrivalled powers of sorcery are his to command.

The Gaunt Summoner miniature rides upon a Disc of Tzeentch, itself soaring atop a plume of magical energy. Able to summon Daemons from the Book of Profane Secrets, the Gaunt Summoner is a battlefield threat the forces of Order would do well not to ignore...







VOTE!

MINIATURE OF THE YEAR 2015

What do you think is the greatest Citadel miniature of 2015? Having pored over this year's amazing releases, we're interested to hear what you think was the best Citadel miniature released between January and December 2015 – and here's how to let us know...

Here you can see a reminder of a few of the year's highlights. You could pick one of these great new models, or anything else released in 2015. So, you could nominate both the Imperial Knight Warden and Archaon, Exalted Grand Marshal of the Apocalypse, or maybe you want to nominate the Shadowseer rather than the Death Jester. The choice is entirely yours: just remember, five models from 2015, by Saturday 6 February.

Something we love to do here in the White Dwarf bunker is talk about our favourite Citadel miniatures, and one of the topics that has raged around the office this week is which model is the greatest of the year. So, we decided we'd ask you, our readers, what you think.

All you need to do is choose your five favourite Citadel miniatures released any time from January to December 2015, and fill in the form opposite or send your list to

team@whitedwarf.co.uk. We've included a brief summary of what came out when in our Review of the Year, beginning on page 2, but remember you can pick any five Citadel miniatures released in 2015, not just those featured in this issue. We'll close the voting on Saturday 6 February, so don't take too long making your mind up. We'll get our horde of tame Goblins to count up the results and bring you the results in a future issue – and maybe find out what Grombrindal's picks were, too.



JANUARY • SKAVEN



FEBRUARY • HARLEQUINS



MARCH • KHORNE



APRIL • SKITARI



MAY • IMPERIAL KNIGHT WARDEN



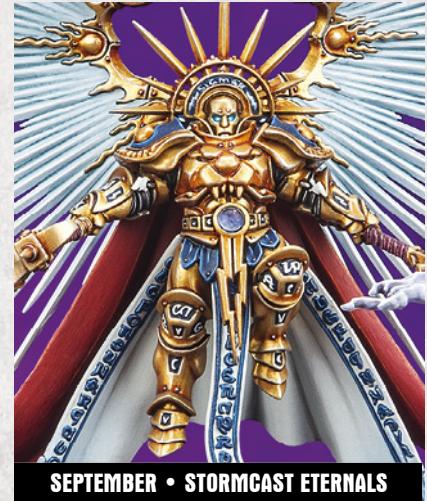
JUNE • DARK ANGELS



JULY • WARHAMMER AGE OF SIGMAR



AUGUST • KHORNE BLOODBOUND



SEPTEMBER • STORMCAST ETERNALS



OCTOBER • TAU EMPIRE



NOVEMBER • HORUS HERESY



DECEMBER • ARCHAON

WHITE DWARF

MINIATURE OF THE YEAR 2015

SEND US AN EMAIL AT:

TEAM@WHITEDWARF.CO.UK

REMEMBER TO INCLUDE YOUR NAME, YOUR FIVE FAVOURITE MINIATURES OF THE YEAR (IN ORDER, FAVOURITE FIRST) AND WHY THEY ARE YOUR FAVOURITE MINIATURE OF THE YEAR.

TELL US WHAT YOU LOVE ABOUT IT.

NEW RELEASES

WARHAMMER VISIONS ISSUE 24



On black wings comes the first Warhammer Visions of 2016 – led by the Exalted Grand Marshal of the Apocalypse himself...

The man who was the Lord of the End Times returns, now the Exalted Grand Marshal of the Apocalypse – Archaon, the Everchosen. We take a look at Archaon and his legions, alongside a host of special features including a look at the Doom of Perdita, a stunning Space Hulk-inspired Zone Mortalis board. We put Jason Lee's superb painting In the Spotlight, look at some of the finest entries from Golden Demon: Tanks and the Fang painting competition, plus there's more of this year's Armies on Parade Entries, a showcase of Imperial Knights, Daniel Jackson's Army of the Month and... we're running out of space to tell you about the rest of it. Get one now. ♣

PRE-ORDER: [NOW](#)
RELEASED: [02/01/16](#)

£7.50, €9.00, 70dkr, 80skr,
75nkr, 35zl, USA \$12,
Can \$13, AU \$13, NZ \$15,
70rmb, ¥1,200, HK\$100,
SG\$18, R47

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



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

NEXT WEEK

NEW YEAR NEW ARMY

A NEW YEAR BECKONS – SO IT'S TIME FOR A NEW ARMY!

SEE HOW TO START YOURS IN
WHITE DWARF
ISSUE 101

ON SALE
SATURDAY 02
JANUARY



SUBSCRIBE TO WHITE DWARF

WHITE DWARF THE APP

Never miss an issue by subscribing monthly or yearly through the White Dwarf app and get each issue at a great price.

Price per issue from: £1.42 / €1.84
\$1.83USA / \$2.12CAN / \$2.31AUS



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

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

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

Editor: Jes Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@whitedwarf.co.uk

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

Registered in England and Wales
– Company No. 01467092.

ISSN: 0265-8712 / Product code: 60659999100

