

WHITE DWARF

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 101

02 JANUARY 2016

THE ETERNITY SIEGE
THE STORMCAST ETERNALS
VERSUS CHAOS IN EPIC BATTLE

**12 NEW
STARTER
ARMIES
INSIDE!**



START COLLECTING

NEW YEAR, NEW ARMY!

SPACE MARINES OR TAU, SERAPHON OR GREENSKINZ – WHAT WILL YOU CHOOSE?



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ISSUE 101
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NEW RELEASES: START COLLECTING!

The New Year begins and if that wasn't opportunity enough for a new army, we've got just the thing to get you started: brand new sets for 12 of our most popular armies, offering great value and great place to start your next collection.

NEW RELEASES: SPRAYS

New Year, New Army: What's the first thing you need for the job of painting it all?

NEW RELEASES: BLACK LIBRARY

Garro returns. But act quickly – this one is limited and very special.

ARMIES OF MARS

Whichever of the Start Collecting! boxes takes your fancy, it's just the start. We take a look at how you might go about adding to your collection with the armies of Mars, the Skitarii themselves.

THE LEGION OF NURGLE

Or if the New Year has you ready to enter the Age of Sigmar, how about a host of Nurgle like this?

THE ETERNITY SIEGE

We've said it before: the Mortal Realms are very, very large, and the armies fighting over them equally so. Want to see how big a battle can get?



NEW YEAR, NEW ARMY!

Happy new year, readers! And what better way to kick off 2016 than by starting an exciting new project and collecting a brand-new army? This week we're proud to announce pre-orders for 12 fabulous new Start Collecting! boxes, six for Warhammer 40,000 and six for Warhammer Age of Sigmar – the perfect starting points for amassing a fresh collection of Citadel miniatures. They are also terrific value – check out the prices on the inside back cover of the magazine – and each contains an exclusive formation or warscroll battalion

with exciting rules for using them in your games. Simply turn the page to see their contents, and look later in the issue for example armies we've built using two of the Start Collecting! boxes: namely, Skitarii and Daemons of Nurgle.

But that's not all – we've also put together quite the biggest Age of Sigmar battle yet seen, as the Stormcast Eternals take the fight to Archaon and the forces of Chaos in fittingly epic fashion... 🏰

NEW RELEASES

ASTRA MILITARUM

13 Citadel miniatures and
a formation datasheet

An army of billions of courageous men, powerful weapons and mighty tanks, the Astra Militarum are the shield of Humanity against the aliens, heretics and Daemons infesting the galaxy. Start your own Astra Militarum force with this great-value boxed set.

The **Astra Militarum** is the largest army in the galaxy, a vast force of men and tanks to fight the Imperium's endless wars. It takes men of great courage supported by deadly weapons to prevail in the grim darkness of the 41st Millennium, and yet in hellish war zones and conflicts across the Imperium the Guardsmen of the Astra Militarum fight on.

Start Collecting! Astra Militarum is filled with 13 plastic Citadel miniatures, providing the core of a new army. Led by the unrelenting presence of an Officio Prefectus Commissar, the set includes a squad of Cadian Shock Troops with a sergeant, vox operator and two choices of special weapon (flamer or grenade launcher). The kit also boasts a Cadian Heavy Weapons Team and, finally, a Leman Russ Battle Tank adds long range power. 🛡️

ALL THIS FOR £50!

The 12 Start Collecting! boxes on the following pages offer terrific value for money when compared to buying the contents separately – and, handily, they are all the same price!

£50, €65, 500dkr, 600skr, 550nkr, 250zl,
USA \$85, Can \$100, AU \$140, NZ \$165,
¥11,500, 500rmb, HK\$680, R310, SG\$120



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

Box contents:

- One Leman Russ Battle Tank, which can be assembled as a standard Leman Russ or one of three variants: Eradicator, Exterminator or Vanquisher.
- 10-man Cadian Shock Troops squad.
- Cadian Heavy Weapons Team (which makes either a heavy bolter, autocannon, lascannon, missile launcher or mortar).
- One Officio Prefectus Commissar.

START COLLECTING!

SPACE MARINES

**12 Citadel miniatures and
a formation datasheet**

The **Space Marines** are Humanity's ultimate protectors, super-human warriors created by the Emperor to be the champions of Mankind. Start Collecting! Space Marines is loaded with 12 Citadel Miniatures – a rock-solid starting point for a new Space Marine army.



Though there is less than a single Space Marine for each world in the Imperium, they are the greatest warriors in the galaxy. Each Space Marine is equipped with the finest armour and weapons available, a gene-enhanced hero who will face insurmountable odds undaunted, fearlessly battling alien and traitor alike.

With 12 plastic Space Marine miniatures, Start Collecting! Space Marines is a brilliant launchpad for a new army. A 10-man Tactical Squad leads the way. This kit is the mainstay of Space Marine armies everywhere. It's loaded with spare parts (heads, weapons and more), so you can keep these to use on other models as you add to your collection. The hulking might of a Venerable Dreadnought, an honoured hero of the Space Marines saved from death to fight again, has the firepower of a walking tank – not only does it look like a walking relic, it has deadly heavy weapons too. Finally, the Terminator Captain, previously only available as part of Strike Force Ultra, leads the force. There's also an exclusive datasheet in the box – the Firespear Strike Force. 🗡️

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

Box contents:

- One Space Marines Venerable Dreadnought (with plasma cannon, twin-linked lascannon, assault cannon and more).
- 10-man Space Marine Tactical Squad with sergeant and a

host of optional weapons (including grav-gun, a meltagun, a plasma gun, a flamer and a missile launcher).

- One Terminator Captain armed with storm bolter and power sword or relic blade.

NEW RELEASES

SKITARII

12 Citadel miniatures and
a formation datasheet

Marching from the Forge Worlds of the Adeptus Mechanicus come the Skitarii, an army of psycho-indoctrinated cyborg warriors armed with some of the most devastating weapons in the galaxy. This box is the perfect way to start a collection of these merciless killers.

The Skitarii are the military wing of the Adeptus Mechanicus, an army billions strong that seeks to conquer the galaxy and bring about the destruction of the Machine God's foes.

The Start Collecting! Skitarii boxed set is a brilliant way to start a Skitarii army, including a 10-man Skitarii squad, an Onager Dunecrawler and a robed Tech-Priest Dominus to lead them in battle. The Skitarii can be built as Rangers armed with long-ranged galvanic rifles or Vanguard equipped with deadly radium carbines (or even five of each). The Onager Dunecrawler, meanwhile, fulfils several roles, acting not only as fire support for the Skitarii, but also as an anti-aircraft unit when equipped with an Icarus array, and a communications relay between the Skitarii and the Tech-Priest. The Tech-Priest Dominus himself comes with several options, including the terrifyingly-named eradication ray and the equally scary volkite blaster. Also included in the box is an exclusive datasheet, enabling you to slay the foes of the Machine God and further the Quest for Knowledge. 🦾



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

Box contents:

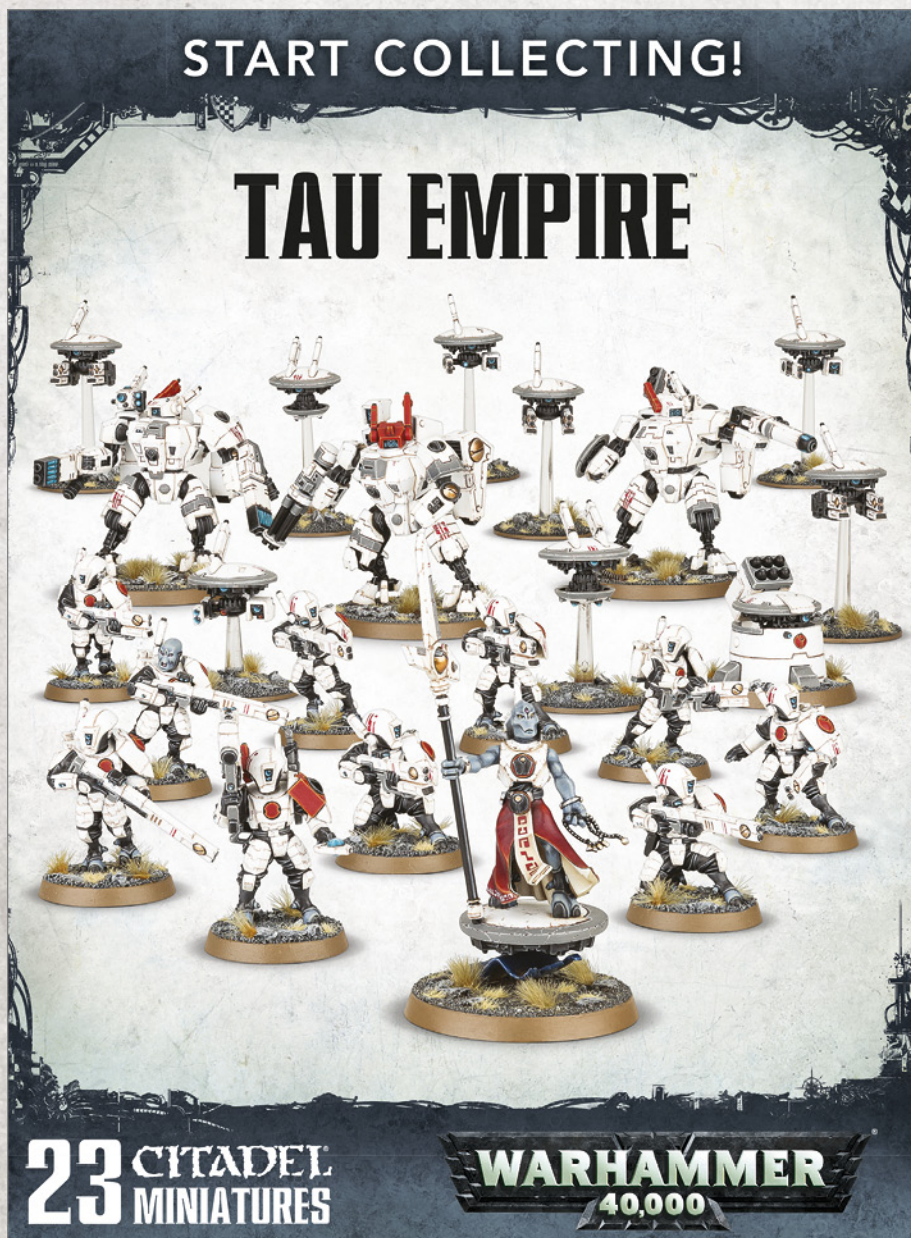
- One Onager Dunecrawler, which can be equipped with an eradication beamer (shown above), a twin-linked heavy phosphor blaster, a neutron laser or an Icarus array.
- One Tech-Priest Dominus armed with a volkite blaster or an eradication ray.
- 10 Skitarii, which can be built as a unit of Skitarii Rangers or a unit of Skitarii Vanguard.

START COLLECTING!

TAU EMPIRE

23 Citadel miniatures and
a formation datasheet

The **Tau** are a young and progressive race, determined to rule the stars and spread their philosophy of the Greater Good. This boxed set provides you with the troops to do just that, a hard-hitting strike cadre armed with the best technology the Tau Empire can muster.



The **Tau** believe in fast, mobile warfare, luring their foes in to traps and ambushes before annihilating them with long-ranged firepower.

This Start Collecting! boxed set includes 23 miniatures with which to conquer the stars. A squad of 10 Fire Warriors forms the heart of the force and they can be built as either a Strike Team with long-ranged pulse rifles and grenade-launching carbines, or a Breacher Team for clearing out enemy bunkers and fortifications. They come with a pair of Drones and a DS8 Tactical Support Turret, which can be air-dropped onto the battlefield to support their advance. The set also includes a trio of XV8 Crisis Battlesuits, the veteran warriors of the Fire caste. They come with an armoury of weapon options, making them incredibly versatile on the battlefield, and six Drones to accompany them in battle (or even form a unit of their own). The force is led by a noble Ethereal, who floats into battle on a Hover Drone, a model previously only available in the Infiltration Cadre Burning Dawn box. An exclusive formation datasheet rounds out the contents of this great-value boxed set. 🛡️

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

Box contents:

- One Tau Ethereal on Hover Drone.
- 10 Fire Warriors, which can be built as a Fire Warriors Strike Team or a Fire Warriors Breacher Team.
- Three XV8 Crisis Battlesuits with an armoury of weapon options. Eight Drones, which can be built as Gun Drones, Marker Drones or Shield Drones.
- One DS8 Tactical Support Turret.

NEW RELEASES

NECRONS

17 Citadel miniatures and
a formation datasheet

An ancient evil who once dominated much of the galaxy, the Necrons are awakening again, ready to subjugate or eradicate all who stand in their way. Rise up and reclaim your inheritance with the **Start Collecting! Necrons** boxed set. The galaxy is yours to command!

Aeons ago the Necrons ruled the stars, an arrogant and proud race who earned immortality at a terrible cost. Forced into hibernation for countless millennia, now they awaken to smite the lesser races trespassing on their domain, crushing all before them with the mysterious power of their arcane wargear.

The Necrons are famed for their incredible weapons and shocking resilience, and this boxed set brings both, with an impressive 17 Citadel miniatures. 12 Necron Warriors, the undying metallic soldiers of the Necron race, provide an indomitable core to the force, while three Canoptek Scarab Swarms prepare to scuttle forth and dismantle the foe. A Necron Overlord, a powerful ruler from the ancient dynasties, leads the force, holding aloft a resurrection orb with the power to galvanise the circuits of the Necrons around him. Last but not least is the Triarch Stalker: a lethal weapon platform protected by formidable quantum shielding. Like all the other **Start Collecting!** boxed sets, the Necrons come with their own exclusive datasheet, the **Retribution Phalanx**. 🦾



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

Box contents:

- One Necron Overlord with warscythe and resurrection orb.
- 12 Necron Warriors.
- Three Canoptek Scarab Swarms.
- One Triarch Stalker with choice of heat ray, particle shredder or twin-linked heavy gauss cannon.

START COLLECTING!

TYRANIDS

**14 Citadel miniatures and
a formation datasheet**

The Hive Fleets of the Great Devourer are among the greatest threats the galaxy has ever known, a voracious race of extragalactic monsters consuming all in their path. Join the Tyranid Hive Mind and start consuming the galaxy with your new army.



A horror from beyond the galactic rim, the Tyranids have crossed the lonely void of space to attack the galaxy with unprecedented force. Spurred on by the unfathomable synaptic presence of the Hive Mind, they eagerly devour world after world, overwhelming any defenders before consuming them for their biomass.

This Start Collecting! set includes 14 plastic Tyranid models to launch your army. The centrepiece is the Hive Tyrant, a massive monster who comes with a multitude of different options (there's even a huge pair of wings in the kit if you want yours to be adapted for aerial combat). The set also includes three Tyranid Warriors, the Hive Mind's enforcers on the battlefield. They too have a mass of weapon options to choose from – you can equip them for ranged combat or as melee specialists. You can even make one as a fearsome Tyranid Prime! Finally, 10 Gargoyles provide high-flying support, and are the key to the special formation the Start Collecting! box enables. It's an impressive starting point for your own Tyranid swarm. 🐛

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

Box contents:

- One Hive Tyrant (includes bone sword, lash whip, scything talons, heavy venom cannon, stranglethorn cannon and all the parts required to build the Swarmlord special character).
- Three Tyranid Warriors (including bone swords, rending claws, lash whips, scything talons, deathspitters, devourers, venom cannon, barbed strangler and parts for a Tyranid Prime).
- 10 Gargoyles.

NEW RELEASES

SERAPHON

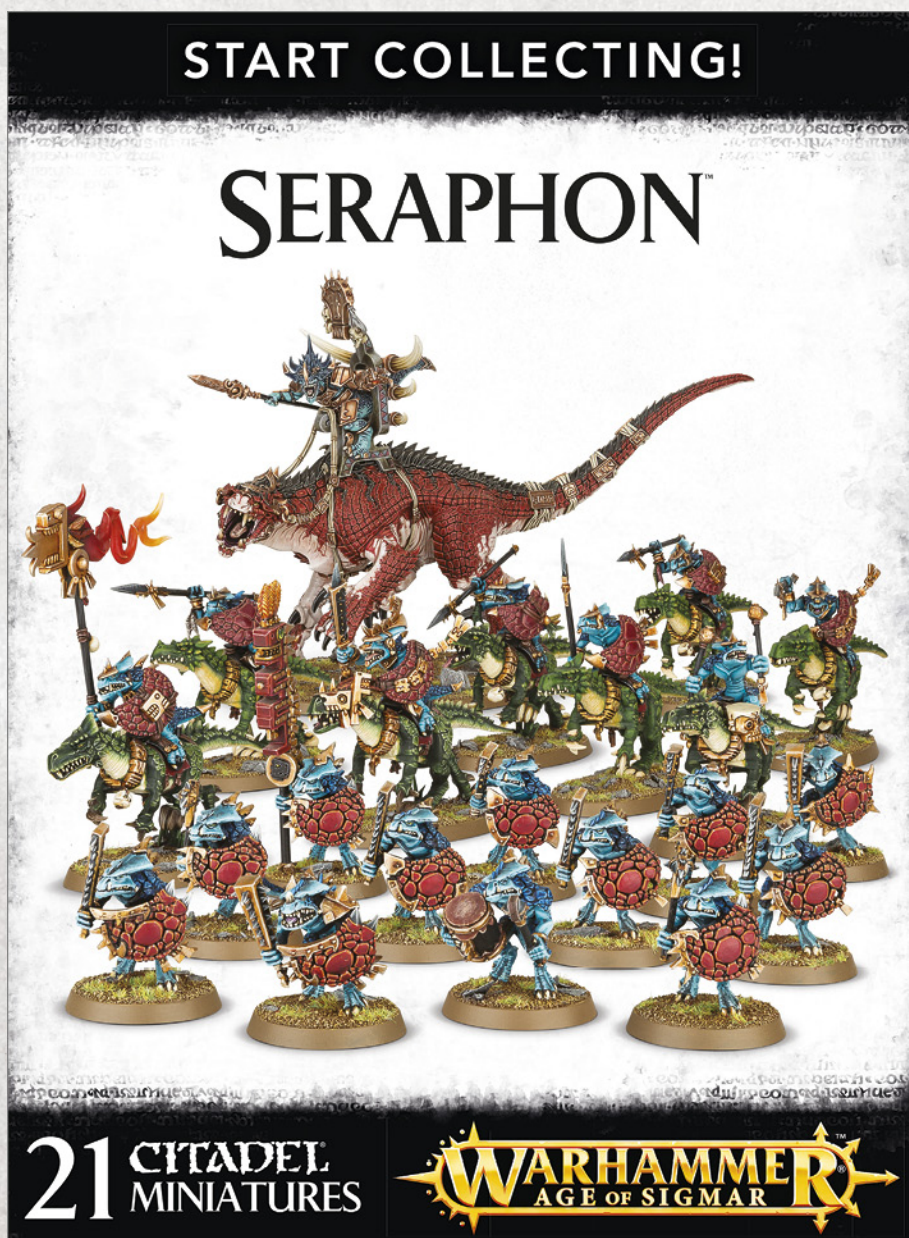
21 Citadel miniatures
and warscroll battalion

Summoned from their domain far beyond the stars of Azyr, the Seraphon are creatures of celestial magic, reptilian warriors whose sole purpose is the eradication of Chaos. **Start Collecting!** Seraphon is the gateway into the war between the forces of Order and Chaos.

Borne into battle upon pillars of heavenly light, or striding forth from magical mists summoned by their Slann masters, the Seraphon are the sworn enemies of Chaos. Each is a mighty beast capable of tearing a man limb from limb, and their arrival heralds oblivion for the scions of the Dark Gods.

The Start Collecting! boxed set for the Seraphon is centred around the mighty form of an Oldblood on Carnosaur, a powerful Seraphon hero riding a savage carnivorous beast. This amazing model can be assembled in a number of ways, including as a Scar Veteran on Carnosaur or even as a Troglodon ridden by a Skink Oracle. Amazingly, the Carnosaur is accompanied by a clutch of 12 Saurus Warriors and 8 Saurus Knights riding Cold Ones. This is a hard-hitting force that makes for the rock-solid heart of a new Seraphon army, ready to scour the legions of Chaos from the Mortal Realms.

As with each Start Collecting! boxed set, this one contains an exclusive warscroll battalion to harness the army's saurian discipline and gain victory. 🐉



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

Box content:

- One Oldblood on Carnosaur (also contains options for a Scar Veteran on Carnosaur or Troglodon).
- Eight Saurus Knights (with celestite blades or lances).
- 12 Saurus Warriors (with celestite clubs or celestite spears).

START COLLECTING!

SLAVES TO DARKNESS

**19 Citadel miniatures
and warscroll battalion**

The Mortal Realms are ablaze, dominated by armies of treacherous men who have sworn their souls to the Dark Gods. Chaos Warriors, Sorcerers and more all vie for the favour of their foul patrons. With this Start Collecting! box, you can start on your own path to glory.

START COLLECTING!

SLAVES TO DARKNESS™



**19 CITADEL
MINIATURES**

WARHAMMER
AGE OF SIGMAR

Chaos Warriors are the mortal servants of the Dark Gods, men who have thrown in their lot with the Ruinous Powers in exchange for a chance at glory. In return they are blessed with a ferocity and strength no ordinary mortal can match. The Mortal Realms burn in agonised testament to their all-conquering prowess.

Start Collecting! Slaves to Darkness gives you the beginning of a new Chaos Warband with which to lay waste to the Mortal Realms. Loaded with plastic Citadel miniatures, the force is led by a Chaos Sorcerer, a crazed mortal who has bartered his soul for magical power. At his call is a regiment of 12 Chaos Warriors (which can be armed with a pair of Chaos hand weapons or a Chaos hand weapon and Chaos runeshield). There is also a band of five Chaos Knights, lethal heavy cavalry who carry ensorcelled weapons or Chaos glaives. Finally, a Chaos Chariot gives the warband a brutal edge – you can make this as a Chaos Chariot or a Gorebeast Chariot. You can even build one of the crewmen as a Chaos Lord, complete with flowing cloak. 🐉

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

Box contents:

- One Chaos Sorcerer.
- One Chaos Chariot (includes options for a Chaos Lord and a Gorebeast Chariot).
- 12 Chaos Warriors (armed with Chaos hand weapons and Chaos runeshields).
- Five Chaos Knights (armed with ensorcelled weapons or Chaos glaives).

NEW RELEASES

GREENSKINZ

18 Citadel miniatures
and warscroll battalion

The green-skinned followers of the two-headed god Gorkamorka are a rampaging horde of battle-crazed warriors. They care nothing for the rights and wrongs of Order and Chaos, but instead live only to fight. Your own great Waaagh! starts right here.

Orruks are a brutish and tough race, hardened by a lifetime of constant, unceasing violence. For an Orruk, fighting comes as naturally as eating or breathing, and there is nothing they enjoy more. Anything in their path is an enemy to be crushed before they move on looking for fresh fights to pick.

Start Collecting! Greenskins is filled with plastic Orruks to launch your own green crusade. A solid core of 10 Orruk Boyz forms the heart of the set, tough and vicious troops who will gladly fight anyone. They're backed up by a mob of 5 Orruk Boar Boyz who ride rampaging war pigs into battle, and an Orruk Boar Chariot for smashing headlong into the enemy! To keep the Greenskin rabble in line, there's an Orruk Warboss on War Boar, who can race ahead with his fellow Boar Boyz and an Orruk Warboss with Great Waaagh! Banner to ensure that morale stays high. All these models have plenty of spare parts, so you can customise them to your heart's content (even mixing bits between kits). As ever, there's an exclusive warscroll battalion for when you use them all at the same time. 🐷



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

Box contents:

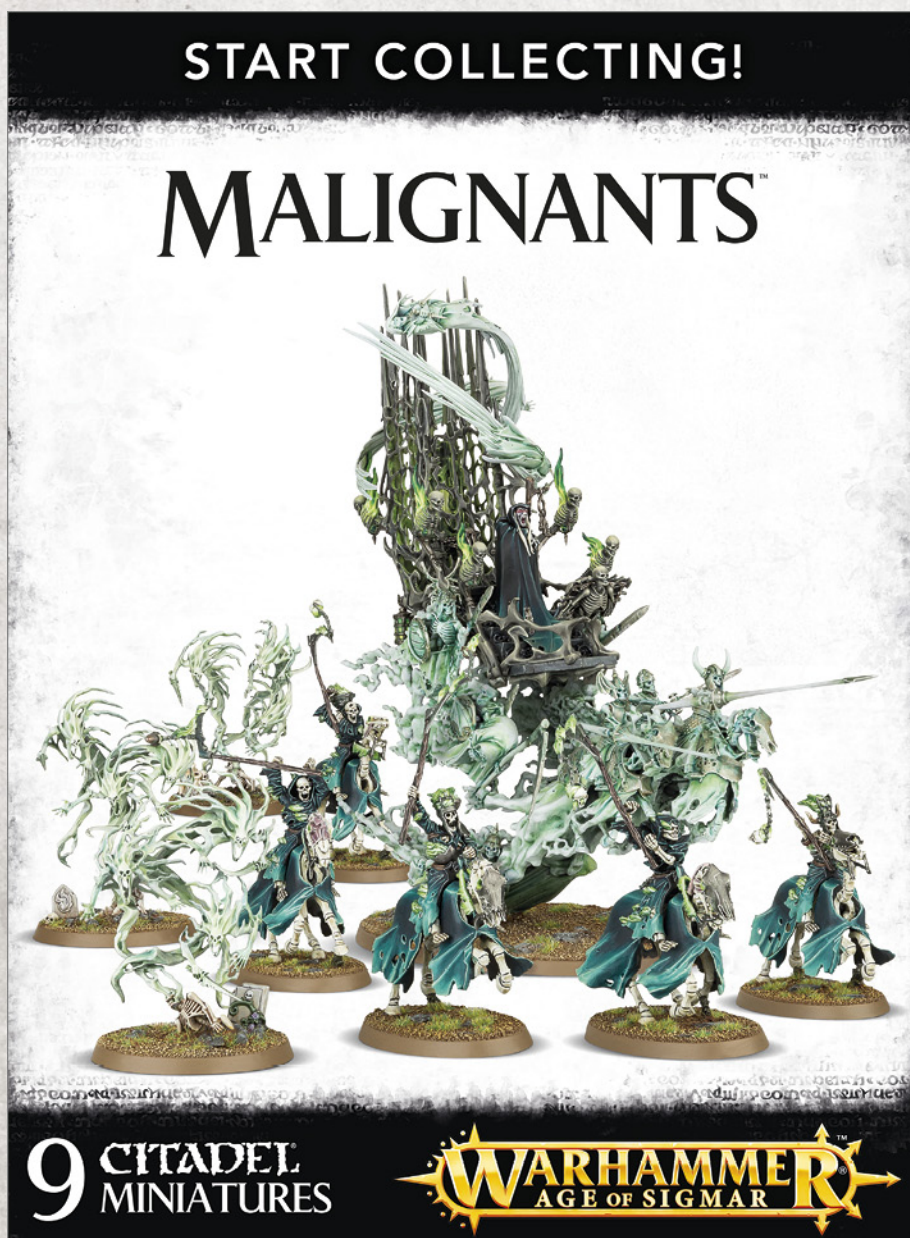
- One Orruk Warboss on War Boar.
- One Orruk Warboss with Great Waaagh! Banner.
- Five Orruk Boar Boyz (with choppas or pigstikka spears).
- 10 Orruk Boyz (with options for choppas, pigstikka spears and Waaagh! shields).
- One Orruk Boar Chariot.

START COLLECTING!

MALIGNANTS

**9 Citadel miniatures
and warscroll battalion**

The Mortal Realms are steeped in death, and none more so than Shyish, the Amethyst Realm. Under Nagash's fell influence, malevolent spirits coalesce and unquiet spectral warriors rise from their graves to do battle once more. Doom and death await you!



Malignant spirits are commonplace in the Mortal Realms, the disembodied spirits of vengeful beings unwilling (or unable) to rest until their revenge is enacted. With Nagash, Supreme Lord of the Undead, risen once more, the Malignants must bow to his will, whether they like it or not.

This boxed set is an excellent start to a Malignant host, including five Hexwraiths, three Spirit Hosts and a monstrous Mortis Engine held aloft by spectral beings. All three units are ghostly manifestations, meaning they can fly clean through enemy units, wisps of ethereal energy plucking at the souls of those they pass through. The warscroll battalion that comes in the set captures this image perfectly, using the Mortis Engine as the locus of fell power, Hexwraiths and Spirit Hosts coalescing around it.

Excitingly, both the Hexwraiths and the Mortis Engine have two construction options, enabling you make five Black Knights and a Coven Throne instead, changing your ghostly Malignant host into the start of a Deathrattle legion led by a Lahmian Vampire. 🧛

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

Box contents:

- One Mortis Engine, which can alternatively be built as a Coven Throne.
- Three Spirit Hosts.
- Five Hexwraiths armed with spectral scythes. This kit can alternatively be built as five Black Knights armed with barrow lances and crypt shields.

NEW RELEASES

DAEMONS OF KHORNE

14 Citadel miniatures
and warscroll battalion

From the kingdom of blood and brass stride forth the gore-soaked hosts of Khorne, murderous Daemons whose sole objective is to conquer the Mortal Realms in the name of the Blood God. With this Start Collecting! box, the armies of Khorne are yours to command.

Khorne is the god of wrath, the lord of slaughter, and his daemonic minions embody this grisly creed. From his domain in the Realm of Chaos he unleashes blood red legions to claim skulls and shed blood in his foul name.

Start Collecting! Daemons of Khorne contains 14 plastic Citadel miniatures to begin your own Daemons of Khorne army, a red throng led into battle by a Herald of Khorne riding upon a Blood Throne of Khorne. This mighty chariot is nothing less than a daemonically possessed machine that will greedily devour anything in its path. If you prefer, you can build the Blood Throne of Khorne as a Skull Cannon of Khorne, a long-ranged weapon that hurls explosive skulls into the ranks of the foe.

As well as that, there's a trio of Bloodcrushers of Khorne and a regiment of 10 Bloodletters. These daemonic warriors are the backbone of every Khorne Daemon army, and can be relied upon to claim skulls for their lord! All that red will be a treat to paint too, so make sure you stock up on plenty of Khorne Red paint. 🩸



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

Box contents:

- One Blood Throne of Khorne (alternatively this kit makes a Skull Cannon of Khorne).
- 10 Bloodletters of Khorne.
- Three Skullcrushers of Khorne.

START COLLECTING!

DAEMONS OF NURGLE

**17 Citadel miniatures
and warscroll battalion**

The Daemons of Nurgle are the bringers of pestilence and disease, harbingers of misery in the Mortal Realms. Where they tread plants rot and wither as they slay their foes with pox and blade. Sounds like fun, right? Start spreading Nurgle's joyous blessings.

START COLLECTING!

DAEMONS OF NURGLE™



Surrounded by clouds of stinking, buzzing flies, the Daemons of Nurgle are the scions of the Plague God, unleashed from the Garden of Nurgle to win the Mortal Realms for their god. Those who do not join his cause and rejoice in his glorious fecundity are put to the sword, where their rotting corpses can breed new and glorious life.

Containing 17 plastic Citadel miniatures, Start Collecting! Daemons of Nurgle is easily the best way to begin your own Nurgle army. 10 Plaguebearers form the heart of the host, a truly incredible kit that comes with myriad extras, such as spare heads, banner tops and even a clutch of extra Nurglings to decorate your models. These are accompanied by three swarms of Nurglings. These festering mites are Father Nurgle's most cheerful servants, and they are an absolute joy to paint (and their foes shouldn't underestimate their sharp little teeth either). Three bulbous, fly-winged Plague Drones add to the army, which is led by a maggot-tongued Herald of Nurgle. It's a mighty beginning for an army devoted to the spread of Nurgle's foul blessings. 🦋

**17 CITADEL
MINIATURES**

WARHAMMER
AGE OF SIGMAR

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

Box content:

- One Herald of Nurgle.
- Three Plaguebearers.
- Three Nurgling Swarms.
- 10 Plaguebearers of Nurgle (with seven extra Nurglings).

NEW RELEASES

CITADEL SPRAYS



Get your new army basecoated in no time with these fantastic Citadel basecoat sprays.

There's nothing more satisfying than having your army of Citadel miniatures painted, based and ready for war, and the range of Citadel spray paints helps to make that glorious goal as attainable as possible. Each Citadel spray can is loaded with 400ml of quality model paint, colour balanced to the corresponding paint in the Citadel range, so when you spray your miniature you're getting a perfect basecoat that you can start shading, layering and painting to completion.

There are currently eight colours in the Citadel basecoat spray range: Retributor Armour, Macragge Blue, Mephiston Red, Caliban Green, Zandri Dust, Mournfang Brown, Leadbelcher and the brand-new Mechanicus Standard Grey. 🛡️

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

BLACK LIBRARY

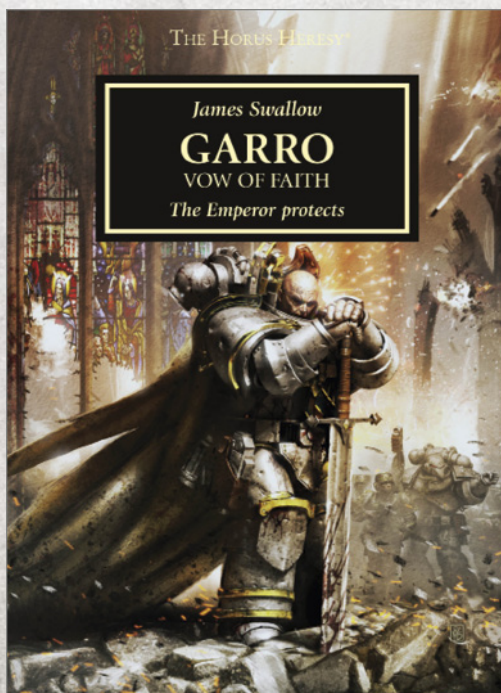
GARRO: VOW OF FAITH

By James Swallow
Hardback | 128 pages

FURTHER READING

The story of Nathaniel Garro is one of the most popular arcs within the wildly popular Horus Heresy series. Garro's adventures all begin in *Flight of the Eisenstein*, and from there spiral off in many different directions. Make sure you check out the great audio dramas that start with *Oath of Moment* (where Garro meets the first warrior to join the Knights Errant) and *Legion of One* (where Garro and his followers must scour a dead world for the one who could aid their cause).

For a full guide on how to follow all of Garro's adventures, check out *White Dwarfs* 97 and 98 and online at blacklibrary.com.



Garro must risk all to thwart an assassination attempt that could change the course of the Heresy.

The Warmaster blazes his fiery path towards Terra as the Horus Heresy rages across the Imperium. For Nathaniel Garro, Agentia Primus of Malcador the Sigillite, it is a war fought in the shadows. But a crisis of faith looms for the once-captain of the Death Guard, and a foe stalks Terra's soil.

Garro: Vow of Faith is a limited edition book (limited to 2500 numbered copies, each signed by James Swallow). Within it Garro must come to terms with his faith, and his place in the Imperium. It's not just a great read either, with a wrap-around art sleeve and an inner cover decorated to look like a page from the *Lectitio Divinitatus*. If you want a copy, do not delay. Get online to www.blacklibrary.com. 🛡️

ON SALE NOW

WARHAMMER VISIONS ISSUE 24

This week Warhammer Visions 24 goes on sale in Games Workshop stores and independent stockists everywhere. Exult in the latest and greatest Citadel miniatures, as we bring you 180 pages filled with the best models in the world.

Warhammer Visions 24 is a feast for the eyes, as we kick off the issue with a celebration of the recent Everchosen releases. Spearheaded by the towering majesty of Archagon, Exalted Grand Marshal of the Apocalypse, this retrospective of the legions of Chaos is a visual delight, but it's far from the only treat in the magazine. You'll also find amazing galleries of Citadel miniatures as we continue our coverage of Golden Demon: Tanks, The Fang Stockholm 2014 painting competition, Reader's Parade Ground and more. There are also regular features, with an amazing Word Bearers force as our Army of the Month, models from the 'Eavy Metal team and much more. Don't miss out. 🗡️

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 the Apple App Store.



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





ARMIES OF MARS

The Skitarii are the military wing of the Adeptus Mechanicus, an army of fanatical cyborg warriors devoted to the Machine God. Here we take a closer look at collecting an army of them using the Start Collecting! Skitarii boxed set as the foundation of your force.

COLOURS OF MARS

No idea how to paint machine-obsessed cyborg warriors from Mars? Look no further than Legions of the Omnissiah, a comprehensive 80-page painting guide for the Skitarii, which can be found both in stores and on the Games Workshop website. There is also a free Skitarii Ranger painting tutorial video on our website. Head there now to check it out: games-workshop.com

The Adeptus Mechanicus is one of the strangest forces fighting in the 41st Millennium, a colossal, yet secretive organisation obsessed with the pursuit of knowledge and the destruction of those it deems unworthy of the Machine God's benevolence. The Skitarii make up the bulk of its armed forces, legions upon legions of psycho-indoctrinated cybernetic warriors backed up by ancient war engines armed with weapons of cataclysmic destructive power. The models in the Start Collecting! Skitarii boxed set are the ideal foundation upon which to build an army of the Omnissiah.

THE FIRST COGS IN THE MACHINE

The set enables you to make 10 Skitarii Rangers or 10 Skitarii Vanguard, or you can even make five of each, creating two separate units for your fledgling army. The rules for them can be found in Codex: Skitarii, along with those for the Onager Dunecrawler. The Tech-Priest Dominus leading the force is an exciting addition to the set, as they rarely fight alongside their troops, preferring to watch them from the safety of a starship. We featured his rules in White Dwarf 69 (still available digitally from blacklibrary.com) and you can also find them in Codex: Cult Mechanicus.

BATTLE MANIPLE ZYGAX 8-TORMELION

When it comes to expanding your Skitarii army, there are plenty of unit options available to you, all of which have a choice of weapons and wargear. As an example, the Sicarian Ruststalkers (shown at the back of the picture below) can carry a pair of transonic blades or a transonic razor and a chordclaw. Alternatively you can assemble the kit as Sicarian Infiltrators, which come equipped with taser goads and flechette blasters or power swords and stubcarbines – a grand total of four different ways to build the one unit.

The army below represents a Battle Maniple, one of the formations presented in Codex: Skitarii. Basing your army on a formation is a great way to build up a

collection, as not only do you get to build and paint lots of different units for your army, they also benefit from some tasty special rules that make them even more deadly on the battlefield. In this force the Skitarii Vanguard lead the attack, their radium carbines making short work of enemy infantry, while the Skitarii Rangers add long-ranged firepower to the advance. The two Onager Dunecrawlers provide mobile fire support (and pack a surprising punch in a melee) while the Sicarian Ruststalkers and Sydonian Dragoons add a hard-hitting close combat element to the force. The Sicarian Infiltrators, lurking at the back of the army, are your terror troops, a nasty surprise for any opponent foolish enough to engage them in combat.

Below: Skitarii Battle Maniple Zygax 8-Tormelion is based around the Start Collecting! Skitarii box, with the addition of a host of other Skitarii units. This cyborg cohort now includes 20 Vanguard, 10 more Skitarii Rangers, a second Onager Dunecrawler (armed with a deadly Icarus array to deter enemy aircraft), a pair of Sydonian Dragoons and a unit each of Ruststalkers and Infiltrators, a formidable force to carry out the Machine God's indomitable will.





WAR CONVOCAATION ZYGAX 8-FORTUNUM

Above: This huge army represents the combined forces of the Adeptus Mechanicus – the Skitarii Legions, their masters the Tech-Priests of the Cult Mechanicus, and the walking colossi of the Imperial Knight Houses. The Skitarii Battle Maniple from the previous page has now been joined by a third Onager Dunecrawler, a congregation of 15 Electro-Priests, two maniples of Kastelan Robots, a trio of Kataphron Battle Servitors and no less than four Imperial Knights from House Raven. You can find out more about Imperial Knights in the pages of *Codex: Imperial Knights*, which explains why some houses, such as House Raven, offer eternal fealty to the Adeptus Mechanicus.

Though the Skitarii form the bulk of the Adeptus Mechanicus's fighting forces, there are many other warriors who fight for the mysterious Tech-Priests of Mars. First among them are the priests of the Cult Mechanicus, a holy sect that believe in the all-conquering trinity of the Machine God, the Omnissiah and the Motive Force – the life energy that permeates the galaxy.

Zygax, the Tech-priest Dominus that leads our force, is a member of the Cult Mechanicus and, judging by the army he has amassed, a very high ranking one at that. As his influence in the Martian priesthood grows, so too does his army. His personal troops – a trio of Kataphron Destroyers armed with plasma culverins and a heavy grav-cannon – are more than a match for even the most heavily-armoured foes and some light vehicles.

Other members of the Cult Mechanicus include the Electro-Priests who can be seen in the bottom right of the picture. Both factions, the Corpuscarii and the Fulgurites, have joined the army, either to zap the enemies of the Machine God to death with bolts of lightning or steal their life energy with electroleech staves. Like the Skitarii, they're fearsome warriors that really don't know when they're dead, their augmetics and voltagheist fields keeping them alive long after they should have been blasted apart by the enemy's guns.

Also attached to this force are members of the vaunted Legio Cybernetica, the Host Robotic. Though tough to requisition from a Forge World's armoury, Kastelan Robots are amongst the most powerful units the Adeptus Mechanicus can field and this army includes two maniples of them led



by a pair of Datasmiths. Their ancient, pre-Imperial design and battle-damaged paint-jobs make them great centrepiece miniatures for the army and an exciting new painting challenge. Their rules, along with all the other Cult Mechanicus units, can be found in Codex: Cult Mechanicus.

The last (some might also say greatest) element of this combined Adeptus Mechanicus army is the quartet of Imperial Knights led by Baron Daklorn, whose Knight Crusader bears two white stripes on its carapace. The Imperial Knights add some serious firepower and close combat potential to the army, making it perfect for large battles and games of Warhammer 40,000: Apocalypse. The Knights were painted in the colours of House Raven to match the red-robed Skitarii and their crimson war machines. 🛡️



START COLLECTING NOW!

Fancy yourself as the commander of a Skitarii war convocation? Then make a start to your cyborg army with the Start Collecting! Skitarii box, available to pre-order now and in stores next Saturday. Make sure you pick up a copy of Codex: Skitarii while you're there, too. It's full of exciting background about the Skitarii, plus rules for using them on the battlefield.



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



THE LEGION OF NURGLE

As the Mortal Realms writhe beneath the oppression of Chaos, the scions of the Plague God rejoice, spreading pestilence and disease wherever they tread. **The Start Collecting! Daemons of Nurgle boxed set** is the perfect way for you to begin your own war of conquest.

EMBRACING THE DARK MILLENNIUM

The **Start Collecting! Daemons of Nurgle** box is the ideal way to commence (or reinforce) a Nurgle army for Warhammer Age of Sigmar, but it's also just as useful for Warhammer 40,000. Whether you're looking to kickstart your own invasion from the Immaterium with a Chaos Daemons army or summon them with a psyker, there's no better way to get started.

The Start Collecting! Daemons of Nurgle box contains a crop of choice minions to begin sowing the seeds of corruption. The Herald of Nurgle can slay mighty foes with the toxic magic of his balesword, while his maggot-ridden body can absorb terrible damage from the foe. Beside him march the Plaguebearers, the Tallymen of Nurgle. These Daemons often out-last mighty foes, as their mouldering flesh refuses to yield to sword thrust or arrow strike.

Plague Drones buzz ahead of the throng, deadly Plaguebearers mounted upon giant daemoniac flies. Though their rotting skin

bulges with pus, their venomous stings promise an agonising death. These are joined by the gambolling Nurglelings, tiny creatures who have left the warm, moist folds of their father's rancid body to join his spirited fun in the Mortal Realms. Though they might be small and weak, they spread death and disease with even the slightest touch.

A starting point like this just perfect for hobbyists of every stripe, whether new to the worlds of Warhammer or a tried-and-true veteran. But where do you go next? What can your collection become?

THE HERALDS OF CONTAGION

Collecting an army for Warhammer Age of Sigmar is a fairly free and easy process, but with the Start Collecting! box as the foundation of your Nurgle host, you're in a good position to build a mighty army indeed. Our advice is simple: pick the models you like the most and add them! Your collection will demand hours of careful attention and stoke endless passion as you build, paint and play with them, so whether you choose based on the look of the models, their background or the way they fight, pick the ones that really fire your enthusiasm. Perhaps you're drawn to a particular concept, like hordes of shambling Plaguebearers, or tempted by a specific warscroll battalion you've seen in the book. Maybe the stories

you've read in the Warhammer Age of Sigmar books have given you an idea. Any of these are great places to start.

The Heralds of Contagion are an example of what we might do. The Maggoth Lords, mounted high upon their steeds, have a fantastic presence on the tabletop so we wanted to include them straight away, as well as a few more Plaguebearers and Nurglings (who look great following their hero Morbidex Twiceborn around).

Drawing on the idea of the Grand Congregation of Nurgle seen roaming Ghyran in the book *Quest for Ghal Maraz*, we've also added Putrid Blightkings and Chaos Warriors, allying Rotbringers with the Daemons of their Plague God master.

Below: We've added a slew of new models to the Start Collecting! box. At the forefront is a new hero in the form of Morbidex Twiceborn, the mighty Maggoth Lord. A gigantic centrepiece such as this gives you a fantastic painting and modelling challenge, and adds some serious clout on the gaming table. It takes a stalwart hero indeed to face the pestilent fury of Morbidex and his Maggoth, Tripletongue. Of course, you can always complete the trio!

The Putrid Blightkings lend the army some serious heavy infantry, adding the armour-clad might of the Nurgle Rotbringers to the daemoniac throng.



THE GRAND CARNIVAL OF CORRUPTION

Below: Here we've really gone to town, creating a massive Nurgle army that's the dream of every devotee of the Plague God. With such a vast collection to call upon you can wage entire campaigns, calling on different regiments from one game to the next!

Imagine fighting battles where different heroes from within the force command different parts of your army. In one battle the Glottkin could vie for dominance, in another the Maggoth Lords could lead reinforcements to bolster the Nurgle Forces battling in a particular region.

There are many across the Mortal Realms and beyond who heed the call of the Plague God. From the daemoniac legions who tend the festering reaches of his great garden to the warbands of savage and desperate men who have sworn allegiance to his cause, the armies of pestilence are vast beyond mortal comprehension.

The Grand Carnival of Corruption you can see below is a fitting example of the amazing spectacle a mighty army of Nurgle can become, as Daemons, men and beasts unite beneath the foul majesty of Nurgle's champions. At the heart of this mighty throng are ranks of Plaguebearers, doleful warriors who march forward with the inevitability of death. Each Plaguebearer has the sacred duty of counting the poxes and diseases inflicted on the foe. While these uncaring Daemons are a fearsome

sight, the Chaos Warriors and Putrid Blightkings that stride to war beside them are more deadly still, bringing the blade-skill and fury of Nurgle's Rotbringer hosts to the battlefield. Every Chaos Warrior is a proven killer and the Blightkings are among the mightiest of their vile ilk, executioners swollen with unholy power by Nurgle's blessings. Across the range of Chaos miniatures (Daemons, Beastmen and Warriors) there are swathes of models you can call upon – on the far right you can see a Cygor amid the Carnival, its rotten, green-hued flesh a testament to Nurgle's putrescent patronage.

The monstrous power of the Maggoth Lords looms large in the throng – chosen heroes of the Plague God who Daemon and mortal alike will readily follow into battle. While Orghotts Daemonspew is a




supernal warrior who can hack through the ranks of the foe with his twin-axes, Bloab Rotspawned is a sorcerer of prodigious power. Bloab's magic afflicts nearby enemies with a miasma of pestilence that causes wounds to rot and fester in an instant. Morbidex Twiceborn resembles the Nurglings who flock to join him – they literally burst into being as his Maggoth lollops across the battlefield.

Greatest in the throng are the Glottkin. These hideously mutated brothers are Nurgle's mightiest champions and all of his servants heed the orders of Otto and the counsel of Ethrac (Churk's not one for giving advice so much as crushing things with his massive bulk). Such a titanic Citadel miniature isn't just a powerful presence on the battlefield, it's the crowning glory of a collection. ☠

START COLLECTING!

DAEMONS OF NURGLE



17 CITADEL MINIATURES

WARHAMMER
AGE OF SIGMAR

THE GREAT DELUGE OF NURGLE BEGINS HERE

Want to wash the tortured Mortal Realms with a tidal wave of filth? Start Collecting! Daemons of Nurgle is the ideal place to begin.

Not only is the set tremendous value (you basically get the Herald of Nurgle and the Nurgling Swarms for free), but it's a really great start for your daemonic hordes. The mix of infantry in the Plaguebearers and Herald, alongside the Nurglings and low-flying Plague Drones, means you have a pleasing mix of painting challenges, and you'll get plenty of satisfaction out of using the different unit types on the tabletop too.

Best of all, it's a great building block – a hefty chunk of your new army in one easy pick. Don't wait around, Father Nurgle needs you.



THE ETERNITY SIEGE

As **Sigmar's vengeance** scourges the Mortal Realms with the fury of a howling tempest, the Stormcast Eternals lay siege to the Cygaron Bastion. But the Everchosen of Chaos awaits them, and with seething malice the legions of Chaos surge forth. This is war!



Over the past few months we've revelled in all the amazing Warhammer Age of Sigmar models that have come into the White Dwarf bunker, from the gleaming ranks of the Stormcast Eternals to the murderous walls of the Chaos Dreadhold and the dark, soaring majesty of Archaon, Exalted Grand Marshal of the Apocalypse. Taking advantage of the massive Studio collection of models, we decided to array all these amazing Citadel miniatures for

war, setting up the grandest Warhammer Age of Sigmar battle we could imagine and then having some fun with it.

What you can see here is the battle we created, as we waged a vast war between the Stormcast Eternals and the combined might of Chaos, an example of what might could happen when Sigmar's glorious warriors clash with the indomitable power of the Everchosen.

Below: Beneath the walls of the Cygarron Bastion, the massed hosts of the Hammers of Sigmar and the Celestial Vindicators lay siege to the legions of the Everchosen. Undaunted, the scions of Chaos charge forth, led into battle by the matchless might of Archaon, the Exalted Grand Marshal of the Apocalypse. A bloody fight to the death is about to begin!





Drawn by the foul magicks emanating from it, the army of Stormcast Eternals form a ring of gleaming sigmarite around the Cygaron Bastion, a chain with which to choke the power of Chaos from the land. From the dark gates storm forth a sea of daemonic flesh and hellforged iron. At the fore of the Chaos host rides the Varanguard of the First Circle, the Swords of Chaos, and their dread lord, Archaon. As the Celestant-Prime, Sigmar's greatest champion, prepares to match Ghal Maraz with the Slayer of Kings, the two armies clash...





► The battle began as the Everchosen and his bodyguard spurred into the Stormcast lines. Across the battlefield explosions of light burst where Stormcast Eternals were hewn down, while Daemons and Chaos Warriors were smashed apart in gouts of blood. At the van of the Chaos offensive, Archaon faced the Celestant-Prime. As Ghal Maraz clashed with the Slayer of Kings, Archaon could not be denied. Sigmar's champion was cast to the ground and the Everchosen rampaged onwards.

Even as the sky blazed with the light from thousands of boltstorm crossbow shots and skybolt arrows, foul daemoniac magic split the air. The horrendous tally mounted further, and the Grand Marshal of the Apocalypse and his unstoppable horsemen ploughed inexorably onwards.

But Archaon did not find the battle going all his own way – at the heart of the Chaos fortress the flickering Realmgate erupted into life as none other than Vandus Hammerhand led the warriors of his Thunderstrike Brotherhood into the fray. Hammers flashed in the gloom as the Stormcast Eternals battered a path through the Chaos throng. As scores of Khorne Bloodbound surged up the gore-slicked staircase towards the invaders, the skies pealed with thunder and the storm of Sigmar's wrath broke. Even as Vandus and his faithful Dracoth, Calanax, turned to face an all-too-familiar champion of Khorne, the Realmgate flickered once more and the legions of Azyrheim poured into the citadel. As the Hammers of Sigmar stormed forth, the battle was only just beginning... ☠

- 1 The Everchosen and his Varanguard smash through the Stormcast shieldwall: Lord-Celestant Kydon Sternblade and his warriors attempt to bar their path, a gallant act that costs the heroic Lord-Celestant his life as the Slayer of Kings hacks him down and Dorghar's Skull-gorger head feasts upon the fallen champion.
- 2 As Archaon springs his trap and sallies forth, Vandus Hammerhand and the Hammers of Sigmar unleash their own ruse, emerging from the flickering portal of the Bloodgate at the heart of the Cygarron Bastion to hack a bloody swathe through the Blood Warriors within.







- 1 As Archagon's assault lays waste to the warriors in the killing ground, the Hammerhands in turn massacre all in their path, painting the walls with gore as ranks of Stormcast Eternals charge through the Baleful Realmgate and into the bastion.
- 2 With a deafening crash of metal on metal, the Knights of Ruin slam into the Liberators and Paladins before them. Gold armour runs red with blood and souls flash skyward as the Swords of Chaos reap their toll.
- 3 The Blood God lends his might, hurling his most murderous champion, Skarbrand, into the fray. As Skarbrand's axes rise and fall among the golden ranks of Stormcast, the Chaos Warriors about exult, not caring that should Skarbrand run out of Stormcast to slay, he will undoubtedly turn Slaughter and Carnage upon them instead...



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This Ghostkeel was painted using a Chaos Black undercoat followed by an edge highlight on all the armour panels of Lothorn Blue. The armour was then carefully glazed with Guilliman Blue, the colour applied thinly rather than heavily to avoid it pooling in the recesses. A second coat of Guilliman Blue was applied to give the black undercoat an even bluer tone. Blue Horror was used to edge highlight the armour panels before a final glaze of Guilliman Blue was applied to tie all the colours together. 🐉



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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: 60659999101

