

WHITE DWARF™

GAMES WORKSHOP'S
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CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

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09 JANUARY 2016

NEW
WARSROLLS
INSIDE!



THE SONS OF GRINNIR

FEAR THE FYRESLAYERS!

A BRAND-NEW ARMY OF WRATHFUL BERZERKERS FOR THE AGE OF SIGMAR



WHITE DWARF

ISSUE 102
09 JANUARY 2016

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NEW RELEASES

The Fyreslayers are here! The berzerker faithful of Grinnir, their war for the Mortal Realms begins this week with the release of the Vulkite Berzerkers, Auric Heathguard, Hearthguard Berzerkers and Auric Runemaster.

PAINT SPATTER

What else could it be but the Fyreslayers?

THE LODGES OF THE FYRESLAYERS

The magmeholds of the Fyreslayers are home to their lodges, vast family clans united in their pursuit of ur-gold. We take a look.

WARSROLLS

A whopping four warscrolls this week...

ILLUMINATIONS: FYRESLAYERS

We bring the art of fire to White Dwarf, with a gallery of stunning Fyreslayers artwork.

INVASION SWARM

The New Year is the perfect time to Start Collecting! Tempted by the Tyranids? We are.

THE WEEK IN WHITE DWARF

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



THE AXES OF GRIMNIR

Ferocious warriors possessed of a berzerker aspect, the Fyreslayers are duardin who scour the Mortal Realms for the shattered remnants of their sundered warrior god, Grimnir. Burning with spiritual fervour, their fearsome reputation precedes them, and though they will sell their bloody services to almost anyone in their pursuit of ur-gold, their unshakeable sense of honour will brook no oath-breaking. Woe betide those who seek to shirk the payment promised for the Fyreslayers' axes.

And so, this week it's time to welcome a brand-new faction to the Mortal Realms, as the mighty Fyreslayers make their grand entrance into Warhammer Age of Sigmar. You can see them in all their glory throughout this issue of White Dwarf, along with the first releases for the army: the deadly Vulkite Berzerkers and Auric Hearthguard boxed sets, as well as the mighty Auric Runemaster. We'll be releasing even more awe-inspiring Fyreslayers miniatures in the following weeks, too. For Grimnir! ↑

THE SONS OF GRIMNIR

FYRESLAYERS

From flame-filled holds and deep mountain vaults, the Fyreslayers march to war. With axes ready and war cries on their lips, they charge into battle, the power of the mighty warrior god Grimnir flowing into them from golden runes hammered into their flesh.

As the Age of Sigmar begins, the Fyreslayers look toward the roar of battle. Their Auric Runefathers sense the promise of gold waiting to be won by blood, while their priestly Auric Runemasters feel the spirit of Grimnir stir within their people. It is a time of great promise for the Fyreslayers, a chance to honour their god with enemies vanquished and oaths fulfilled. Runes burning bright within their flesh, axes held tight in calloused fists, the Fyreslayers gather their strength for a new age of battle across the Mortal Realms.

The Fyreslayers are the descendants of the warrior god Grimnir. Covered in corded muscles, each Fyreslayer is a natural warrior, determined in battle and skilled with an axe, but they are more than merely gifted fighters. By the flickering light of their forges, their Runemasters craft runes from the magical substance ur-gold, believed by the Fyreslayers to contain the essence of Grimnir. When they hammer these sigils into their flesh, the molten energy of their god courses through their veins. Bodies shimmering with golden flame, blows glance off their skin without leaving a mark, while their own axes strike with thunderous power.

Since the Age of Myth the Fyreslayers have travelled the realms seeking ur-gold. By far the most gold comes from coin earned in battle, and the Fyreslayers will fight for any who can meet their price...







NEW RELEASES: FYRESLAYERS

VULKITE BERZERKERS

The **Vulkite Berzerkers** are the battle-hardened warriors of the Fyreslayer Lodges, ferocious soldiers who muster for war with fyresteel axes and war-picks. Such is the magic of the ur-gold stamped into their flesh that they can shrug off all but the direst of wounds.

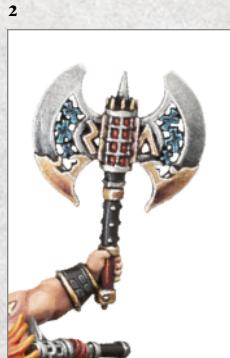
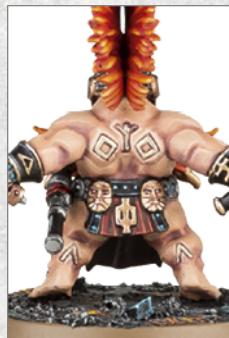




The Fyreslayers are a fierce warrior kindred devoted to the worship of the ancient duardin deity Grimmir. The Vulkite Berzerkers are true sons of this lost god, frenzied warriors who fight bare-chested and unflinching against any foe. They are the fyrd of the Fyreslayer lodges, the warriors who answer the braying horns calling the Fyreslayers to battle – and they come in their thousands.

Each Vulkite Berzerker has undergone the rituals that bind the runes of ur-gold into their flesh, strengthening their sinews with godly power, and each has trained from his youth to fight with the fyresteel weapons that are the tools of their trade. While some duardin might learn the tradecraft of peace, the Vulkite Berzerkers are the result of a proud martial tradition. They will fight whoever and wherever their Runefather demands.

In battle, Vulkite Berzerkers are a force of pure aggression, surging forwards in a wave of magically-imbued flesh, the livid orange of their hair-crests conjuring the image of their divine patron as they attack. With fyresteel axes that can lop off heads and limbs with ease, and war-picks that can punch through any armour, they set about the foe with bloody zeal. Even their bladed shields are weapons with which they smite their enemies.



1-2 The flesh of the Vulkite Berzerkers (and indeed every Fyreslayer) is embedded with runes of ur-gold, believed by the Fyreslayers to be fragments of their lost god, Grimmir.

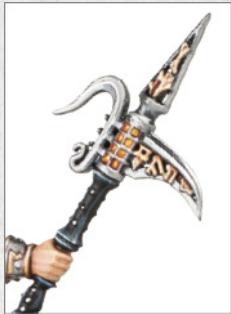
3 Fyresteel axes keep a lethal edge, even after bitter fighting. Even functional items such as axe blades bear the intricate metalwork that is the hallmark of duardin workmanship.

4 The leader of Vulkite Berzerker retinue is the karl. He wields heavy twin-bladed axes.

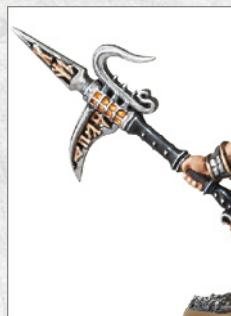
5 Each Fyreslayer wears a war helm of elaborate workmanship, their only true concession to self-defence. Their elaborate mohawks emerge as a glorious fan from the crest that runs down the centre of the helm.

6 The Vulkite Berzerkers sound their advance with a horn of Grimmir. As the blare of these instruments sweeps the field, ur-gold runes blaze bright with power.

1-2 Some Vulkite Berzerkers fight with war-picks. The karl's war-pick is the largest and grandest of all.

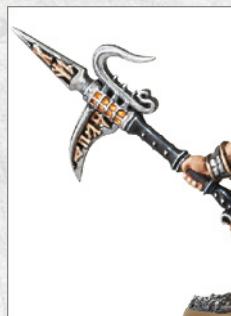


3 Each Berzerker also carries a fyresteel throwing axe.



4 There are five different bladed slingshields (two of each) in the kit.

5 The kit enables you to arm your models with two axes, axe and slingshield or war-pick and slingshield.



6 A Vulkite Berzerker karl with fyresteel war-pick and bladed slingshield.

7 Berzerkers of the Greyfyrd lodge charge at the Skaven invaders.

5

6



7



8

► The new Vulkite Berzerkers set contains 10 multi-part plastic miniatures, with a host of assembly options. Each model in the kit can be built armed with your choice of paired fyresteel handaxes, fyresteel handaxe and bladed slingshield or war-pick and bladed slingshield. These weapon options not only look fantastic but also let you pick how your Vulkite Berzerkers will excel in battle – the axes are great for cleaving massed ranks of the foe, while the war-picks punch through armour plates with ease. The kit contains enough of each type of weapon that you can build all 10 armed in the same way.

There is also a special dual-crested helm (and a choice of two heads to go inside it) to mark out the karl, who will lead your Vulkite Berzerkers into battle, complete with grander weapons to make him even

more impressive, and there's also a horn of Grimmir in the kit with which to rouse the memory of the Fyreslayers' lost god. There are two of each component in the kit, so you can even make two karls and two hornblowers if you want.

One of the great things about this kit is the variety it offers – all the heads, hair-crests and rune-inscribed tabards are interchangeable (as are the 36 melee weapons and 10 bladed slingshields) and can be used with any of the bodies in the kit. This means you can create an incredible variety of weapon options and poses across the fylds in your own warrior lodge. On top of that, there are 10 fyresteel throwing axes to hang from the belts of your warriors, and a clutch of 10 tiny keys, too – heirlooms that remind the Fyreslayers of their ties to their lodge. ↑

With their lords behind them, the Vulkite Berzerkers hurl themselves into the red-plated warriors of the Khorne Bloodbound warbands assailing their lodge. Though each Vulkite Berzerker appears all but naked, in truth they are clad in the protective magic of their god, Grimmir. With ur-gold runes stamped into their flesh, they can survive axe-blows unscathed and every return strike is driven by supernatural force.



NEW RELEASES: FYRESLAYERS

AURIC HEARTHGUARD

The **Auric Hearthguard** protect the forge-temples of the Fyreslayer lodges, a sacred duty that they undertake with a fiery hail of molten rockbolts from their magmapikes. Those not slain outright are often encased in rapidly cooling rock.





1

At the heart of each Fyreslayer hold is a forge-temple, a holy shrine where the secrets of ur-gold are put to use by the Runemasters of the lodge. These hallowed sanctums are vouchsafed by the constant vigilance of the Auric Hearthguard, fearless and dependable warriors who have been hardened by a lifetime of war.

Each Auric Heathguard is armed with a magmapike, an incredibly ornate weapon that resembles both a staff of office and a bladed glaive of sorts. The incredible

guardian artifice of these weapons does not reduce their deadliness – magmapikes fire salvos of blazing bolts of magma to burn the foe to death. Any who survive these blistering volleys may yet find themselves hacked down by the curved blades at either end of the magmapikes instead.

The kit contains five multi-part plastic models, and you can mix and match the magmapikes, heads (and hair crests), loincloths, throwing axes and runic keys from one model to another for variety. ↑



2



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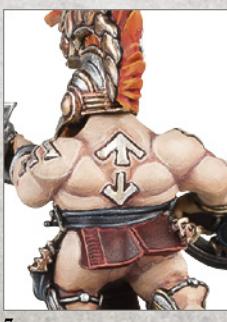
4



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7



8

1 The Bloodletters of Khorne are cut down by the magmapikes of the Auric Hearthguard.

2 Each Auric Hearthguard has a flamboyant war helm and hair crest.

3 There are five separate war helms and six hair crests in the kit, which can all be mixed and matched.

4 The largest crest in the kit, complete with a resplendent drake face at the fore, signifies the unit leader, known as a karl.

5 The Auric Hearthguard have long, lustrous beards hung with runes of ur-gold.

6 The magmapikes vomit forth blazing molten rockbolts into the enemy. These are so hot even flesh and armour is set ablaze! The muzzle of the magmapike has been sculpted to resemble the maw of a Magmadroth.

7 As with all Fyreslayers, the Auric Hearthguard have runes of Grinnir pressed into their flesh.

8 Each wears a thick gold belt with an ancestor rune sculpted onto the belt buckle.



NEW RELEASES: FYRESLAYERS

HEARTHGUARD BERZERKERS

One of the greatest honours that can be bestowed upon a Fyreslayer is to be raised to the ranks of the Hearthguard Berzerkers. These veteran warriors are charged with protecting the lodge's rulers, fighting beside them in the crucible of war.





1

1 In a murderous clash of axes, the stoic veterans of the Hearthguard Berzerkers clash with the frothing Bloodreavers.

2 Each Hearthguard Berzerker carries a two-handed weapon that is as tall as he is.

3 As befits their rank as the guardians of the Runefathers and Runemasters, the Hearthguard Berzerkers wear helms of finely wrought metal.

4 Flamestrike poleaxes are a weapon developed by the Fyreslayers; the flanged brazier that follows the axe blade is designed to deliver a killing blow to any target struck by the axe head.

5 The karl of a fyrd of Hearthguard Berzerkers has a flamestrike polearm with two trailing braziers.

6 Berzerker broadaxes are deadly melee weapons with a keen fyresteel edge. A single chopping blow can behead a rampaging orruk or armoured Chaos Warrior. There are five axe blades in the kit, which can be mounted on the end of the weapon hafts.

Armed with keen-edged, broad-bladed axes or blazing flamestrike poleaxes, the Hearthguard Berzerkers are the fighting elite of the Fyreslayer lodges, chosen for their unmatched fury and skill at arms. For a Hearthguard Berzerker there is no duty more sacred than guarding the life of the lodge's rulers, and they will shrug off debilitating injuries to fight on in the presence of a Runefather or Runemaster.

To fulfil this obligation they carry deadly weapons with which they can scythe down



2

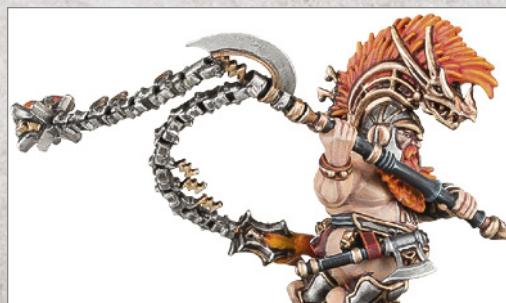


3

the foe. Berzerker broadaxes have a sweeping axe head, perfect for beheading attackers, while the flamestrike poleaxe combines an axe blade with a trailing flail that burns with magical fire. The fyrd's karl is marked out with a grander helmet plume than his warriors, and, in the case of the flamestrike poleaxe, with a second burning flail on his weapon. As with the Auric Hearthguard, which are made from the same multi-part plastic kit, all the weapons, heads and helmets are interchangeable across the models. ↑



4



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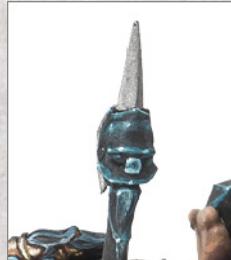
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NEW RELEASES: FYRESLAYERS

AURIC RUNEMASTER



- 1 The Runemaster carries a runic iron, a forge tool sculpted with a bearded duardin effigy beneath the brutal looking spike. While ceremonial, this is still a fearsome weapon.
- 2 A cloak of scales hangs from the Runemaster's shoulders. The scales are in the likeness of those on an ur-salamander, and precious ur-gold runes hang among them.
- 3 A fearsome drake-skull motif adorns the Runemaster's helm.
- 4 The Runemaster's craggy face is a mask of stubborn intensity.



3

4

The Auric Runemasters are the priests of the Fyreslayers. Such is their connection to Grinnir that the Runemasters can forge the runes of power worn by their kin, sense ur-gold from afar and cause the earth's blood to boil.

The Zharrgrim priesthood are the spiritual guides of the Fyreslayer lodges, and it is these powerful duardin who shape the runes of power from ur-gold. Greatest among their number are Runemasters, who are closely bound to the spirit of the Fyreslayer's god, Grinnir. Such is the magical power that seethes beneath the Runemasters' flesh that their skin radiates an unnatural heat, and their eyes blaze with the fire of the forge.

None can sense the presence of precious ur-gold as keenly as the Auric Runemasters, and thus they leave the safety of their forge-temples to march to war with the Berzerkers and Hearthguard. The Auric Runemaster holds aloft a brazier lit from the hearth fire found at the forge-temple's heart, a reminder to all of the fiery wrath of their patron deity and the sweltering heat of the forges that blaze in their holds. It is said that the brazier contains a portion of the forge's soul, and with it the Runemaster can call the earth's blood to wrath, as boiling magma rises from cracks in the earth to scour the battlefield of the foe.

With a cloak of ur-salamander scales and a gilded warhelm in the image of a fearsome drake, the Auric Runemaster is a formidable sight, a melding of smith, priest and warrior, his gaze resting firmly on the eldritch flames of his brazier as he calls forth the raging power of a god. ↑

FOCUS ON... UR-GOLD, THE DIVINE METAL OF A SHATTERED GOD

Even a cursory glance at the Fyreslayers reveals a fascinating aspect to their physique. Each is a heavily muscled warrior, almost naked in the tradition of the Slayers of the world-that-was, but their flesh is embedded with beaten runes of burning gold. Far more than mere decoration or baseless superstition, to the Fyreslayers these ur-gold runes are tangible relics that link them to Grimnir. When these runes are cast in the forge-temples and wrought with the magical rituals of the Zharrgrim priesthood, they become

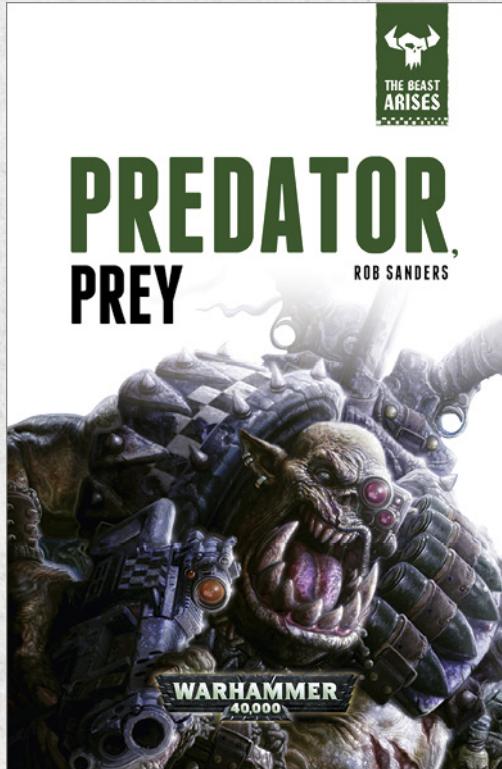
powerful; when they are burned into the flesh of a Fyreslayer they unlock this wellspring of power, turning a sturdy duardin fighter into an unstoppable, berzerk warrior. As the power of Grimnir flows through his body, a Fyreslayer can shrug off sword strokes and axe blows; his toughness is magnified and his willpower is strengthened. Legends across the Mortal Realms tell of Fyreslayers who simply refuse to die in battle, their ur-gold runes gleaming bright as they fight through mortal wounds and impossible odds. ↑



NEW RELEASES: BLACK LIBRARY

THE BEAST ARISES: PREDATOR, PREY

By Rob Sanders
Hardback | 256 pages



The Beast Arises: Predator, Prey is also available as an eBook and MP3 download. For more information visit: www.blacklibrary.com

The Imperium trembles before the might of the Beast as Humanity seeks a way to halt the Ork threat.

With the Imperial Fists shattered upon Ardamantua, the Ork menace arising across the Imperium has grown to terrifying proportions. Worlds within the Segmentum Solar are falling and the Council of Terra are paralysed, choked by inactivity and fear. All is not lost, however, for within the monolithic apparatus of the Imperium, heroes yet strive for victory. Chapter Master Thane of the Fists Exemplar joins forces with zealous allies to battle Orks on his home world, while the Adeptus Mechanicus pick over the ruins of Ardamantua for some clue to aid the war.

Predator, Prey is the gripping second instalment of *The Beast Arises*, and within it Rob Sanders continues the unfolding tale. Read it to see the fate of the Imperium decided. ↑

NEW RELEASES: BLACK LIBRARY

THE REALMGATE WARS: THE BRIDGE OF SEVEN SORROWS

By Josh Reynolds
Audio drama
Approx. 75 minutes

While *The Realmgate Wars* audio drama series, of which *The Bridge of Seven Sorrows* is the fourth part, tells the story of the Bull-Hearts' quest to parlay with Nagash on Sigmar's behalf, there are other tales and adventures to enjoy from the Age of Sigmar. Be sure to read *The Gates of Azyr*, which describes the opening blow in Sigmar's great war, and the *Call of Archaon*, which details the gruelling quest to become one of Archaon's Varanguard.

The Hallowed Knights have at last reached the lair of Nagash. Their fate awaits them...

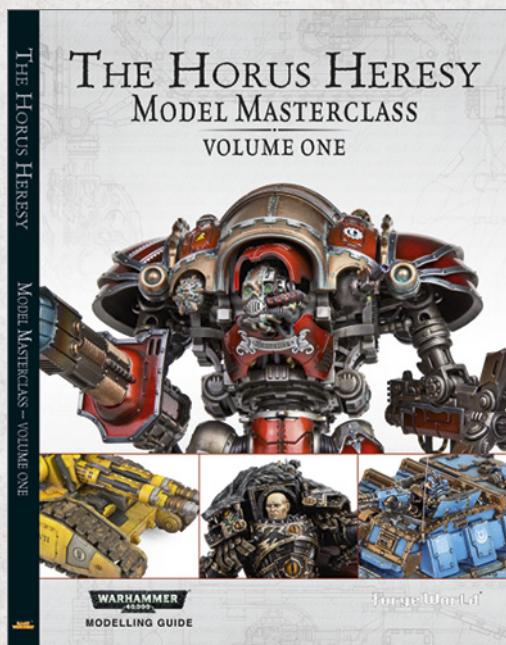


The Realmgate Wars: The Bridge of Seven Sorrows is the fourth instalment in Josh Reynolds's epic series about Tarsus Bull-Heart's quest to reach Nagash, the Great Necromancer. Guided by Mannfred von Carstein, the Bull-Hearts at last battle their way through to Nagash's lair. Before their quest is through, however, the Bull-Hearts will have cause to question the loyalty of their guide, and reason to tremble before the dark majesty of the Supreme Lord of the Undead.

The Bridge of Seven Sorrows is available as an audio CD, or an MP3 download from blacklibrary.com. You can also subscribe to the entire series, ensuring you get each instalment as it is released (and save a few gold coins to boot). ↑

NEW RELEASES: FORGE WORLD

HORUS HERESY MASTERCLASS VOLUME ONE



Want to paint your Horus Heresy miniatures in Forge World's iconic style? This is the book for you.

The Horus Heresy Model Masterclass book is an invaluable resource for experienced painters looking to take their skills to the next level. Inside this 106-page hardback book you'll find stage-by-stage guides on how to paint your Horus Heresy models in the gritty, battle-worn style that Forge World are famous for, their tips and advice shown across a variety of models such as the Questoris Knight Styrix and the Dracosan Armoured Transport. Alongside these in-depth guides, you'll also find army-painting articles for the Sons of Horus and the Salamanders, plus three battleground features and even a stage-by-stage guide on how to paint Ferrus Manus's metal hands. It's a truly brilliant resource for advice and inspiration. ↑

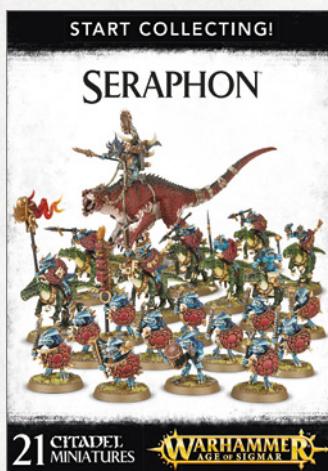
The Horus Heresy Model Masterclass is one of three Model Masterclass books available from the Forge World website. Where this book focuses on Horus Heresy miniatures, tanks and Knights, the Imperial Armour Model Masterclass books (volumes 1 and 2) focus on the fine art of painting vehicles and terrain using advanced techniques such as weathering, battle damage and transfer application. If you're looking for ways to improve your painting, or step it up another notch, then the tips and advice in these three books are invaluable.

To find out more visit: www.forgeworld.co.uk

AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!

Go to your local store or visit www.games-workshop.com for prices and details.



ALSO AVAILABLE NOW

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[Start Collecting! Daemons of Nurgle](#)

[Citadel Basecoat Sprays](#)

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

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

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PAINT SPLATTER

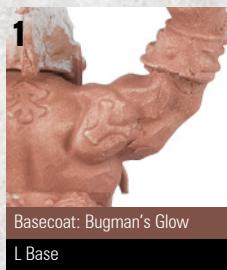


Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we tackle the ruddy skin and glowing ur-gold runes of the Fyreslayers and look at creating convincing flame effects.

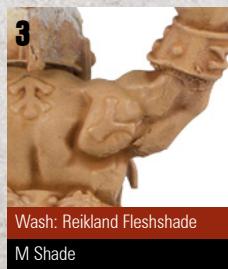
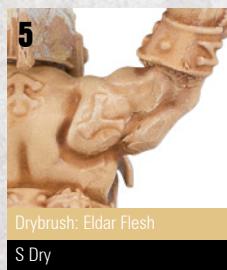
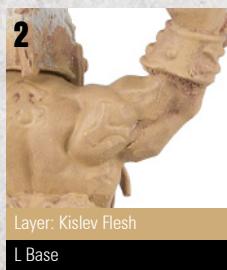
The Fyreslayers are an interesting army to tackle from a painting perspective. Their bodies are exposed to the elements, with swathes of bared flesh on show, coupled with long, orange beards.

Because of these bright colours, it's worth undercoating the Fyreslayers with Corax White spray. Colours painted over a white undercoat have more vibrancy, which is great for the bright orange beards in particular. The one side effect of this is that it's really important to paint the model thoroughly, as any recesses left unpainted will show the primer colour. With a black undercoat this might look like shading or shadow, but with white it looks like an obvious mistake. So take your time to do thorough coats of paint.

Lava-baked Skin



Sooty Cloth



The crests of bright orange hair on these models were painted to fade from dark at the roots to much lighter at the tips – this effect is created with the help of Citadel Shades. If you look at the Flaming Hair technique, stage 4 shows a wash of Carroburg Crimson that extends about half

way up the Berzerker's hair. The next stage shows a second layer of Citadel Shade, this time Nuln Oil, over the bottom quarter or so. This gives the roots a darker appearance. Once the final drybrush of Kindleflame in stage 6 has been applied, the final effect looks really convincing. ↑

Next Week:
Fiery scales...

Glowing Ur-gold Runes



1 Basecoat: Khorne Red

S Base



2 Layer: Troll Slayer Orange

S Layer



3 Layer: Fire Dragon Bright

S Layer



4 Layer: Yriel Yellow

XS Artificer Layer

Flaming Hair



1 Basecoat: Jokaero Orange

M Base



2 Layer: Troll Slayer Orange

M Layer



3 Wash: Fuegan Orange

M Shade



4 Wash: Carroburg Crimson (roots only)

M Layer



5 Wash: Nuln Oil (roots only)

M Layer

Gold-forged Armour



1 Basecoat: Retributor Armour

S Base



2 Wash: Reikland Fleshshade

M Shade



3 Layer: Runefang Steel

XS Artificer Layer

Fyresteel



1 Basecoat: Leadbelcher

S Base



2 Wash: Nuln Oil

M Shade



3 Layer: Runefang Steel

XS Artificer Layer

THE FLAME OF GRIMNIR

The Runemasters are famed for carrying burning braziers into battle, lit from the sacred fire in the forge-temple. This is very easy to recreate with Citadel Shades washed over a white undercoat (repaint the flames with Ceramite White if you need to). First of all, wash the area liberally with Casandora Yellow (1). Once dry, apply Fuegan Orange to the outer edges of the flames (2). Next, apply Carroburg Crimson, again focusing on the outer parts of the flame – you should be able to see some of the orange still (3). Finally, a little Nuln Oil painted on the very edges completes the impression.



1 Wash: Casandora Yellow

M Shade



3 Wash: Carroburg Crimson

M Glaze



2 Wash: Fuegan Orange

M Glaze



4 Wash: Nuln Oil

M Glaze

THE VOSTARG LODGE

The Vostarg are the oldest and greatest of the Fyreslayer lodges. Their warriors can be found in each of the Mortal Realms, waging war for gold or pride.

In ancient days the Fyreslayers of the Vostarg Lodge were the lords of the Salamander's Spine, a range of volcanic mountains where many Fyreslayer holds were founded. During the Age of Chaos, the Vostarg were assailed by the endless legions of Chaos, as mortal and Daemon sought to destroy their blazing forge-temples. Countless times armies of the Dark Gods were hurled back in defeat as the Vostarg and those lodges friendly to them fought valiantly on, until the legendary Runefather Thorgar-Grimnir fell in battle. Thereafter, Thorgar's many Runeson separated, journeying to other realms where they founded their own holds, continuing the work, and waging the wars, begun by their forebear. Even now the Vostarg name is one of great honour, and other lodges are proud to fight at their side. ↑



The icon of the Vostarg is a fyresteel axe, latchkey on one side, ur-salamander face on the other. In the centre burns the rune of fire, a symbol of the pride burning in every fierce Vostarg heart.











WARRIORS OF GRIMNIR

Across the Mortal Realms, the Fyreslayers muster in holds cut deep beneath the surface, where magma flows like rivers of boiling blood. They exist in vast familial groups, known as lodges, and together they fight to survive amid the peril and carnage of the realms.

OF OATHS UNBROKEN

History is filled with examples of the Fyreslayers selling their skill at arms to nations and races who have needed their help, and in each instance they have met the terms of their agreement or died in the effort. Likewise, history shows that those who cross the Fyreslayers, who withhold payment or offer treachery, seldom live long enough to rue it. To a Fyreslayer their oath is their bond.

The Fyreslayers are duardin who live in a constant state of martial readiness. They are devotees of Grinnir, their lost warrior god, and they echo his attitude in all things. They grow their beards long and proud and wear their hair in the fearsome warrior crest for which their forebear was famed. They even eschew conventional armour, instead striding fearlessly into battle with their rune-inscribed flesh bared to the blades of the foe.

It is said that the Fyreslayers will fight for anyone, should the price be right, and while there might be limits to exactly who

they will sell their swords to, their love of gold is renowned. The Fyreslayers crave ur-gold above all things, for in reclaiming it they believe they reclaim their lost god. When a Fyreslayer feels the power of the runes struck into his flesh, it makes him hunger for more, and this urge drives the Fyreslayers to fight and win all the gold they can. To stave off the gold-lust brought about by the ur-gold runes, they cling to the bonds of family. Within these tightly-bound lodges, the wise priests known as Auric Runemasters can ensure each warrior receives his due without succumbing to greed.

THE LODGES OF THE FYRESLAYERS

The Fyreslayers are a fiercely loyal people, living in vast, extended familial groups known as lodges. When war calls, all heed the command of the lodge's patriarch, known as the Auric Runefather.

The Auric Runefathers of the Fyreslayers are masters of axe and flame, fearless duardin of great age, wisdom and might. Within the hold, the Runefather's word is law, and all acknowledge him as both oath lord and the giver of gold.

The Fyreslayers look to their Runefather in times of war to pick the battles the lodge will fight, and to many he is also a literal patriarch, for the princes of the hold are his Auric Runesons. These lordlings command the fylds, leading the likes of the Vulkite Berzerkers into battle.

Known as the grand-fyrd, a lodge's military might is made up of dozens (sometimes hundreds) of smaller fylds of Vulkite Berzerkers, supported by the sturdy veterans of the Hearthguard – both the Auric Hearthguard and the Hearthguard Berzerkers.

The Zharrgrim priesthood not only prepare the lodge for war by smiting runes of power into the Fyreslayers but also lend their skills as holy seekers of ur-gold and in summoning the wrath of the volcano to scourge the foe.

ACROSS THE REALMS

The Fyreslayers were born from the ancient battle between Grimmir and Vulcatrix, claiming their first homes in the mountains of Aqshy. In the ages since they have spread to every corner of the Mortal Realms, from the petrified Forests of Eternal Winter in the Jade Kingdoms to the Shadowlands of Shyish, where the living and dead wage a bitter, unending war. The Fyreslayers have proven able to survive in any land where the fires of Grimmir's wrath can be stoked into life.

FYRESAYER LODGE



AURIC RUNEFATHER

RUNE BLESSED

GRIMWRATH BERZERKERS

AURIC SCIONS

AURIC RUNESONS

ZHARRGRIM

AURIC RUNEMASTER
AURIC RUNESMITERS

HEARTHGUARD

HEARTHGUARD BERZERKERS

AURIC HEARTHGUARD

LODGE KINSMEN

BATTLESMITHS

VULKITE BERZERKERS

WARSCROLL



AURIC RUNEMASTER

The Auric Runemaster is the high priest of the forge-temple, and keeper of its ancient lore. In battle, the Runemaster seeks out hidden ur-gold, a single word sending Fyreslayers plunging into the enemy to harvest the precious metal. The earth, too, heeds the command of the Runemaster, and with a gesture, geysers of magma burst forth to incinerate his foes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runemaster is a single model. He is armed with a Runic Iron and Fyresteel Throwing Axes.

ABILITIES

Holy Seeker: After set-up is complete, your opponent must pick a unit from their army to be the unwitting bearers of a small amount of ur-gold. Your opponent can re-roll wound rolls of 1 for that unit, but if the Runemaster is within 10" of it at the end of any of your movement phases, he spots a tell-tale glint and gives a triumphant cry. For the rest of the battle, add 1 to the Attacks characteristic of any weapons used by FYRESLAYERS to attack that unit.

Volcano's Call: In your hero phase, this model can hold aloft his staff and speak words of power, coaxing a stream of magma to bubble up from the ground. Pick terrain feature within 20" and roll a dice for each model within 1" of it. For each roll of a 6, that model's unit suffers a mortal wound. In addition, until your next hero phase, roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1, the model is slain.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNEMASTER

VULKITE BERZERKERS

Fyreslayers are natural warriors, skilled with axes and fearless in battle. Gifted with ur-gold runes, they become even more fearsome as the power of Grimmir courses through their bodies. Filled with this divine might, they can suffer horrific wounds, face legions of foes and fight on relentlessly, until naught but corpses lie at their feet.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxe	1"	2	4+	3+	-	1
Fyresteel War-pick	1"	2	4+	4+	-1	1

DESCRIPTION

A unit of Vulkite Berzerkers has 5 or more models. Some units of Vulkite Berzerkers are armed with Fyresteel Handaxes or War-picks and carry Bladed Slingshields, while other units fight with a Fyresteel Handaxe in each hand. Some also carry well-balanced Fyresteel Throwing Axes at their belts.

KARL

The leader of this unit is the Karl. A Karl's Fyresteel Handaxe or Fyresteel War-pick causes 2 Damage rather than 1.

HORN OF GRIMNIR

Models in this unit may carry a horn of Grimmir. After making a charge roll for a unit that contains any horns of Grimmir, you can sound the advance and re-roll one of the dice.

ABILITIES

Berserk Fury: Vulkite Berzerkers are as stubborn as they are resilient – even the deadliest blows fail to slow their advance. Each time this unit suffers a wound or mortal wound, roll a dice. If the result is 6 or higher, the wound is ignored. Add 1 to the result if the unit had 10 or more models at the start of the phase, or 2 if it had 20 or more; after all, no Vulkite Berzerker will easily accept death's embrace while his kin are still fighting.

Fyresteel Handaxes: When attacking with two Fyresteel Handaxes, a Vulkite Berzerker can easily turn aside an enemy's defence before landing a flurry of furious blows. Re-roll failed hit rolls for models armed with two Fyresteel Handaxes.

Bladed Slingshield: Some Vulkite Berzerkers carry razor-sharp shields which they hurl at the enemy as they charge. After a unit with Bladed Slingshields makes a charge move, pick an enemy unit within $\frac{1}{2}$ " and roll a dice for each model carrying a Bladed Slingshield. For each result of 6, the unit you picked suffers a mortal wound. Vulkite Berzerkers carrying Bladed Slingshields have a Save of 4+ in the combat phase of turns in which they did not charge.

WARSCROLL



AURIC HEARTHGUARD

A line of unyielding veterans, the Auric Hearthguard face down their foes. Fired from their ornate magmapikes, flaming gobbs of lava pummel the enemy, reducing them to pyres of smoking flesh and molten steel. It is the sworn duty of the Auric Hearthguard to protect the forge-temple and the lodge's priesthood – a duty they execute with grim determination.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Auric Hearthguard has 5 or more models. They are each armed with a Magmapike, a bladed polearm that can loose Molten Rockbolts at the enemy. Some units also carry Fyresteel Throwing Axes as a backup weapon.

KARL

The leader of this unit is the Karl. A Karl's Magmapike causes 2 Damage rather than 1.

ABILITIES

Molten Rockbolts: Magmapikes spit gobbs of molten rock that solidify around large targets, and Hearthguard often use them to ensnare wild Magmadroths. Roll a dice at the end of the shooting phase for each MONSTER that was wounded by a Molten Rockbolt but was not slain. On a result of 5 or more, it is encased in rapidly cooling stone. Until the end of its next turn, halve its Move and subtract 1 from any hit rolls for its attacks.

Sworn Protectors: Auric Hearthguard are fiercely protective of those who rule the lodges that they guard. Add 1 to the result of any hit rolls for Auric Hearthguard if their target unit is within 5" of a FYRESLAYER HERO from your army.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, AURIC HEARTHGUARD

WARSCROLL



HEARTHGUARD BERZERKERS

Hearthguard Berzerkers are the chosen champions of the Runefather. Masterful warriors, they wade into battle, their broadaxes hewing apart the foe while their flamestrike poleaxes set enemies alight with smouldering braziers. Under the steely gaze of their lords, they fight on even unto death, shrugging off all but the most devastating wounds.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Berzerker Broadaxe	1"	1	3+	3+	-1	2
Flamestrike Poleaxe	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Hearthguard Berzerkers has 5 or more models. Some units wield mighty Berzerker Broadaxes, while others carry Flamestrike Poleaxes, trailing smouldering braziers on lengths of chain. Some units also carry Fyresteel Throwing Axes.

KARL

The leader of this unit is the Karl. A Karl's Berzerker Broadaxe inflicts 3 Damage rather than 2, and a Karl's Flamestrike Poleaxe inflicts 2 Damage rather than 1.

ABILITIES

Duty Unto Death: Hearthguard Berzerkers are sworn to protect their lodge and its masters to their dying breath. Each time this unit suffers a wound or mortal wound, roll a dice. If the result is 6 or higher, the wound is ignored. Add 2 to the result if there is a **FYRESLAYER HERO** from your army within 10" of this unit.

Smouldering Braziers: With each swing of a Flamestrike Poleaxe, the brazier chained to it arcs toward the foe, sparks and fire trailing in its wake. Each time a model attacking with a Flamestrike Poleaxe scores a hit, roll a dice. If the result is 3 or more the target suffers a mortal wound after the attacks have been resolved.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HEARTHGUARD BERZERKERS



ILLUMINATIONS: FYRESLAYERS

The Fyreslayers are the scions of Grinnir, the duardin god of war. They fight not for bloodshed or conquest, but for ur-gold, the glimmering remains of their fallen god. Here we celebrate the art of the Fyreslayers, the newest faction in the Age of Sigmar.

THE RUNE OF FIRE

The rune of fire is sacred to the followers of Grinnir, a reminder of their god and his demise. All Fyreslayers wear the rune about their person, either on their weapons and wargear or even buried in their flesh.



The Fyreslayers are hot-headed warriors, the very embodiment of their battle-hungry deity, Grinnir. Zealous in their quest to recover lost ur-gold, they burn with passion and ferocity for their cause, accepting any task if it brings them closer to the reforging of their warrior god. Yet, like other duardin, they are also strong of heart, stalwart and honourable, their kinship and loyalty to their lodge as important as the oaths they make. They may be considered mercenaries (and very effective ones at that) but their word is their promise and they will never break it, no matter the circumstances.

All this and more is conveyed through the new artwork that depicts the Fyreslayers in battle. They fight en masse, and without subtlety, a tidal wave of oath-bound brothers, fathers and sons, each one the very image of Grinnir. They are invariably surrounded by a shimmering heat haze and plumes of corposant fire that are both real and metaphorical. On one hand they are the physical representation of heat radiating from fyresteel blades, burning braziers and the ur-gold runes hammered into their skin. Metaphorically they represent the fiery zeal and intensity of a race devoted to a fanatical cause. ↑



1 Fyreslayers of Vostarg lodge battle Daemons of Khorne in the fire-blasted wastelands of Aqshy. As one of the oldest lodges, the Vostargs have fought the servants of Chaos countless times over the centuries, marching forth from Furios Peak to unleash the wrath of Grimmir upon their most hated foes.

2 Hearthguard Berzerkers of Baeldrag lodge battle Rotclaw priests in the dank depths of Withertree Bog. With skill and righteous fury, the Fyreslayers defeated the wretched coven and toppled the warpstone monolith known as the Shard of Pestilence.



1

1 An army of Fyreslayers is a terrifying sight, a throng of axe-wielding, fire-wreathed warriors whose muscular bodies shimmer with the heat of the forge and the anger of their fallen god.

2

2 The mercenary Greyfyrd lodge were instrumental in the downfall of the Vampire Queen Cyssandra and her undead legions. It's said that bodies rained down from the sky as the duardin battled through skeletons, zombies and abyssal horrors to finally bring the Vampire to heel. For now, at least...

3

3 Fyreslayers battle the pox-ridden servants of Nurgle, the Maggot Lord Orghott Daemonspew at their head. Though mercenary warriors, the Fyreslayers will sooner side with warriors of Order than followers of Chaos. As long as the price is right, of course.



2





INVASION SWARM

NEW YEAR
NEW ARMY

The Tyranids are a race of extra-galactic aliens, a terrifying invasion swarm from beyond the stars that devours everything in its path. Here we look at collecting an army of them, beginning with the Start Collecting! Tyranids box, out today in stores around the world.

INVASION SWARMS

Want to paint Tyranids, but can't decide what colours to use? Pick up a copy of *Invasion Swarms*, a 144-page painting guide containing colour schemes for four Tyranid armies: the Court of the Nephilim King, the Jaws of the Magalodon, the Skorok Swarm and the Talon of Gorgo. Handily, the colour scheme for the Talon of Gorgo is based on that of Hive Fleet Leviathan, which is featured in this article.

From beyond the borders of the galaxy come the Tyranids, an all-consuming race of unfathomable aliens. A tidal wave of chitinous claws, ravenous maws and lashing tendrils, their every action is devoted to the preservation and empowerment of the Hive Mind, a gestalt consciousness that rules with absolute authority over its alien emissaries. They fight as one mind-linked entity, an endless swarm of scuttling Gaunts and monstrous bio-behemoths the size of tanks that can devour entire worlds. The contents of the Start Collecting! Tyranids boxed set is the ideal start to such a terrifying alien force.

THE VANGUARD SWARM

The Start Collecting! Tyranids box contains 10 Gargoyles, a Hive Tyrant and three Tyranid Warriors, a fearsome force to unleash upon the battlefields of the 41st Millennium. The Hive Tyrant and the Tyranid Warriors come with a large selection of bio-weapons, from lash whips and boneswords to heavy venom cannons and barbed stranglers. The Hive Tyrant can even be constructed with wings so it can fly into battle surrounded by Gargoyles, or as the dreaded Swarmlord. The rules for all these alien creatures can be found in the pages of *Codex: Tyranids*.

THE SWARM ASCENDANT

With your **Start Collecting!** boxed set built and painted, adding to your Tyranid swarm couldn't be simpler. There are 16 plastic kits in the Tyranids range, which make 26 different units, not to mention all the resin kits available to budding Hive Tyrants.

Most of these kits come with weapon and biomorph options, too. The Tervigon in the swarm below, for example, can be built as a Tyrannofex armed with a choice of devastating weapons, while the Exocrine can be made as a Haruspex, its maw ready to devour anything that gets too close. The wealth of modelling options in these kits is truly staggering, so whether you're into big beasties, little critters or a combination of the two, there's something for you in the Tyranids range.

Our Tyranid swarm has been assembled with variety and versatility in mind. The Hive Tyrant, Tyranid Warriors and Tervigon form the synaptic hub of the army, their psychic presence ensuring the swarm fights according to the will of the Hive Mind. The Termagants, Hormagaunts and Gargoyles are perfect for bogging down the enemy, blunting their blades and wasting their ammunition, while the Hive Tyrant, Tyranid Warriors, Carnifex and Trygon act as the army's shock troops. The Exocrine and Hive Crone add deadly firepower and aerial support, while the Tervigon can even add new Tyranids to your army, birthing new Termagants throughout the battle. Just make sure you've got a unit of them on standby.

Below: The models in the **Start Collecting! Tyranids** set have been joined by even more of their alien cousins. To the army we've added 12 Termagants and 24 Hormagaunts, a carpet of chittering alien creatures ready to drown the enemy in hungry bodies. Behind them stand the menacing forms of a Carnifex, a Tervigon and a trio of Tyranid warriors – the Hive Tyrant's lieutenants. At the back of the army a Trygon is poised ready to burrow into the ground beneath the enemy, while an Exocrine provides long-ranged fire support for the army. A Hive Crone soars above the army, a ferocious aerial support unit to defend the swarm from enemy aircraft.





THE SCOURING OF GRYPHONNE IV

Above: A Tyranid invasion swarm in all its terrifying glory. This army represents part of the Tyranid fleet that devoured the Forge World of Gryphonne IV. The army now includes one of every Tyranid monstrous creature, plus several specialised assault groups. A burrowing force comprising a Trygon Prime, a Mawloc and Ravener can appear anywhere on the battlefield to wreak havoc and destruction, while the Zoanthropes and Maleceptor form a Neural Node formation to overwhelm the enemy with psychic powers. Deployed in Tyannocytes, they can always strike right where they're most needed. The rules for these units can be found in the *Shield of Baal: Leviathan* campaign supplement, available from www.games-workshop.com.

This **Tyranid invasion** force represents the pinnacle of collecting, a huge army packed with chittering alien monstrosities. The goal when creating this army was to include something of everything, both in terms of size and battlefield role. Not only does this provide a wealth of different painting opportunities, from scuttling Rippers to hulking Toxicrenes, but it also makes the army great fun to use.

At the heart of the swarm can be found the Synapse creatures, the organisms responsible for maintaining the momentum of the Tyranid invasion. Two Hive Tyrants (one winged, the other on foot) provide excellent leadership for the swarm, and they are further backed up by the presence of three units of Tyranid Warriors, a Tervigon, a Trygon Prime and a brood of Zoanthropes. Only once all these

Synapse creatures are destroyed will the Tyranid army dissolve into disarray, and even then it's still a dangerous adversary.

Each Synapse creature has its own strike force which it guides in battle. The winged Hive Tyrant flies ahead of the army alongside the Hive Crone, Harpy and Gargoyles, taking on the threat of enemy aircraft while terrorising infantry units below. The other Hive Tyrant advances with the Carnifex, a living battering ram that can obliterate tanks, heavily armoured troops and teeming hordes of infantry with equal ease. The Tervigon – the swarm's birth mother – is responsible for the smaller organisms such as the Gaunts and Rippers, acting as a synaptic conduit, a hard-hitting combat monster and a way of reinforcing the swarm with even more Termagant broods. The Venomthropes and



Toxicrenes advance with them, a thick alien miasma obscuring them all from enemy fire. The Trygon Prime, meanwhile, commands the burrowing organisms, a Mawloc and Raveners bursting from the ground beneath the enemy's feet to sow discord and confusion. Zoanthropes, plummeting from the sky in Tyrannocytes, add to the mayhem even further.

The Tyranid Warriors are the flexible lieutenants of the force and can be armed with a variety of weapons. Ours have both close combat and ranged weapons, enabling them to fit in with any elements of the invasion swarm. Some fight alongside the Tyrannofex and Exocrine, helping to make a ferocious mobile firebase, while others are dropped from the sky in Tyrannocytes to strike at the heart of the enemy force. ↑

START COLLECTING!

TYRANIDS

14 CITADEL MINIATURES

WARHAMMER 40,000

START COLLECTING NOW!
Is the call of the Hive Mind drawing you in? Then why not start your Tyranid invasion fleet today with the Start Collecting! Tyranids box, available now in stores and online. Make sure you pick up a copy of Codex: Tyranids while you're there, too. It's full of exciting background about these extra-galactic aliens and includes full 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 WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we look at the flame-haired Fyreslayers, the meaning of keys and a resplendent knight...

THE MASTERS OF FIRE AND GOLD

FYRESLAYER KEYS

To a Fyreslayer, keys are deeply symbolic. The magma-vault where a lodge stores its precious ur-gold is sealed behind mighty doors and warded with powerful runes. Only the latchkey axe of the lodge's Runefather can open this most sacred chamber. Every other Fyreslayer bears a key too, and these can tell a great deal about the bearer. A silver key hung from the belt of a Hearthguard Berzerker denotes he is newly raised to his post within the Hearthguard, while a golden one signifies that he has served more than one Runefather. Some keys are familial relics passed from father to son, while others are awarded by a Runefather for greatness in battle.



THE AURIC RUNEMASTER

We love the stocky form of the Auric Runemaster here in the White Dwarf bunker, from the massive double-crested mohawk jutting out of his war helm to the ur-salamander scale cloak hanging from his broad shoulders. Having ventured down to the Citadel Design Studio to learn more about the model. Here are our three favourite things:

The hearth fire brazier. Auric Runemasters bear aloft braziers of fire taken from the heart of the forge-temple. This flame is special to the Fyreslayers. "They use it to ignite volcanoes," we hear. "By plunging it into the centre of a dormant fire mountain, a Runemaster can reawaken the magma." Frightening stuff, and it brings the Volcano's Call rule vividly to life!

The ur-salamander scale cloak. "These could be real scales, from the hide of a fiery beast, but just as easily they could be scale-mail cloaks, hand-forged from gold or even volcanic glass. Don't forget each Runemaster is a consummate smith, too, capable of working many materials."

Glorious Beard. Auric Runemasters have very fine beards, no question, yet unlike most of their brethren, they do shave, at least above the lip. Rumours they share heritage with similar fire-obsessed, bearded folk from the world-that-was can't be true, can they? Looking at the Zharrgrim priesthood, we aren't so sure...



WHITE DWARF

THE GREYFYRD LODGE

The Greyfyrd are a Fyreslayer lodge who have made their ancestral home in the Gateswold, a realm nexus from which they can crusade forth into many of the Mortal Realms. Because of this, they have been able to secure a reputation as the greatest of mercenary armies, travelling far and wide to lend their tremendous martial skill

to any with the gold to pay them. Those who can raise the required coin are all but assured victory; those who seek to renege on their deals are visited with utter ruin.

The Greyfyrd are easily recognisable thanks to their sooty black beards, which smoulder with an inner fire.



WEAPONS OF FYRESTEEL

The fyresteel axes and war-picks of the Vulkite Berzerkers (and indeed all of the Fyreslayers) are far more than mere metal beaten into form. They are forged by the greatest artisans among the Fyreslayers, fashioned with the raging heat found only in the forge-temples.

It is said that the heat of their forging never fully leaves such weapons, and only a true-born son of Grinnir can hold one without searing the flesh of his hand; in the head of each axe is a window into the weapon's burning heart, where you can still glimpse the forge's fiery wrath.



PYROMANIA

The Fyreslayers are the most flame-obsessed warriors we've yet seen enter the Mortal Realms. They even live in volcanoes!

MAGICAL RUNES

It's definitely the season of magical runes. With ur-gold beaten into the flesh of every Fyreslayer, the natural might of the duardin is magnified.

BURNING AXES

Back on the fire again, but even the Fyreslayers' axes smoulder with magical flame! They literally beat their foe to death with burning metal.

MUNITORUM REPORT: FYRESLAYERS

GUARANTEED KILLS

There's no such thing as a sure kill against the Fyreslayers. Those ur-gold runes have the power to stop even mortal wounds.

GOLD RESERVES

Bury your treasures deep: the Fyreslayers fight first and foremost for gold! Beware the Runemaster, who can spy ur-gold across the battlefield.

SENSIBLE HAIR

Other duardin might cling to austere head foliage, for the Fyreslayers, it's mohawks or death! Some of their hair even appears to be on fire...

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: fiery weapons.

FIREPIKE

Firepikes are carried by Eldar Exarchs of the Fire Dragon aspect shrines. A long and slender weapon, it superheats the air around its target, causing armour to liquefy and flesh to combust. Though the gun itself is virtually silent when fired, the scream of its victims being immolated is unmistakable.

GAUNTLET OF THE FORGE

The Gauntlet of the Forge is one of the nine artefacts left behind by Vulkan, Primarch of the Salamanders. A heavy flamer by design, it is now incorporated into the armour of the Chapter's Forgefather, Vulkan He'stan, alongside a set of concealed digital weapons.

FLAMERS OF TZEENTCH

Can a Daemon be a weapon? We think so. These incandescent beings are entirely made of flames, arcs of daemonic fire leaping from their hands, faces and mushroom-like torsos to burn those who get too close. And watch out for Exalted Flamers, they're even more destructive.

COSMIC FIRE

C'tan Shards are capable of all manner of destruction, but to hordes of aliens and the massed ranks of the Imperial Guard, there are few conjurations as scary as Cosmic Fire. Presaged by a pillar of black fire, the resulting inferno is enough to scour life from a battlefield in a heartbeat.

BURNAS

Ork flamers are unsightly weapons but immensely handy. When not used as flamethrowers, they make excellent cutting torches perfect for slicing up looted vehicles. Or for cutting up enemy troops if they stand still long enough.

ASK GROMBRINDAL



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

READER'S MODEL OF THE WEEK

This Stormsword super-heavy tank *Highwayman* was painted by treadhead Damien Pedley, who painted it in the battle-worn colours of his Armageddon Steel Legion army.



ALL IN GOOD ORDER

Greetings, oh mighty Grombrindal. I hope your beard is well. My question concerns those glorious creatures of the stars, the Seraphon. They are creatures of Order, right? So do they want the same things as the Stormcast Eternals, or do they have a different agenda?

- C. 'Star Child' Clawson

GROMBRINDAL SAYS

Both I, and my beard, are very well, thank you, youngling. I shall answer your question, at least as well as any who is not party to the ineffable schemes of the Slann Starmasters can. The Slann Starmasters and their Seraphon legions seek the complete and total defeat of Chaos, whatever the cost. To that end, they have already cooperated many times with the Stormcast Eternals – the enemy of my enemy and all that. Still, there is a real question as to what will happen if Chaos is ever truly defeated or Sigmar disagrees with their methods. I for one am keeping an eye on it all.

- Grombrindal

Have you painted a miniature worthy of a place in White Dwarf? Then why not send your pictures to: team@whitedwarf.co.uk. If it's something we can use, we'll be sure to get in touch.

WARHAMMER 40,000: FREEBLADE

This week a pair of stunning Imperial Knights found their way into the White Dwarf bunker, painted in the heraldry of House Drakkus from the new Warhammer 40,000: Freeblade game available on iOS. The combination of fantastic Citadel miniatures (turn the page to see what we mean) and full-throttle action shooter had us itching to don our own Knight suits.

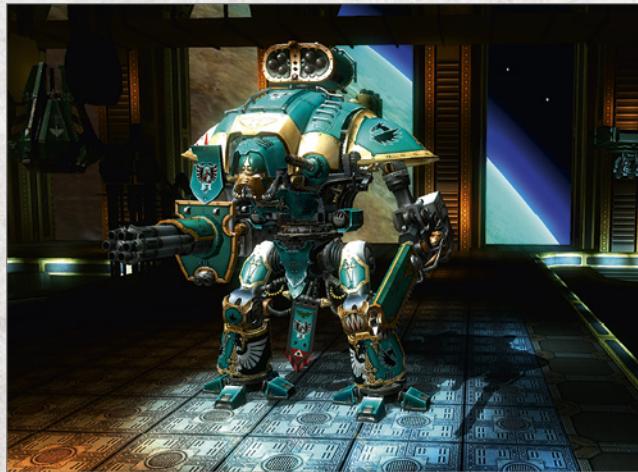
In the game you play a Noble pilot whose House is brutally massacred in battle, only escaping the same fate thanks to the aid of

a Dark Angels task force. Together with your new-found allies, you embark on a campaign of retribution that spans more than 40 missions filled with frantic combat.

Available for iOS, Warhammer 40,000: Freeblade harnesses the capabilities of the new iPhone 6s, with 3D Touch for an even more immersive experience. You can download the game for free from the App Store, and join the fight to avenge your House. Find out more on the App Store and at www.pixeltos.com.

1 As your ship orbits the target world, your suit of Imperial Knight armour awaits battle. In the game you can customise yourself for battle with your choice of weapons and even heraldry.

2 In battle you pilot your Knight suit to glory against Orks and Chaos Space Marines. With the intuitive touch-firing system your skill, timing and precision are the key to victory.



1



2

HORUS HERESY MODEL MASTERCLASS

Earlier in the issue we mentioned the Horus Heresy Model Masterclass book, a new stage-by-stage painting guide by the Forge World team. Having spent a few hours marvelling at the pictures (read: product research), we thought it only fair to show you one of the finished models from the book – this excellent Questoris Knight Styrix.

The red armour on the model is painted with an airbrush using some of the Forge World airbrush paints. The stages in the book are both easy to follow and full of useful advice as to why each step has been taken. The shading on the armour is not, as you might think, a wash of Nuln Oil, but 'pre-shaded' green and blue washes over a silver basecoat. If it sounds like madness, you can see that the results are brilliant, so check out the book for more on mastering these techniques yourself.



WHITE DWARF'S REGIMENTS OF RENOWN

HOUSE DRAKKUS

TRANSFER SHEET

To celebrate the release of Freeblade, Games Workshop have produced a special decal sheet with the House Drakkus heraldry on it! It's available in an exclusive bundle, complete with Imperial Knight Warden kit, from games-workshop.com.

If you've played Warhammer 40,000:

Freeblade, you'll recognise this Imperial Knight as the one you pilot to glory in the campaign. The suit is painted in the livery of House Drakkus, an Imperial-aligned House and sworn enemies of the scions of Chaos, fighting countless battles against the blood-mad worshippers of Khorne (until, that is, they are all but destroyed in the events seen at the start of the game).

This model was painted to celebrate the new game. Basecoated with Macragge Blue spray, it was layered with Sotek Green then edge highlighted with Temple Guard Blue, Baharroth Blue and a tiny bit of Blue Horror as a finishing touch. The chips and scuffs were painted with an XS Artificer Layer brush, first with Blue Horror and then a little Mournfang Brown and Rhinox Hide in the centre of the scratches. ↑



NEXT ISSUE: SPAWN OF VULCATRIX, BEARER OF THE LATCHKEY, NEW YEAR, NEW ARMY

NEW RELEASES

PRE-ORDER: NOW

RELEASED: 16/01/16

Unless noted otherwise, these products are all available to pre-order from 9 January and are on sale from 16 January. Find out more about this week's new releases [here](#) in this issue.

FYRESLAYERS HEARTHGUARD

5 miniatures – the storic guardians of the temple-forges of duardindom.

£25, €33, 250dkr, 300skr, 280nkr, 125zl, USA \$40, Can \$50, AU \$70, NZ \$85, ¥6,000, 250rmb, HK\$340, R155, SG\$60

FYRESLAYERS VULKITE BERZERKERS

10 miniatures – the great fyrd of the Fyreslayers, their innumerable Berzerkers.

£35, €45, 350dkr, 420skr, 400nkr, 175zl, USA \$60, Can \$70, AU \$100, NZ \$115, ¥8,000, 350rmb, HK\$475, R215, SG\$85

FYRESLAYERS AURIC RUNEMASTER

1 miniature – masters of the forge-temples, priests at the altar of war.

£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,000, 180rmb, HK\$245, R112, SG\$43

THE BEAST ARISES: PREDATOR PREV

By Rob Sanders

256 pages, hardback

£12.99, €15.95, 135dkr, 165skr, 165nkr, 64.95zl, USA \$17.50, Can \$19, AU \$27, NZ \$31, ¥1,500, 105rmb, HK\$81, R177, SG\$31

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

THE BRIDGE OF SEVEN SORROWS

By Josh Reynolds

Approx. 75 minutes

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$17.50, Can \$20, AU \$25, NZ \$28.50, ¥1,560, HK\$74, R163, SG\$29

Also available as an MP3 download. See [www.blacklibrary.com](#) for details.

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