

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 104

23 JANUARY 2016

## INSIDE THIS ISSUE:

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ASSAULT SQUAD

PAINTING  
GUIDE  
INSIDE!



BORN FOR BATTLE

## HEROES OF THE FYRESLAYERS

THE BATTLESMITH AND GRIMWRATH BERZERKER LEAD THE SEARCH FOR GRIMNIR





# WHITE DWARF

**ISSUE 104**  
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The Fyreslayers are joined by two mighty heroes and the full might of Chaos is unleashed on the Mortal Realms with Grand Alliance: Chaos.

### CHILDREN OF THE STARS

We chat to Amy Snuggs about her Best Army award-winning Seraphon collection.

### LEGION OF BLOOD

With Chaos looming ever on the horizon, why not pledge your allegiance to the Lord of Skulls and get (skull-)cracking with your own Blood Host of Daemons of Khorne?

### PAINT SPLATTER

It's the Grimwrath Berzerker in Paint Splatter this week – fire, flesh, hair, steel and rage. The perfect stage-by-stage guide, in fact, for almost any of your Fyreslayers.

### WARSCROLLS

We bring you complete warscrolls for both of this week's new miniatures – the Fyreslayers Battlesmith and Grimwrath Berzerker.

### THE WEEK IN WHITE DWARF

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





# AN AGE OF BATTLE

Two more **Fyreslayers** heroes appear this week to aid in the search for the lost god Grimnir – the mighty (and thoroughly deadly) Grimwrath Berzerker and the inspirational figure of the Battlesmith. The lodges are going to need them in their quests, for this week the forces of Chaos see fit to redouble their efforts to subjugate the Mortal Realms with the arrival of a table-shattering new battletome, *Grand Alliance: Chaos*. This enormous new book contains background, army structure and warscrolls for Warhammer Age of

Sigmar for every Chaos model, totalling 21 distinct factions and 158 warscrolls. It's the ultimate resource for scions of the Dark Gods everywhere.

In this issue we've also got a brilliant Seraphon army courtesy of reader Amy Snuggs, a New Year, New Army feature focusing on the Daemons of Khorne, and all your favourite regulars. And remember, we're always on the lookout for amazing miniatures to feature, so send your pics to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)! ↑



# GRIMWRATH BERZERKER



**The Fyreslayers known as Grimwrath Berzerkers are the deadliest of their kind, extraordinary warriors who have survived the Test of Wrath to become the paragons of Grimnir's war fury on the battlefield.**

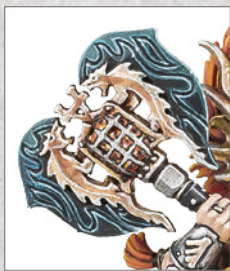
For most Fyreslayers, having even a few ur-gold runes beaten into their bared flesh is as much as they can survive. The brutal way in which the runes must be hammered in, and the searing of scorched flesh, have claimed many a life. For the Grimwrath Berzerkers, however, this is only the beginning. These duardin are able to harness many runes, enduring the pounding of the Runemaster's hammer until their bodies throb with the power of their warrior god. So blessed, in battle a Grimwrath Berzerker hurls himself into the fray as weapons spark and clang from his flesh. His every axe stroke is delivered with crushing force, hewing down handfuls of the foe with every sweep, and his fury is unabated and unquenchable.

1 The fyrestorm greataxe is a lethal weapon. Not only is the blade forged with baleful runes, but the massive axe head is set either side of a fiercely burning brazier.

2 The Grimwrath Berzerkers hold an honoured position within the lodges. Their high helms are a sign of their venerated status.

3 A fyresteel throwing axe hangs from his belt, ready to be hurled into the foe.

4 The Grimwrath Berzerker has more ur-gold runes stamped into his flesh than any other fyreslayer, the source of his power.



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There is no shortage of berzerkers among the hot-tempered Fyreslayers – recall the Hearthguard and Vulkite Berzerkers – but this new plastic miniature reproduces the very mightiest of them all. With a huge fyrestorm greataxe hefted over one brawny shoulder ready to strike, the Grimwrath Berzerker is charging headlong into battle. His plated beard, hung with gold charms and precious gems, trails out behind him and his helmet, fashioned to resemble a fearsome drake, gives way to a tall crest of hair in the slayer style. Most iconically, his body is covered in ur-gold runes (we counted 14, and those are only the visible ones), a testament to his ur-gold-fired toughness and devotion to his cause. ↑



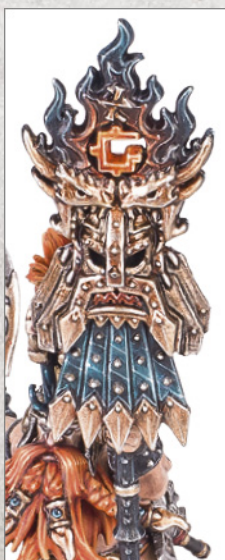
## FYRESLAYERS

# BATTLESMITH

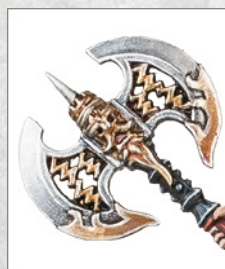
**The Battlesmiths are** those among the Fyreslayers who are both great warriors and artisans. For this, they are permitted to forge the Runefather's icon, and then carry it into battle. This great honour brings even greater prestige.

The Fyreslayers rejoice in tales of their lodges' great triumphs, of great oaths fulfilled and gold won in terrible battles. It is the Battlesmiths who are called upon to recount these tales. Part chronicler, part skjald, their skill is in knowing which of the stories of their folk will fire hearts for war and ignite the fury of Grimnir in their brothers. They are also master artisans, granted the right by the lodge's Auric Runefather to fashion the icon of Grimnir, that they might bear it into battle. Each a masterpiece of metalwork, these icons are more than mere trinkets; they connect to the very soul of the Fyreslayer fyrd – when such an icon is raised high, those around redouble their efforts, taking faith in their god and the power of their runes.

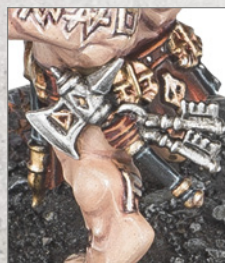
This new plastic miniature stands as a focal point for your own Fyreslayer fyrd, raising high the heavy metal effigy of Grimnir's face for all to see. Upon the icon's fiery brow is the rune of Grimnir, an ever-burning reminder to fight hard in the sight of their god. As all Fyreslayers, the Battlesmith is a brawny fighter and his ancestral battle-axe bears testament to his prowess in a fight. With hollowed blades inlaid with gold detail and an ancestor rune set upon the crosspiece, this is both an heirloom of almighty value and a deadly weapon in battle. With brow furrowed in anger, the Battlesmith is the exemplar of wrath and the proud traditions of the Fyreslayer lodges. ⚔



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- 1 The icon of Grimnir, a duardin ancestor mask topped with the blazing 'G' rune of Grimnir.
- 2 The Battlesmith bears an ancestral battle-axe, a two-headed weapon capable of killing foes with every stroke. It's a fine piece, even by the exceptional standards of the Fyreslayers.
- 3 Ornate keys hang from the same belt loop as the Battlesmith's fyresteel throwing axe. Keys are a sign of rank and prestige in the Fyreslayer lodges, a clear indicator of the Battlesmith's status.



## FOCUS ON... OATHS AS PRECIOUS AS GOLD

For the Fyreslayers, there is nothing more valuable than the bond of their word and the ur-gold that their oaths help them to earn. Across the expanse of the Mortal Realms Auric Runefathers barter the gold-price for the wars that their lodges will fight. Once the price has been set, the Auric Runefather will give his oath, words that bind the warriors who follow him. No matter the odds, regardless of the risks or the losses they suffer, the Fyreslayers will fight to fulfil their obligations.

Such oaths are not the province of the Runefathers alone, and this is where the story behind the Fyreslayers in your own collection can come alive on the tabletop. Each hero in a Fyreslayer army is driven by their own goals. While the Runefather pledges to see through the war oaths of his lodge, the Runesons compete to win the greatest favour in his sight – do you measure that by the number of enemy warriors cut down in battle? Duels fought against rival heroes or monsters slain? The Battlesmith, who holds aloft the lodge's icon of Grimnir, has the ability to steel his kinsmen so strongly that they will literally refuse to die in battle – surely an oath that can only be fulfilled at the forefront of the fighting, where the hardest pressed will feel the power of the precious icon. Similarly, it is the duty of every Fyreslayer nearby to ensure the icon of Grimnir never falls in battle – surely death in pursuit of such a noble goal brings no shame.

Perhaps the greatest oaths on the field belong to the Grimwrath Berzerkers. They cannot inherit headship of the lodge and they are not Zharrgrim priests. Instead, as rune-blessed warriors, their pledge is to Grimnir himself. It is a simple oath: that they will slaughter the enemies of their hold, by the dozen, by the score if possible; by the hundred if the power of Grimnir flows through their veins. Often they will swear to destroy a particular foe, the lord of an enemy host or a terrifying beast. Such an undertaking may cost the Grimwrath Berzerker his life, but that is a small price to pay to fulfil an oath. ↑









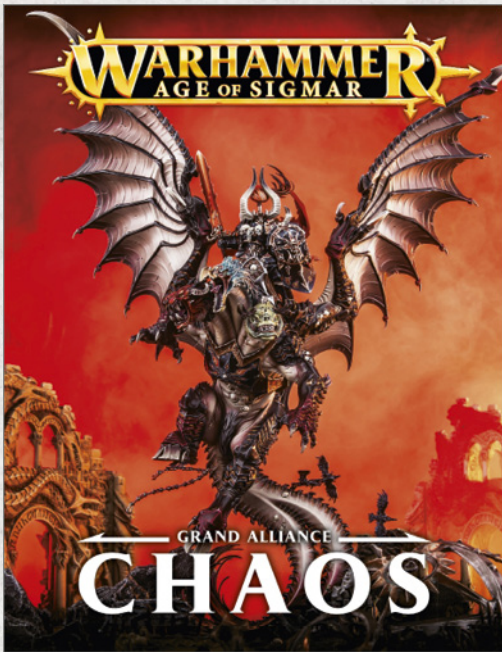


**NEW RELEASES**

# **GRAND ALLIANCE: CHAOS**

**Prepare yourselves for** the ultimate guide to the forces of Chaos in the Age of Sigmar! Containing over 300 pages exploring 21 distinct factions, 158 warscrolls and more in infernal detail, this is a truly comprehensive treatise on the servants of the Ruinous Powers.





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From the Bloodbound hordes who ravage the lands and reap skulls in Khorne's name to the Rotbringers who sow disease and pestilence abroad, the scions of the Dark Gods are a blight upon the Mortal Realms, an army of murderous and mutated killers who fight with unrivalled passion for the glory of their murderous patrons. Mortal men who have foresworn oaths and dignity now fight for obscene masters. Monsters, Beastman warbands and even Daemon legions from the Realm of Chaos march to war beneath weeping skies. At the edges of reality, the Skaven gnaw, burrowing through the veils between realms. All these are the horrors that have desecrated the Mortal Realms for an age. Though Sigmar's Storm peals across the skies, the scions of Chaos endure.

Grand Alliance: Chaos is the shelf-busting guide to the legions of Chaos in Warhammer Age of Sigmar. A whopping 304-page softback, it's a must-have for collectors and gamers who have embraced any of the manifold aspects of Chaos. Within it you'll find extensive information on the 21 factions that make up the Grand Alliance of Chaos. These are (deep breath) the Everchosen, Slaves to Darkness, Khorne Bloodbound, Daemons of Khorne, Tzeentch Arcanites, Daemons of Tzeentch, Nurgle Rotbringers, Daemons of Nurgle,



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## “There’s so much in this whopping book, it’s simply not to be missed.”

Hosts of Slaanesh, Daemons of Chaos, Brayherds, Warherds, Monsters of Chaos, Chaos Gargants, Thunderscorn, Masterclan, the Clans Verminus, the Clans Skryre, the Clans Moulder, the Clans Pestilens and the Clans Eshin.

The book contains warscrolls for all of the warriors and beasts from each of these factions, an incredible 158 in total, plus warscroll battalions for many of them. All of this is accompanied by vivid background, photographs of fantastically painted Citadel miniatures and precious snippets of information that help explain

- 1 The cover of Grand Alliance: Chaos shows the legions of the Dark Gods in all their glory.
- 2 Each faction in the book is introduced, explaining its place in the Mortal Realms and what they are hoping to achieve. The Slaves to Darkness are the warbands of mortal warriors (and those few who have achieved their exaltation) who fight for the glory of the Dark Gods.
- 3 158 warscrolls and 15 warscroll battalions cover the warriors of all 21 factions. The Chaos Lord on Manticore is one of the mightiest heroes available in the Slaves to Darkness faction.





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- 1 The book contains Chaos worshippers of all kinds, including the Brayherds, the Children of Chaos.
- 2 The Skaven are ruled by the great minds in the Masterclan (at least that's how the Grey Seers see themselves).
- 3 The Hosts of Slaanesh include all the dispossessed servants of the Dark Prince. The Unbound Revel is one such warband.
- 4 The Thunderscorn are creatures in eternal bondage to the Chaos Gods, a yoke that has shackled them since before the death of the world-that-was.
- 5 Several factions, such as the Daemons of Khome, have their organisation explained in extra detail.
- 6 Clan Skryre are masters of evil devices and machines, who fight in deadly Enginecovens.

what these worshippers of the Dark Gods are up to in the Mortal Realms – a real boon for collectors of armies which haven't yet appeared centre-stage in the unfolding saga of the Age of Sigmar. Take, for example, the Hosts of Slaanesh, the hordes of shattered and dispossessed daemonic and mortal followers whose god has been mysteriously plucked from the Realm of Chaos. Many of Slaanesh's faithful were destroyed by his rivals, but those who remain are known variously as the Pretenders, Seekers or Invaders. Each worships (or seeks to supplant) Slaanesh in their own way, and this new book has 24 pages dedicated to these varied Hosts of Slaanesh and their motivations.

On top of that, the book provides guides to collecting and organising your models for games. Take the Daemons of Tzeentch, for instance: the Lord of Change's daemonic armies are organised into the Changehosts of Tzeentch, each made up of ninefold Lords of Change, Pink Horrors, Chariots of Tzeentch and so forth. With the information presented here, you can

collect an army that is solely a Changehost of Tzeentch, or you could ally it with other Chaos factions, perhaps Beastmen hordes wooed by the magic of the Lord of Change, Tzeentch Arcanites hungry for ever more power, or perhaps even the servants of another Chaos God in an infernal pact between Tzeentch and his brothers.

The latter portion of Grand Alliance: Chaos is given over to the Children of the Great Horned Rat, the newest member of the pantheon of Chaos. The armies of Skaven are guided in all things by the Masterclan, the Grey Seers and Verminlords who interpret the will of their patron, while the other Skaven fit into different factions, such as the chattering hordes of the Clans Verminus and the maniac Enginecovens among them).

There's so much in this vast book, it's simply not to be missed – if you collect Chaos in any of its guises, or just love the Age of Sigmar, this is a book for you. ↑

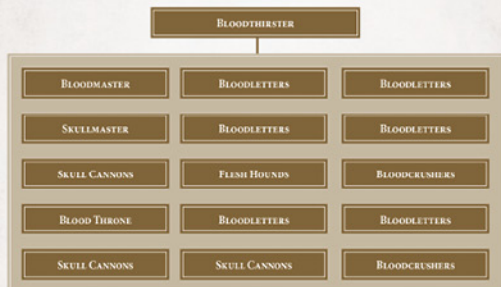


## BLOOD HOST OF KHORNE

### BLOODTHIRSTERS OF THE INFERNAL HOSTS

1. Anger Incandescent
2. Seething Frenzy
3. Wrath of Khorne
4. Apoplectic Ire
5. Infernal Outrage
6. Insensate Rage
7. Executioner of Khorne
8. Unfettered Fury

Amongst Khorne's legions there exist no fewer than eight tiers of Bloodthirster, each with their own titles, duties and ranks within the Blood God's infernal hosts. Beneath mighty Khorne himself are the Bloodthirsters of the first host, the Anger Incandescent. Each of these Exalted commands eight Bloodthirsters of the second host, who in turn command eight Bloodthirsters of the host below them, and so on.



The martial regimentation of Khorne's Blood Hosts is not immediately apparent due to their exceptional ferocity. Yet beneath the howling charges and deranged battlelust lies an unwavering, if arcane, organisational structure that many of the Blood Hosts of Khorne obey. At the head of each cohort fights a Bloodthirster, drawn from one of the eight infernal hosts.

This load of annihilation is compelled to gather seven other regiments and Khornate Heralds beneath his aegis. The precise composition changes from one Blood Host to another, but always the sacred number eight is observed. Should the daemon warband be reinforced, it will always be by eight additional martial elements. Not even the daemons of Khorne know why this should be, but it is an immutable law.

## WARSCROLL BATTALION



## DAEMONS OF KHORNE BLOOD HOST OF KHORNE

Hissing and roaring, the Blood Host of Khorne charges across the battlefield to butcher their foes, driven to ever greater battle-frenzy as blood falls like monsoon rain.

### ORGANISATION

A Blood Host of Khorne consists of the following units:

- 1 Bloodthirster
- 7 or more units chosen in any combination from the following list: **BLOODLETTER HERO**, Bloodletters, Bloodcrushers, Skull Cannons, Flesh Hounds

### ABILITIES

**Cometh the Slaughter:** For the daemonic minions of the Blood God, the harvest of skulls is never-ending. In each of your hero phases, pick D3 units from the Blood Host of Khorne that are within 3" of the enemy. All models in the unit you pick can immediately pile in and attack with one of their melee weapons. Increase the number of units that can attack from D3 to D6 if there are sixteen or more units in the battalion at the start of the hero phase.

## WARSCROLL BATTALION



## SKAVEN SKYRE CLAN SKYRE

The Clans Skryre go to war amid the hiss, whirl, clatter and roar of their many unstable yet deadly war machines. From hails of bullets to blasts of ensorcelled flame, they unleash myriad forms of death.

### ORGANISATION

A Clan Skryre consists of the following units:

- 1 Arch-warlock
- 2-5 Enginecovens chosen in any combination from the following:

**Whyrlblade Threshik:** 1 Warlock Engineer, 1-3 units of Stormfiends, 1-3 Doomwheels, 1-5 Doom-flyers

**Arkshipark Votlik:** 1 Warlock Engineer, 1-3 Warp Lightning Cannons

**Gascloud Chokelung:** 1 Warlock Engineer, 1-3 units of Stormfiends, 2-5 units of Skryre Acolytes, 1-5 Poisoned Wind Mortars

**Rattlegauge Warlocks:** 1 Warlock Engineer, 1-3 units of Stormfiends, 1-3 units of Warlock Jezzails, 1-5 Ratling Guns

**Gautfyre Skorch:** 1 Warlock Engineer, 1-3 units of Stormfiends, 1-5 Warfire Throwers, 1-5 Warp-grinders

### ABILITIES

**Whyrlblade Threshik:** In your hero phase, the Warlock Engineer of a Whyrlblade Threshik Enginecoven can scream an order at one Doomwheel or Doom-flyer from the Enginecoven that is within 13". Roll two dice – the unit can move up to that many inches as though it were the movement phase (it cannot choose to run). However, if the roll is a double, power overloads and warp lightning arcs back through the arcane devices, dealing D3 mortal wounds to the unit once it has moved.

**Gascloud Chokelung:** In your hero phase, the Warlock Engineer of a Gascloud Chokelung Enginecoven can order the use of an experimental bomb by a unit of Skryre Acolytes or a Poisoned Wind Mortar from the Enginecoven that is within 13". Roll a dice. On a result of 1 the graceless rodents drop the valuable payload, and the unit suffers D3 mortal wounds. On a result of 2 or more they can fling it at an enemy unit that is within range of their missile weapon. The unfortunate target suffers D6 mortal wounds.

**Rattlegauge Warlocks:** In your hero phase, the Warlock Engineer of a Rattlegauge Warlock Enginecoven can point a gnarled claw at a unit of Warlock Jezzails or a Ratling Gun from the Enginecoven that is within 13" and order it to increase its rate of

fire – no matter the cost! The unit can immediately attack as though it were the shooting phase. Once the attack has been resolved, the unit suffers D3 mortal wounds.

**Arkshipark Votlik:** In your hero phase, the Warlock Engineer of a Arkshipark Votlik Enginecoven can order a Warp Lightning Cannon from the Enginecoven that is within 13" to supercharge the generator and open fire. That Warp Lightning Cannon can immediately attack as though it were the shooting phase. Once the attack has been resolved, roll a dice. On a result of 1, 2 or 3 the Warp Lightning Cannon suffers D6 mortal wounds.

**Gautfyre Skorch:** Instead of setting up a Gautfyre Skorch Enginecoven on the battlefield, you can place it to one side

and declare that it is constructing an elaborate network of tunnels beneath the surface. In any of your hero phases, the Enginecoven can surface under the watchful eye of its Warlock Engineer. Set up one of the Warp-grinder Weapon Teams anywhere on the battlefield, then set up each other unit from the Enginecoven within 8" of it. Any unit that is set up within 3" of the enemy suffers D6 mortal wounds.

**Arch-warlocks:** In each of your hero phases, the Arch-warlock has a maniacal insight that lets you re-roll any one dice for him during that hero phase. If you wish, he can pass off his insight to a Warlock Engineer from his battalion. If he does so, you can use the re-roll for that Warlock Engineer, or any model from its Enginecoven, during the hero phase.



# LEGIONS OF BLOOD AND BRASS

**Khorne is the** lord of rage and slaughter, a Chaos god with an unending appetite for war and the reaping of skulls. The Daemons of Khorne are his legions, armies of blood-mad butchers who seek nothing less than to drown the Mortal Realms in a tide of gore.

**Khorne's armies are** inexorable legions of death, unleashed from his Brass Citadel in the Realm of Chaos to wage war upon the denizens of the Mortal Realms. From the numberless ranks of Bloodletters who stalk forth eager to reap skulls, to the thunderous brutality of the Bloodcrushers upon their brazen steeds, they are an army whose only purpose is death and destruction. Greatest of all are the Bloodthirsters, the generals of Khorne's armies who descend upon blackened wings to cleave the foe with giant axes and barbed whips and flails.

With Grand Alliance: Chaos unleashed this week, there has never been a better time to embrace the Daemons of Khorne, with four sensational plastic kits to build your army and the incredible Start Collecting! Daemons of Khorne set to start your own horde. ⬆

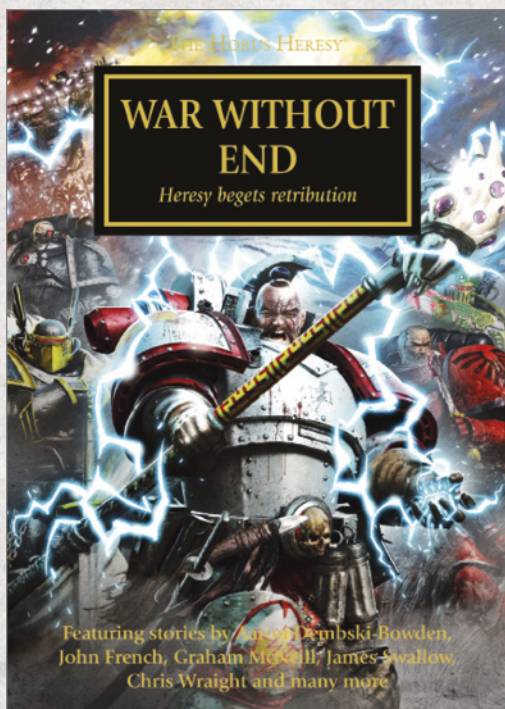




## NEW RELEASES: BLACK LIBRARY

# THE HORUS HERESY: WAR WITHOUT END

Various Authors  
544 pages | Hardback



**The Imperium** is riven from one end to the other as brother fights brother in the bitterest of wars.

*The Horus Heresy: War Without End* is a veritable behemoth, a shelf-busting 544-page hardback that collects 11 stories, including some hard to find ones, from a variety of sources, such as the event exclusive anthology *Imperial Truth*.

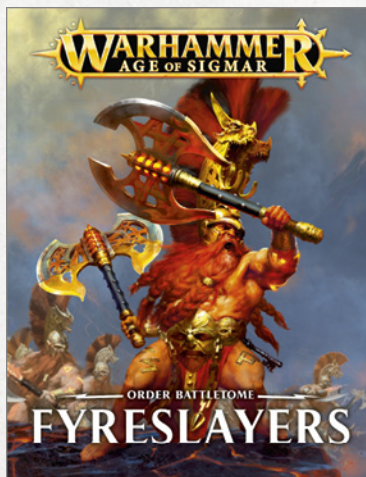
*War Without End* fleshes out the wider story of the Horus Heresy as battle and betrayal continue to unfold across the Imperium. 'The Devine Adoratrice' by Graham McNeill lays the foundations for the events in the novel *Vengeful Spirit*, while 'Hands of the Emperor' by Rob Sanders gives us an insight into the mounting tension back on Terra. If you missed any of the stories in this volume in their previous formats, now's the time to strike! ⬆

### BLACK LIBRARY DIGITAL

*Horus Heresy: War Without End* is also available as an eBook and as an MP3 download. For more information on all these formats visit the Black Library website: [www.blacklibrary.com](http://www.blacklibrary.com)

## AVAILABLE THIS WEEK

**The following releases** (and many more) are available to buy right now! Go to your local store or visit [www.games-workshop.com](http://www.games-workshop.com) for prices and details.



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](http://GAMES-WORKSHOP.COM)**  
[blacklibrary.com](http://blacklibrary.com) | [forgeworld.co.uk](http://forgeworld.co.uk)



## NEW RELEASES

# FORGE WORLD

**Forge World make** highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the Raven Guard emerge from the shadows with the Dark Fury Assault Squad and their noble Primarch, none other than Corvus Corax himself!

The **Raven Guard** are famed as masters of hit-and-run warfare, striking from the shadows to slaughter their foes before regrouping for the next attack. This week we see the exemplars of this cunning art of war, as Forge World present the close combat specialists known as the Dark Fury Assault Squad, and Corvus Corax, Primarch of the Raven Guard Legion.

The Dark Fury are equipped to deliver decapitation strikes upon the foe, descending from the shadows to hack apart enemy commanders with flurries from their crackling lightning claws. Corvus Corax needs no introduction, the Shadowed Lord who led his Legion to victory upon victory, even fighting and escaping death on the bloody fields of Istvan V. ⬆

- 1-2 The Dark Fury Assault Squad is comprised of five Raven Guard.
- 3 The Dark Fury Assault Squad is led by a Chooser of the Slain, whose duty it is to butcher enemy commanders and heroes.
- 4 The Dark Fury fight in suits of artificer armour designed for their role as the decapitators of the foe. Legion markings, such as raven wing motifs and the XIX numerals, single them out as Raven Guard while reinforced breastplates protect them from harm.



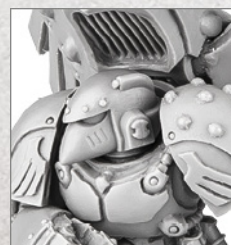
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5 Corvus Corax comes modelled as a diorama, showing him descending upon an enemy Space Marine, archeotech pistol having just delivered a kill shot. His armoured boot is shattering masonry as he slams down, the wings of his custom jump pack unfurled behind him in the image of an angel of death. The whole diorama is alive with animation and dynamism. The sculptor has captured Corax in a single moment in time.

6 Corax is armed with a bewildering array of wargear, known as the Panoply of War. Lightning claws attached to his vambraces enable him to deliver death up close. Corax wears the Sable Armour in battle, and you can see the intense detail that the Emperor's own artificers poured into this masterpiece of wargear.

7 Corax's face is torn wide in a wrathful grimace, hair streaming behind him as he plunges into battle. Over his shoulder you can see the Korvidine Pinions, a jump pack capable of carrying even a warrior of Corax's prodigious size into battle. The agility the Korvidine Pinions afford him mean that Corax can swoop low over the enemy, scattering the foe (and lopping off heads) as he does so.

8 Attached to Corax's belt you can see more of his weapons, a second archeotech pistol holstered alongside the coils of his scourge, a weapon he uses to mete out righteous punishment upon tyrants!

9 A traitor Astartes, clad in tough Mk. III power armour falls back, shot through by Corax's archeotech pistol.

These kits and the rest of the Forge World range are available directly from Forge World. To find out more visit: [www.forgeworld.co.uk](http://www.forgeworld.co.uk)







# CHILDREN OF THE STARS

**From the stars** they came... an impressive Seraphon constellation, that is, painted by Amy Snuggs, which won her the Best Army award at September's Warhammer Age of Sigmar Campaign Weekend. Read on to find out more about Amy's colourful collection.



The Warhammer World venue here in Nottingham hosts regular events where people from all over the world come to play games of Warhammer 40,000, Warhammer Age of Sigmar and the Horus Heresy, and admire each other's beautifully painted armies.

In September last year, Warhammer World hosted its first Warhammer Age of Sigmar Campaign Weekend. Keen to see some of the armies that took part, we got in touch with Amy Snuggs, who won the Best Army award with her Seraphon force. With a little persuasion (well, no persuasion at all, really), Amy lent us her army so we could take some pictures of it for White Dwarf and Warhammer Visions. Here's what Amy had to say about her latest project, Lord Kroak's Seraphon Constellation.

"The Seraphon are my first army for Warhammer Age of Sigmar," says Amy over a cup of tea in Bugman's Bar. "I got so excited when the new game was released that I just had to get involved. Up to that point I'd only collected Warhammer 40,000 (Blood Angels and Skitarii), but after a quick introductory game of Warhammer Age of Sigmar I found it really intuitive and easy to pick up, so I thought, why not start a new army for it?"

"I chose the Seraphon because they offer a lot of brilliant painting opportunities," continues Amy. "They've always been shown in really vibrant colour schemes that are so different to everything else in Warhammer, and their artwork is always really bright and intense. I wanted to capture that on the miniatures, to paint

1 The colour scheme for Amy's army was inspired by the black and orange Carnosaur painted by the 'Eavy Metal team. The Saurus Scar-Veteran on Carnosaur was, consequently, one of the first Seraphon models Amy bought, and which she replicated the colour scheme on. The model is almost entirely drybrushed, a technique Amy used because she felt it gave the saurian monsters a suitably scaly appearance.





1 Amy's Seraphon arrayed for war. It's Amy's goal to have at least one of each Seraphon unit in her army, starting with all the monsters. At the back you can just see the Dread Saurian from Forge World, one of Amy's favourite models.

2 This Bastiladon is a great example of Amy's colour scheme, the dark leathery skin contrasting with the bright orange on its carapace. The snakes emerging from the Ark of Sotek on its back are a toxic-looking green.

3 Lord Kroak, commander of Amy's Seraphon constellation.

► something different to oily robed warriors and red power armour."

Amy's first purchase was the Saurus Scar-Veteran on Carnosaur, along with a few units of Skinks and Saurus Warriors to get the army started. Having built them, the next step was deciding upon a colour scheme. "There were two influences there, says Amy. "I really like the dark colour scheme that was chosen for Vandus Hammerhand's Dracoth, but I'm also a fan of the black and orange colour scheme that was used on one of the Carnosaurs painted by 'Eavy Metal (it was featured on the front cover of the August 2013 issue of White Dwarf). In the end I settled on both, using the dark blue leathery skin colour on my Seraphon and the black and orange scheme on the beasts they ride to war.

"Something I was really keen to do with this army was try out a new painting technique," says Amy. "My Blood Angels feature a lot of smooth armour panels and my Skitarii a lot of cloth and object source lighting; this army I wanted to look more natural, more organic. It's for this reason that they're almost entirely drybrushed. I found the technique makes the Seraphon look old and weathered, like cracked, faded leather, which I suppose they kind of are, really."

We asked Amy what her top tip would be when drybrushing so many models. "I got most of mine from the painting videos on the Games Workshop website," laughs Amy. "They're invaluable for painting advice. If I had to give one tip, though, use the brush lightly. People I've spoken to







2

think drybrushing means really battering the model with a brush. Not so; take your time, get most of the paint off the brush and then really gently brush it across the model. The end result is surprisingly neat and wonderfully textured. I painted the skin first on the larger monsters, then drybrushed the orange patterns on to their backs, first with Jokaero Orange, then Troll Slayer Orange, then finally (and really lightly) with Fire Dragon Bright. I wasn't too worried about being neat, either – the carapace and skin are bound to merge at some point, so it's not a big deal if the pattern goes across both. To help tie the drybrushed layers of orange together, I also applied a couple of washes, first of Fuegan Orange to help deepen the colour in the recesses, and secondly Casandora Yellow to make it more vibrant."

With the first few models of her new collection underway, Amy set about adding more to her growing constellation of Seraphon. "When Warhammer Age of Sigmar was released my local Games Workshop ran a small campaign to help everyone get into the game," says Amy. "I joined in and found it really enjoyable, not to mention a great motivator for getting my models painted. It was then that we – myself and my partner Tim – heard



3



- 1 Amy's Astrolith Bearer carries the army standard into battle. Like many of the models in the army it features bright green eyes and feathers, just one of the many spot colours Amy snuck into her colour scheme to complement the dark skin of the Seraphon.
- 2 The Skink Oracle rides into battle astride an albino Troglodon. Though its skin is white, it still shares the same orange markings as the other monsters in the army, while its noxious spittle is a luminous green. Amy coated it in PVA glue to give it a bubbling, glossy effect like frothing saliva. Lovely...
- 3 Amy's Armies on Parade board. The faded scroll on the corner reads: "From the stars they came... called into the thick of the war by the magic of the Slann."



1

► about the Campaign Weekend being run at Warhammer World. He decided to take a Stormcast Eternals army based around the models in the starter set while I got to work painting all my Seraphon.

"I decided Lord Kroak would be the army commander for the Campaign Weekend. He's a great-looking model, not to mention a formidable wizard on the battlefield. When he wasn't dropping comets from the sky or flinging out ghostly spirits, he was summoning new Saurus Warriors to do his bidding. He was great fun to use – the whole army was, in fact – and made the weekend really enjoyable. Sure, I didn't win all my battles, but I didn't feel outclassed either. Everyone was new to the game and it was a really friendly atmosphere where everyone helped each other out. Even better, I won the Best Army award, which I was really surprised about. Tim won the Best Hero and Best Monster categories and came second overall in the Best Army votes. He was a little gutted to come second, but at least he still got a lift home afterwards."



2





3

But Amy didn't stop working on her Seraphon army after the Campaign Weekend, instead setting her sights on a new challenge: Armies on Parade. "The Seraphon are the first army I've painted that I feel really happy about," says Amy. "I've only been painting a year (*we know, we know...* – Ed) and I reckon I've just started to hit my stride with them. The Best Army award gave me the confidence to paint even more Seraphon and enter this year's Armies on Parade competition."

Above you can see Amy's display, which won her a gold award at Games Workshop Hull where she entered it. Behind the advancing Seraphon can be seen a swirling portal, marking their arrival into the Mortal Realms where they will do battle against the forces of Chaos. "The Seraphon are

celestial beings," says Amy, "so it seemed only right to have some kind of star-portal on the display board. I painted the board itself in orange and green, the green matching the bases of the Seraphon, the orange matching the markings on their skin. You'll notice that Lord Kroak hovers on a pillar of magic (a Balewind Vortex) in the back corner of the board – he's observing the army as he summons it into existence, the green fire-shards around him representing his magical aura."

So what's next for Amy – more Seraphon or a new project entirely? "I've started a new army – ogors! I'm practicing using Glazes and Technical Paints on them." We couldn't wait to see Amy's ogors, and she was kind enough to give us a sneak peek, so turn to page 30 to see more. ↑

## SEE THE FULL CONSTELLATION

Want to see more of Amy's Seraphon models? Well, we'll be featuring plenty more of them in an upcoming issue of Warhammer Visions, including some close-up shots of the Dread Saurian in the Armies on Parade board above.

If you've got a beautifully-painted army you'd like to see in the pages of White Dwarf or Warhammer Visions then let us know about it! Send us some pictures to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk) and if it's something we can use we'll be sure to get in touch.





# LEGION OF BLOOD

NEW YEAR  
NEW ARMY

**The armies of the Blood God Khorne are the most martial of all the Daemons of Chaos, rage-filled creatures with boundless capacity for anger and destruction. With the new Start Collecting! Daemons of Khorne boxed set, now's the time to join the Blood God's legions.**

## PAINT THE HORDE RED

The legions of Khorne are famed for their grisly appearance, with slick red skin, the colour of fleshly spilt blood. If you're new to collecting Daemons of Khorne, and wondering how to paint them, don't panic! Get yourself some Mephiston Red spray. This handy basecoat spray will give you a real head start with your army – by the time you've sprayed your models, they're practically half done.

**Khorne is foremost** among the Chaos Gods, a brazen lord who rules a domain of tortured earth and rivers of blood from his mighty brass throne. There, vast legions, the murderous cohorts who march to war at his bidding, stand ready to slay any and all who oppose him.

In Warhammer Age of Sigmar, Daemons of Khorne are ultra-deadly close combat troops, slaughterers who give no thought for their own safety. They are led by powerful heroes, Bloodthirsters and Heralds who drive them to even greater heights of wanton slaughter.

## FIRST BLOOD

Above you can see the contents of the Start Collecting! Daemons of Khorne boxed set, an impressive selection of models to launch your own blood crusade. With a retinue of Bloodletters, who are the mainstay of the Blood God's hosts, and a trio of devastating Bloodcrushers, it's a mighty beginning. The biggest piece in the kit is the Blood Throne of Khorne (which could be made as a Skull Cannon if you prefer). Ridden into battle by a daemonic Herald, you have your first champion of the Blood God, ready to start reaping skulls in the Mortal Realms.



# RAISING THE BLOOD HOST OF KHORNE

**Grand Alliance: Chaos**, available to pre-order this week, includes a section detailing the martial regimentation of Khorne's legions. Khorne's armies are lorded over by the eight ranks of Bloodthirsters, each commanding vast hosts of Bloodletters, Flesh Hounds and more. These armies are known as the Blood Hosts, and all you need to start one of your own is a Bloodthirster and at least seven other Khorne Daemon units.

The advantage of collecting a force such as this is two-fold. Firstly, it's really rewarding to delve into the history and heroes of the Age of Sigmar. Many collectors love matching their armies to the stories and background found in the books. So, since

Khorne's sacred number is eight, we've included eight units in the Blood Host you can see here, suitable homage to the army's bloody patron. Secondly, Khorne's blessings are poured out on his Blood Hosts, meaning he makes them even better in games of Warhammer Age of Sigmar. The Blood Host gets the Cometh the Slaughter special rule, which means they attack more savagely, and more often! Every turn of the game your hate-filled Daemons will be hurling themselves into the enemy with apoplectic wrath and murderous vigour. We've chosen a Bloodthirster of Insensate Rage to lead our Blood Host, a towering effigy of unbridled destruction whose Great Axe of Khorne makes short work of anything in its path!

Below: The force you can see here is a Blood Host of Khorne, an army organised around the Blood God's sacred number, eight. This Blood Host is based around the Start Collecting! Daemons of Khorne boxed set, to which we've added a few obvious reinforcements. Every Blood Host of Khorne is led by a Bloodthirster, so we have a Bloodthirster of Insensate Rage to lead the throng into battle. Then, to bring the size of the host up to eight units, we've added a second regiment of Bloodletters, a Skull Cannon of Khorne, Karanak and an impressive unit of Flesh Hounds. Just what you need to wreak havoc in battle!







## BUTCHERS OF THE BLASTED PLAINS

Above: This army of Khorne is an example of what you can create as your collection grows. Khorne's faithful aren't just the Daemons from the Realm of Chaos, but also the vast hordes of Bloodbound warriors of Chaos. The Blood Host from the previous page has continued to grow, with more Bloodcrushers and Skull Cannons, and two more Bloodthirsters have been added to the throng. We've also added swarms of Chaos Warriors, centred around Korghos Khul's Goreblade Warband found in the Warhammer Age of Sigmar starter set and the Khorne Bloodbound Expansion Set.

You can find the entire range of miniatures for Grand Alliance: Chaos online at: [www.games-workshop.com](http://www.games-workshop.com).

**Khorne's daemonic legions** are unleashed wherever there is slaughter to be meted out, but they do not always fight alone. Often Khorne will bestow the murderous services of his Blood Hosts upon those mortals faithful to his cause in the Mortal Realms, tearing the fabric of reality asunder as Daemons howl and gibber into battle alongside Bloodbound Warbands.

To earn the approbation of Khorne's Daemon hosts is the greatest wish of every champion of Khorne and they will commit terrible acts to catch the Blood God's eye. The Butchers of the Blasted Plains is an example of what this can be like – centred around the Start Collecting! Daemons of Khorne and the Warhammer Age of Sigmar starter set, you have a unified army of the Blood God! On the daemonic side of things there are now three Bloodthirsters

in the host – most notably Skarbrand, the Exiled One. Despite his tattered wings and torn face, Skarbrand remains one of Khorne's greatest warriors and the Blood God hurls him into battle whenever he wishes the utmost destruction unleashed. Skarbrand is completely insane and utterly without mercy, the very embodiment of the Blood God's dire creed and furious rage.

On the other side of the field, the Chaos Warriors are led by Korghos Khul, one of the deadliest mortal champions of the Blood God. Khul and his warriors, known as the Goretide, have subjugated vast swathes of the Realm of Fire, wiping out millions of enemies as they pile mounds of skulls high in the Blood God's name. Callous to a fault, Khul drives bands of Bloodreavers before him to wear down the





foe, while his veteran fighters, such as the Blood Warriors and Mighty Skullcrushers, advance in their wake, ready and willing to ride through friend and foe alike to close with the enemy.

One of the things that really stood out to us in the stories about Khul from the Age of Sigmar books is that when his army fights against the Stormcast Eternals, he has the Bloodseccator Threx Skullbrand plant the Portal of Skulls and summon 'The Brass Realm'. This act causes a vast throng of Daemons of Khorne to surge into reality and join the fray! (The scene where this happens in *Gates of Azyr* is tremendous – if you haven't read it, you really should check that novel out.) With that in mind, what could be better than combining the two sides of the Blood God's followers into one mighty, all-conquering army? ⬆

**START COLLECTING!**

## DAEMONS OF KHORNE

**14 CITADEL MINIATURES**

**START COLLECTING NOW!**  
 Ready to pledge your hellblade to the Lord of Skulls? Look no further than Start Collecting! Daemons of Khorne. Inside it you've got all the models (and warscrolls) you need to start unleashing war on the Mortal Realms. From there you can add more Daemons, such as a brutal Bloodthirster to lead your army. Why not pick up Grand Alliance: Chaos to help organise your force?

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



# PAIN SPLATTER



**Paint Splatter** provides handy tips and stage-by-stage guides for the week's key releases. This week it's the **Grimwrath Berzerker**.

The **Grimwrath Berzerkers** embody everything that the Fyreslayers stand for, with a violent temper, a warrior's fiery pride and a burning lust for more of the magical ur-gold runes that bring them such power in battle. They also encompass all of the aspects of painting that you'll need across the rest of your Fyreslayer army – if you can paint the Grimwrath Berzerker, you can turn those same skills to the Battlesmith, Vulkite Berzerkers and Auric Hearthguard warriors too.

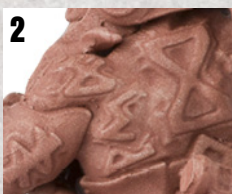
## Fyreslayer Flesh



1  
Undercoat: Corax White  
Citadel Spray



4  
Wash: Reikland Fleshshade (recesses only)  
M Shade



2  
Basecoat: Bugman's Glow  
L Base



5  
Wash: Carroburg Crimson (around runes)  
M Shade



3  
Layer: Kislev Flesh  
L Base



6  
Layer: Flayed One Flesh (around runes)  
XS Artificer Layer

## Flame-Red Hair



1  
Basecoat: Jokaero Orange  
M Base



4  
Wash: Carroburg Crimson (lower hair only)  
M Shade



2  
Layer: Troll Slayer Orange  
M Layer



5  
Wash: Nuln Oil (hair roots only)  
M Shade



3  
Wash: Fuegan Orange  
M Shade



6  
Drybrush: Kindlefame  
S Dry

### MORE EXPERT ADVICE

Want to see how to paint your Fyreslayers in live action? Make sure you check out the fantastic video guide on how to paint a Vulkite Berzerker from Warhammer TV.

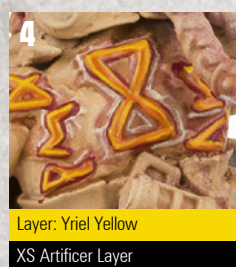
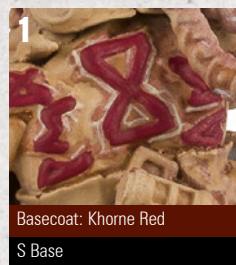
The great thing about the Fyreslayers is that if you can paint one of them, you can basically paint them all – just use the same colours and techniques on all of your models, from the mighty Auric Runefather to all of your Vulkite Berzerkers. Check it out online: [youtube.com/user/GamesWorkshopWNT](https://youtube.com/user/GamesWorkshopWNT)



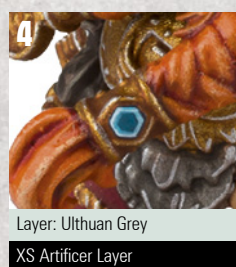
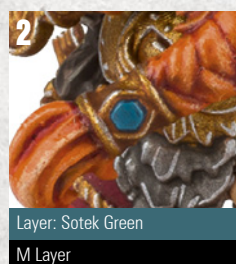
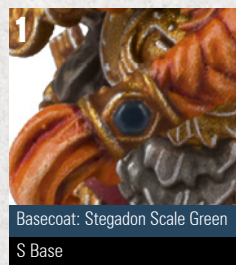
The most important tips with the Grimwrath Berzerker lie in getting his hair and his ur-gold runes just right. The orange hair has a brighter, more vivid finish if painted over a Corax White undercoat rather than a Chaos Black one – and you can still get rich, dark contrast with Citadel

Shades, as you see in stages 4 and 5 of hair. With the ur-gold runes, the Carroburg Crimson wash on the skin around them (stage 5 of the flesh) will help the runes stand out starkly, while a precise Yriel Yellow highlight completes the job; use your finest brush for this. ↗

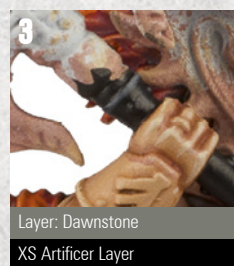
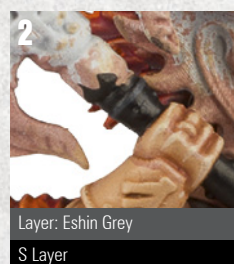
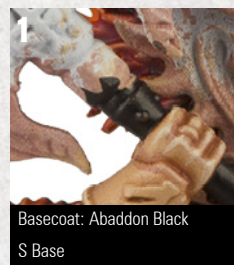
## Ur-Gold Runes



## Blue Gem



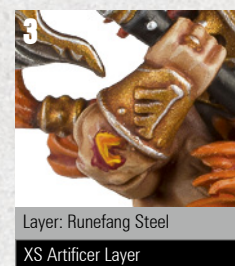
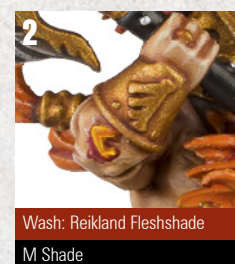
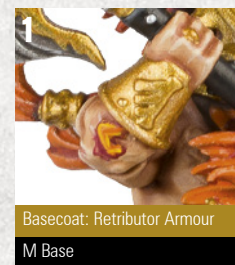
## Black Axe Haft



## Fyresteel



## Gold Metal



## HOW TO USE THIS GUIDE

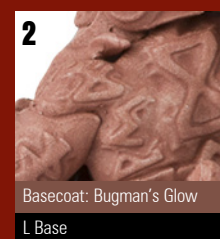
These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

**Photograph:** These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

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

**Brush:** We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one.







# GRIMWRATH BERZERKER

The power of Grinnir burns strongest in the hearts of the Grimwrath Berzerkers. Covered in glowing runes of ur-gold, they are avatars of destruction and endurance, hurling themselves through battle in a storm of blood and flame. Pain is nothing to a Grimwrath, and even should he be dealt a mortal wound, dozens of foes will join him in death.



## MISSILE WEAPONS

Fyresteel Throwing Axe

Range

8"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

1

## MELEE WEAPONS

Fyrestorm Greataxe

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

## DESCRIPTION

A Grimwrath Berzerker is a single model armed with a Fyrestorm Greataxe. Some also carry Fyresteel Throwing Axes.

## ABILITIES

**Unstoppable Berzerker:** Each time a Grimwrath Berzerker suffers a wound or mortal wound, roll a dice, adding 1 to the result for each enemy unit within 3". If the result is 6 or more, he is too enraged to notice the wound and it has no effect.

**Dead, But Not Defeated:** Tales abound of mortally wounded Grimwrath Berzerkers still fighting on, determined to wreak destruction upon whichever fools had the temerity to kill them. If a Grimwrath Berzerker is slain in the combat phase, roll a dice. If the result is 2 or more, he is not removed as a casualty until the end of the phase, and in the meantime can still pile in and attack as normal.

**Battle Fury:** As a Grimwrath Berzerker hews left and right with his Greataxe, felling scores of foes, he enters a state of single-minded frenzy. Once per turn, after this model has made its attacks, you can roll a dice. If the result is less than the number of wounds that the Grimwrath Berzerker has inflicted this phase and there are still enemy models within 3", he can immediately pile in and attack again.

## KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, GRIMWRATH BERZERKER





## BATTLESMITH

With furious bravery, the Battlesmiths keep their sacred icons aloft, rallying their warrior kin with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers with stirring tales of ancient wars and glorious victories earned in the name of Grimnir.



### MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Battle-axe	1"	3	3+	3+	-1	1

### DESCRIPTION

A Battlesmith is a single model. He is armed with an Ancestral Battle-axe and carries an Icon of Grimnir. Some Battlesmiths also carry a brace of Fyresteel Throwing Axes.

### ABILITIES

**Icon of Grimnir:** In your hero phase, you can declare that a Battlesmith will raise his icon of Grimnir and recount tales of past glories, inspiring all FYRESLAYER units from your army within 8" to fight to the bitter end. Until your next hero phase, those units (including the Battlesmith) cannot retreat, but you can re-roll failed save rolls for them.

**None Shall Defile the Icon:** The holy icon of Grimnir is one of the strongest connections the Fyreslayers have to their absent god, and they will not see it lost. If this model is slain, any FYRESLAYER units from your army within 5" can swear to protect the fallen icon. These units cannot move for the rest of the battle other than to pile in, but you can re-roll any failed hit and wound rolls for their attacks.

### KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, TOTEM, BATTLESMITH



# 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 Fyreslayers, paint volcanic bases, and delve into Grand Alliance: Chaos.

## WARRIORS OF OATHS AND GOLD

### FYRESLAYER LODGES

#### THE TANGRIM

The redoubtable duardin of the Tangrim lodge have made their home in the Realm of Azyr, a recent move that has led many to wonder about an alliance with the people of Sigmar. They have white streaks in their beards and their fists and lower arms are painted red, as though aflame.

#### THE THUNGUR

Best known for harnessing the light that shines down on the Mountains of Lunarest to melt their ur-gold, the Thungur wear fyresteel armour run through with Hyshian crystal. Their skin is said to glitter with gold dust in the shimmering light of Hysh.

#### THE SIGYORN

Wealthy beyond measure, the Sigyorn have an affinity with gold that other Fyreslayers hold in awe. It is said that where they delve great riches are always found and their Runemasters are even said to be able to smell ur-gold located in different realms, a trait that sees their armies often marching forth from their hold in Chamon.

### FIVE THINGS WE LOVE ABOUT THE FYRESLAYERS

**The Fyreslayers have** made a big impression on us here in the White Dwarf bunker. Here are our five favourite things:

**Misunderstood Mercenaries:** At first blush it's easy to label the Fyreslayers as sellswords, but once you get into the story behind their warmongering ways you see them in a whole new light. They seek fragments of their lost god! But what happens if they find them all?

**Ornery Oath-makers:** Oaths are sacred to the Fyreslayers. Not only does this explain the rabid way in which they pursue their foes, it's also a great hook for your games.

**The Bonds of Family:** Fyreslayer lodges are an extended family, with the Auric Runefather as patriarch – it's cool to think all the warriors in your army are related.

**Key Bearers:** Keys appear as a motif across the army. Why? It's because of their love of treasure, of course. We imagine there's a lot of gold jealously hidden from sight in the deep vaults and hidden troves of the Fyreslayers' magmaholds.

**Flaming Axes... flaming everything:** With a name like Fyreslayers, this one isn't a surprise, but we love how they beat you to death with perpetually blazing axes!





# WHITE DWARF

## THE THUNDERSORN

Reading through *Grand Alliance: Chaos* has had us all very excited here in the White Dwarf bunker as we pieced together fragments of lore from the *Mortal Realms* and turned our beady eyes back to our own Chaos collections.

The Thundersorn are one of the factions in the new book, and we were struck by their tragic, treacherous backstory. In the world-that-was their ancestors made a pact with the Dark Gods, everlasting life in exchange for their service, an oath they believed would end with the death of the world. But the Chaos Gods are cruel, and though the Thundersorn have kept their power, they are denied their freedom.

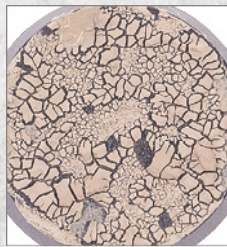


## PAINT SPLATTER EXTRA: VOLCANIC BASES

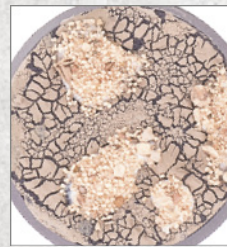
The **Fyreslayers** painted by the 'Eavy Metal team all have impressive volcanic bases. We had a quick chat with them to find out how they painted them.

The first stage was to cover the whole base with a thick layer of Agrellan Earth (1). Once dry, it left a cracked pattern across the base. PVA glue was then used to apply patches of sand to the base, adding even more texture to it (2). Once the glue was dry, the base was basecoated with Abaddon Black (3), followed by a drybrush of Dawnstone (4), then finally Administratum Grey (5).

Khorne Red was then slightly watered down and carefully painted into the cracks on the base (6), followed by a layer of Wild Rider Red (7). Fire Dragon Bright (8) and Flash Gitz Yellow (9) were then applied to make the lava look extra hot.



1



2



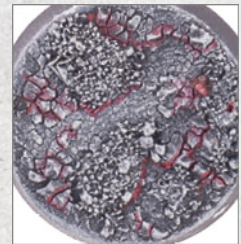
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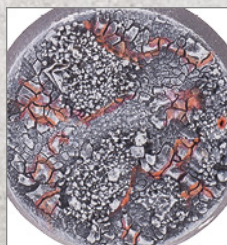
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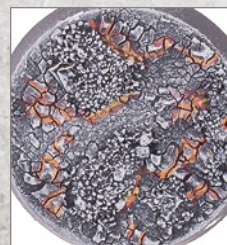
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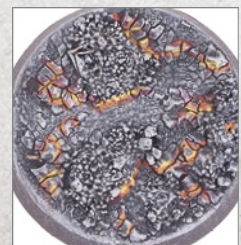
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7



8



9



### HEROIC DEEDS

The Grimwrath Berzerker is the embodiment of Grimnir in battle. As such, expect acts of immense heroism – the more foes he fights, the better he becomes!

### DEATH BEGETS DEATH

If the Grimwrath does lots of damage when he attacks, there's a decent chance he'll get to fight a second time in the same turn. Expect the corpses to mount up.

## MUNITORUM REPORT:

### GRIMWRATH BERZERKER

### TELLING BLOWS

Such is the fury of the Grimwrath Berzerker that he often won't even feel the wounds of the enemy. If you want to kill him, try not to outnumber him too badly.

### QUIET DEATHS

The Grimwrath Berzerker will not go quietly. If you kill him before he gets to fight, he'll probably fight on anyway. Bear that in mind when you pick a unit to attack with.

### BIT OF THE WEEK: FAMILIAR

Does this model look... familiar? It should – it's the diminutive creature from the Sorcerer Lord kit and the turn counter in *Assassinorum Execution Force*; the perfect sorcerer's apprentice.



## READER'S MODEL OF THE WEEK

When we chatted to Amy Snuggs about her Seraphon army earlier in the issue, you may recall that she mentioned painting some ogors. Well here they are, a trio of Ironguts to bludgeon the life out of anyone that gets too close to them.

Amy has made good use of the Typhus Corrosion Technical paint to give their weapons and armour a filthy, greasy appearance, and Guilliman Blue Glaze on their clubs to make them look like they're

made from lumps of ice. Amy's created a similar effect on the bases, too, an icy tundra for her ogors to fight over.

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

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

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



## WEAPON OF THE WEEK: MISSILE LAUNCHER

The Proteus pattern missile launcher in The Horus Heresy: Betrayal at Calth board game is a classic missile launcher design that harks back to the days of the very first Space Marine miniatures from the 1980s. Unlike the Soundstrike pattern missile launchers carried by the Tactical Squads of the 41st Millennium, it features an ammunition clip of five missiles, enabling a slightly faster rate of fire, but with a marginal reduction in accuracy.



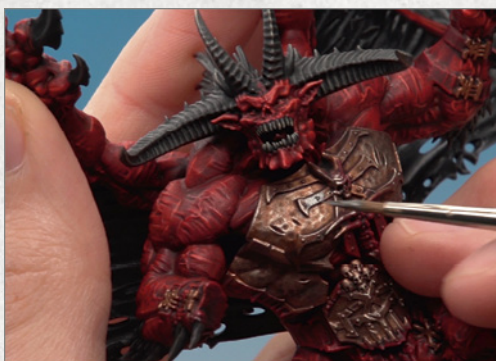


## PAINTING KHORNE DAEMONS

Fancy getting to grips with painting your own daemonic hordes of Khorne? Look no further than the fantastic two-part guide for painting the Bloodthirster from Warhammer TV. This comprehensive tutorial is just the ticket for painters who want to get their reds bloody and their daemonic horns suitably malefic.

The videos in this pair cover every aspect of painting your Bloodthirster, from the initial basecoats and washes to the intricate work of edge highlights and layers – perfect for taking your painting to the next level. If you're unsure how much Bloodletter Glaze you're supposed to apply or what the perfect drybrush looks like as it's going on, you'll find this guide invaluable. The whole video is available in glorious high definition, so you'll have no problem following every detail.

You can find this tutorial, and many at: [youtube.com/user/GamesWorkshopWNT](https://youtube.com/user/GamesWorkshopWNT)



## CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: the many paths to damnation...

### HURON BLACKHEART

Lufgt Huron was Chapter Master of the Astral Claws, one of the Space Marine Chapters stationed on the outskirts of the Warp rift known as the Maelstrom. That was until he withheld tithes and resources from the Imperium and rebelled against its rule. The result was a civil war where Astartes fought Astartes in bitter battle. Eventually defeated, Huron fled into the Maelstrom to become Huron Blackheart, master of the renegade Chapter known as the Red Corsairs.

### FESTUS THE LEECHLORD

Festus was once an apothecary, a well-meaning healer of the Empire in the world-that-was. Yet Festus's patients kept falling sick and dying and in his despair he prayed to the gods for aid and the cure to all diseases. Grandfather Nurgle answered his prayers and a terrible pact was struck.

### THE ENTIRE SOUL DRINKERS CHAPTER

When the Soul Drinkers Chapter found themselves on the wrong side of the Adeptus Mechanicus, the entire Chapter was declared Excommunicate Traitoris. Little did they know they were being manipulated by the Daemon Prince Abraxes. We would have thought their Chief Librarian sprouting six extra legs would have been a dead giveaway...

### THE ELДАР RACE

Millennia of debauchery and hedonism may sound great, but the Eldar's decadent lifestyle resulted in the creation of the Chaos God Slaanesh. Now, upon their deaths their souls are consumed by the Lord of Pleasure. That'll teach 'em.

## ASK GROMBRINDAL



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

### THE GRAVITY OF THE SITUATION

**Hey Brinders!** I have a question for you. Why does Imperial anti-grav technology always look so ropey? The Tau and Eldar have mastered it, why haven't humans?  
- Mike 'floats like a Land Raider' Maguire

### GROMBRINDAL SAYS

**Brinders?** How dare you! I'm oathsworn to answer, but that doesn't mean you won't end up in the Book of Grudges!

Put simply, the Eldar and the Tau are technologically competent, using anti-gravity technology to make tanks such as the Falcon and the Hammerhead glide effortlessly across the battlefield. You can barely see the grav-plates that keep them aloft. To the Imperium, anti-grav technology is a poorly understood relic, Land Speeders and jetbikes kept in the air by cobbled-together technology, prayers to the Omnissiah and a lot of turbo-thrusters. Why don't they use alien technology? As we all know, it's heretical and therefore inferior. Clearly...

- Grombrindal



# WHITE DWARF'S REGIMENTS OF RENOWN

**Grand Alliance:** Chaos is loaded with ideas for collecting Chaos armies. Here's a superb example of how you can bring together diverse elements of the legions of the Chaos. This Chaos army from the White Dwarf bunker includes Khorne Bloodbound, Daemons of Khorne, Daemons of Nurgle, Nurgle Rotbringers and a Gaunt Summoner. Sympathetic bases and carefully thought-out colour schemes give the army a unified look, while a story devised for the army provides a shared identity and ideas for games. For

some time, the congregation of the Great Unclean One Feculent Glob have battled against the Sylvaneth of Palraec Ironbower in the Realm of Ghyran. But new orders, brought by Tzar'zzar'qulkutul'ama'gralor, Gaunt Summoner and servant of Archaon, have seen them grudgingly unite with a Bloodbound Goreblade Warband and embark upon a new quest. Now they must thwart a band of Stormcast Eternals led by Iorek Ironheart, crushing Sigmar's faithful before they can uncover the precious Bright Portals of Ghyran. ⬆



**NEXT ISSUE: SLAVES TO DARKNESS, AND THE BALANCE OF POWER SHIFTS ONCE MORE**



# NEW RELEASES

## FVRESLAVERS BATTLESMITH

1 miniature – the living memory of the lodge, past glories embodied.

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## PRE-ORDER: NOW

RELEASED: 30/01/16

Unless noted otherwise, these products are all available to pre-order from 23 January and are on sale from 30 January. Find out more about this week's new releases [here](#) in this issue.

## THE HORUS HERESY: WAR WITHOUT END

By Various Authors

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