

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 105

30 JANUARY 2016

THE REALMGATE WARS CONTINUE!

**WARHAMMER**  
AGE OF SIGMAR





# WHITE DWARF

**ISSUE 105**  
**30 JANUARY 2016**

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### NEW RELEASES

The Balance of Power might just be tipping in the Mortal Realms as the next book in the saga of the Realmgate Wars arrives... But there are those Slaves to Darkness ready to change it once more.

### SLAVES TO DARKNESS

Who are the Slaves to Darkness and what are the paths to glory these damned souls pursue?

### READERS' MODELS

A gallery of the finest of the miniatures photography sent to us by you, our readers. And don't forget: we always want more of it.

### THE BALANCE OF POWER

Sigmar's assault on the Mortal Realms is in full swing, yet Chaos is possessed of the might to match it. Here are a few of our favourite moments from the struggle to gain the upper hand.

### 'EAVY METAL

The team pick out a couple of servants of the Dark Gods this week, each showing their allegiance in their own masterfully-painted way.

### THE WEEK IN WHITE DWARF

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





# SLAVES TO DARKNESS

**This week** is full of big events for Warhammer Age of Sigmar – not least being the next instalment of the Realmgate Wars, with the huge new book *Balance of Power*. One of the many fantastic things about Warhammer Age of Sigmar is that we're telling a living story that grows and advances with each release, and *Balance of Power* escalates things considerably for both the Stormcast Eternals and the forces of Chaos, as major players on both sides get stuck in in a big, big way. Turn the page to find out more...

Also this week a major faction for the forces of Chaos comes to the fore, in the shape of the *Slaves to Darkness*. We explore these murderous devotees of the Chaos Gods in greater detail [here](#) – who they are, how they organise their armies and much more besides.

There's never been a better time to get involved in the fight for the Mortal Realms. Which side will you choose: Order or Chaos, Death or Destruction? **T**





**NEW RELEASES: WARHAMMER AGE OF SIGMAR**

## **THE REALMGATE WARS: BALANCE OF POWER**

**The cataclysmic story** of the Age of Sigmar continues in this huge, shelf-breaking book, as both the God-King and the Chaos Gods unleash their mightiest champions. Over 300 pages of epic events are brought to life with 10 battleplans, 41 warscrolls and much, much more!





The cover of The Realmgate Wars: Balance of Power shows the Celestant-Prime. Below him the Stormcast and Fyreslayers unite against Skarbrand's daemonic hordes.

**The Realmgate Wars:** Balance of Power sees the conflict between Order and Chaos reach bloody new heights as the Stormcast Eternals face overwhelming odds in their mission to defeat the servants of the Dark Gods. After the crushing defeat at the Athelwyrd, the Realm of Ghyran teeters on the brink of destruction. Nurgle's champion, Torglug, closes in on the Everqueen and total victory. But strange forces are at work. Even as the Stormcast in other realms unite with the wrathful Fyreslayers, and parlay with the scions of Nagash in the Realm of Death, the Chaos Gods play their hand. Skarbrand, Khorne's bloodiest champion, is sent to win victory against the Hallowed Knights. Most horrifying of all, Archaon, Everchosen of Chaos, enters the war, intent on claiming the life of Vandus Hammerhand.

Balance of Power continues the story of the Age of Sigmar, as the war for the Mortal Realms rages onwards. It's an impressive 304-page hardback volume filled to overflowing with fantastic stories of the battles fought by Stormcast Eternals, Seraphon, Fyreslayers, the forces of Death, Chaos Daemons and more, along with fantastic new artwork, gorgeous photos of Citadel miniatures locked in battle and



1



2



3

- Balance of Power sees the Stormcast and their allies renew the fight against Chaos, as new forces enter the fray and both Order and Chaos pursue new objectives.
- Amazing photography showcases the Warhammer Age of Sigmar models in some stunning locations. Here the Hammers of Sigmar battle Skarbrand himself.
- Balance of Power is full of rules, with a swathe of warscrolls, warscroll battalions and 10 battleplans enabling you to refight the key events of the story.





1

## THE DEAD

The dead do not rest even in the dark. Spirits, corpses, and the bones of the departed are everywhere. And that which is lost cannot be found.

In the light of the sun, during the day, the dead are seen in the sky. In the night, they are seen in the dark. In the light of the sun, during the day, the dead are seen in the sky. In the night, they are seen in the dark.

### THE MORTARCHS

These are the Mortarchs, the most powerful of the dead. They are the ones who lead the dead in battle. They are the ones who are the most powerful of the dead.

NAME	WEAPON	ARMOR	SKILL	POWER
MANNIBELD	Greatsword	Heavy	High	High
NEFERATA	Greatsword	Heavy	High	High
ARKHAN	Greatsword	Heavy	High	High
SOULBLIGHT	Greatsword	Heavy	High	High
DEATHWAGE	Greatsword	Heavy	High	High
NEIGHTRAIN	Greatsword	Heavy	High	High
DEATHWALKER	Greatsword	Heavy	High	High
DEATHWHEEL	Greatsword	Heavy	High	High
DEATHWATER	Greatsword	Heavy	High	High

2

## NEFERATA, MORTARCH OF BLOOD

Neferata is the Mortarch of Blood, the most powerful of the dead. She is the one who leads the dead in battle. She is the one who is the most powerful of the dead.

NAME	WEAPON	ARMOR	SKILL	POWER
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High

4

## SERVANTS OF THE EVERCHOSEN

These are the servants of the Everchosen, the most powerful of the dead. They are the ones who lead the dead in battle. They are the ones who are the most powerful of the dead.

NAME	WEAPON	ARMOR	SKILL	POWER
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High

3

## RIFTS BETWEEN THE REALMS

These are the rifts between the realms, the most powerful of the dead. They are the ones who lead the dead in battle. They are the ones who are the most powerful of the dead.

NAME	WEAPON	ARMOR	SKILL	POWER
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High
Neferata	Greatsword	Heavy	High	High

5





- swathes of gaming material, with 10 new battleplans to recreate the battles in the book and 41 warscrolls to cover all of the forces involved in the fighting.

What we love about this book is the sense of unfolding action, as the stories from the Warhammer Age of Sigmar book and The Realmgate Wars: Quest for Ghal Maraz are continued. After the Hallowed Knights' defeat at the Athelwyrd, we get to see what becomes of them and their Sylvaneth allies as they are forced to retreat in the path of Torglug's rancid legions. Other powers, too, have an interest in the fate of Alarielle, however – and both the Blood God Khorne and the star-scriving Seraphon have a part to play. Most exciting of all, the Celestant-Prime joins the fighting for the first time!

Elsewhere we see some of the fruits of Sigmar's entreaties to his former allies, as the Anvils of the Heldenhammer march into Nulahmia to court the attention of the Mortarch of Blood, and the Fyreslayers of the Vostarg Lodge fight shield-to-shield

with the Hammers of Sigmar against the Skaven infesting the Cynder Peaks. Most dramatic of all, however, is the arrival of the Exalted Grand Marshal of the Apocalypse. Archaon is a power against which even the mightiest of the Stormcast Eternals will be hard-pressed to survive.

With ever more factions drawn into the fighting, the Realmgate Wars are taking on a grander, even more epic feel, while information on how the armies of the dead are organised, the Runefather of the Vostarg Lodge and the Lord-Celestant of a hitherto unexplored Warrior Chamber all make the story of Warhammer Age of Sigmar even more enticing. Add in a multitude of gaming material (even if you play each battleplan just once, you'll have weeks of fun in store), painting guides and more, and Balance of Power is a must-have purchase for all fans of Warhammer Age of Sigmar. Check it out now. **T**

*The Realmgate Wars: Balance of Power is also available digitally, as an eBook and in an enhanced format for iOS devices.*

- 1 The Knights Excelsior and Hallowed Knights join forces to protect the Everqueen of Ghyran.
- 2 In the Realm of Shyish there is only one lord. All must obey Nagash or face annihilation.
- 3 Stories and battleplans are interspersed with painting guides and hobby advice.
- 4 The book contains 41 warscrolls and 9 warscroll battalions.
- 5 The Skaven gnaw their way between realms.

**THE REALMGATE WARS:  
BALANCE OF POWER**  
304 pages, hardback  
£45, €60, 450dkr, 550skr,  
500nkr, 225zł, USA \$74,  
Can \$90, AU \$125, NZ \$150,  
¥11,500, 500rmb, HK\$610,  
R280, SG\$110

Also available as a digital edition.  
See [www.games-workshop.com](http://www.games-workshop.com)  
for details and prices.

**PRE-ORDER: NOW  
RELEASED: 06/02/16**





## NEW RELEASES: WARHAMMER AGE OF SIGMAR

# LORD HELDRATH'S CHAOS DEATHTIDE

**Known far and wide** for the murderous way its warriors wage war, the Deathtide of Lord Heldrath is an all-conquering onslaught – a relentless storm of hell-forged armour and blades carried into battle by a roaring horde of Chaos-worshipping Slaves to Darkness.

**Lord Heldrath's Chaos** Deathtide is an almighty Chaos warband in a box, a fantastic selection of 34 Slaves to Darkness miniatures to bolster the ranks of your Chaos horde or start a brand-new army.

Within it you'll find a Chaos Lord on Manticore, a pair of Chaos Chariots (which can be made as either Gorebeast Chariots or Chaos Chariots), 10 Chaos Marauder Horsemen, five Chaos Knights and 16 Chaos Warriors. All of these are multi-part plastic kits that come with plenty of spare parts so you can build them how you want.

The Marauder Horsemen, for instance, can be equipped with either Marauder javelins, barbarian axes or barbarian flails (not to mention they are an amazing source of spare heads with 32 heads for the 10 models in this boxed set). The Chaos Lord who rides on the Manticore can even be built as a Chaos Sorcerer Lord instead if you prefer. This is a mighty collection of models, and within the box you'll also find a special warscroll battalion, enabling you to unleash Lord Heldrath's Chaos Deathtide as a combined force in your games. **T**

### LORD HELDRATH'S CHAOS DEATHTIDE

34 Citadel miniatures

£110, €145, 1,100dkr,  
1,300skr, 1,200nkr, 540zł,  
USA \$180, Can \$215,  
AU \$280, NZ \$330, ¥23,500,  
1,100rmb, HK\$1,500,  
R650, SG\$250

**PRE-ORDER: NOW**  
**RELEASED: 06/02/16**





SLAVES TO DARKNESS

# LORD HELDRATH'S CHAOS DEATHTIDE



34 CITADEL  
MINIATURES





GRAND ALLIANCE: CHAOS

# SLAVES TO DARKNESS

**Many are the** souls sworn to the will of the Chaos Gods, warriors eager for the power and immortality that can be earned through dark pacts and darker deeds. These are the Slaves to Darkness, the scions of Chaos – and there has never been a better time to collect them.

The power of Chaos is undeniable, its might ascendant. The realms burn and the skies bleed as vast legions enact the will of the Dark Gods. Most numerous of all the servants of Chaos are the Slaves to Darkness, Chaos Warriors, Marauders and more who do battle in the hope of winning the eye of the Gods. From the Chaos Sorcerers who harness forbidden magics to call down murderous plagues and warping energy, to the Mighty Lords who ride into battle upon

huge pinioned beasts, they are the mightiest enemies of Order. In every realm, Chaos Knights and Gorebeast Chariots thunder forth, eager to crush the weak beneath iron shod-hooves, and Marauders swarm forward in their thousands, desperate to prove themselves. The armies of Chaos are as mighty as they are numerous, a massive range of plastic Citadel miniatures, packaged with their warscrolls and ready for the call to glory. **T**



FOR THE WHOLE CHAOS RANGE, VISIT [GAMES-WORKSHOP.COM](https://www.games-workshop.com)







## NEW RELEASES: BLACK LIBRARY

# WARDENS OF THE EVERQUEEN

By C L Werner  
Hardback | 256 pages

*Wardens of the Everqueen* is also available in an exclusive special edition, direct from [blacklibrary.com](http://blacklibrary.com).

### WARDENS OF THE EVERQUEEN

£15, €20, 145dkr, 175skr, 175nkr, 74.95zl, USA \$24, Can \$25, AU \$27, NZ \$31, ¥1,750, 120rmb, HK\$205, R95, SG\$35

Also available as an eBook. See [blacklibrary.com](http://blacklibrary.com) for details.

### WARDENS OF THE EVERQUEEN SPECIAL EDITION

£25, €30, USA \$40, Can \$45, AU \$45

PRE-ORDER: NOW  
RELEASED: 06/02/16



**As the scions** of Nurgle seek to slay the Everqueen, the Hallowed Knights rise to her defence.

With their Lord-Celestant slain, returned to Sigmaron in a pillar of light, and their efforts to hold back the legions of the Plague God thwarted at the Athelwyrd, the Hallowed Knights have tasted defeat. Even as they regroup, a new task falls to them. Lord-Castellant Lorrus Grymn and his warriors must fight to protect the Everqueen of Ghyran from certain death.

*Wardens of the Everqueen* is the fifth book in the Realmgate Wars series, focussing on the efforts of the Hallowed Knights and Sylvaneth against the inexorable malice of Torglug the Despised and his plague-ridden cohorts. Within it C L Werner weaves a tale of honour and sacrifice as the Stormcast face impossible odds. **T**

## NEW RELEASES

# INQUISITOR ASCENDANT

By Dan Abnett, Simon Coleby & Jim Brady  
Hardback | 144 pages

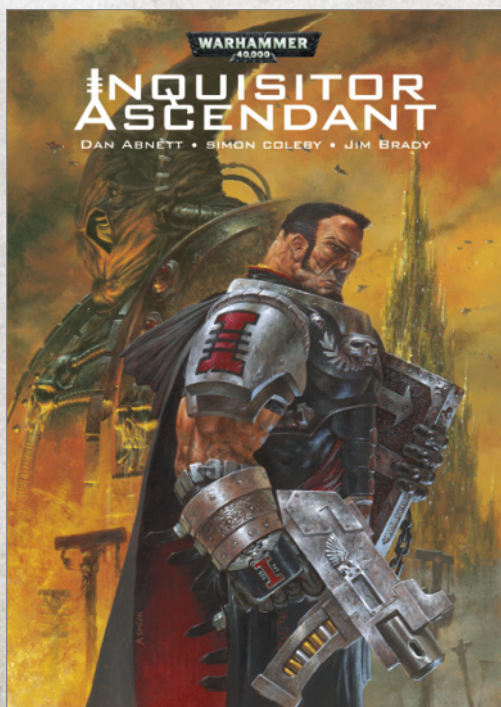
## FURTHER READING

If *Inquisitor Ascendant* takes your fancy, you might want to check out some of the other fantastic graphic novels from Black Library. *Lone Wolves* is a cracking yarn about the Sons of Russ battling Tyranids while *Macragge's Honour* is a visual masterpiece set in the direct aftermath of the betrayal at Calth.

### INQUISITOR ASCENDANT

£20, €25, 200dkr, 240skr, 240nkr, 100zl, USA \$30, Can \$35, AU \$45, NZ \$50, ¥2,600, 220rmb, HK\$272, R124, SG\$48

PRE-ORDER: NOW  
RELEASED: 06/02/16



**Foul things are** afoot on the world of Nicodemus in this classic Black Library graphic novel.

*Inquisitor Ascendant* is the action-packed story of Gravius and his master, Inquisitor Defay, as they battle Daemons, mutants and more in their quest to cleanse the planet of Nicodemus.

With words by Black Library supremo (and comic-book legend) Dan Abnett, and art by Simon Coleby and Jim Brady, this hardback volume is the complete *Inquisitor Ascendant* experience. Expect swathes of violence, scenes of absolute horror and an absolutely gripping adventure as the Inquisitor and his loyal follower go to war. First published nearly 15 years ago, this Black Library classic is now available to a whole new generation of readers. Check it out now. **T**



## NEW RELEASES

# PARTING OF THE WAYS

**Bjorn the Fell-Handed** has fallen in battle. Laid dying, he recalls his ascension at the hands of Russ...

**Bjorn the Fell-Handed** is the greatest champion the Space Wolves have ever known, save only their Primarch Leman Russ himself. In *Parting of the Ways* we see the events that lead up to his death. More than this, as the Iron Priests and Wolf Priests labour to save him, he recalls the moment when the great Russ left him to guide the Space Wolves and departed.

*Parting of the Ways* is an audio drama that perfectly interweaves these dual stories, as Bjorn's brothers strive to save him from death, and as he in turn recalls his final moments with his master. In a tale equal parts exciting and melancholy, Bjorn faces a death that echoes the loss he suffered in the wake of the Horus Heresy. T



### PARTING OF THE WAYS

£12, €17.50, 135dkr, 160skr, 160nkr, 60zl, USA \$20, Can \$22.50, AU \$25, NZ \$28.50, ¥1,560, HK\$163, R74, SG\$29

Also available as an MP3. See [blacklibrary.com](http://blacklibrary.com) for details

PRE-ORDER: NOW

RELEASED: 06/02/16

By Chris Wraight  
Audio drama | 73 minutes

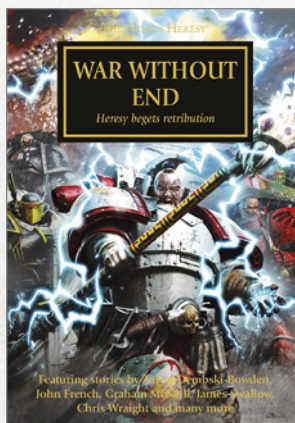
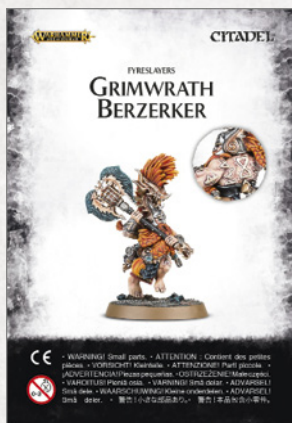
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## AVAILABLE THIS WEEK

**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.



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

# WARHAMMER VISIONS ISSUE 25

Behold the latest edition of Warhammer Visions, a celebration of Citadel Miniatures from the White Dwarf team. This month its pages simmer in the presence of the newest army for Warhammer Age of Sigmar, the Fyreslayers.

Warhammer Visions 25 kicks off with a retrospective of the new Fyreslayers, an amazing showcase of models from the Studio collection. The magazine also includes a tranche of regular features with a Dark Eldar warhost as our Army of the Month, gorgeous Warhammer 40,000 and Warhammer Age of Sigmar Parade Grounds, a Golden Demon winners gallery and features on some fantastic armies, including a breathtaking set of Knights and Titans in 'The God-Machines'. Warhammer Visions 25 is not to be missed. **T**

### WARHAMMER VISIONS ISSUE 25

188 pages

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

Also available in an enhanced digital edition for iPad through the Warhammer Visions App. Visit the Apple App Store for more details.

**PRE-ORDER: NOW**

**RELEASED: 06/02/16**



### IN THIS MONTH'S ISSUE

#### FYRESLAYERS

A brand-new faction for Age of Sigmar – feel their wrath!

#### GOD-MACHINES

A host of skyscraping Titans in all their world-smashing glory

#### PARADE GROUND

Showcases for both Warhammer 40,000 and Age of Sigmar

#### GOLDEN DEMON

The very best painted tanks you will ever see – inside!

#### SONS OF DORN

The Imperial fists on display. They shall know no fear!





# ALPHA LEGION HEADHUNTER KILL TEAM

**Forge World make** highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we showcase the greatest hunter-killers among the Space Marine Legions, the Alpha Legion Headhunter Kill Team.

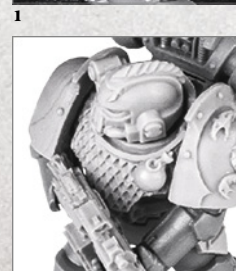
Even before the outbreak of the Heresy, the Space Marines of the Alpha Legion were renowned for their clandestine combat tactics. Perhaps the greatest evidence of this dark art is the existence of the Headhunter Kill Teams, Space Marines who defeat their foe by sowing chaos behind their lines and slaughtering the enemy command structure in daring

ambushes. The members of an Alpha Legion Headhunter Kill Team are armed with special bolters, loaded with Space Marine-killing banestrike ammo, power knives and lethal venom spheres. These new models come as a resin upgrade kit that can be combined with the existing Forge World range or the plastic models in Horus Heresy: Betrayal at Calth. **T**



**1** The Alpha Legion's symbol is a three-headed hydra, a fitting motif considering the way they wage war. The Alpha Legion act according to the doctrine that if you were to slay one, another would take his place. This iconic device is rendered beautifully in crisp Forge World resin.

**2** The Headhunters each have ornate chest plates featuring scale-patterned power armour. You can see one of the venom spheres hung from the Space Marine's collar, a deadly grenade made from toxin-laced crystal.







# SLAVES TO DARKNESS

**The legions of Chaos** are vast beyond measure, all-conquering armies of destruction and corruption. Those who fight for the Chaos Gods believe that eternal glory awaits them, yet in reality they are also pieces in a great game – powerful but unwitting Slaves to Darkness.

## YOUR FIRST STEPS

Can you feel the lure of Chaos scratching at your mind, invading your dreams and turning them into nightmares? Congratulations, you've taken your first step on the path to glory! To help get your army underway, make sure you pick up the Slaves to Darkness set (seen above), a great-value box that includes 12 Chaos Warriors, five Chaos Knights, a Chaos Chariot and a Chaos Sorcerer.

The Slaves to Darkness are a major faction within the vast legions of Chaos, the dark devoted who worship the Chaos pantheon in all its terrifying majesty. Where some servants of the Dark Gods give their souls to a particular deity, such as Khorne's Bloodbound or Nurgle's Rotbringers, many more worship Chaos in its entirety. United in Chaos Hordes, the Slaves to Darkness march upon the Mortal Realms, not just to appease the Chaos Gods, but to serve their own dark ends, every warrior seeking their own path to glory, at the end of which awaits power beyond their wildest dreams – or eternal damnation!

The new Grand Alliance: Chaos book, which is out today, offers plenty of background material on the Slaves to Darkness, including how their armies are structured – the Chaos Horde, shown to the right, is a great example of this. With loads of Slaves to Darkness kits available to pre-order this week (see [here](#)), including Lord Heldrath's Chaos Deathtide, we thought there was no better time to explore how you might go about collecting a Slaves to Darkness army. So turn the page to see our own Chaos Horde, an army of black-hearted reavers led by Lord Heldrath himself...





# KRAVOTH'S CHAOS HORDE

GODSWORN OVERLORD  
Daemon Prince Kravoth the  
Black, Scourge of Lethradel

CHAMPIONS OF RUIN  
Kravoth's personal elite, comprising black-hearted regiments of Chaos  
Chosen, Chaos Knights, Exalted Heroes and Chaos Sorcerer Lords, all  
competing for their master's favour.

GODSWRATH  
WARBAND OF  
LORD DORGOTH  
MURDERBLADE  
Chaos Lord on  
Manticore  
10 mighty regiments  
of Chaos Chosen,  
Chaos Knights,  
Chaos Warriors,  
Chaos Chariots, Chaos  
Gorebeast Chariots,  
and several Chaos  
Warshrines

RUINBRINGER  
WARBAND OF LORD  
EGRIL THE BUTCHER  
Chaos Lord on  
Daemonic Mount  
5 thundering  
regiments of  
Chaos Chariots,  
Chaos Gorebeast  
Chariots, and  
bloodthirsty  
Chaos Marauder  
Horsemen

FELLRUIN  
WARBAND OF LORD  
DAEMONICUS THE  
DESTROYER  
OF HOPE  
Lord of Chaos  
5 cruel regiments of  
Chaos Knights,  
Chaos Warriors,  
Chaos Marauders,  
Chaos Chariots, and  
Chaos Gorebeast  
Chariots

DARK DEVOTED  
WARBAND OF LORD  
RAPCION THE  
DEVOURER  
Lord of Chaos  
5 regiments of  
fanatically faithful  
Chaos Warriors,  
Chaos Marauders,  
and unholy Chaos  
Warshrines

The Slaves to Darkness mass to the banners of the greatest champions of Chaos. The stronger the warrior who leads them, the greater the chance of plunder, glory, and the favourable regard of the Dark Gods. Thus a truly powerful warlord will rise to command not only his own black-hearted warband of marauding warriors, but a mighty Chaos Horde that consists of many warbands gathered as one. A champion of such incredible might is known as a Godsworn Overlord, for the dark oaths he has made to the Chaos powers to ascend to such heady heights of power. So it is with the Daemon Prince Kravoth the Black, who has handpicked a band of killers known as the Champions of Ruin to act as his lieutenants. Many Godsworn Overlords do this, though

each names their elite cadre differently, be it a Murdercircle or a Court of Black Hearts. The gods of Chaos respect strength and ambition above all things, and these elite bands always include those who seek to supplant the one they serve. Occasionally some mighty aspirant may even succeed, stepping up to take control of the Chaos Horde over the cooling corpse of the former overlord. Below this warrior elite serve as many warbands as have been drawn to the Overlord's banner. Kravoth is served by the Godswrath Warband of Lord Dorgoth Murderblade, Egril the Butcher's Ruinbringer Warband, and others, but each Godsworn Overlord will accrue his own great train of black-hearted followers to destroy his foes.





Above: The Chaos Horde above is based entirely on the warscrolls available in the Slaves to Darkness section of the Grand Alliance: Chaos book. It's comprised of several warbands, several of which have their own characterful special rules in the book. The mounted warriors of the Ruinbringer Warband, for example, can marshal themselves for a devastating charge during the battle, while the Godsworn Champions of Ruin seek out the enemy's heroes to slay them in combat. Creating warbands in this way – using warscroll battalions to combine a few units into smaller warbands within the army, is a great way of developing the story behind your all-conquering Chaos army.

► Chaos Hordes are made up of countless warbands, a mass gathering of warriors led by a Chaos Lord. Some Lords, and by extension their warbands, devote themselves to a particular god, but many more worship the Chaos pantheon as a whole before dedicating themselves to one of the Chaos deities (or finding themselves noticed by one). This is all part of an individual's path to glory, a journey that could take a mortal lifetime, perhaps longer. A Lord of Chaos may dedicate himself and his warband to Khorne, for example, causing horrific bloodshed in the Blood God's name. It may not be enough to earn Khorne's favour, however, and the Lord will soon find himself usurped by a stronger leader with a fiercer determination to follow his own path to glory.

Over decades the most successful Lords of Chaos will gather more followers about them until they have the power and strength to rule over several warbands – a mighty Chaos Horde like the one shown above. Yet becoming a Godsworn Overlord comes with its own dangers, for Chaos Lords are proud and arrogant creatures who will not have their own path to glory curtailed by the ambitions of another. Challenges between Lords of Chaos are common, the winner becoming the new Overlord, the loser: dead. Or worse, their souls destined to walk the path of failure and damnation for all eternity. It's a brutal hierarchy where only the strongest survive and prosper. To those within the hierarchy, the path to glory is obvious – keep taking the place of the person above you until you are at the top.





The Chaos Horde above is based on two boxed sets: Lord Heldrath's Chaos Deathtide and the Start Collecting! Slaves to Darkness set that came out a few weeks ago. Lord Heldrath is the army's Godsworn Overlord, while the contents of the two boxes form the core of the army, based on the warscroll battalions found in Grand Alliance: Chaos. The mounted units in the two boxes (two units of Knights, three Chaos Chariots and two units of Marauder Horsemen) make an excellent Ruinbringer Warband, a fast-moving vanguard to smash into the heart of the enemy army. A Lord on Daemonic Steed leads them into battle, no doubt a rival of Heldrath's, keen to take his place when the time is right. The 28 Chaos Warriors, meanwhile, can be used as either the Godsworn Champions of Ruin – the Overlord's enforcers – or the

start of another warband. We used them as the Champions of Ruin, led by the Sorcerer from the Start Collecting! box. A mass of Warriors and Marauders flock around a Chaos Warshrine nearby, the horde's Dark Devoted.

The red-armoured warriors in the horde are a warband known as the Bloodshields. Their Lord, Kuvasa Xor, has dedicated himself to Khorne, his armour painted in the crimson blood of his foes, the Blood God's skull-shaped rune worn on his helm. Xor's bloodthirsty endeavours have yet to draw the attention of the Blood God and he has resorted to ever more violent acts, all to no avail. Xor's followers are content to follow him for now, their own private paths to glory linked both to his and that of his master, Lord Heldrath. **T**

#### **GRAND ALLIANCE: CHAOS**

Want to find out more about the Slaves to Darkness? Then get your Chaos-tainted hands on a copy of Grand Alliance: Chaos, the definitive guide to the legions of Chaos. At 304 pages, it contains 158 warscrolls and 15 warscroll battalions for the forces of Chaos, including the Slaves to Darkness, Mortal and Daemon armies for all four Chaos Gods, Beastmen, monsters, Skaven, lesser Daemons, Dragon Ogors and more besides. Your path to glory just wouldn't be complete without it.



# READERS' MODELS

Every month in Warhammer Visions we feature a gallery of beautiful miniatures painted by you, our readers. This week, however, they've taken over White Dwarf, too! Here's what you've all been working on.

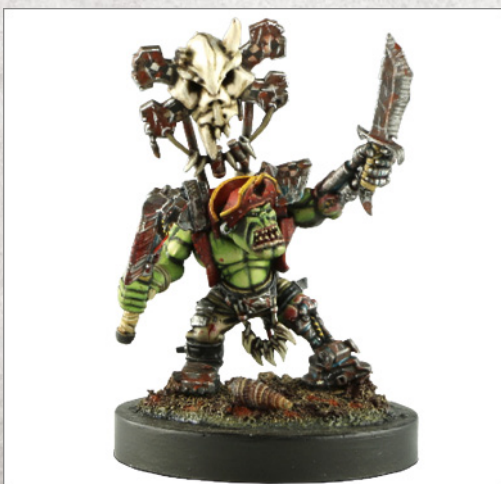
1 Nagash, Supreme Lord of the Undead, by Tomasz Przewiezlikowski. Tomasz's Nagash floats over a blue-green mire, doubtless some foul ectoplasm from the Realm of Death.



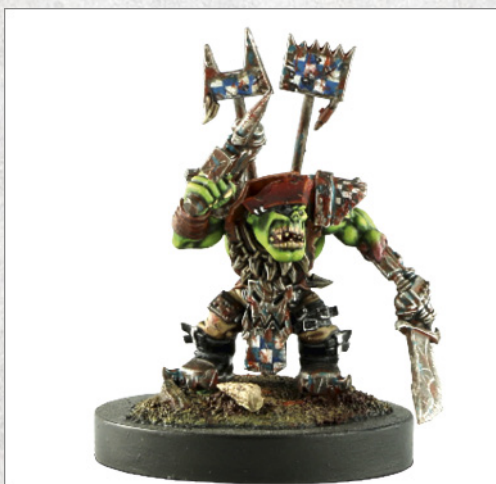




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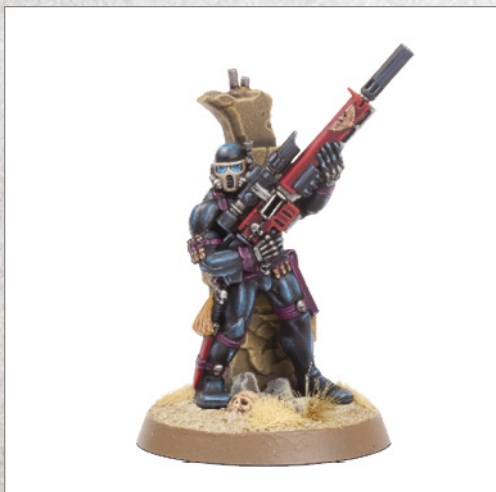
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- 2 Morghast Archai, painted by Tomasz Przewiezlikowski. These serve as the guardians of Tomasz's Nagash miniature opposite.
- 3 Ork Freebooter by John Margiotta. John has used parts from the Flash Gitz and Ork Nobz kits to convert this model.
- 4 Another of John's Ork Freebooters. Note the seashells on the blood-stained sand – a nautical nod to their role as star-faring pirates.
- 5 Eversor Assassin, painted by Gareth Etherington. Gareth has echoed the colours on the front cover of the Assassinorum Execution Force board game, but with a desert feel to the base. We especially like the blue glow on the Eversor's eyes, which gives him a truly maniacal visage.
- 6 Vindicare Assassin, painted by Gareth Etherington. Note how Gareth has made subtle use of purple and red as spot colours to tie his two assassins together, so they are united by more than bases alone.





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1 Bull Centaur Renders led by a Bull Centaur Taur'ruk, painted by Ching Hsiu Hung (also known as Jax). Just check out the rich skin tones on their torsos, a stunning example of how to paint gnarled, weather-beaten flesh on models.

2 Skitarii Ranger Alpha, painted by Gabriele Renna. Gabriele's paint job on this model is superb, but what really caught our eye was the vivid red dust on the base. It looks alive with radioactive rust!

3 Grimm Burloksson, painted by John Margiotta. Grimm has obviously been in a hard fought campaign or two – his armour is tarnished and rusting in places.

4 Blood Angels Contemptor Dreadnought, painted by Phil Chang. Not only is this a great clean paint job (with nice weathering over the feet), but it was done at lightning speed. We received this picture by the Monday morning after Betrayal at Calth was released – which means Phil painted it in less than two days!

5 Tau Empire KV128 Stormsurge by Benjamin Nicolas. Benjamin has given the model a complex jag camouflage pattern, with lots of weathering in the form of scuffs and scratches. He's also posed it to stand fully upright.

We're always on the lookout for fantastically painted Citadel miniatures to feature in both White Dwarf and Warhammer Visions. Send your photos to us at: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)



# THE BALANCE OF POWER

**Balance of Power**, the latest addition to Warhammer Age of Sigmar, brims over with amazing moments and fantastic characters as the war for the Mortal Realms reaches new heights. Here we plot out five of our favourite moments from the new book.



## GHAL MARAZ

The great hammer of Sigmar is known as a bane of Chaos, a weapon so pure and powerful that the followers of the Dark Gods can barely look upon its golden glory. In *Balance of Power* we get to see what happens when Sigmar's champion, the Celestant-Prime, lays into the scions of Chaos with skull-crushing force. Trust us on this – it's explosive and the result is completely unexpected.

## 1. THE AVENGING ANGEL OF AZYR

**The Realmgate Wars:** *Balance of Power* is the first time we get to see the mighty bearer of the World Hammer enter battle since Sigmar's Storm rolled out across the Mortal Realms.

If you recall at the end of the first *Realmgate Wars* book, *Quest for Ghal Maraz*, Sigmar took the hammer into the Chamber Extremis and woke a numinous form. Well, that form was none other than the Celestant-Prime, and the fury with which he metes out Sigmar's wrath on the

battlefield is everything we had hoped for and more. The first place we see him fight is in tortured Ghyran, against the hordes of Torglug the Despised. His arrival comes at the moment of greatest desperation for the Stormcast Eternals fighting to protect the Everqueen, turning a certain massacre into a battle where the forces of Order have a glimmer of hope.

We won't tell you how it all turns out, however. Trust us, it's not necessarily how you would expect...



## 2. UNLIKELY ALLIES

**Sigmar** wants to reforge the alliance that stood against the Dark Gods in the time before the Age of Chaos. To that end, emissaries from his Stormhosts battle deep into the Mortal Realms (most famously the Hallowed Knights have sought out Alarielle). In *Balance of Power*, the Anvils of the Heldenhammer venture into the Realm of Shyish searching for Sigmar's erstwhile ally and sometime nemesis, Nagash. What they find is a critical battle between the legions of Nulahmia, led by Neferata, Mortarch of Blood, and a vast Slaaneshi warband. Cue utter bedlam!



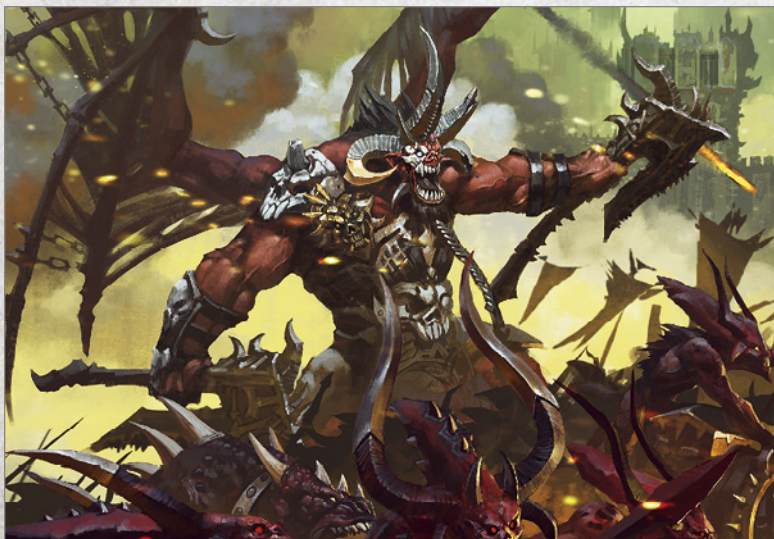
## 3. BEHOLD YOUR RUNEFATHER

In *Battletome: Fyreslayers* we were introduced to the wise (and prideful) Bael-Grimnir, Runefather of the Vostarg Lodge; in *Balance of Power* we see him go to war as never before. Atop the back of his furious Magmadroth, Flamespitter, and with his latchkey grandaxe, Hrathling, in hand, he joins forces with the Heavenhost, a Warrior Chamber of the Hammers of Sigmar, to unite in a quest that will test them both to their limits. We love the heroism of the Fyreslayer Runefather fighting shoulder to shoulder with the Stormcasts for noble purpose. Heroes have never been angrier...



## 4. THE FICKLENESS OF GODS

The **Chaos Gods** are running roughshod across the Mortal Realms, as kingdoms burn and the yoke of tyranny crushes the innocent, but they're not exactly cooperating with each other. Khorne, in particular, seems especially wrathful just now. As one of his brother gods closes in on a great prize, Khorne, ever covetous and jealous, would rather see it destroyed than fall into the hands of a rival. With a crack of his world whip he releases Skarbrand, his greatest servant, to deny Nurgle his prize, destroying it if necessary. Capricious acts like these are the raw, beating heart of Chaos, and we love them!





#### PERMANENT DEATH...

When we first met the Stormcast Eternals we were awed by their fortitude. Even wounds that could kill them didn't end their service to the God-King, but merely transported them back to Azyr in a pillar of light, where they could be reformed. That's until we saw our first permanent death at the blade of a reality-splitting axe. Well, now we've got some serious questions about the Slayer of Kings...

## 5. THE HARBINGER OF THE APOCALYPSE

**One thing has** become abundantly clear since the first streaks of lightning heralded Sigmar's war to free the Mortal Realms: the Chaos Gods do not like competition. As Sigmar's chosen, most notably the heroic Lord-Celestant Vandus Hammerhand, pile victory upon victory, the Dark Gods have taken cruel exception.

Enter the Exalted Grand Marshal of the Apocalypse, whose gaze has returned to the Mortal Realms with the inevitability of death. In Balance of Power we see him

bring his hosts to Mount Kronus, intent on claiming the great prize that waits upon its peak – and intent on claiming the head of Vandus Hammerhand to boot.

What we love about this scene is the gravity of the confrontation. Vandus Hammerhand is the exemplar of Sigmar's crusade, a dauntless warrior who has always found a way to triumph. Archaon, the Everchosen, is the unstoppable champion of Chaos – it's a match for the ages... but we won't spoil the result. **T**





# WARHAMMER AGE OF SIGMAR

## THE STORY SO FAR

**The Realmgate Wars: Balance of Power** is the fourth publication from the Design Studio telling the story of Sigmar's war of liberation in the Mortal Realms. Not sure where to leap aboard? Here's a handy guide to show you the way.

### WARHAMMER AGE OF SIGMAR STARTER SET

The perfect beginning to any and all adventures in the Age of Sigmar, the Warhammer Age of Sigmar starter set doesn't just contain an amazing array of Citadel miniatures (although in our opinion, that alone makes it a must-have). It also includes a 96-page book that introduces the setting for the Age of Sigmar, and lays out the opening events of the war as the Hammers of Sigmar battle the Bloodbound for the Gates of Azyr.

### WARHAMMER AGE OF SIGMAR BOOK

264 pages of unmissable rules and background, the Warhammer Age of Sigmar book follows the events of the starter set, as Vandus Hammerhand and his men press on to halt the schemes of Korghos Khul. It also delves into the history of the Mortal Realms and explores the other factions fighting in the Age of Sigmar.

### THE REALMGATE WARS: QUEST FOR GHAL MARAZ

The Realmgate Wars are truly under way, as Stormcast Eternals assail the legions of Chaos. New heroes are born and horrors unleashed as the Stormcast seek out the most powerful weapon in the armoury of Azyr, the fabled Hammer of Sigmar, Ghal Maraz.

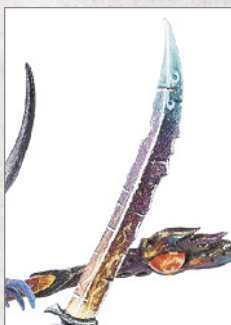


Tap on the images above to visit the Games Workshop website for more information on these products.

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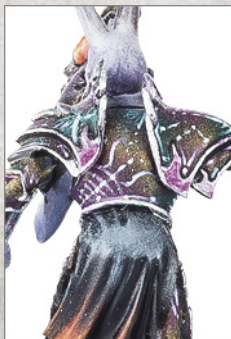
# 'EAVY METAL



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1 There are loads of hidden details in this paint job. Look at how the highlight at the tip of the sword transforms into a swirl.

2 Orange has been used as a spot colour across the model, creeping in subtly on the sword and armour, and more obviously in the magical vortex at the tip of the Tzeentchian runestaff.

3 On the back you can see how the stark highlights make up strange vorpal patterns that evoke the madness of Chaos.



This Sorcerer of Tzeentch, painted by Maxime Corbeil, is a wonderful example of a model painted with the use of colours portrayed in artwork and stories. The model has been detailed with sharp white highlights which not only serve to accentuate the shape of the miniature (as is normal for any highlight) but they have also been used as a device to convey the Tzeentchian allegiance of the Sorcerer. These highlights actually serve to form strange shapes and patterns on his armour and sword, which is entirely in keeping with the warping madness associated with of the Changer of Ways.

The Sorcerer's bright white face is another really nice aspect of Maxime's paint-job. The face is really pale, which draws the eye to look at it as the focal point of the model – the way it's surrounded by areas that are darker (such as the horns), which serve to reinforce this. Setting the focal point of any model right is one of the most important aspects of painting a Citadel miniature, and with this one your attention is forced straight to the face. This focal point provides an initial point of interest, but the paint job includes loads of other details to uncover, from swirling highlights to colours that merge into one another.



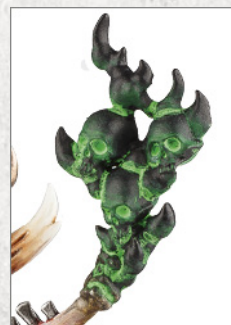
**'Eavy Metal** is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This week we examine two very different champions of the Dark Gods.



This **Ethrac Glott** model is a great example of how you can change a couple of elements on a miniature and get very different results. Ethrac is one of the Glotkin and usually perches on the shoulder of his massive brother, Ghurk. Here Maxime Pastourel has made him the centrepiece with a wonderful display base. While most Nurgle models are painted with pallid, obviously rotten flesh, Ethrac has been painted with a more healthy skin tone. In spite of his healthy pallor, glazes over the pustules and buboes, mutated eyeballs and torn flesh all hark back to Ethrac's pestilent origins.

Across the model there is a swathe of green, which not only draws your eye to different areas (the inside of the bell, the brazier on this back, the flames in his hand and so on) but they also emphasise the supernatural aspects of this potent Nurgle Sorcerer. The crack in the base, with magical green light in it, makes it look as though Ethrac is actually drawing his corrupting power from the earth. **T**

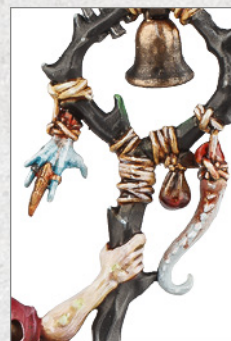
To see more models selected by the 'Eavy Metal team check out our regular showcase in *Warhammer Visions*, on sale the first Saturday of every month.



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- 4 Eldritch flames sprout from Ethrac's outstretched hand, with sinister skulls dancing in the fire. The flames are brightest where the heat would be strongest.
- 5 Although Ethrac has a healthier complexion than usual, there are plenty of signs of corruption, with sickly green flesh and open wounds.
- 6 The severed hand and tentacle appear to be rotting away, pale blue flesh contrasting with Ethrac's ruddy skin.



# 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 forces in Balance of Power, the Chaos Gods and some Blood Angels.

## CHANGING THE BALANCE OF POWER

### MARCH TO WAR

The rules content in Balance of Power provides some fantastic opportunities to theme your collection to match the forces in the story. There are 10 warscroll battalions, all made up of heroes and warriors from the story. Here are a few of our favourites:

### GYMNM'S BROTHERHOOD

The weary veterans who fight beside Lorus Grymn refuse to die, no matter the odds. This formation includes Grymn, and three or more units of Stormcast Eternals – and killing it will be very hard.

### TORGLUG'S FOULBLESSED

Foes of the Stormcast Eternals in Ghyrn, Torglug and his fighting elite are as durable as Grymn's retinue, their bodies healing as fast as they are injured. Fighting against them is a real war of attrition.

### THE WATCHER

#### KING'S HORDE

A carnival of Daemons of Tzeentch led into battle by a Daemon Sorcerer? This formation replenishes its losses as new units of Daemons pour into the Mortal Realms. Your battlefield will be positively swarming with Horrors, Screemers and Flamers!

## FRESH TROOPS, MIGHTY REINFORCEMENTS

**Balance of Power** introduces a number of factions, characters and forces that have only appeared around the edges of the main Warhammer Age of Sigmar storyline so far. These include several new Stormhosts, the dead legions of Neferata, Mortarch of Blood, Skarbrand the Exile (and his rather massive legion of Khorne Daemons), Archaon and, of course, Sigmar's champion, the Celestant-Prime.

To accompany all these new forces, there is a glut of fantastic new artwork and some amazing photographs of Citadel miniatures, and new colour schemes. Below you can see the Knights Excelsior in

their resplendent cream, blue and gold colours. When things are at their darkest for the forces of Order defending the Everqueen, it is they who must stand firm in the face of Torglug's hordes, beside the Hallowed Knights and the mangled remnants of the Sylvaneth hosts. Tales of heroic defiance like these really flesh out the epic feel of the war in the Mortal Realms, as new heroes join the fray.

Another great thing about these additions to the unfolding plot is the collecting opportunities they present. Why not add some Knights Excelsior to your own forces in the Realm of Life, for instance?





# WHITE DWARF

## HEED THE CALL OF CHAOS, WORSHIP THE DARK GODS!

Earlier in the issue we took a closer look at the Slaves to Darkness – the followers of the Chaos Gods – and the myriad paths they seek to glory. Though some worship the Chaos pantheon as a whole, you'll have seen a large warband of Khorne worshippers in our army, a sign that some of Lord Helderath's followers may soon walk a different path to glory (or meet a bloody demise). Building warbands in this way is a great way to create an identity for each warband in your Chaos horde. The warscrolls for each unit even allow you to

take a Mark of Chaos so you can truly dedicate them to a particular god, though whether their chosen deity is watching them (or pleased by their endeavours) is another matter entirely. It also gives you more modelling and painting options. The Chaos range includes loads of conversion opportunities (the Forsaken kit is a treasure-trove of mutations) while painting each unit in the colours of their chosen god is a great way to differentiate between each warband while simultaneously giving you new painting challenges to enjoy.

### THE WINDING PATH

The force below is an example of a Godsworn Champions of Ruin warband. Sorcerer Lord Attican Humon leads two units of Chaos Warriors into battle, their shimmering armour a sign of Tzeentch's favour, yet not enough to make them true Arcanites of Tzeentch. Will their ultimate path lie with the Changer of Ways, or will Humon's devotion be found sadly wanting?





## CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: captains.

### CAPTAIN CORTEZ

The redoubtable Captain Cortez is one of the best-known heroes of the Crimson Fists in the closing years of the 41st Millennium. His fortitude is legendary, and his scarred body bears the wounds of countless battles. Some say Cortez is able to fight through crippling injuries through willpower alone. Although records show he was captured by Dark Eldar raiders and many believe him dead, those who have fought beside Cortez know this is highly unlikely.

### JAGO ROTH

An Empire captain from the world-that-was, Roth embarked on a legendary campaign of revenge which began with the stealing of the flagship of the Empire's fleet, the Heldenhammer. Driven to hunt down the vile Count Noctilus after the Lord of the Dreadfleet murdered his family, Roth gathered a rag-tag band of followers who braved the perils of the Galleon's Graveyard in pursuit of justice... and vengeance.

### BADRUKK

The most infamous Freebooter Kaplin in the galaxy, Badrukk has so many teef even his counting-runs can't tally them up. A mercenary at heart, Badrukk will fight against anyone if the price is right, and since he loves unleashing his (copious) dakka whenever the chance arises, the price is always negotiable.

### BAN DAUR

A straightforward and no-nonsense officer, Captain Ban Daur was one of the members of the Vervunhive militia who joined the Tanith 1st regiment in the aftermath of the war against Ferrozoica. While he lacks the flair of others of Gaunt's Ghosts, he is courageous and reliable.

## THE DARK GODS DIVIDED

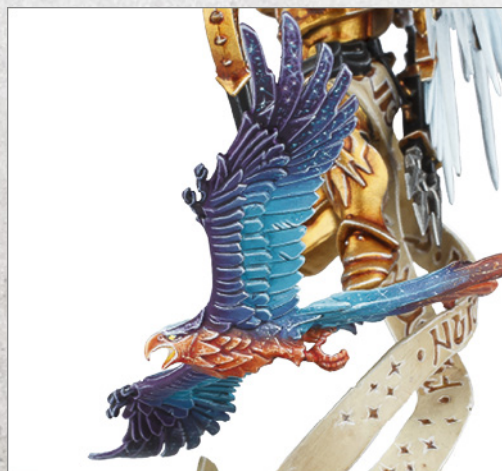
While **Balance of Power** focuses on the ongoing war between the forces of Chaos and the armies of Order, there are subtle hints throughout the book that the balance of power is just as fragile in the Realm of Chaos as it is in the Mortal Realms. Khorne, the dominant force in both realities, has armies fighting on every front, his followers revelling in the slaughter of Sigmar's armies. Yet despite the Blood God's efforts, it is Tzeentch who has managed to position his servants – the mysterious Gaunt Summoners – closest to Archaon, the mortal champion of the Chaos Gods. But to what end?

The Plague God Nurgle continues his desecration of Ghyran. Gaining rule of the Realm of Life could see Nurgle usurp the power of his brother gods and reign supreme, and things are looking good for him. That is, until an axe-wielding Daemon is sent to foul his carefully laid plans...

The mortal followers of Slaanesh also make a reappearance in the book. Sent by Archaon to hunt down the Mortarch Neferata, they are nevertheless ever-watchful for signs of their lost god, though that doesn't stop them fighting amongst themselves to rule in his absence. Most insidious, however, are the children of the Horned Rat. Seen as a lesser deity by the other gods, the Horned Rat is devious beyond measure while the other gods squabble, his minions have gnawed their way into every one of the Mortal Realms...

## WEAPON OF THE WEEK: THE STAR-EAGLE

The **Star-eagle** that swoops into battle beside the Knights-Venator of the Stormhosts might not look like much of a weapon, but behind the colourful plumage lies the heart of a stone-cold killer. With celestial talons that can tear the face from a Blood Warrior (armour and all) faster than the lumpen scions of Chaos can raise their shields, the Star-eagle is not to be underestimated. Don't let its beautiful feathers fool you, the Star-eagle is a razor-beaked killing machine.





## EMBRACE THE REALMGATE WARS

Back [here](#) we looked at how to follow the story of the Age of Sigmar. For those who want to delve deeper, Black Library's fantastic series of novels and short stories gives you an unparalleled view of the epic drama of the Realmgate Wars. The best place to start is with the superb *Gates of Azyr*, which depicts the first battles of the

Age of Sigmar. From there, leap headfirst into *War Storm*, containing three stories about the battles between the Stormcast and Chaos. From there, why not try *Prisoner of the Black Sun*, an audio drama telling the tale of Sigmar's attempts to forge a new alliance with Nagash. And there's still loads more to choose from.



## 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)

### QUESTION

Dear Grombrindal, I have a question for you. Please forgive me for asking, but it came up when we were deep in our cups. We are hoping you can settle the debate: what would happen if a pariah touched a Daemon of Chaos?

- Withheld (due to hangover)

### GROMBRINDAL SAYS

Well, Mr. Withheld, a possible answer to that lies in the rather excellent Eisenhorn trilogy by Dan Abnett. In *Xenos*, Inquisitor Eisenhorn is confronted by a Daemonhost who dares not attack him because of his untouchable accomplice. In retrospect this could be because of his feelings about Eisenhorn more than limits on his power. In *Malleus*, Eisenhorn encounters a second Daemonhost, Prophaniti, which doesn't hesitate to make a physical attack, even if it means touching the pariah. It seems likely, therefore, that while such an act would be uncomfortable, injurious even, it would not necessarily be fatal.

- Grombrindal

### DIVINE INTERVENTIONS

With Khorne and Sigmar both hurling their mightiest champions into battle, the power of the gods is going to be felt in the Mortal Realms like never before.

### THE DEATH TOLL

The butchery in the Mortal Realms is unrelenting as both heroes and villains die in glorious (and sometimes inglorious) battle. We're not sure anyone is safe anymore.

## MUNITORUM REPORT: BALANCE OF POWER

### REPETITION

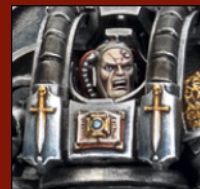
Balance of Power contains 10 battleplans for you to play. Try these out with your own Warhammer Age of Sigmar army, and you've 10 brand-new clashes to enjoy.

### DIVINE COOPERATION

There are a few cracks appearing in the alliances between the gods. Are the tensions a one-off, or a sign of worse to come?

## BIT OF THE WEEK: DREAD HEAD

Build your Nemesis Dreadknight pilot with a closed helm and this head is a spare. With a bonnet stuffed full of cables running into the skull, it's full of conversion potential, a great head for a hero of the slightly bonkers kind.





# WHITE DWARF'S REGIMENTS OF RENOWN

Our Regiment of Renown this week is a Blood Angels Strike Force painted by none other than last week's Seraphon collector, Amy Snuggs.

Amy likes to experiment with lots of different painting techniques and styles. Where Amy's Seraphon were almost entirely drybrushed, her Blood Angels are layered and washed. Mephiston Red was used as a basecoat, followed by highlights of Evil Sunz Scarlet and Wild Rider Red. Amy then varnished her Blood

Angels before applying a wash of Nuln Oil, the varnish helping it recede into the recesses rather than shade the whole model. Amy also made clever use of washes on the gold eagles; they aren't actually painted gold at all! They are, in fact, a layer of Runefang Steel, washed with Nuln Oil, then washed again with Casandora Yellow. Amy's favourite effect, however, is the glowing green of the models' eye lenses. Moot Green was used as the lens colour, which was then also applied as a glaze around the eyes. **T**



**NEXT ISSUE: AFTER 10,000 YEARS, THE LOST BROTHERS RETURN!**





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