

WHITE DWARF

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WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 107

13 FEBRUARY 2016

LORDS OF UNDEATH

YOUR GUIDE TO THE FORCES OF
DEATH IN THE AGE OF SIGMAR

RULES AND
PAINTING
GUIDES
INSIDE!



NEW SPACE WOLVES HEROES!

CHAMPIONS OF FENRIS

THE IRON PRIEST AND ULRIK THE SLAYER STAND FIRM AGAINST THEIR ENEMIES



WHITE DWARF

ISSUE 107
13 FEBRUARY 2016

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NEW RELEASES

Three of Fenris's mightiest heroes arrive with the release of Ulrik the Slayer, Wolf Lord Krom and the Space Wolves Iron Priest, plus there's Grand Alliance: Death for the Age of Sigmar, and more.

THE FORCES OF DEATH

The servants of Death are many, amongst them the avaricious, the cursed, the tainted, the corrupt and the enthralled. Read our essential guide.

GOLDEN DEMON: SPACE MARINES

We speak to Adrian Bay about his incredible Bood Angels Terminator Captain from the recent event.

PAINT SPLATTER

We've got stage-by-stage painting guides for both Ulrik the Slayer and the Iron Priest.

THE SONS OF RUSS

The Wulfen have returned and now is a great time to start your own Space Wolves army.

THE RULES

The Iron Priest gains a couple of new weapons...

THE WEEK IN WHITE DWARF

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



ANCIENT PROWESS

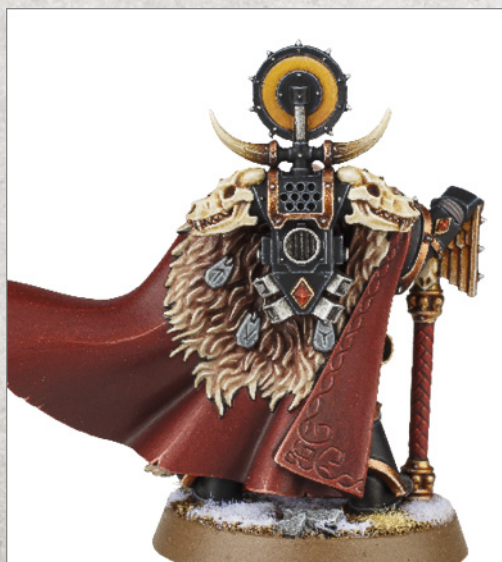
Every army needs great heroes to lead it, and this week one of the mightiest champions of the Imperium arrives to marshall the forces of the Space Wolves in their most desperate hour of need. Ulrik the Slayer is the oldest known Space Wolf in existence (with the honourable exception of the Dreadnought-bound Bjorn the Fell-Handed, who was present at the Horus Heresy), and with unsurpassed battlefield knowledge accrued over many long centuries his foes stand little chance of survival.

Over in the Age of Sigmar, meanwhile, the dead rest uneasily as the latest battletome is unleashed – the forbidden treatise known as *Grand Alliance: Death*. In its pages you'll find an exhaustive guide to the forces of dread Nagash and his minions, detailing eight new factions such as the ruling Deathlords, the Soulblight Vampires and the rank madness of the ghoulish Flesh-eater Courts. No necromantic general should dare resist its morbid charms... the Mortal Realms are yours for the taking! 🐺

ULRIK THE SLAYER



- 1 As you might expect of such a respected old warrior, Ulrik's wargear is of the highest quality. His broad shoulders are shrouded in a thick Fenrisian wolf pelt, and the vents on his backpack are styled in the shape of wolf skulls (they might even be wolf skulls, for that matter). His armour is hung with tiny stone fetishes, Fenrisian charms carved with runes said to stave off evil.



Want to know how to paint your own Ulrik the Slayer model? Look no further than Paint Splatter [here](#)

Ulrik the Slayer is a venerable hero of the Space Wolves Chapter. His great age and wisdom makes him one of the Chapter's most inspiring war leaders, capable of rousing unequalled bloodlust in the Space Wolves who follow him.

Ulrik the Slayer is ancient, even by the standards of the long-lived Space Marines, a gnarled veteran of countless wars, famed within and without the Space Wolves Chapter for his dour demeanour and terrifying fury upon the battlefield.

This new plastic Citadel miniature is a reinvention of the classic Ulrik the Slayer Wolf Priest model from the 1990s. Older and wiser, Ulrik stands vigilant as the chooser of the slain with one gauntleted hand resting on the head of his two-handed crozius arcanum while the other cradles his legendary skull helm, the Wolf Helm of Russ. His craggy face is set in a permanent scowl, a missing eye concealed by the patch riveted to his skull. Despite his stoic, statuesque pose, the whole model retains a sense of motion as the chill winds of Fenris buffet him. You can see the fur pelts and the rune-chased hem of his cloak flapping in the breeze.

The real charm of this model is the amount of detail hidden in plain sight. From the Wolf Helm (which legend says was gifted to Leman Russ millennia ago), to the gold-plated horn at his waist which is either filled with healing balms or fortifying mjod (perhaps one and the same), every inch tells the story of a true hero of the Space Wolves. 🐺

ULRIK THE SLAYER

1 Citadel miniature

£18.50, €25, 190dkr, 220skr, 200nkr, 93zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,500, 190rmb, HK\$250, R115, SG\$45

PRE-ORDER: NOW

RELEASED: 20/02/16

NEW RELEASES: SPACE WOLVES

IRON PRIEST

The Iron Priests are the masters of the Fang's forges, tasked with maintaining the Chapter's wargear on the field of battle. An Iron Priest will risk life and limb, and fight with a wolf's ferocity, to protect the Chapter's armoury.

Among the tribes of Fenris there are those who display exceptional skill at smithing weapons and armour while still in their youth. These talented young souls may dare the pilgrimage to the Isle of Iron, there to meet with the living gods (as the Iron Priests of the Chapter are viewed). A fortunate few will one day find themselves counted among their number, warrior smiths charged with readying the Chapter's weapons and wargear.

The Iron Priest miniature is the embodiment of one of these battlesmiths, with artificer armour that shows the dimpled finish of hand-beaten ceramite, edged with the cog-motif of the servants of the Machine God. Wires run from his backpack to his wargear, supplying his helfrost pistol and tempest hammer with power, while over his head looms the lupine silhouette of his servo-arm, the vice jaws edged in a gilt facsimile of a wolf's head. Other mechanical apparatus serves to enhance the Iron Priest's capabilities to repair damaged Space Wolves war machines, from his strength-enhancing bionic arm to the spotlight and targeter mounted on his backpack. This model truly is the melding of Space Wolf and machine cult devotee, with tribal charms and fetishes sitting alongside the skull-cog icon of the priesthood of Mars. 🐺

IRON PRIEST

1 Citadel miniature

£18.50, €25, 190dkr, 220skr, 200nkr, 93zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,500, 190rmb, HK\$250, R115, SG\$45

PRE-ORDER: NOW

RELEASED: 20/02/16



1



2



3

- 1 The Iron Priest's servo-arm ends in the shape of a golden wolf head, the jaws of the wolf providing the jaws of the vice.
- 2 The Iron Priest is armed with a tempest hammer. One end burns with the heat of the forge while the other crackles with the eldritch power of a helfrost weapon.
- 3 The Iron Priests fight with the Great Companies on their campaigns. The roundel on their shoulder pad is reserved for the company icon.

WOLF LORD KROM

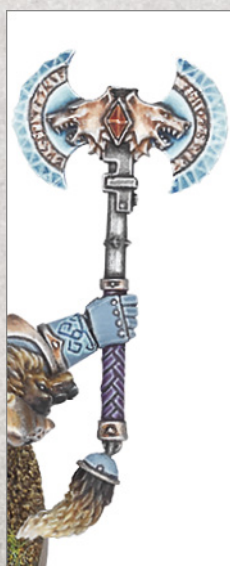


To some a roaring tyrant, to others the hero of a hundred campaigns, the Wolf Lord Krom Dragongaze is one of the Space Wolves' deadliest warriors. In battle he leads his Great Company with fearless resolve.

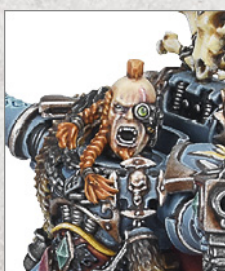
The Space Wolf known as Krom Dragongaze has a sullied reputation. None question his skill at arms, tactical acumen or courage, but his lordship has long been tarnished by accusations of viciousness or tyranny unworthy of a Wolf Lord of Fenris. On Alaric Prime, Krom was censured for his conduct; since then, his reputation for glory-hunting and violent outbursts has been tempered by discipline and duty as he has selflessly sworn his Great Company to the defence of Fenris. Now it seems that the measured counsel of Grimnar may well have reformed Krom into the hero his peerless skills have always promised.

Formerly only found in the Stormclaw boxed set, Wolf Lord Krom is now available separately. Krom's story is told across the model, from the Ork skull on his base, which is a sure nod to the campaign at Sanctus Reach, to his complex bionic eye which goes well with his (not entirely flattering) nickname, the 'Fierce-eye'. As a Wolf Lord of Fenris, Krom bears Terminator honours on his breast and has the pick of the Chapter's armoury. Yet Krom chooses to fight wearing power armour, wielding a bolt pistol and relic axe, a fitting touch that speaks to his headstrong willingness to get right into the heart of the fighting with axe swinging, his fierce gaze right upon the enemy. 🐾

- 1 Wyrmclaw is Krom's relic axe, a frost weapon which retains its razor-sharp cutting edge no matter what it strikes.
- 2 Krom's face is a fangs-bared visage of fury, the embodiment of Fenrisian battle-lust. His warrior's mohawk and plaited hair only serve to make his appearance even more ferocious.
- 3 Krom's shoulder is adorned with the icon of the Drakeslayers, his Great Company. Matching decals can be found on the Space Wolves Transfer Sheet out this week.



1



2



3

WOLF LORD KROM

1 Citadel miniature

£18.50, €25, 190dkr, 220skr, 200nkr, 93zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,500, 190rmb, HK\$250, R115, SG\$45

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NEW RELEASES

START COLLECTING! SPACE WOLVES

14 Citadel miniatures and
a formation datasheet

With the howling of wolves and the coarse bark of bolter fire, the Space Wolves charge headlong into the foe, eager to lay waste to the enemies of Mankind. Start Collecting! Space Wolves is the perfect way to kick off your own Space Wolves army.



Hailing from the brutal death world of Fenris, the Space Wolves are Space Marines unlike any other. Tough, hardy and ferocious, they fight like warrior gods of legend, seeking out the greatest foes and direst perils in their tireless quest for personal glory.

Start Collecting! Space Wolves contains 14 multi-part plastic Space Wolves miniatures. A Space Wolves Pack heads up the force, a versatile kit that is the core of almost every Space Wolves army, enabling you to make 10 Space Wolf models that can either be Blood Claws, Grey Hunters or veteran Wolf Guard. Three Thunderwolf Cavalry models provide hard-hitting clout to the force while a Space Marine Commander gives you your own Wolf Lord (which you can customise with all those spare components). There's also a datasheet in the box, enabling you to field the models as a Space Wolves Deathpack.

START COLLECTING! SPACE WOLVES

14 Citadel miniatures and formation datasheet.

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

PRE-ORDER: NOW

RELEASED: 20/02/16

Box contents:

- 1 Space Marine Commander.
- 3 Thunderwolf Cavalry.
- 10-man Space Wolves Pack (which can make Blood Claws, Grey Hunters or Wolf Guard in power armour).

NEW RELEASES: THE BEAST ARISES

THE EMPEROR EXPECTS

By Gav Thorpe
Hardback | 222 pages

Worlds of the Imperium burn as the Beast's hordes draw ever closer to Terra and fear grips the High Lords. Determined to make a show of strength, a vast Imperial armada is assembled. Every man must do his duty...

With **Mankind's war** efforts against the Beast's hordes struggling to hold the Orks at bay, the leadership of the Imperium is divided. While the High Lords bicker among themselves, however, agents on the Throne World attempt to rally against the rising menace. On the one hand, political intrigue holds sway, as Vangorich unleashes his assassins to ensure a favourable result and the agents of the Inquisition become embroiled in clandestine skirmishes. On the other, Lord High Admiral Lansung prepares to launch a mighty attack against one of the Beast's vast Ork attack moons, a gambit that could reverse the tide of the war. Meanwhile, Koorland, the last surviving Imperial Fist, has a desperate plan of his own.

The Emperor Expects picks up the action of the *Beast Arises* where *Predator*, *Prey* left off. The Imperium is in utter peril, and Black Library legend Gav Thorpe captures the sense of rising panic and desperation admirably. Thorpe paints a thrilling portrait of the boiling machinations on Terra and the murderous lengths that the Imperium's agents will go to for victory. Most exciting of all, however, is Koorland's scheme, the 'Last Wall' protocol, a plan so audacious it defies an edict that has existed since the fall of the Emperor. The stakes have never been higher. 🦾

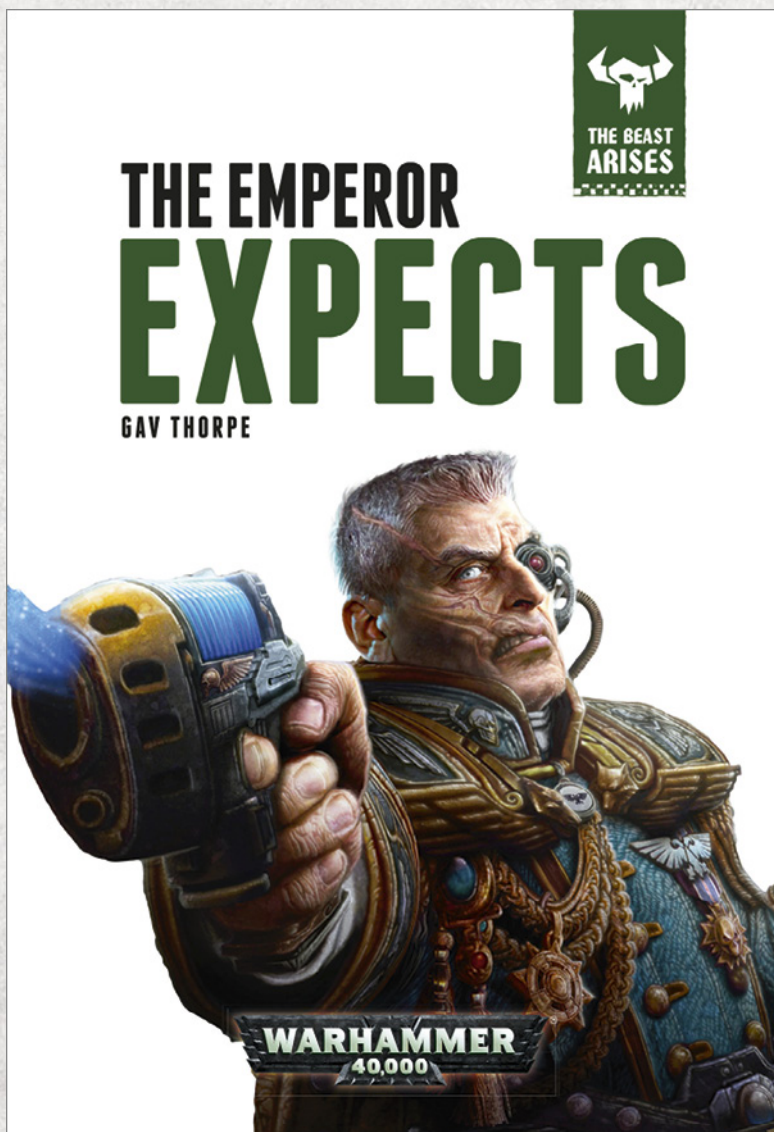
THE BEAST ARISES: THE EMPEROR EXPECTS

£12.99, €15.95, 135dkr, 165skr, 165nkr, 64.95zl, USA \$17.50,
Can \$19, AU \$27, NZ \$31, ¥1,500, 105rmb, HK\$177, R81, SG\$31

Also available as an eBook and MP3 audiobook. See blacklibrary.com.

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ALSO AVAILABLE

THE EMPEROR EXPECTS GALLERY PRINT

Celebrate *The Emperor Expects* with this exclusive gallery print of the cover art, by Victor Manuel Leza Moreno. Printed on quality 260gsm linen white paper, this run of only 50 copies is sure to sell out. Find them online at: blacklibrary.com

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£27.50, €40, USA \$50, Can \$55, AU \$60

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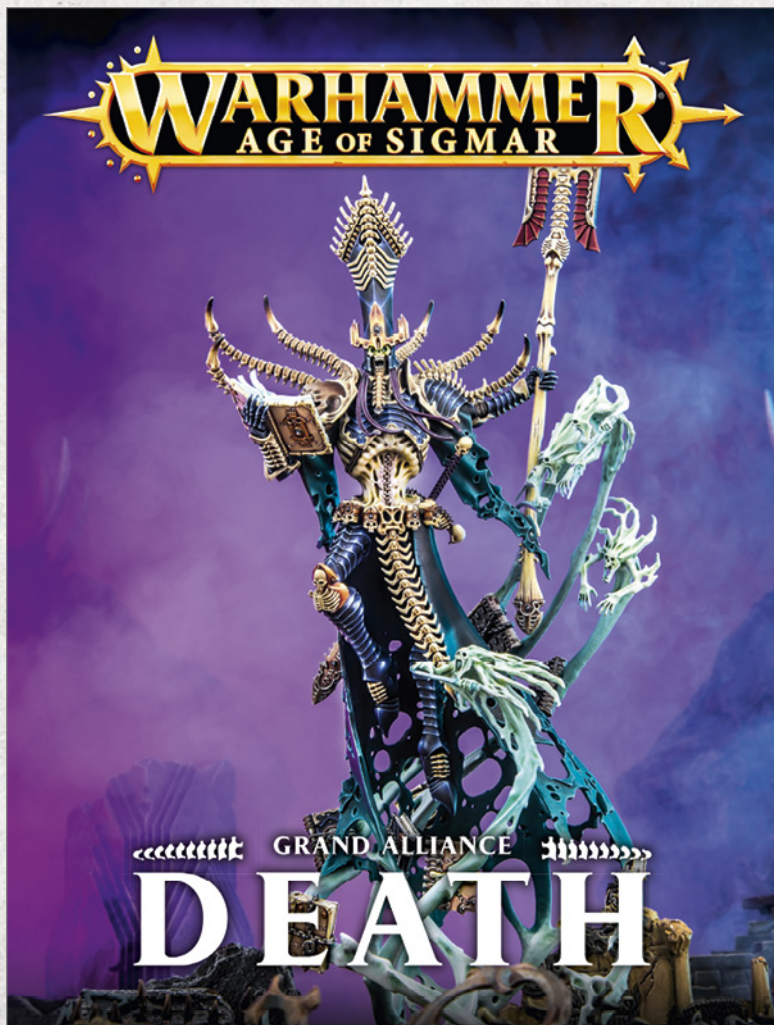


GRAND ALLIANCE: DEATH

Behold Grand Alliance: Death, the ultimate grimoire for the scions of Nagash. Introducing eight factions for Warhammer Age of Sigmar and boasting 35 warscrolls, this is the tome with which to bind the legions of Death to your will.

From the bone plains of cursed Shyish to the crystal keeps of high Djaf, the legions of the living dead plague the Mortal Realms. Grand Alliance: Death brings eight more factions to life (well, undeath) as all the Great Necromancer's many servants arise at the dawn of the Age of Sigmar.

What you'll find here is a complete guide to the eight factions of Death: the Deathlords, the blood-craving Soulbright, the Deathmages, the Deadwalkers, the Deathrattle legions, the Flesh-eater Courts, the Beasts of the Grave and the spectral Nighthaunts. Each of these chilling forces is presented along with background that explains their place in the Mortal Realms, glorious photographs of Citadel miniatures waging war on fantastic battlefields and stunning full-colour artwork that captures the magic and mayhem of the Age of Sigmar. This 88-page book includes the 35 warscrolls you need to make use of any of these Death models in your games, and the book also includes a warscroll battalion for the infamous Legion of Death and example armies that delve into some of the forces of Death waging war across the Mortal Realms. If you already collect any of these factions or are feeling the pull of the power of death magic, or even want to arm yourself against it, this is the book for you!



GRAND ALLIANCE: DEATH

88 pages, softback

£10, €13, 100dkr, 120skr, 110nkr, 50zt, USA \$16.50, Can \$20, AU \$28, NZ \$33, ¥2,300, 100rmb, HK\$135, SG\$60, R25

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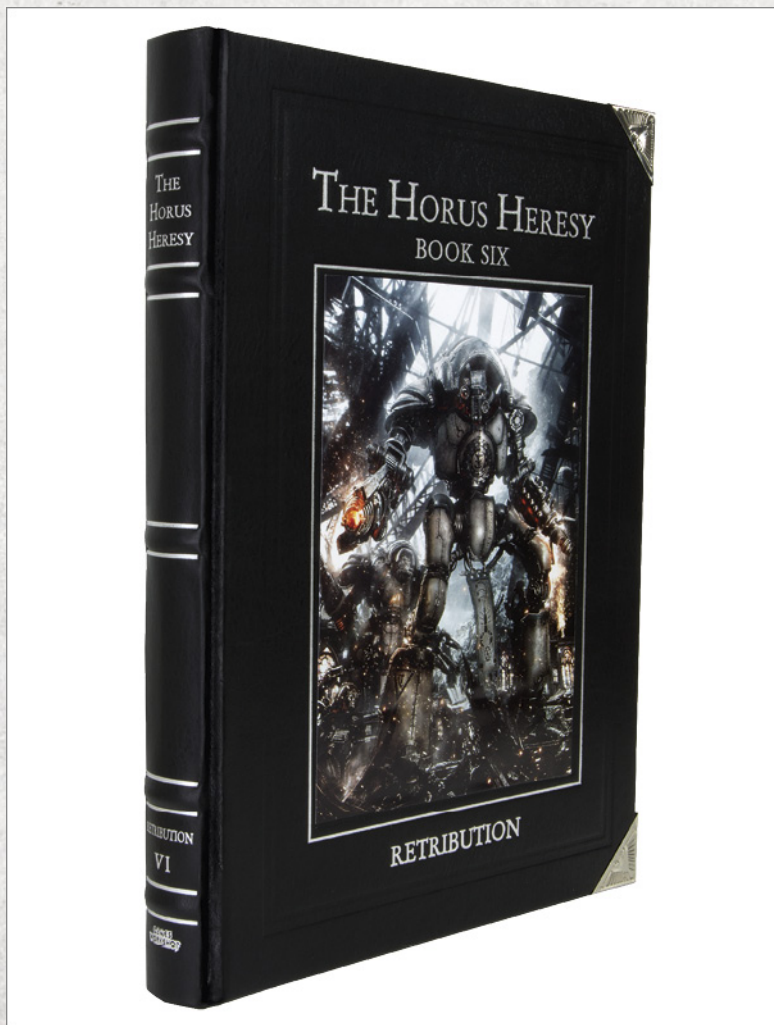
RELEASED: 20/02/16

HORUS HERESY BOOK SIX: RETRIBUTION

In the aftermath of the great betrayal at Istvan and the perfidy of Calth, Phall and Mars, the tide of war has all but drowned Humanity in blood. Retribution for oaths broken and dreams shattered are all that remain.

Retribution is the sixth book in Forge World's in-depth series covering the forces and fighting of the Horus Heresy. As with the five volumes that have preceded it, Retribution is a whopping leather-bound, hardback book with the same iconic black finish and metal corner trims.

In its pages we learn of the Shadow Wars that seethe throughout the time of slaughter known as the Age of Darkness. This weighty topic shines a light on the Space Marines of the Shattered Legions, vengeful souls who fight on in the aftermath of the Dropsite Massacre, and the Knights Errant of Malcador the Sigillite, unleashed to prosecute secret missions across the length and breadth of the Imperium. All this information is presented alongside new force listings for the Blood Angels, Dark Angels and White Scars, as well as the Shattered Legions, Blackshields and Knights Errant. There are long-awaited characters such as Nathaniel Garro, Shadrak Meduson and the Either, Tybalt Marr. There is also a series of linked games called the Retribution Campaign, Shadow Wars missions for Age of Darkness battles and, finally, a rules appendix that expands the forces of the Horus Heresy to include the likes of the Mastodon Heavy Assault Transport, Leviathan Siege Dreadnought and more. 🖤



HORUS HERESY BOOK SIX: RETRIBUTION

298 pages, leather-bound hardback

£74

Available from www.forgeworld.co.uk

AVAILABLE: NOW!

GAMES WORKSHOP EVENT

WARHAMMER FEST AND GOLDEN DEMON

Join us for the greatest celebration yet of Citadel miniatures and the worlds of Warhammer Age of Sigmar and Warhammer 40,000, as Warhammer Fest returns to the Ricoh Arena in Coventry on the 14th and 15th of May. Tickets are available to buy now!

On the 14th and 15th of May, the Ricoh Arena opens its doors once again for Warhammer Fest, the ultimate celebration of the worlds of Warhammer. With seminars, painting and modelling demos, miniatures displays, author signings, a designated gaming area and exclusive merchandise, there's something for

every collector and gamer. Not only this, but Warhammer Fest 2016 sees the return of Golden Demon Classic, the most prestigious painting competition for Citadel miniatures in the world. Find out more and buy your tickets online at:

warhammerworld.games-workshop.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 for prices and details.



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM
blacklibrary.com | forgeworld.co.uk



THE FORCES OF DEATH

Across the Mortal Realms, the dead do not rest easy. Hordes of Deadwalkers, Flesh-eaters and worse stalk the land at the bidding of their master, Nagash. With **Grand Alliance: Death** available to order, we decided to take a peek at the factions within it...

THE GRAND ALLIANCE

The multitudinous hordes of Death are all codified and organised within the pages of **Grand Alliance: Death** out this week ([click here](#)). In it you'll find all the warscrolls for the forces of Death, and the eight factions they belong to at the dawn of the Age of Sigmar.

Any of these factions can work together in your games. Indeed, the Deathlords rely on the servitude of the others.

There are many ways to die in the Mortal Realms. War stalks every land, and death claims all equally. From his nightmare domain in the Realm of Shyish, Nagash schemes and plans a conquest of total domination. He is an indifferent and uncaring god whose only goal is to rule in a reality where silent order is law; where the disunity and squabbles of the living are forgotten and all obey his unflinching, unchanging will with the precision and obedience that only the dead possess. To achieve this goal there is none he will not slay and no betrayal he won't commit. To Nagash, all are pawns in his great scheme

and those who cannot be used to achieve his aims must be eradicated. At his call is the Grand Alliance of Death. Though they might be disparate, fractious or even uncontrollable, such considerations matter not at all to Nagash – he has usurped gods and claimed his own divinity. All death is his to command.

Over the next few pages we will examine the factions of Death, from Nagash's ruling Deathlords to the filthy Flesh-eater Courts and the monotonous order of the Deathrattle legions. Come, join us on a tour of the forces of Death.

DEATHLORDS: THE MASTERS OF UNDEATH

The Deathlords are the rulers of the sprawling kingdoms of endless night and seas of ice-cold blood. They are the merciless, implacable leaders of Nagash's war against the living, whose sole ambition is the eradication of all life from the Mortal Realms.

Nagash is a name known across every realm, by both the living and the daemonic. He is a towering figure of necromantic sorcery, wreathed in a nimbus of eldritch power; at his beckoning are the unending legions of the dead.

Powerful as Nagash might be, he cannot wage his war alone. For his subjugation of the Mortal Realms he has gathered his Deathlords, powerful servants of death who are united only by their service to the Supreme Lord of the Undead. These are the Mortarchs, immortal beings who are the stuff of nightmares made manifest. Foremost among this dire cabal is Arkhan the Black, Mortarch of Sacrament. Fiercely loyal to his master, Arkhan has served Nagash longer than any other. Before the death of the world-that-was, Arkhan offered his life to save his master, and thus

have they ever been bound together. When Nagash trusts no other, it is to Arkhan he turns. Arkhan is not alone in his solemn duty as Nagash's Mortarch, however. Mannfred von Carstein, an ancient and treacherous vampire, and Queen Neferata, once Nagash's rival, also serve as his Mortarchs. Their legendary power has served Nagash well through the ages, guiding colossal armies of rotting flesh and clattering bone to countless victories in his name.

As befits a royal court, the Deathlords are protected by undying guardians; towering effigies of shaped bone, the Morghasts are powerful warriors whose only will is to serve Nagash. Swooping low across the battlefield, they form the Deathlords' vanguard, a wall of bone and blades from which there is no chance of escape.

Below: The Deathlords are the masters of Death, ruled over by Nagash, the Supreme Lord of the Undead, the most powerful entity in the entire Grand Alliance, and arguably one of the mightiest monsters to be found in Warhammer Age of Sigmar.

To do his bidding are the Mortarchs: Arkhan the Black, Neferata and Mannfred. On the battlefield (and off of it, for that matter) their will is enforced by the silent malice of the Morghasts. While the Morghast Harbingers act as a royal guard, the Archai are relentless killing machines who cleave through the living with murderous ease.



SOULBLIGHT: CURSED TO HUNGER FOR BLOOD

Across the Mortal Realms the Soulblight curse lingers like a horrific disease. Those afflicted by its bite receive gifts of immortality and incredible strength, but suffer an insatiable appetite for fresh blood. The Soulblight are a monstrous curse upon the realms.

Below: The Soulblight are a deadly threat on the battlefield, possessing supernatural powers that rank them among the mightiest warriors.

The undisputable masters of their kind are the Vampire Lords, terrifying warriors whose aura of dominance is such they can even subjugate a mighty Zombie Dragon and ride it into battle. These lords of death are fearsome warriors who yet possess the magical power to summon forth hordes of Deadwalkers and Deathrattle warriors as the need arises.

More numerous are the Blood Knights who act as the Soulblights' vicious enforcers and the twisted Vargheists, whose monstrous strength leaves the enemy ruined and broken in their wake.

In gloom-shrouded kingdoms across the Mortal Realms rule the aristocracy of blood, the Soulblight vampires. They have received the kiss of immortality that brings preternatural power and speed, and the power to raise and control armies of Death. In exchange for this boon, they become slaves to an infernal blood thirst.

Such figures rise to positions of terrible power, kings and queens of damnation who wage ceaseless wars to slake their unquenchable thirst. Such Vampire Lords march to battle in suits of ancient armour at the head of vast armies. The greatest of their kind raise hideous Zombie Dragons to ride to war. Nightmarish reanimated corpses, these Zombie Dragons are the preferred mount for the most warlike of the Vampire lords, while those who prefer the pretence of refinement sweep into

battle on Coven Thrones. These baroque chariots are borne aloft upon enslaved spirits, while Vampire Queens and their hand maidens stretch out languidly upon silken pillows, using their dark powers to beguile those who oppose them.

The most martial of the Soulblight fight as Blood Knights, mocking the ancient rites of honour and chivalry as they gorge themselves on the blood of the slain. Worse still are the mutated horrors of the Soulblight courts known as the Vargheists – creatures whose inner corruption shows upon their monstrous features as they tear through flesh with fang and claw. Though their evil is clear for all to see, these Soulblight are no different from their more comely kin; all are creatures of remorseless evil for whom no act of blood-soaked debauchery is forbidden.



DEATHMAGES: MORTAL MASTERS OF NECROMANCY



There are those among the living who so hunger for the power of death that they will trade their humanity for a sliver of necromantic glory. These creatures cease to be truly living beings, driven only to seek more power, whatever the cost to their souls. Known as the Deathmages, they are Necromancers in the darkest sense of the word, summoning armies of Deadwalkers and Deathrattle legions to do their bidding.

Deathmages consist of those once-men who have bargained for necromantic power, and include both Necromancers and also the dread majesty of the Mortis Engine, wherein lies bound the remains of an ancient and powerful Deathmage. At their bidding are armies of mouldering corpses summoned to fight their wars. Whether these are creatures of flesh or bone matters not – Deathmages crave more power, and care not how it comes.

DEADWALKERS: THE ROTTING HORDES



In the moment the Realm of Death was born, a gale of necromantic power swept forth from Shyish to blight the other Mortal Realms. The dead forsook their graves, rising mouldering from the tomb to tear down the living with ragged claws. Drawn together as if by some command, they shamble forth in packs, sometimes vast throngs, and many are the cities, armies and nations that have fallen to their unthinking malice.

The Deadwalkers are the hordes of Death that include both Zombies and Dire Wolves, freshly slain creatures raised to wander mindlessly or enslaved to the will of a Deathmage or Soulblight Vampire. In many ways they are the most horrific of the legions of death, for when they pull down a foe, he inevitably rises again to join their bloody cohorts, shambling forth with the same flesh-hunger as the Zombies and Corpse Carts of the Deadwalker hordes.

DEATHRATTLE: KINGDOMS OF DUST AND LEGIONS OF BONE

In dark corners of the Mortal Realms, where the sane fear to tread, lie sites of evil known as the Deathrattle kingdoms. Ruled by Wight Kings, these were once empires of the living, but now only the dry bones of the dead remain. In death they still serve their king, marching forth to conquer all who oppose their lord's rule. Though years ago their bones and tarnish their weapons and armour, the Deathrattle tirelessly serve their tyrant's boundless hatred.

The Deathrattle are armies of Skeleton Warriors, orderly legions of bleached bone and rusted armour. Unfettered by the blood frenzy of the Soulbright or meat-cravings of the Flesh-eater courts, they are an implacable army of Skeleton Warriors, Grave Guard and Black Knights, marching in inexorable lockstep behind their Wight King lords. Until, that is, Nagash or his Mortarchs subsume them to join their wars upon the living.



FLESH-EATER COURTS: INSANE SERVANTS OF THE GHOUL KINGS

Flesh-eater Courts are the most horrifying and inexplicable faction of Death, debased societies that have risen from the hell of endless war. Lorded over by Abhorrant Ghoul Kings they fight in vast hordes, not for gold or glory, but for flesh trophies and banquets of rotting meat. These Ghoul Kings are completely insane, unable to see their actions for the wanton butchery they have become.

Robed in the rotting meat of their victims, the Abhorrant Ghoul Kings direct their armies, often from the back of a deadly Terrorgeist. At a word, armies of Crypt Ghouls charge against their foe, manic once-men who now slaver and drool at the thought of fresh, quivering meat. Larger, mutated beasts such as the monstrous Crypt Horrors stalk among the throng, while Varghulfs crave the chance to be unleashed, the king's own madness driving them to feats of slaughter and bloodshed.



BEASTS OF THE GRAVE: MONSTERS STIRRED TO UNLIFE



The armies of the Great Necromancer boast many strange and terrible marvels, but few are as horrifying as the Beasts of the Grave, a moniker reserved for the mightiest of creatures that have been raised from the dead. No creature, whatever its nature, is beyond the power of necromancy once death claims it. Thus winged abominations such as the Zombie Dragons and Terrorgeists roam the Mortal Realms at the bidding of the greatest of Deathmages, Soulblight vampires or even Nagash himself.

A Zombie Dragon is the blasphemous fusion of draconic might and the darkest of magic. A corpse plucked from the sacred boneyards where the great drakes go to die, now forced into undead servitude. Terrorgeists are bat-winged predators, who use their supernatural shriek to kill their victims before they greedily guzzle on their still warm blood and entrails.

NIGHTHAUNT: SPECTRAL HORRORS OF TORMENT



The Nighthaunt hosts come from the underworld, bitter and malignant spirits who hate the living with the cold, rage of death. Devoid of order, they boil up through the gateways of Shyish to slay the living with their spectral touch.

Most numerous of the Nighthaunt are the Spirit Hosts, souls of the damned whose merest touch spells death for the living. Screaming with the agony of jealous rage they reach out and slay with ghostly, grasping claws. Drifting among the throng are murderous Cairn Wraiths, instruments of death who execute all before them with pitiless sweeps of their scythes. These shrouded killers care nothing for innocence or mercy.

The keening cry of the Tomb Banshee is the song of death to those who hear it, a funeral dirge to which the Black Coaches and Hexwraith Cavalry gallop relentlessly into battle.

GOLDEN DEMON: SPACE MARINES

Golden Demon:
Space Marines
featured some
amazing entries.
Here we catch
up with Adrian
Bay, winner of
the Single
Miniature
category.





1

This Blood Angels Captain won gold in the Single Miniature category at Golden Demon: Space Marines. We caught up with Adrian Bay to learn more.

White Dwarf: First of all, congratulations on the well-deserved award Adrian. What inspired your entry?

Adrian Bay: Thanks very much. Normally I paint Space Wolves or Salamanders, since they are my favourite Chapters, so it's a little embarrassing to get this recognition for a Blood Angel! Not that I mind. The reason I did a Blood Angel this time is because the colour red demands attention. It seems to have worked.

WD: You have entered a number of Golden Demon contests in the past. Do you paint armies or only for competitions?

AB: I only paint heroes, really, and typically only for competitions. I'm very passionate about heroes from both history and fiction and I love recreating them in my models. Most of my Golden Demon



2

entries are inspired by the stories I have read, whether it's the Horus Heresy series, William King's *Space Wolf* (which has loaned me many ideas) or even the Eisenhorn trilogy. I paint so many Space Marines because of their heroism. Their stories inspire my imagination and I try to distil that into the miniatures I paint.

WD: What techniques do you employ to get such exceptional results?

AB: There's no great mystery to my painting, really, just practice and patience. I use the same basecoat, layering and washing techniques your painters [Duncan and Emma] do on YouTube. I watch their videos as they come out – you're never too old to learn. The key is to honestly and seriously take your time if you want the best possible result. Build layers very slowly and carefully. The rest will follow. Take Captain Vincent's 12 o'clock shadow, for instance: with his face fully painted all I did was apply a very thin, almost translucent, blue-grey glaze in several layers. Patience is the key. 🖤

1 "The Blood Angels have always been the most baroque of the Space Marine Chapters," Adrian says, when talking about Captain Vincent. "So I rooted through my bits box to find the most fitting, flamboyant components. Most of the model came from the Blood Angels Terminator Assault Squad, but I wanted to make him as ornate as possible so there are lots of tiny modifications."

2 "All of the entries I paint for competitions have an air of heroism about them. The heroic characters from Warhammer 40,000, Warhammer and even history are what fuel me with inspiration, so I try to make every part of the model connect to that," Adrian adds. "Captain Vincent's cloak not only helps frame him, but has a suitably heroic aspect, complete with the name of the Chapter's Primarch adorning it."

GOLDEN DEMON

Golden Demon is Games Workshop's Citadel miniatures painting contest, with events taking place throughout the year. We feature the best entries in White Dwarf, and even more of them in Warhammer Visions, on sale the first Saturday of every month.

The next Golden Demon competition is Golden Demon Classic, held at the Ricoh Arena in Coventry, UK, on the 15th of May as part of the Warhammer Fest event. Featuring a full slate of categories, you can find out more about the event [here](#).

PAINT SPLATTER



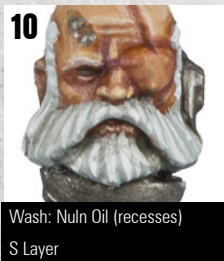
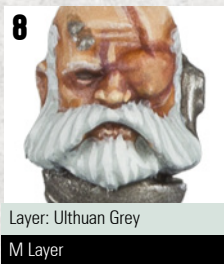
Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we show you how to paint Ulrik the Slayer and the new Space Wolves Iron Priest.

ULRIK THE SLAYER

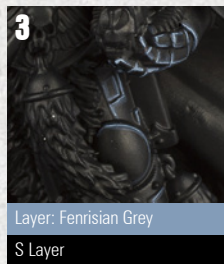
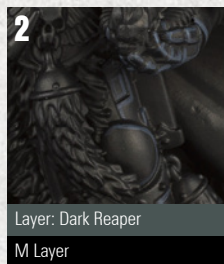
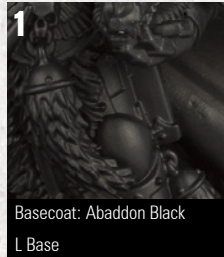
Ulrik the Slayer is the oldest living Space Wolf and Wolf High Priest of the Chapter. As such, he has been painted to look both gnarled and regal to highlight his age and his role as the Chapter's moral guardian.

Ulrik was painted in two parts, his body and his head; his head was pinned to a flying stand for ease of painting. With a character as iconic as Ulrik, a little extra time was spent on his face to help him stand out from the crowd. To make him look like an old and grizzled war veteran, Xereus Purple was watered down and carefully washed around his eyes and the scar on his head, while his beard was painted an almost pure white to draw the

Face and Beard



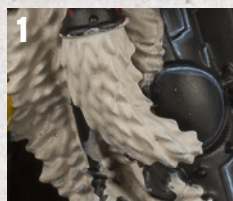
Black Armour



eye to his face. The fur pelts hanging from Ulrik's belt were painted using several washes to build up the colour intensity in certain places. After the Seraphim Sepia wash in stage 3 was dry, a second wash of Seraphim Sepia was applied, but just to the bases of the tails to give them a darker

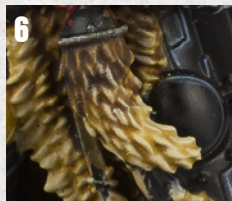
tone. Agrax Earthshade was then applied even closer to the base of each tail, the result being a more natural-looking pelt that varies in colour just like that of a real animal. The same technique works brilliantly on horns, too, the horn lighter at the point and darker near the base.

Wolf Pelts



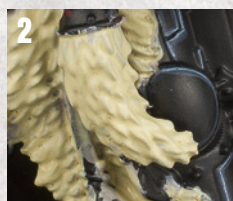
Basecoat: Rakarth Flesh

M Base



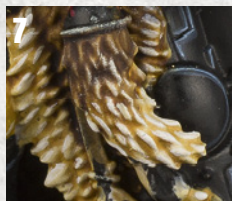
Layer: Ushabti Bone

M Layer



Layer: Ushabti Bone

M Base



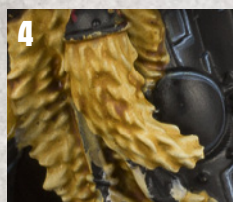
Layer: Pallid Wych Flesh

S Layer



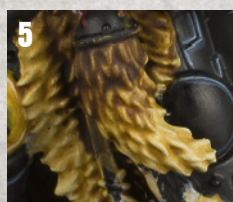
Wash: Seraphim Sepia

L Shade



Wash: Seraphim Sepia

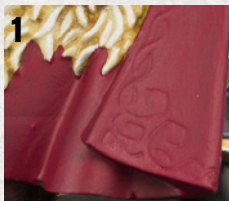
M Shade



Wash: Agrax Earthshade

M Shade

Cloak



Basecoat: Khorne Red

L Base



Wash: Nuln Oil

L Shade



Layer: Evil Sunz Scarlet

M Layer



Layer: Fire Dragon Bright

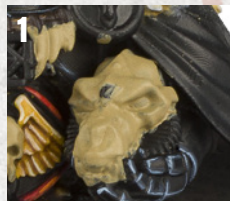
S Layer



Layer: Pallid Wych Flesh

XS Artificer Layer

Wolf Helm of Russ



Basecoat: Zandri Dust

S Base



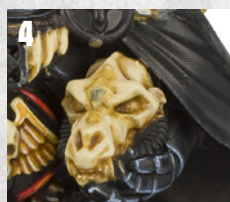
Layer: Ushabti Bone

S Base



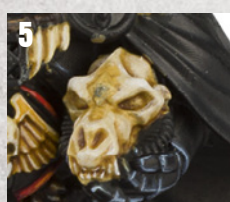
Wash: Seraphim Sepia

M Shade



Layer: Screaming Skull

S Layer



Layer: White Scar

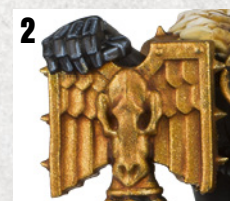
XS Artificer Layer

Crozius Arcanum



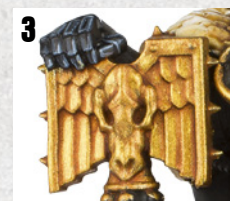
Basecoat: Retributor Gold

M Base



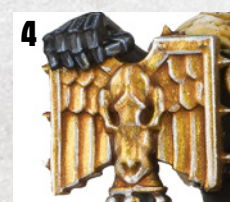
Wash: Reikland Fleshshade

M Shade



Layer: Auric Armour Gold

M Layer



Layer: Runefang Steel

S Layer

IRON PRIEST

The **Space Wolves** Iron Priest was painted in three sub-assemblies, his servo-arm and thunder hammer left separate to make reaching other areas of the model easier (the servo-arm has a lot of cables). The

main body of the model was basecoated using The Fang spray, a quick and easy way to get great coverage on your Space Wolves. The Agrax Earthshade wash that was applied to the armour was painted carefully into the recesses rather than all over the armour. It takes a little longer

Power Armour



1
Basecoat: The Fang
Citadel Basecoat Spray



2
Layer: Russ Grey
L Base



3
Wash: Agrax Earthshade
M Glaze



4
Layer: Fenrisian Grey
M Layer



5
Layer: Blue Horror
S Layer

Wolf Pelts



1
Basecoat: Rhinox Hide
M Base



2
Layer: Doombull Brown
M Layer



3
Wash: Nuln Oil
M Glaze



4
Layer: Tuskgor Flesh
S Layer



5
Layer: Cadian Flestone
S Layer



6
Layer: Skrag Brown
S Layer

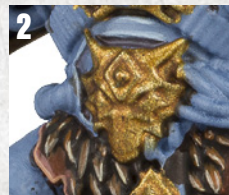


7
Layer: Screaming Skull
XS Artificer Layer

Gold Details



1
Basecoat: Retributor Armour
M Base



2
Wash: Reikland Fleshshade
M Shade



3
Layer: Runefang Steel
XS Artificer Layer

Metalwork



1
Basecoat: Leadbelcher
M Base



2
Wash: Nuln Oil
M Shade



3
Layer: Runefang Steel
S Layer



shading a model this way, but the end result will be much neater and won't require tidying up later.

The Iron Priest is painted primarily with cold colours (greys and silvers), which is why golds, yellows and reds have been

chosen for the details on the model. They contrast with the cold colours, warming the colour scheme up and drawing the eye to the focal parts of the model – in this case, the gold wolf head on his belt, the head of his servo-arm, his thunder hammer and his menacing red eye lenses.

Next week: two bitter adversaries.

Servo-Arm



Basecoat: Abaddon Black
M Base

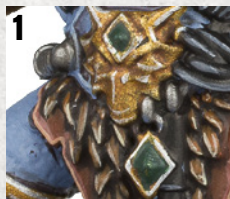


Layer: Mechanicus Standard Grey
S Layer

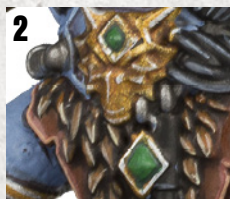


Layer: Administratum Grey
XS Artificer Layer

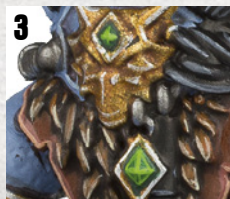
Gemstones



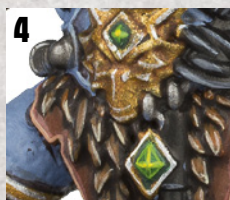
Basecoat: Caliban Green
S Base



Layer: Warpstone Glow
S Layer



Layer: Moot Green
S Layer

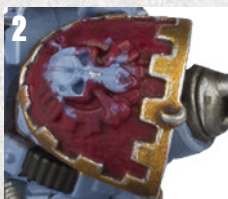


Layer: Flash Gitz Yellow
XS Artificer Layer

Shoulder Pad



Layer: Khorne Red
M Base



Wash: Carroburg Crimson
M Shade

Machina Opus



Basecoat: Abaddon Black
S Base



Basecoat: Ceramite White
S Base



Layer: Ulthuan Grey
M Layer



Layer: White Scar
S Layer



Layer: Dawnstone
XS Artificer Layer

Glowing Runes



Basecoat: Ceramite White
S Base



Glaze: Guilliman Blue
M Glaze

Searchlight



Basecoat: Ceramite White
S Base



Wash: Casandora Yellow
M Shade



THE SONS OF RUSS

NEW YEAR
NEW ARMY

The Space Wolves are regarded by many as the bravest and most heroic of all Space Marine Chapters. With the Start Collecting! Space Wolves set available to pre-order now, there's no better time to start an army of these ferocious warriors, the mighty Sons of Russ.

MORE THAN GREY

The Space Wolves have some of the most exciting iconography and unit markings of any Space Marine Chapter and they often decorate their armour in totems and talismans that are an absolute joy to paint. For the definitive guide to painting Space Wolves, pick up a copy of the Companies of Fenris painting guide, which includes an impressive 676 individual stages over 160 pages.

The Space Wolves are one of the First Founding Chapters of Space Marines, their lineage dating back to the days of the Great Crusade over 10,000 years ago when they fought alongside the Emperor of Mankind. Though seen by many as feral and barbarous (often on account of their fangs and aggressive temperaments), they are also amongst the bravest and most noble of the Space Marines, taking great pains to protect those who cannot fight for themselves. It is every Space Wolf's goal to forge a saga for themselves, a record of their heroic deeds that will be told by future generations for aeons to come.

YOUR SAGA BEGINS HERE

Above you can see the contents of the Start Collecting! Space Wolves boxed set, a brilliant way to begin your army. Inside you'll find a Space Marine Commander, three Thunderwolf Cavalry and a Space Wolves pack of 10 models, which can be built as young and rash Blood Claws eager to prove themselves in battle, stoic, battle-hardened Grey Hunters (shown here), or even mighty Wolf Guard, whose sagas may take hours to recount. The Commander above was converted using some of the parts found on the Space Wolves Pack frame.

WARRIORS OF THE GREAT HUNT

When it comes to increasing the size of your Space Wolves collection, you are very much spoilt for choice. The Space Wolves range includes 25 plastic kits with a virtually uncountable number of weapon and wargear options. Parts from many of the kits are also interchangeable with each other (and other Space Marine kits), giving you even more options. The range also includes 10 named characters, every one of them a worthy hero to lead your army.

The core of a Space Wolves strike force is made up of battle-proven warriors, in this case Grey Hunters, Blood Claws and Wolf Guard. The Start Collecting! box provides a 10-man unit of Grey Hunters, so we've added another Space Wolves pack to the

army to give them even more bite. This time we built five models as Blood Claws and five as Wolf Guard, giving us even more battlefield options. Note how the Blood Claws are built using the young-looking heads from the box, while all the Wolf Guard are grizzled and heavily bearded. We also added a unit of Wolf Guard Terminators to the force – an iconic Space Wolves unit – and expanded the Thunderwolf Cavalry with another three pack-brothers. To provide some additional punch in close combat, a Dreadnought has also been added to the force, along with a squad of the new Wulfen models mounted in a Stormfang. Note how the pack markings on the engines match those on the Wulfen's knees.

Below: The Start Collecting! Space Wolves boxed set is the perfect start to a new collection. Now we've added a few more units to it to make a formidable fighting force on the battlefield. A unit of Blood Claws and a unit of Wolf Guard join the Grey Hunters to form the core of the army while the Wolf Guard Terminators act as either the Wolf Lord's bodyguards, or a hard-hitting strike force that can Deep Strike into battle right where they're needed. The release of the Wulfen was too good an opportunity to miss and they have also been added to the force, along with a Stormfang to carry them into battle. A Dreadnought rounds out the force.





STRIKE FORCE GRIMNAR, WARRIORS OF THE GREAT WOLF

Above: This army of Space Wolves is a great example of the sort of force you can create to shatter the enemies of the Imperium. The army builds upon the models in the Start Collecting! box and the force on the previous page, the new units organised into formations that can be found in War Zone Fenris: Curse of the Wulfen. At the front of the army you can see the Wulfen next to warriors from Harald Deathwolf's Great Company, while behind them are the fast-moving Firewolves and the tanks of the Ironwolves. Painting guides for all these forces can be found in the Companies of Fenris book.

You can find the entire range of miniatures for the Space Wolves online at: www.games-workshop.com.

With so many models to choose from in the Space Wolves range, expanding your collection really couldn't be simpler. This huge Space Wolves army includes units from both Codex: Space Wolves and the newly-released War Zone Fenris: Curse of the Wulfen.

The Space Wolves have a lot to offer when it comes to creating the saga behind your burgeoning army. The 12 Wolf Lords of the Chapter are all larger-than-life characters, every one of them approaching the art of war in a different way. Where Sven Bloodhowl is eager for the thrill of combat, Harald Deathwolf is a cunning and wily hunter, tracking his prey for days before committing to the kill. Logan Grimnar believes that great heroes are the key to success on the battlefield, while Egil Iron Wolf puts his faith in tanks and war

machines. Choosing a Wolf Lord (or, indeed, creating your own) that complements the way you play is part of the fun when it comes to building a Space Wolves army, and picking your units based on your hero's style of warfare is a characterful, entertaining and ultimately very rewarding way to collect a new force.

Our army is based around warriors from three of the Great Companies sent out from The Fang to hunt down the remnants of the 13th Company, the Wulfen. In the top left corner of the picture you can see the Firehowlers (A), a fast-assault company led by the impetuous Sven Bloodhowl (B). Next to them stand the battle-hardened Ironwolves (C), who ride into battle in armoured transports supported by the Chapter's heavy armour. Their Wolf Lord, Egil Iron Wolf (D), has been converted



from a Techmarine using spare parts from other Space Wolves kits, a great example of how you can personalise your heroes. In the foreground prowl the Deathwolves (E), the army's shock troops and hunters. While the Wolf Scouts hamper the enemy's advance, the Thunderwolf Cavalry led by Harald Deathwolf (F) hammer home the charge. They are supported by the newly-returned Wulfen (G), who have been formed into a fearful Murderpack – another new formation found in War Zone Fenris: Curse of the Wulfen.

The army is led by none other than the Great Wolf himself, Logan Grimnar (H) – a brilliant centrepiece for the army. He is accompanied by his Wolf Guard (I) and chief advisors, the Wolf High Priest Ulrik the Slayer (J) and the ancient Dreadnought Bjorn the Fell-Handed (K). 🐺

START COLLECTING!

SPACE WOLVES

14 CITADEL MINIATURES

WARHAMMER 40,000

START COLLECTING NOW!

Are you ready to pledge your life to the Space Wolves and become one of the noble Sons of Russ? You are! Then start your collection today with the Start Collecting! Space Wolves boxed sets, available to pre-order now. To help you plan your army, make sure you pick up a copy of Codex: Space Wolves, which is full of exciting background about this most famous of Chapters.





THE RULES SPACE WOLVES IRON PRIEST

The Iron Priests are the forge-masters, artisans and battlefield mechanics of the Space Wolves Chapter. They can often be seen ministering to their metal charges in the heat of battle, repairing and re-arming them even under fire. Here we present their rules.

NEW DATASHEET!

The keen-eyed wolves amongst you will notice that the Iron Priest datasheet opposite is new, with new wargear options and even a new profile! This datasheet can be used either instead of or alongside the one in Codex: Space Wolves – it's your choice – in any of your games. It can also be found, along with the new weapon rules to the right, in War Zone Fenris: Curse of the Wulfen, out now.

The Space Wolves Iron Priest is a boon to any Space Wolves army, a battlesmith capable of repairing even the most heavily damaged vehicles. If you've got armoured vehicles in your collection, deploying the Iron Priest near them (or even inside one of them) should help ensure their continued survival even under heavy fire. Supported by a unit of Thrall-servitors, the Iron Priest becomes even more effective, so they're well worth investing in. He's pretty ferocious in combat, too, his tempest hammer and helfrost pistol more than capable of shattering any foe that tries to attack his metal charges.

Helfrost Pistol

Range	S	AP	Type
12"	8	1	Pistol, Helfrost

Helfrost: When a model suffers one or more unsaved Wounds from this weapon, it must pass a separate Strength test for each Wound suffered or be removed from play.

Tempest Hammer

Range	S	AP	Type
-	x2	2	Melee, Concussive, Helfrost, Specialist Weapon, Unwieldy



IRON PRIEST

75
POINTS



As the alpha of the wolf pack brings his fellows together under his rule, so does the Iron Priest marshal and direct the power of the Fang's war machines. His ministrations bring wounded engines back to life, coax the maximum yield from the gun-spirits of heavy weapons, and see the titanic spaceships that roost within the Fang sent upon their endless crusades. By learning punishingly hard lessons under the forgemasters of Fenris' sweltering volcanoes and later the Tech-adepts of Mars, these priests of the machine prove their dominion over the tank, the fortress and the gunship. To glimpse these implacable souls in full battle array is not only to witness the arcane power of the artisan-crafted pistol and hammer brought to bear, but also a spectacular showcase of armoured might. For it is the tank squadrons that fight under the Iron Priest's dominion that are his true weapon – the enemy are caught amongst an eruption of earth and fire as the mechanical pack of the Iron Priest goes about its brutal work.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Iron Priest	5	4	4	4	2	4	2	9	2+	Infantry (Character)	1 Iron Priest
Cyberwolf	4	0	4	5	1	4	3	6	4+	Beast (Character)	

WARGEAR:

- Runic armour
- Boltgun
- Servo-arm
- Thunder hammer
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Acute Senses
- And They Shall Know No Fear
- Counter-attack
- Independent Character

Battlesmith: In each of your Shooting phases, instead of firing his weapons, an Iron Priest can choose to repair a single friendly vehicle that he is in base contact with or embarked upon. To repair a vehicle, roll a D6 and add +1 for each Servitor with a servo-arm in his unit. If the result is a 5 or more, you may either restore a Hull Point lost earlier in the battle, or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

OPTIONS:

- May replace boltgun with one of the following:
 - Bolt pistol *free*
 - Helfrost pistol (opposite) *20 pts*
- May replace thunder hammer with a tempest hammer (opposite) *5 pts*
- May take up to four Cyberwolves *15 pts/model*
- May take items from the **Special Issue Wargear** list.
- May take a Thunderwolf mount *50 pts*

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 Space Wolf legends, Flesh-eater Courts and Golden Demon Classic.

THE FIERCE-EYE: A HERO REBORN

THE FULL STORY

Krom Dragongaze has been in the Warhammer 40,000 background for some time, but in Sanctus Reach he really came into his own as a centre-stage character.

You can still get Sanctus Reach: Red Waaagh! and Hour of the Wolf from the Games Workshop website and there's more on Krom in the *Space Wolves* novel, available to pre-order this week.

Krom Dragongaze was something of a black sheep within the ranks of the Space Wolves Chapter at the closing of the campaign on Alaric Prime in Sanctus Reach. Not only had he led his Great Company into a very sticky situation, but he allowed his fierce demeanour to undermine the heroism all Space Wolves strive for. By the time the smoke was clearing on Alaric Prime, Krom had earned the wrath of Logan Grimnar once again. Though this was hardly the first time the two had locked horns, it was easily the worst. As penance, Dragongaze accepted

the long vigil of guarding the Fang – there would be no glory for his Great Company in the coming campaigns...

All that might make you think less of the Space Wolf known as the Fierce-eye, but in War Zone Fenris: Curse of the Wulfen, he begins a path to redemption that we all found incredibly inspiring here in the White Dwarf bunker. With his brothers in harm's way and the Fang under threat, he turns to the greatest source of wisdom in the Chapter – Bjorn the Fell-handed, whose advice is simple: go, join the fight!



WHITE DWARF

ULRIK, CHOOSER OF THE VALIANT

The legend of Ulrik the Slayer is longer by far than could ever be told in a single volume. For more than seven centuries he has fought in the ranks of the Space Wolves Chapter, earning honours from his brethren for acts of courage and skill at arms, both as a warrior among the packs and as the epitome of the Chapter's ominous Wolf Priests.

Legend tells that Ulrik fought in the First War for Armageddon, taking up arms against the fiends who followed the Daemon Primarch Angron to raze the world. In that battle Ulrik distinguished himself, not only avenging his fallen Wolf Lord by hacking down his attackers, but such was Ulrik's ferocity that Angron himself offered the blood-spattered Space Wolf a warrior's salute.

In the years that followed, Ulrik's reputation continued to grow. He was offered the lordship of his Great Company, but turned it down in favour of the role of Wolf Priest, and it is in that duty that Ulrik the Slayer has provided his greatest service to the Space Wolves Chapter. Ulrik's ability to spot the best amongst the aspirants is exceptional and many of the Chapter's greatest heroes at the end of the 41st Millennium are those who have been selected and trained by him. Ragnar Blackmane himself is said to have been inducted by the craggy Ulrik, and certainly hundreds of other great warriors have been. When the tribes of Fenris wage war upon one another and the Choosers of the Slain stand their vigil, it is often Ulrik who does so – his one good eye ever watchful for the fighter who might one day be a Space Wolf, or even a Wolf Lord.

WOLF PRIESTHOOD

Wolf Priests are both battlefield medics and spiritual guardians for the Space Wolves. In battle they act as healers for those who can be saved, gifting the Allfather's mercy to those who cannot. All the while, they raise spirits with bellowed war cries.



BIT OF THE WEEK: SKULL FACE

The Culexus Assassin comes with an alternative skull mask, a chilling face seldom seen which would look great on Death Cultists and other sinister types.



FLESH-EATER COURTS: A BANQUET FOR THE DAMNED

We've really enjoyed poring over the new Grand Alliance: Death book this week, and a firm favourite around the office is the Flesh-eater Court faction. It's a wonderful combination of utterly evil and completely insane vampires and cohorts of grotesquely voracious Ghouls.

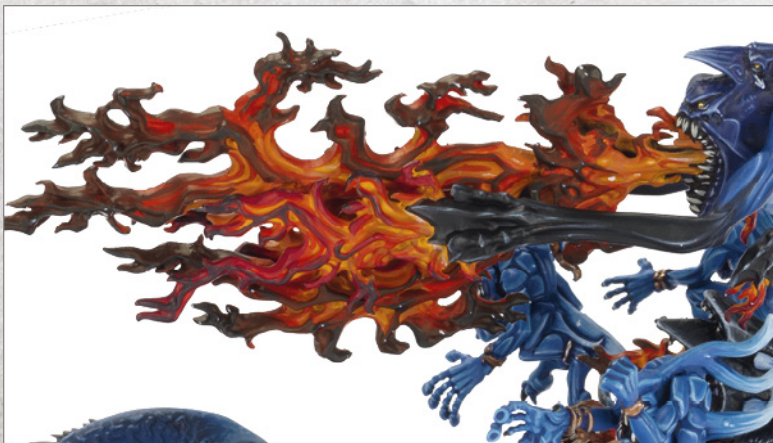
The whole idea of the Flesh-eater Courts really strikes a chord because, unlike the shambling Deadwalkers, who are driven by only the basest of thoughts (if they possess any thoughts at all), or the bitter Wight Kings and automaton-like Skeleton

Warriors of the Deathrattle legions, they are driven by the blatant madness of their Abhorrant Ghoul Kings. These feral monsters believe themselves the paragons of civilisation and nobility. They don't see the lumpen monstrosities and banquets of rotting flesh around them, but rather regal courtiers and orderly armies. This lunacy goes on to infect those around them, too, thus the hordes of ragged Crypt Ghouls and hulking Crypt Horrors, too, all of whom fight with staggering frenzy, desperate to win the favour of their Abhorrant Ghoul Kings.



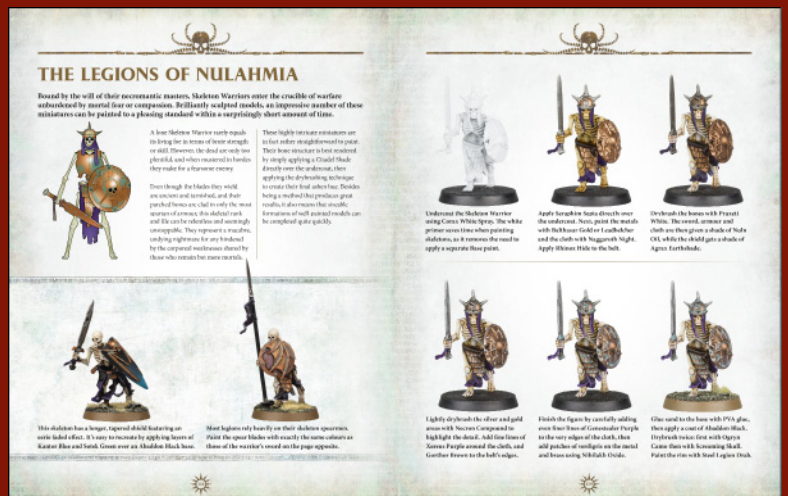
WEAPON OF THE WEEK: THE FLAMES OF TZEENTCH

Our weapon of the week is courtesy of a typical White Dwarf debate as to which flames are the best. While the argument hasn't been settled yet (and unless Grombrindal gets involved, it never will be), we all agreed that the torrent of fire gushing from the mouth and fingers of the Exalted Flamer of Tzeentch is up there with the best of them. A magical wave of coruscating fire, some of the flames seem to be washing back on themselves.



THE RISE OF THE DEAD

The armies of Death don't just get their new Grand Alliance book, they also feature prominently in The Realmgate Wars: Balance of Power, too, where the Stormcast are sent to parley with Nagash and fight side-by-side with the armies of Neferata against the daemonic hordes invading Shyish. How long this fragile alliance will last is anyone's guess. Regardless, in Balance of Power you'll also find a brilliant guide to painting your army of Death in the colours of Neferata's own army, the Legions of Nulahmia.



GOLDEN DEMON EXTRA...

Adrian Bay, whose stunning Blood Angels Captain we featured [here](#), is a truly prolific painter, often entering multiple models into a single competition. This was his entry for the Duel category at Golden Demon: Space Marines, which also won gold! It's a dynamic piece which shows a Raven Guard Captain plunging his lightning claws into the throat of a Genestealer Broodlord. "I've always loved Space Marine heroes," Adrian says, explaining his willingness to paint so many Adeptus Astartes. "I used to buy individual Space Marine heroes from the first ever Games Workshop store, back in the day, and I've never quite grown out of it."

When we spoke to Adrian, he also admitted he was currently beaver away on a few future projects including one for the next Golden Demon event. "Skaven are currently on the painting table," he says with a hint of secrecy in his voice. "I'm working on Rat Ogres. I just hope they are done in time."

With tickets on sale for Warhammer Fest and Golden Demon 2016 now, it's a good time to start work on your own entry. Golden Demon classic has all the traditional categories for Warhammer, Warhammer 40,000, Middle-earth and the Open Category. If you want to buy a ticket, or check out the rules and categories, go to: warhammerworld.games-workshop.com



WHITE DWARF'S REGIMENTS OF RENOWN

These Sons of Horus Space Marines were painted by Duncan Rhodes, the first fruits of what is actually his second Sons of Horus Army. With a Spartan Assault Tank, a Legion Veteran Tactical Squad and Garviel Loken already done, it's not a bad start! This time around Duncan has used a slightly darker shade of green on his models to distinguish them from their former comrades (his plan is to be able to fight brother against brother on Isttvan III). Along with that, Duncan has also avoided any use of overtly Imperial

iconography on these models. Instead, he's focussed on using Sons of Horus badges and the Cthonian glyphs associated with the traitor legionaries.

It's also worth noting that the squad in the foreground has been taken from The Horus Heresy: Betrayal at Calth boxed game, with a few extras from Forge World's Sons of Horus range. It's a perfect example of how seamlessly Forge World's resin upgrade kits work alongside the models from the boxed game. 🦾



NEXT ISSUE: TACTICAL SUPREMACY, A XENOS COALITION AND KROM'S NEMESIS...



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