

WHITE DWARF

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 109

27 FEBRUARY 2016



NEW BOXED GAME

DEATHWATCH OVERKILL!

CAN THE DEATHWATCH PURGE THE GENESTEALER CULT FROM GHOSAR QUINTUS?

PLUS: RULES FOR THE DEATHWATCH IN WARHAMMER 40,000!

ABHOR THE ALIEN!

Brace yourselves, dear readers, as this week we've got something very special for you – a brand-new board game containing two truly magnificent factions of Citadel miniatures. Deathwatch Overkill is a supremely entertaining game of conflict in the mines of the Ghosar Quintus delverworld, as Kill Team Cassius of the Deathwatch Space Marines encounters the insidious threat of a Genestealer Cult...

THE DEATHWATCH

The Space Marines of the Deathwatch Chapter are dedicated to exterminating the alien wherever it may be found. Ortan Cassius is leading an investigation into strange happenings at Ghosar Quintus, the Kill Team under his command seconded from Chapters as diverse as the Dark Angels, Space Wolves, White Scars and Salamanders. But even this elite band of warriors may be ill-equipped to combat what awaits them...

THE GENESTEALER CULT

Deathwatch Overkill tells the tale of the Imperium's first contact with Genestealer Cults. The Tyranids have yet to invade, and the Genestealer is regarded as a deadly organism native to the moons of Ymgarl. None know of their horrific ability to infiltrate and infect human society, fostering whole generations of monstrous hybrids. On Ghosar Quintus, the ruling Trysst Dynasty harbours just such a hideous secret – one that Ortan Cassius will soon witness firsthand...

Turn the page to delve straight into the contents of Deathwatch Overkill, and see some of the finest Citadel miniatures ever made. We also show you how the game works over [here](#), and at the back of the magazine you'll find free Deathwatch rules for Warhammer 40,000. Enjoy the issue and remember: suffer not the alien to live! ☠



HOW TO USE YOUR FREE DEATHWATCH RULES!

At the back of this issue ([here](#)) of White Dwarf you will find a section which will allow you to use all the members of Kill Team Cassius in your games of Warhammer 40,000! The datasheets therein contain all the rules you need, and below you'll see how you can ally Kill Team Cassius with other factions.

DEATHWATCH AND ALLIES

All units in Kill Team Cassius have the Deathwatch Faction. The Deathwatch are part of the Armies of the Imperium and ally as such as described in the Allies section of Warhammer 40,000: The Rules.

WHITE DWARF

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CONTENTS

NEW RELEASES

This week is dominated by the release of Deathwatch Overkill, a brilliant new board game pitting the alien-hunting Space Marines of the Deathwatch against the insidious threat of a Genestealer Cult. Plus! Warhammer Visions issue 26 and some Deathwatch-related releases from Black Library.

PAINT SPLATTER

The first thing you'll want to do with your Deathwatch Overkill box is assemble the

miniatures and get them painted: to get you started, here's our step-by-step guide to painting Ortan Cassius.

OPERATION KILLSTORM

We show you how to play Deathwatch Overkill by taking you through the first of its nine missions, the grandly-titled Killstorm.

NEXT WEEK

Genestealer Cult rules for Warhammer 40,000, plus two essential Paint Splatter guides!





WARHAMMER 40,000

DEATHWATCH OVERKILL

Foul things are afoot as Ghosar Quintus is gripped by an alien infestation – and it falls to Kill Team Cassius to uncover the conspiracy. This is Deathwatch Overkill, the board game of Mankind's first battle against the insidious menace of the Genestealer Cults.



Long before the invasion of the Tyranid Hive Fleets, Mankind lives in ignorance of the true threat posed by the Genestealers. Yet on the Delverworld of Ghosar Quintus, that is all about to change. Chaplain Cassius of the Deathwatch Space Marines has uncovered an alien cult thriving amid the mine workings. Bloody battle between the Imperium's finest xenos hunters and the Ghosar Quintus Broodkin, the first recorded Genestealer Cult, is about to begin... and Deathwatch Overkill lets you take control of the action.

Loaded with 50 Citadel miniatures, eight board tiles, 14 character cards, 30 Broodmind cards, dice and a 48-page rulebook, Deathwatch Overkill is a complete game in a box. The book not only explains how the game works, with clear, illustrated instructions, but also contains nine exciting missions and a swathe of background and stories that reveal the secrets of the Ghosar Quintus conspiracy. With vivid descriptions of the Deathwatch at war and great new artwork, it sets the tone for some amazing games.

Deathwatch Overkill contains: Chaplain Ortan Cassius, 10 Deathwatch Space Marines, a Genestealer Magus, Genestealer Primus, four Genestealer Aberrants, two Genestealers, two Familiars, 28 Genestealer Hybrids, a Genestealer Patriarch, a rulebook, eight double-sided board tiles, 44 game cards, a range ruler and six dice.

Turn over the page to see the contents in more detail, starting with the heroes of the story, Kill Team Cassius.

THE DEATHWATCH: KILL TEAM CASSIUS

ORTAN CASSIUS, CHAPLAIN

Ortan Cassius possesses a singular, cold contempt for the xenos, a trait that makes him an inspiring leader in any Deathwatch Kill Team. Veteran Ultramarines fans will note Cassius is both younger and unscarred here, as Deathwatch Overkill takes place before his ill-fated clash with Hive Fleet Behemoth. Even in the Deathwatch Chapter, Cassius retains the symbols of his Chaplaincy, wielding a bolt pistol and crozius arcum, a protective rosarius hanging from the haft like a charm.



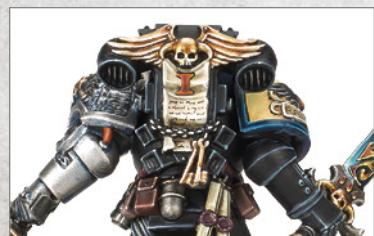
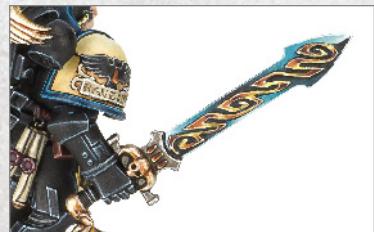
DRENN REDBLADE, BLOOD CLAW

Young, loud, brash and undeniably gifted in the art of close-combat fighting, Drenn Redblade hails from the Space Wolves Chapter. It is whispered that Drenn's secondment to the Deathwatch was a ploy by his Wolf Lord, so he might be free of the youth's incessant boasting, but the Space Wolf keeps an impressive kill tally all the same. He fights in the style of most Space Wolves, head bared to the elements, clutching his combat blades so he can revel in the joy of fighting face-to-face.



JENSUS NATORIAN, CODICIER LIBRARIAN

Codicier Jensus Natorian has been under the gaze of the Inquisition since, as a youth, he tore apart an Ork mob with his bare hands to avenge his slain parents. Delivered to the Blood Ravens Chapter by the Inquisition, where he was forged into a Librarian, the same agents requested his induction to the Deathwatch decades later. In battle Jensus channels his immense psychic might into his force sword, enabling him to cleave through the ranks of the foe.





SERVO-SKULL

Within the mines the Kill Team search for traces of the last Deathwatch team to investigate Ghosar Quintus. They find an omniscryer-pattern servo-skull, a techno-servant built from the flensed skull of a deceased Imperial servant.



GARRAN BRANATAR, TERMINATOR

The anvil upon which the xenos hordes are broken, Branatar is a Space Marine of the Salamanders Chapter. Clad in Terminator armour he is all but invulnerable, able to advance steadily into the ranks of the enemy where his special heavy flamer and power fist with attached meltagun can wreak the most havoc.

Branatar's mighty armour makes him slower than the rest of his kill team, so his wargear includes a compact teleport homer that one of his brother Deathwatch can carry into battle, enabling him to arrive in a flash of light and gouts of flame.

JETEK SUBEREI, BIKER SERGEANT

Seated upon his high-powered Space Marine bike, Sergeant Suberei spurns use of sanctioned Deathwatch gear in favour of his own, speaking more to his cyber-eagle, Vengla, than to any of his battle brothers. Even so, he is invaluable, for his skill in the saddle is unmatched as he crashes into the xenos hordes with unbridled wrath.

Suberei's bike is heavily customised, with a mixture of Deathwatch and White Scars heraldry. The scabbard for Suberei's aquilone-class power sword adorns one flank while the other bears a tribal shield. At his shoulder soars his faithful cyber-eagle, ever watchful for the foe.

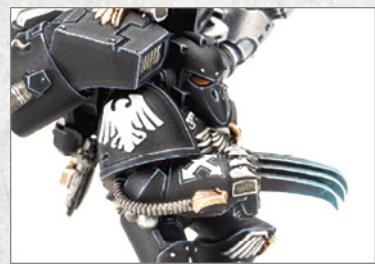
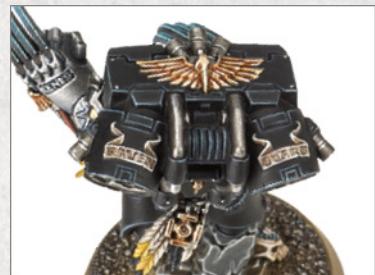
THE COLOURS OF DEATH

Although the Deathwatch are drawn from many Space Marine Chapters, they all wear the midnight black of their order, with a left arm of bared silver.

For a guide on painting your Deathwatch models, check out our guide to Chaplain Cassius [here](#) – all the techniques that apply to his armour and left arm are suitable for the whole Kill Team.

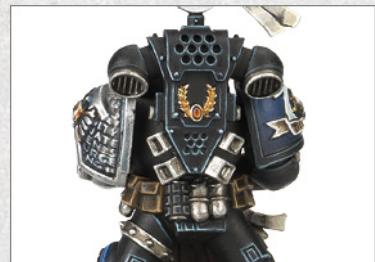
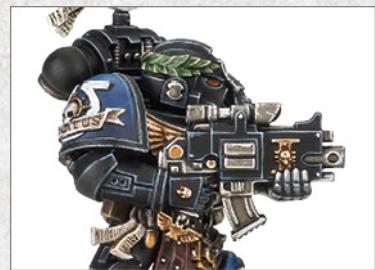
EDRYC SETORAK, VANGUARD VETERAN

Swift, stealthy and utterly deadly, Setorax is a Vanguard Veteran of the Raven Guard Chapter. His ability to strike from the shadows is almost supernatural and the righteous slaughter he unleashes with his lightning claws has won him great renown among the Deathwatch. Atop his jump pack, Setorax has a cluster of smoke launchers, which he uses to create cover even as he descends upon the foe, screaming jet engines heralding the arrival of a killer from out of the shadows.



VAEL DONATUS, STERNGUARD VETERAN

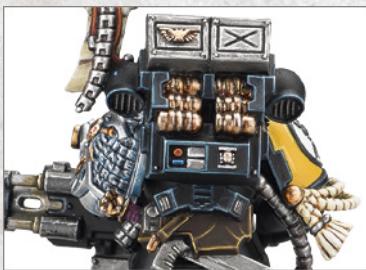
A Veteran of the Ultramarines 1st Company, Donatus is skilled with a boltgun in a way that only a few Space Marines could ever hope to be. His ammunition expenditure is low but his kill-rate incredibly high. The trappings of Macragge bear testament to Donatus's pride in his Chapter, blue and white sitting alongside the silver and black. Donatus carries the iconic Artifex pattern bolter, synonymous with Deathwatch operatives, and in his hands it is more deadly than ever.



ZAMEON GYDRAEL, COMPANY CHAMPION

A Company Champion in the Dark Angels, Gydrael is the oldest and most experienced warrior serving within the Deathwatch, a true veteran who looks down upon the vainglorious with scorn. Armed with a Blade of Caliban, a relic from his Chapter, and plasma pistol, he is the bane of the xenos in short ranged fighting. Like many of the Dark Angels' greatest warriors, Gydrael shrouds his face with a bone-white hood. Beneath it, his eyes remain ever watchful, always distrustful.





ANTOR DELASSIO, ASSAULT MARINE SERGEANT

With features as fair as any of his beatific Chapter, Blood Angels Space Marine Delassio's countenance conceals his dark secret. Within him, the Black Rage simmers and in the heat of battle he struggles to keep it at bay, a fury that manifests as he battles the foe with hand flamer and chainsword.

Delassio's armour is hung with blood-drop gems that remind him of his heritage, while a stylised sculpture of Sanguinius adorns his jump pack's chest harness.

RODRICUS GRYTT, DEVASTATOR

Rodricus Grytt rejected the captaincy of the Imperial Fists 9th Company to serve in a front line role with the Deathwatch. Here he relishes his duty as heavy weapons specialist, winning every battle with the precise application of firepower.

In his hands he grips a powerful frag cannon, an extreme calibre weapon that fires explosive or solid shells to pulp the foe. A faithful servo-skull spotter aids Grytt in choosing targets even as he brings the monstrous firepower of his heavy weapon to bear.

ENNOX SORRLOCK, STERNGUARD VETERAN

An exemplar of the stoic, logical Iron Hands Chapter, Sorrlock brings merciless pragmatism to the Kill Team. His mind, constantly working like a cogitator-array, assesses every situation for the best course of action. His flesh, badly scarred in battle with the Dark Eldar, has largely been replaced by bionics, which only serve to make him more effective and durable in the maelstrom of battle. His favoured weapon is a combi-melta, a deadly gun hard-wired to his extensive bionic-eye array.



THE GHOSAR QUINTUS BROODKIN

GENESTEALER PATRIARCH

At the heart of every Genestealer Cult lurks a Genestealer Patriarch, original progenitor of the cult and an idol to be worshipped by its members. Once a Purestrain Genestealer, the Patriarch is a psychic abomination capable of controlling thousands of minions, grown bloated and powerful after infecting a human with a portion of its own genetic material and giving rise to generations of Hybrids. Ghosar Quintus is no different, where the beast that first spawned the now sprawling cult has become a massive monster possessed of preternatural strength and speed, deadlier even than the warriors of Cassius's Kill Team, with claws as long as swords, able to slice power armour as if it were parchment. From his perch atop a rusting promethium pipe, the Patriarch touches taloned fingers to his bulbous cranium, channelling psychic might sufficient to beguile all but the strongest of minds.





GENESTEALER MAGUS

A Genestealer Magus is a powerful psyker, capable of feats of telepathy and hypnotism. Physically his visage is like that of a man, but in truth he is a Fourth Generation Genestealer Hybrid. He acts as the Patriarch's high priest, ensuring the insidious influence of the Ghosar Quintus Broodkin spreads without risk of detection by the Imperial authorities.

The Magus wears priestly robes, hung with the strange sigil that is the mark of his cult and bears a staff topped with the blasphemous icon of the Four-armed Emperor. At his waist hang hooked swords and an autopistol.

GENESTEALER PRIMUS

If the role of the Magus is to corrupt and conceal, the Genestealer Primus exists solely to lead the cult to war. A Primus emerges from hiding only when the cult is ready to act overtly, a war leader whose natural ferocity is paired with the best wargear the Ghosar Quintus Broodkin have to offer.

Though vaguely humanoid and shrouded in a tattered trench coat, the Primus is still unmistakably a Genestealer Hybrid with three chitin-coated limbs (one of which bears the vestigial form of a Genestealer's rending claws). In his other hands, he clutches an alien bonesword and a needler pistol.

GENESTEALER FAMILIARS

The tiny figures known as Genestealer Familiars are not truly creatures of flesh and bone, but rather psychic manifestations wrought from the mind of the cult's Magus. In appearance Genestealer Familiars resemble tiny Hybrids, malicious versions of the aliens the Magus worships so ardently, who use their wracking claws to devastating effect.

PURESTRAIN GENESTEALERS

Genestealers were first encountered by the Imperium of Man thousands of years ago. Believed to originate from the moons of Ymgar, they are renowned as utterly deadly, acting without reason or rational thought. Their presence has been noted many times on derelicts drifting through Imperial space, though at the time of the Ghosar Quintus incident, their motives are unknown.

There are two Purestrain Genestealers in Deathwatch Overkill, some of the deadliest creatures among the Ghosar Quintus Broodkin. Each Purestrain Genestealer has the capacity to spread the Genestealer curse with an obscene kiss, propagating what will eventually grow to become a fully-fledged and self-sustaining cult.

With hunched backs and six powerful limbs, Genestealers cast an unforgettable image. Their bodies are well adapted to silent, sneaking warfare, able to scale sheer surfaces and squeeze their sleek bodies through impossibly narrow spaces to reach their prey. The Purestrains are the cult's greatest weapon in their fight against the Deathwatch. Such is their strength and speed that even a single Genestealer can tear a Space Marine apart with its rending claws.



GENESTEALER HYBRID WITH MINING LASER

Ghosar Quintus is a Delverworld, a mine scoured for precious minerals. The Broodkin have access to industrial tools, which they readily adapt into weapons to protect their brood.

The set contains two Genestealer Hybrids armed with mining lasers, powerful cutting tools capable of sheering through rock and power armour alike. A normal worker needs a servo arm to operate such machinery, but it's no problem for a First or Second Generation Hybrid...





GENESTEALER ABERRANTS WITH POWER HAMMER

Aberrants are hideous freaks of nature, born into the ranks of the Broodkin for reasons that are unclear. They are massively muscled and capable of wielding incredibly heavy mining tools with ease.

Power hammers are weighty bludgeons with a built-in power field to disrupt whatever is struck. In mining operations this enables the hammer to smash rock with unequalled ease. A single blow from one of these is more than capable of cracking open Space Marine power armour.

Deathwatch Overkill contains four Genestealer Aberrants, two of them are armed with power hammers. Their grotesque bodies are clad in the cast-off rags of the Ghosar Quintus mine workers, while chains around their necks suggest even the cultists must keep them chained up out of sight.

GENESTEALER ABERRANTS WITH POWER PICK

When a Purestrain Genestealer impregnates a victim with the Genestealer kiss a strange psychic transformation occurs. No matter how monstrous the resultant offspring, the parent feels compelled to nurture and protect it.

Aberrants are perhaps the wildest result of this strange psychic quirk, for they pose a certain risk to the cult, should they be discovered by an outside agency. Far from simply disposing of these freakish offspring, however, the Ghosar Quintus Broodkin put them to use in their mines and in protecting the cult and its members.

Deathwatch Overkill includes two Aberrants with power picks. These lumbering brutes are more durable and harder hitting than any in the Genestealer cult, save only the Purestrains.

FIRST AND SECOND GENERATION HYBRIDS

Sometimes referred to as Acolyte Hybrids, the Genestealer Hybrids of the first and second generations are true monsters, parodies of humanity with three arms, bulbous heads and clawed feet. Many even have the rending claws of their Purestrain ancestors.

Overkill contains 12 of these Hybrids, each a ferocious killer armed with a crude auto pistol and combat knife, their hunched bodies squeezed into the ragged cast-offs of Ghosar Quintus's labourers.





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1 Overkill includes 12 Acolyte Hybrids.

2 First Generation Hybrids have bony facial crests.

3 Clawed feet are a hallmark of Acolyte Hybrids.

4-5 Second Generation Hybrids have less pronounced crests and more human feet.

6-7 Autopistols are simple weapons, easily manufactured or stolen.

8-9 The Acolytes carry sharp blades, from gang-shivs to exotic alien daggers.

10 Armoured ribbing offers a modicum of protection.

11 Rugged mining suits such as these are used across the Imperium.

12 Each cult member wears this wyrm-form sigil.

13 Around the neck you can see a hint of the miners' protective undersuit.

THIRD AND FOURTH GENERATION HYBRIDS

The further removed a generation of Hybrids is from the Purestrain Genestealer that sired it, the less like a Genestealer it appears. Those of the third and fourth generations appear almost human (and in the case of the fourth, barely distinguishable at all). These are the members of the cult who infiltrate, and operate within, normal Imperial society. In the Ghosar Quintus Broodkin, they blend in among the millions of mine workers toiling away in the great delvings.



Third and Fourth Generation Hybrids are known as Neophytes. They are armed predominantly with autoguns, mass-produced weapons easily smuggled on-world or made in crude armories.

Overkill includes four Third Generation Hybrids with autoguns, two with grenade launchers and eight Fourth Generation Hybrids with autoguns. In these the Genestealer Cult of Ghosar Quintus finds its true foot soldiers, almost-men clad in rugged mining gear.

Rebreathers are set into suit collars, tough lumenes sit above shoulders while protective light-filtering goggles give the cultists a sinister appearance.

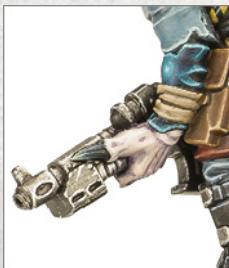




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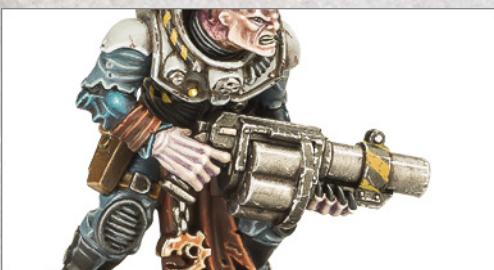
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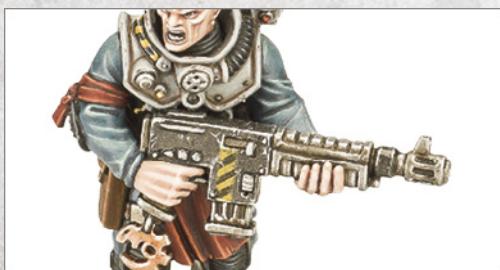
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1 Here you can see the 14 Neophyte Hybrids, along with the two Hybrids with mining lasers.

2-3 Third Generation Hybrids have minor alien traits such as bulbous heads and clawed hands.

4-5 Fourth Generation Hybrids are, other than being bald, almost undetectable amongst humans, with smooth skulls and human hands and fingers.

6 The set includes two grenade launchers.

7 Autoguns are deadly in large numbers, even to Space Marines.

8-9 Each mining suit has a rebreather set into the collar. The back reveals a compact power unit.

10 Flares and other mining tools hang from belts.

11 Third and Fourth Generation Hybrids also carry holstered pistols.



1 A game of Deathwatch Overkill underway. Overkill includes nine unique missions, which see the Deathwatch and Ghosar Quintus Broodkin clash in missions such as Killstorm, where the Space Marines must create a bloody and violent diversion, and Recover, where they must find a Servo-Skull loaded with critical data.

See it played! Click [here](#) to see Mission 1: Killstorm in action.

DEATHWATCH OVERKILL

50 Citadel miniatures, 48-page rulebook, eight double-sided board tiles, 44 game cards, and six dice.

£100, €140, 1,000dkr, 1,200skr, 1,110nkr, 500zl, USA \$165, Can \$200, AU \$280, NZ \$330, ¥23,000, 1,000mb, HK\$1,360, R620, SG\$240

Available in English, French, German, Italian and Spanish languages.

PRE-ORDER: **NOW**
RELEASED: **05/03/16**

In **Deathwatch Overkill** you take on the role of a Deathwatch Kill Team led by Chaplain Cassius or a monstrous Genestealer Cult, the Ghosar Quintus Broodkin, and engage in fast-paced tactical warfare against your opponent. The game itself is played on eight highly-detailed game tiles, each lavishly illustrated to resemble the gantries and walkways of the deep mine workings.

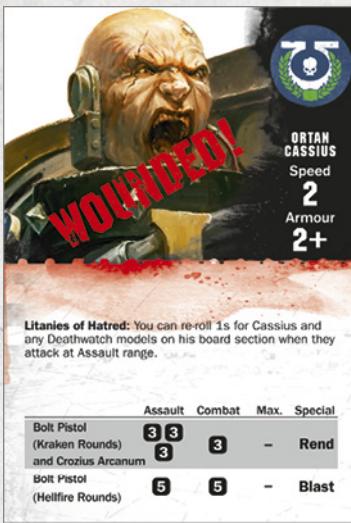
The game itself is very simple to get started with – choose one of the nine missions in the Deathwatch Overkill book (it makes sense to play them in order, so they tell a coherent story, but that's up to you) and away you go. While the Deathwatch Commander hand-picks his Kill Team from the 11 Space Marines in the set, the Genestealer Cultist player readies his Broodmind Cards, preparing to unleash ambushes and foil the Imperium's plans. The models in the box are truly marvellous, sublime levels of detail give each miniature, from the mightiest Deathwatch operative to the lowliest Genestealer Cultist, oodles of character.

They've been really carefully thought out, too. The icon on each cultist? It's the same shape as the Patriarch viewed from the side. Pure miniatures design magic!

The character cards in the set give you the special rules for the heroes (and villains) in the game, while the rules for the Hybrids and Genestealers are on the back cover of the Overkill book. The Broodmind deck of cards ensures the action continues at breakneck pace, as ambushes and deadly gambits are employed. An undeniable star of the box is the Deathwatch Overkill book itself. Crammed into its 48 pages is an incredible unfolding story rife with sinister mystery. We see the nature of the Deathwatch through vox-log accounts, learn of the fate of the first investigation team sent to Ghosar Quintus and witness first-hand the horror of the Deathwatch as they realise the true nature of the Genestealer Cult. This is a fantastic glimpse of the 41st Millennium that veteran collectors have waited for years to explore. We're sure nobody is going to be disappointed. ☮



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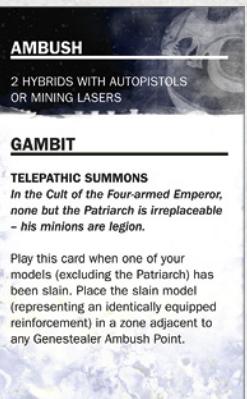


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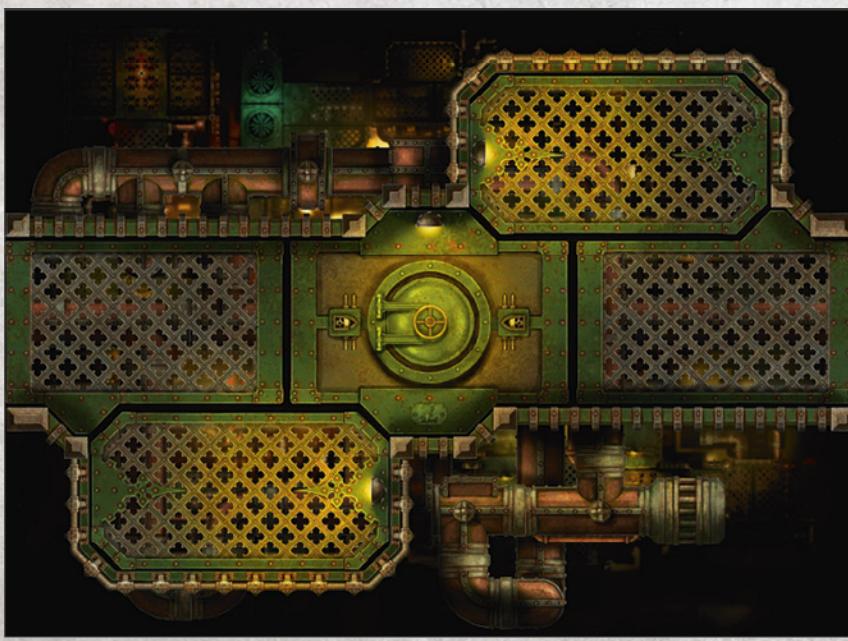
- Each Kill Team member has a card containing his rules. Ortan Cassius is the Kill Team leader.
- When your character is wounded, flip the card over to track his state.
- The Genestealer Patriarch is the mighty beast in command of the cult.
- The Magus is a psyker, who can overwhelm even the Space Marines.
- Each of the eight game tiles are double-sided, finished with gorgeous art that marks out the different zones.
- A cunning range ruler determines how effective your weapons will be.
- A deck of 30 Broodmind cards enables the Genestealer Cult to reinforce their warriors with ambushes.
- Each Broodmind Card also includes a gambit for a tactical edge.



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ISSUE 26

WARHAMMER VISIONS

**Warhammer Visions 26 is
accompanied by wolf howls not
heard in the galaxy for long
millennia, as the Wulfen return to
realspace. Join us for another
fantastic showcase of the best
Citadel miniatures in the world.**

This week you can order Warhammer Visions issue 26, an extravaganza of amazing models that kicks off with a retrospective of the latest releases, headed up by the feral warriors of the 13th Great Company, the Wulfen. With amazing showcases of the Wulfen Pack, as well as the new Iron Priest and Ulrik the Slayer, it's a Space Wolves bonanza. Our Army of the Month this issue is a Red Scorpions Space Marine force that simply has to be seen to be believed, and that's not all – Warhammer Visions 26 is bursting at the seams with army features and galleries, Warhammer Age of Sigmar and Warhammer 40,000 Parade Grounds and features on a stunning Necron army, the Cohort of Kanish, and the Children of the Stars, an award-winning Seraphon army from a recent Throne of Skulls event.

There's also a slew of regulars, with coverage from Golden Demon: Tanks, an astounding 'Eavy Metal showcase and a Paint Splatter article that shows how to paint the latest Space Wolves releases. There's also the first in our new series on the First Founding Chapters, kickstarted by the Sons of Macragge, and much more. Pick up a copy from your local store and check out the inside back cover for subscription options. ☀

WARHAMMER VISIONS ISSUE 26

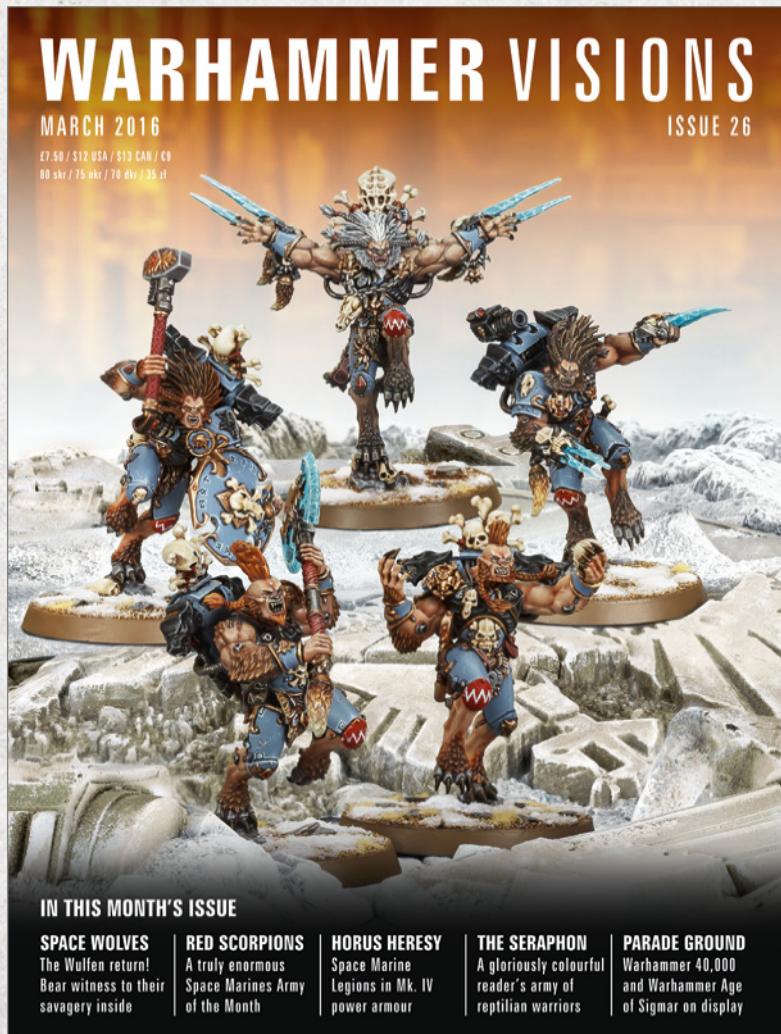
188 pages

£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: 05/03/16



GOLDEN DEMON: TANKS



NEW RELEASE

DEATHWATCH IGNITION



Discover the history of Kill Team Cassius, as the Deathwatch stand tall in the face of xenos horrors from the Ork to the Sslyth.

Deathwatch: Ignition is a novel that combines 11 short stories to provide the backstory for Ortan Cassius's Kill Team featured in Deathwatch Overkill.

Each story focuses on a different member of Cassius's hand-picked retinue, from 'Bad Blood' that shows Antor Delassio and his struggle against the curse of the Black Rage when he is cut off from his Chapter, to 'City of Ruin' in which Grytt of the Imperial Fists fights alongside a fractious Kill Team with very different ideas of how best to serve the Emperor's subjects. Each story is an action-packed affair, and they combine to give Kill Team Cassius a suitably epic backstory. ☀

By Various Authors
Hardback | 384 pages

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www.blacklibrary.com

DEATHWATCH: IGNITION

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BLACK LIBRARY GRAPHIC NOVEL

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By Jim Alexander & Graham Stoddart
Hardback | 64 pages



Pavia drowns beneath the horror of a Genestealer infestation. Into the madness strides Kill Team Jerron. The war is about to begin.

Deathwatch is a classic Black Library graphic novel that follows Kill Team Jerron as they fight to liberate the world of Pavia from the clutches of a Genestealer Cult. With Deathwatch Overkill out this week, Black Library have re-released this gem in hardback format.

With a cast of heroes drawn from across the Chapters of the Adeptus Astartes, *Deathwatch* not only portrays (in scenes of spectacular violence) the brutality of the Deathwatch Space Marines at war, but also gives you some idea of how they are able to put aside rivalries and differing combat doctrines to achieve victory. If you missed this the first time, check it out now. ☀

FURTHER READING

Black Library have published a number of titles about the Chamber Militant of the Ordo Xenos, still available as eBooks. For starters, why not check out *Deathwatch: Xenos Hunters* with stories by David Annandale, Ben Counter and more.

DEATHWATCH

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

PRE-ORDER: NOW
RELEASED: 05/03/16

PAINT SPLATTER



Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's Ortan Cassius.

When painting Cassius, the model was built in two sub-assemblies – his body and his head. This was so the body could be undercoated with Chaos Black and his head with Corax White. As you can see from the stages to the right, undercoating the head with Corax White makes it much easier to apply the skin-coloured paints, giving them a more realistic tone. It isn't essential to undercoat Cassius this way, but he's a great character model so it's worth spending a little extra time on him.

Black Armour



Silver Armour



Blue Shoulder Pad



WHAT BIT SHOULD I PAINT FIRST?

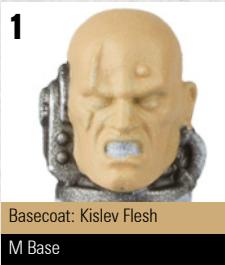
When painting a model, it is always worth planning the order you're going to paint it in. Some people paint the face first, for example, as it helps set the tone for the rest of the model, while others like to leave it until last, having got all the messier painting (such as drybrushing) out the way. On Cassius, his black armour was painted first, followed by the metallic areas – the three largest parts of the model. Small details, such as his purity seals, were painted last.



Cassius's black armour was painted using Eshin Grey and Fenrisian Grey as the highlights. As you can see in the stages, the highlights were carefully applied just inside the trim of the armour, leaving a small gap between the trim and the highlight to help define the two. Fenrisian

Grey was chosen as the final highlight because it has a bluish tint to it, the perfect colour for making a solid black object look reflective. Fenrisian Grey was also used as the final highlight on all the blue parts of Cassius, neatly tying the two areas together with a common colour. ☈

Face



1

Basecoat: Kislev Flesh

M Base



2

Wash: Reikland Fleshshade

M Shade



3

Wash: Carroburg Crimson

M Shade



4

Layer: Flayed One Flesh

S Layer

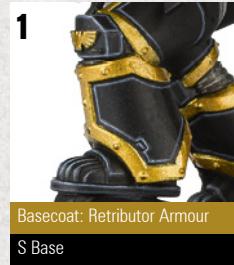


5

Layer: Rhinox Hide (recesses)

XS Artificer Layer

Gold Armour Trim



1

Basecoat: Retributor Armour

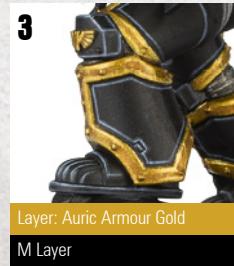
S Base



2

Wash: Agrax Earthshade

M Shade



3

Layer: Auric Armour Gold

M Layer



4

Layer: Runefang Steel

S Layer

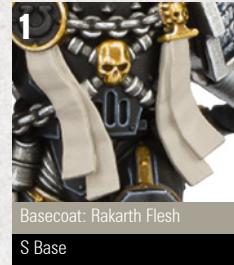


5

Layer: Rhinox Hide (writing)

XS Artificer Layer

Purity Seals



1

Basecoat: Rakarth Flesh

S Base



2

Wash: Seraphim Sepia

M Shade



3

Layer: Rakarth Flesh

M Layer



4

Layer: Pallid Wych Flesh

S Layer

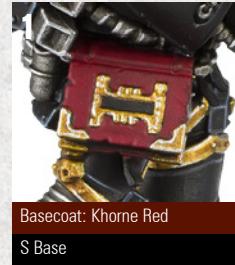


5

Layer: Rhinox Hide (writing)

XS Artificer Layer

Tome of Ectoclades



1

Basecoat: Khorne Red

S Base



2

Wash: Nuln Oil

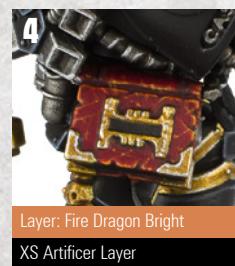
M Shade



3

Layer: Evil Sunz Scarlet

S Layer



4

Layer: Fire Dragon Bright

XS Artificer Layer

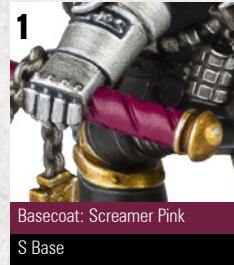


5

Layer: Kislev Flesh

XS Artificer Layer

Leather Wrappings



1

Basecoat: Screamer Pink

S Base



2

Wash: Nuln Oil

M Shade



3

Layer: Pink Horror

S Layer



4

Layer: Kislev Flesh

XS Artificer Layer

Next week: the Genestealer Cult!

OPERATION KILLSTORM

An insidious alien cult has taken over the mining world of Ghosar Quintus, a new threat unknown to the Imperium. Led by Chaplain Ortan Cassius, a Deathwatch Kill Team has been sent to purge the alien menace. Their first task: gain entry to the mine workings...

- 1 The Broodmind deck. In this mission, the Genestealer Cultist player can hold up to five Broodmind cards in their hand and must play three as Ambushes each turn.
 - 2 The Genestealer Cultist player's hand. Three cards are placed at Ambush Points around the edges of the board (6, 8, 10) during the Broodmind Phase. Here you can see the remaining two cards in their hand. Will they be used as Ambushes later in the battle, or played as Gambits – insidious traps, tricks and strategies employed by the alien Broodmind?
 - 3 In the Deathwatch Movement Phase, Ortan Cassius and Rodricus Gritt advance towards the Ambush Point (6). They can move up to two zones in their Movement Phase and can be placed anywhere in that zone.
 - 4 Drenn Redblade also advances, unconcerned about the Ambushers soon to arrive behind him (8).
 - 5 Jetek Suberei can move up to four zones in each Movement Phase and roars towards one of the Ambush Points (10). The Cultist player has to bring on his Ambushers every turn and any that cannot be deployed are lost. By dominating the zone he's in, Suberei's presence will result in the loss of the entire group! The Cultist player sensibly decides to Lurk with this Ambush until a later turn.



Operation Killstorm is the first mission in Deathwatch Overkill, and a great scenario to show how the game works. In this mission, four Deathwatch Space Marines are tasked with causing as much noise and destruction as possible while, elsewhere, the rest of Kill Team Cassius infiltrate the mine. We chose Chaplain Cassius, Jetek Suberei, Drenn Redblade and Rodricus Grytt, the four offering a good range of skills and abilities to show off.

To win this mission the Deathwatch must kill 25 Genestealer Cultists, while the Cultists, in turn, must slay two Deathwatch operatives for victory. Over the next few pages we'll give you an introduction to the game and show you some of the events that took place during the battle we fought, including an explosive encounter with a frag round, a Space Wolf unleashed and a fatal error in the dark. Read on, agents of the Ordo Xenos, and enjoy...

THE TURN SEQUENCE

- 1 Broodmind Phase
- 2 Deathwatch Movement Phase
- 3 Genestealer Cultist Movement Phase
- 4 Deathwatch Attack Phase
- 5 Genestealer Cultist Attack Phase
- 6 Deathwatch Second Attack Phase

5 This card is turned over to reveal three more Cultists with autoguns, who appear behind Drenn Redblade. Arriving on the board counts as their movement this turn.

6 In the Genestealer Cultist Movement Phase, this card is turned over to reveal three Genestealer Cultists, who are placed on the zone next to the Ambush Point.

7 In the Deathwatch Attack Phase, Grytt fires a shell from his frag cannon. Being a Blast weapon, it hits all the Cultists in the zone, killing them all before they return fire.

8 One Ambushing group can Lurk each turn, waiting for the right moment to strike. With Suberei so close, the Cultists decide to cower out of sight.

9 Drenn fires a hellfire round from his bolter at the new arrivals behind him, the bio-acid blast hitting all of them in the zone and killing two. Suberei kills the survivor.

10 One Ambushing group can Lurk each turn, waiting for the right moment to strike. With Suberei so close, the Cultists decide to cower out of sight.

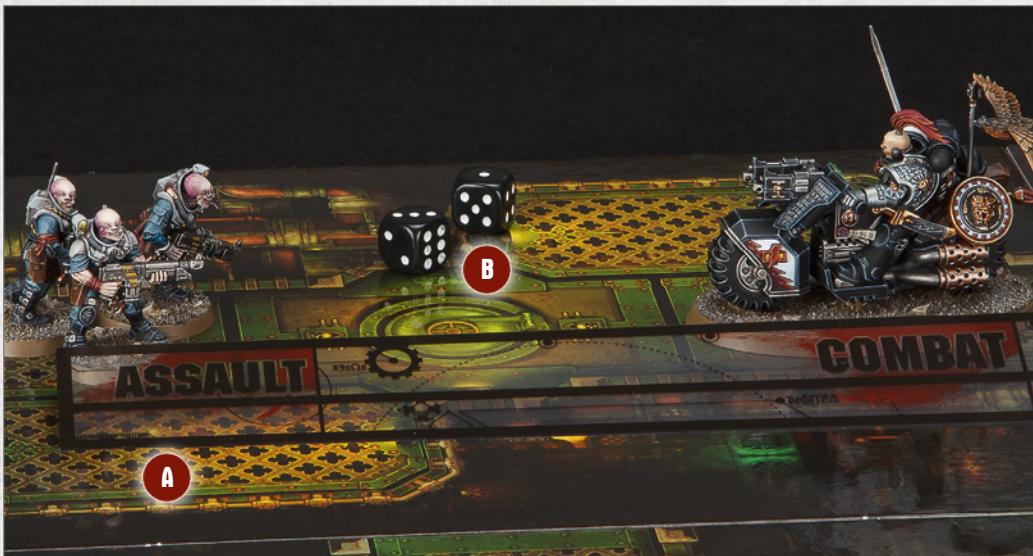
11 The character cards for our four Deathwatch operatives. Each card explains the attacks and special abilities each character can perform in a turn.

DEATHWATCH KILL TALLY

6

FOR THE KHAN!

In Deathwatch Overkill, every model can fight in the Attack Phase as long as the enemy is in range of their weapons (shown on their stat line). As per the turn sequence, Suberei attacks before the Cultists, the range ruler (A) showing that he's at combat range. He elects to fire a pair of kraken rounds into the knot of Cultists, requiring 3s or more to kill them. Sadly the dice roll is poor (B) and only one is killed. In the Genestealer Cultist Attack Phase, the Cultists fire their autoguns, needing 6s, but don't even hit the biker. In his second Attack Phase, Suberei shoots once again, but fails to kill anything.



DEATHWATCH KILL TALLY

9



12 In the second turn, the Cultist Player draws three new cards to replenish their hand and plays all three new cards as Ambushes. Something sneaky is going on...

13 Suberei races across the gangways to intercept the incoming Cultists. His cyber-eagle, Vengla, is used to reveal what's on one Ambush Card (17). It's five more Cultists!

14 Grytt and Cassius advance again, looking to intercept the large group of Cultists about to arrive (17). With no Ambushes behind them, they should be safe this turn.

15 Drenn Redblade moves into the zone previously held by Suberei. By being in the zone, any Cultist reinforcements will arrive in assault range of his whirling chainsword.

16 Before making any moves, the Cultist Player plays one of his Gambits – Blackout (see the card below). An entire board section is plunged into abyssal darkness!



17 Under cover of the Blackout, seven Cultists arrive, two carrying grenade launchers. With the Space Marines unable to see them, they will soon get to attack.

18 A trio of Cultists arrive near Suberei. Despite the Space Marines having two Attack Phases, only a single Cultist meets a messy demise, their guns doing nothing in return.

19 The lurkers are revealed to be three Cultists with autopistols. Only two can fit in the zone with Drenn, so one is not placed. The Space Wolf attacks first and kills both easily!

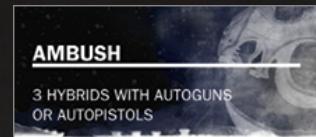
20 Unable to see his intended prey due to the Blackout, Grytt settles for flinging a frag round into the Cultists near Suberei and, unbelievably, fails to kill either!

21 The Cultists hidden by the Blackout open fire on Grytt. The autogun shots bounce off his armour, but one of the grenades detonates, wounding the Imperial Fist.



REND AND CLEAVER

All models can attack at Assault range, either with close combat weapons such as Redblade's chainsword, or the butts of their autoguns in the case of the Cultists. Some weapons have special abilities that make them especially potent. Redblade's chainsword and Cassius's Crozius, for example, have the Rend special rule, which means that any excess hits they cause on a foe are carried over to an unlucky victim nearby (A). Cassius needs to kill the Aberrants (B) quickly, though, because their power picks have the Cleave special rule, which enables them to ignore a target's armour save!



GAMBIT

POUNCE

The time to strike is nigh – the Cultists leap into the fray, intent on spilling the blood of the intruders.

Play this card at the start of your Attack phase. Pick one board section. All of your models in that section can run and then attack at Assault range in the same phase.



GAMBIT

THEY CAME FROM BELOW...

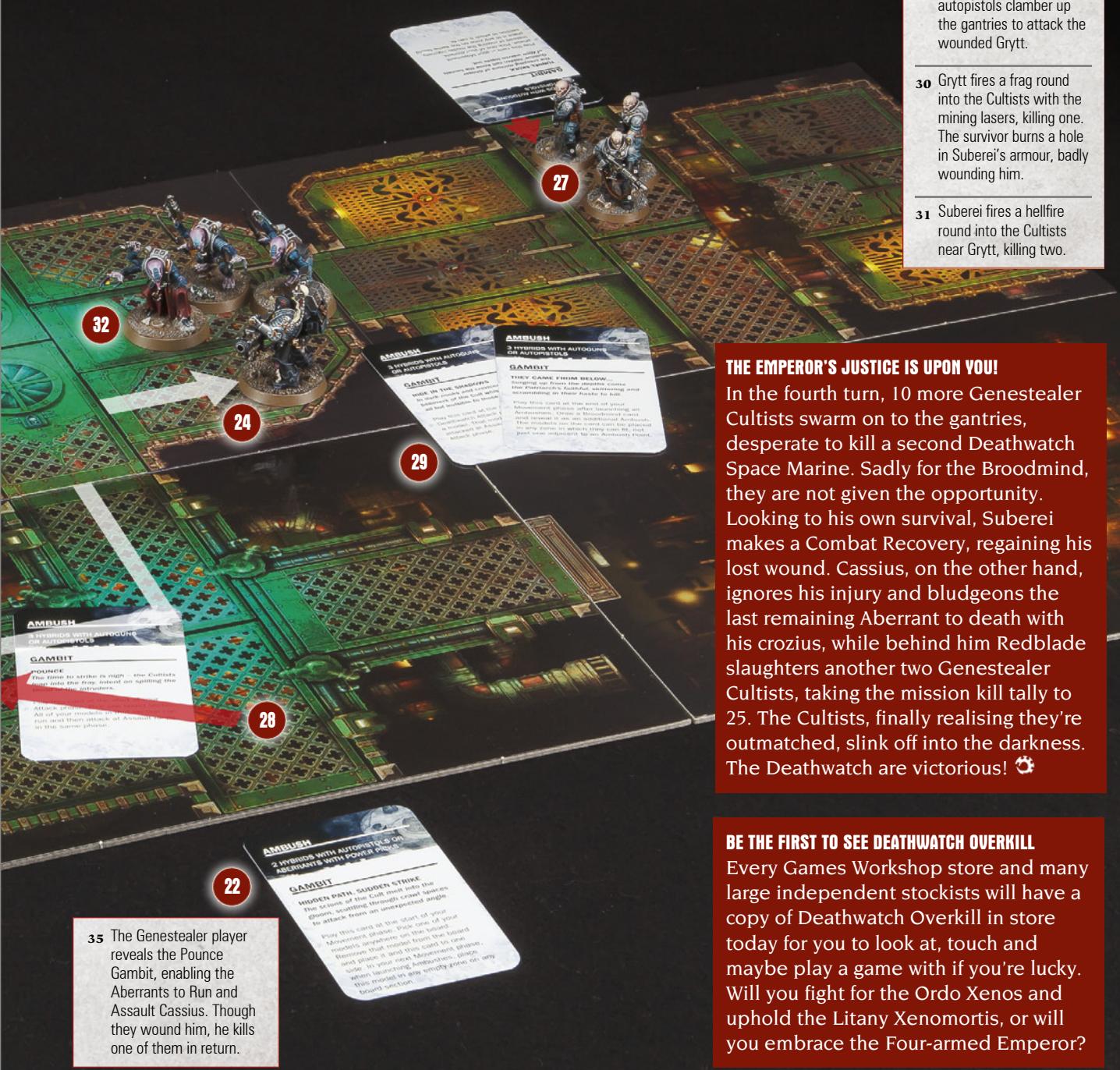
Surging up from the depths come the Patriarch's faithful, skittering and scrambling in their haste to kill.

Play this card at the end of your Movement phase after launching all Ambushes. Draw a Broodmind card and reveal it as an additional Ambush. The models on the card can be placed in any zone in which they can fit, not just one adjacent to an Ambush Point.

32 The one remaining Cultist stabs Grytt with his combat knife, taking him out of action. Suberei avenges Grytt by cutting apart the two Cultists in the zone next to him.

33 In his first Attack Phase, Redblade butchers three Cultists, taking no wounds in return before butchering a further three Cultists in his second Attack Phase!

34 Cassius shoots over Redblade's head and kills the Cultist standing on his own. Fortunately, the Aberrants are not yet in range to attack him. Or are they...?



22 The Genestealer Player draws four Broodmind Cards and places three as Ambuses. Vengla spies on this card, revealing two Aberrants with power picks.

23 Suberei reverses away from the Cultists, ready to tackle whatever comes through the Ambush point nearby. It could be a fatal mistake...

24 Grytt moves away from the Ambush point and prepares to frag whatever comes through the entrance. Below him, something stirs in the darkness...

25 Redblade and Cassius pile into the mass of Cultists swarming in the corner of the board. If they can kill enough they may yet complete their mission.

26 The first Ambush reveals a pair of Cultists with mining lasers.

27 Three more Cultists arrive behind Grytt.

28 The Aberrants arrive near Cassius and Redblade.

29 The Genestealer Cultist player launches a Gambit – They Came From Below... (see card, left). Three Cultists with autopistols clamber up the gantries to attack the wounded Grytt.

30 Grytt fires a frag round into the Cultists with the mining lasers, killing one. The survivor burns a hole in Suberei's armour, badly wounding him.

31 Suberei fires a hellfire round into the Cultists near Grytt, killing two.

THE EMPEROR'S JUSTICE IS UPON YOU!

In the fourth turn, 10 more Genestealer Cultists swarm on to the gantries, desperate to kill a second Deathwatch Space Marine. Sadly for the Broodmind, they are not given the opportunity. Looking to his own survival, Suberei makes a Combat Recovery, regaining his lost wound. Cassius, on the other hand, ignores his injury and bludgeons the last remaining Aberrant to death with his crozius, while behind him Redblade slaughters another two Genestealer Cultists, taking the mission kill tally to 25. The Cultists, finally realising they're outmatched, slink off into the darkness. The Deathwatch are victorious! ☀

35 The Genestealer player reveals the Pounce Gambit, enabling the Aberrants to Run and Assault Cassius. Though they wound him, he kills one of them in return.

BE THE FIRST TO SEE DEATHWATCH OVERKILL

Every Games Workshop store and many large independent stockists will have a copy of Deathwatch Overkill in store today for you to look at, touch and maybe play a game with if you're lucky. Will you fight for the Ordo Xenos and uphold the Litany Xenomortis, or will you embrace the Four-armed Emperor?

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WHITE DWARF 110 ON SALE SATURDAY 05 MARCH



ORTAN CASSIUS

THE TRUE BELIEVER

95
POINTS



Ortan Cassius is a warrior of impressive presence, even for a scion of Ultramar. His gaze is as cold as the void – it is said he could stare down a pack of Donorian Clawed Fiends with the intensity of his contempt – though in battle the fires of his fury are hot enough to inspire all who hear his stentorian tones. Cassius was put forward as an exemplar of Imperial values by the Lord Macragge himself, and rightly so. Since his induction into the Deathwatch, his inspirational hatred of the xenos has galvanised every operative he has spoken to. In Mankind's eternal crusade, such indomitable conviction is the greatest weapon of all.

Cassius carries the deadly crozius arcum and the protective rosarius force field of his office, and also bears the Tome of Ectoclades – a unique treatise upon the Ordo Xenos' most hard-won secrets. These artefacts are in safe hands – notably, Cassius resisted psycho-domination simulations without so much as an elevated heartbeat. The will of the Emperor drives Cassius, and the Watch Commanders mark his progress well.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ortan Cassius	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 (Unique)

* You may not include Ortan Cassius and Chaplain Cassius in the same army.

WARGEAR:

- Bolt pistol
- Crozius arcum
- Frag grenades (count as assault grenades)
- Krak grenades
- Rosarius
- Special issue ammunition ([here](#))

SPECIAL RULES:

- Independent Character
- Zealot

CROZIUS ARCANUM
The power weapon known as the crozius arcum is a Space Marine Chaplain's rod of office. It is the symbol of his authority and his weapon of righteous judgement.

Range	S	AP	Type
-	+2	4	Melee, Concussive

ROSARIUS

A rosarius emits a protective energy field around the wearer capable of deflecting blows and shots that would smash a ferrocrite bunker.

A rosarius confers a 4+ invulnerable save.

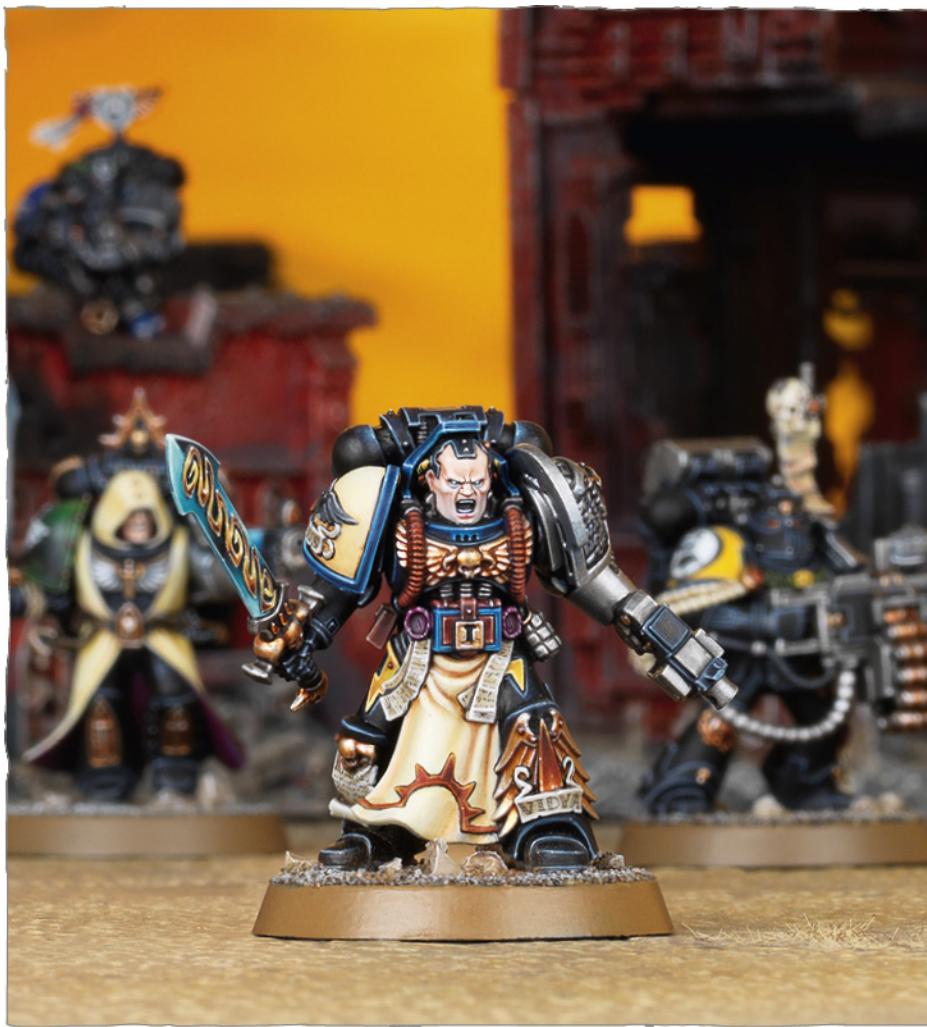


JENSUS NATORIAN

THE VENGEFUL SON

95

POINTS



Jensus Natorian's potent psychic powers enhance his innate strength and speed to unstoppable levels. He first manifested this ability after the violent death of his parents to the Orks of Waaagh! Gutsplitta – the resultant psychic rampage saw the young Natorian tear apart scores of xenos with his bare hands. It is a killing spree that continues to this day, though its targets are not merely greenskins, but every xenos creature that stands in his path.

Natorian was on the verge of being taken by the Black Ship Psythanatos when he came to the notice of Inquisitor Belicor of the Ordo Xenos. Belicor saw the potential within Natorian, and personally delivered the young warrior to the Blood Ravens. He oversaw Natorian's tenure in the Chapter, and later in his career instigated his induction into the Deathwatch. Natorian fights with lightning speed whenever his ire is raised, perhaps seeking to wash away his tormented past in a sea of xenos blood. What is certain is that his psychic powers manifest more within him than without, making him a warrior mystic of surpassing deadliness at close quarters.

Jensus Natorian	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	5	4	4	4	2	4	2	10	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- Bolt pistol
- Force sword
- Frag grenades
- Krak grenades
- Psychic hood
- Special issue ammunition

PSYKER:

Jensus Natorian generates his powers from the **Biomancy** discipline.

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Independent Character**
- **Psyker (Mastery Level 2)**

SPECIAL ISSUE AMMUNITION

In each of their Shooting phases, Jensus Natorian and Ortan Cassius can use one of the profiles below instead of the normal profile for their bolt pistols, until the start of their next Shooting phase. All models in a unit with special issue ammunition must fire the same type.

	Range	S	AP	Type
Dragonfire bolt	12"	4	5	Pistol, Ignores Cover
Hellfire round	12"	1	5	Pistol, Poisoned (2+)
Kraken bolt	15"	4	4	Pistol
Vengeance round	9"	4	3	Pistol, Gets Hot



SQUAD DONATUS



175
POINTS



When more than one battlefield mission proves vital at the same time, Chaplain Cassius will often give a curt order that sees his second-in-command lead half his team to war as Squad Donatus. A master marksman, Vael Donatus is an expert in the pinpoint application of force, whether through the firepower of Brothers Grytt and Sorrlock, or the relentless assaults of the rival Brothers Redblade and Gydrael.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Squad Donatus Veteran	4	4	4	4	1	4	2	9	3+	Infantry (Character)	5 Veterans (Unique)

WARGEAR:

- Vael Donatus has a boltgun and special issue ammunition.
- Drenn Redblade has a boltgun, special issue ammunition and two close combat weapons.
- Rodricus Grytt has a Deathwatch frag cannon.
- Ennox Sorrlock has a combi-melta and special issue ammunition.
- Zameon Gydrael has a plasma pistol and a power sword.
- All have frag and krak grenades.

SPECIAL RULES:

- **And They Shall Know No Fear**
- **Precision Shots** (Donatus only)
- **Counter-attack** (Redblade only)
- **Feel No Pain (6+)** (Sorrlock only)
- **Stubborn** (Gydrael only)

DEATHWATCH FRAG CANNON

The frag cannon can fire a horde-shredding burst of shrapnel or dense solid shells.

Range	S	AP	Type
Frag round	Template	6	-
Solid shell	24"	7	3

SPECIAL ISSUE AMMUNITION

In each of their Shooting phases, models with special issue ammunition can use one of the profiles below instead of the normal profile for their boltgun (or the 'bolter' part of a combi-melta) until the start of their next Shooting phase. All models in the unit with special issue ammunition must fire the same type.

Range	S	AP	Type
Dragonfire bolt	24"	4	Rapid Fire, Ignores Cover
Hellfire round	24"	1	Rapid Fire, Poisoned (2+)
Kraken bolt	30"	4	Rapid Fire
Vengeance round	18"	4	Rapid Fire, Gets Hot



EDRYC SETORAX

THE SILENT KILLER

35
POINTS



In terms of sheer lethality, there are few in the Deathwatch Chapter that can match Edryc Setorax. He takes the Raven Guard's propensity to strike from the shadows to an almost supernatural level, appearing from nowhere or hurtling out of the clouds to spear his victims with Talon pattern lightning claws. Like many of his Chapter, Setorax is a withdrawn and insular character, haunting the edge of vision even during official briefings.

In battle, Setorax's actions speak loud and clear as to his competence. If there is no cover from which to ambush his foes, Setorax will create his own, activating the weaponised smoke launchers that adorn his jump pack and shooting from a cloud of choking mist into the enemy ranks. Setorax has used this terrifying shock tactic to great effect against the perfidious Eldar, whose spite and cowardice the Raven Guard know well. It was Setorax who brought the Emperor's Justice to the Seer Council of Yme-Loc, an act that cemented his reputation across the Deathwatch within a matter of days.

Edryc Setorax	WS BS S T W I A Ld Sv	Unit Type	Unit Composition
	4 4 4 4 1 4 2 9 3+	Jump Infantry (Character)	1 (Unique)

WARGEAR:

- Two lightning claws
- Frag grenades
- Krak grenades

SPECIAL RULES:

- **And They Shall Know**
- No Fear
- **Bulky**
- **Deep Strike**
- **Stealth**

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range. Furthermore, Edryc Setorax always passes the Initiative test if he wishes to make a Glorious Intervention.

Strike from the Shadows: Edryc Setorax has the Shrouded special rule until the start of the second game turn.

Winged Deliverance: Edryc Setorax may use his jump pack in both the Movement and Assault phases of the same turn. Furthermore, when he makes Hammer of Wrath attacks, he can re-roll failed To Wound rolls.



ANTOR DELASSIO

THE CURSED YOUNG PRINCE

35
POINTS



Brother Delassio is an exceptional shock trooper whose aerial attacks have struck down xenos monsters many times his size. It is said by Delassio's fellows that he elevates the role of the Assault Marine to an art form, though Delassio remains humble and claims he is amongst the least talented of his kin. The battle-brother was gifted the artisan-crafted hand flamer Ignatus during his tenure in Inquisitor van Corollar's personal retinue. Since his release from that duty, the Blood Angel has perfected his squad-breaking tactic of burning away the rank and file of the enemy before hurtling down to decapitate the unit leader with his chainsword.

Despite his skill, Delassio is under threat of Invigilus Expulsor by the Ordo Xenos. His record was once without blemish, but since the boarding incident that scuppered the Black Legion war barge Incontrovertible Truth he has exhibited a worrying loss of control in the heat of battle. His brothers maintain this ferocity is an asset, but the Inquisition would likely disagree – to the point of excruciation.

Antor Delassio

WS BS S T W I A Ld Sv

4 4 4 4 1 4 2 9 3+

Unit Type

Jump Infantry (Character)

Unit Composition

1 (Unique)



WARGEAR:

- Hand flamer
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES:

- **And They Shall Know**
- **No Fear**
- **Bulky**
- **Deep Strike**
- **Furious Charge**

Heroic Intervention: A unit that contains any models with this rule ignores penalties for disordered charges and can re-roll one or both dice when determining its charge range. Furthermore, Antor Delassio always passes the Initiative test if he wishes to make a Glorious Intervention.



GARRAN BRANATAR

THE WALKER IN FIRE

60
POINTS



Branatar is the anvil upon which countless monstrous foes have been broken. Reliable, stoic and heavy-set, he makes for an obvious target, but is almost impervious to injury. When despatched upon a mission he will stride through the fires of war until his duty is complete and a trail of smouldering xenos corpses stretches out behind him.

Branatar carries a self-imposed burden – during the Gharuda Cleansing, he left his battle-brother Athondar to die in order to fulfil the mission's kill criteria. The Chaplaincy believes he is still haunted by his comrade's death, but thus far, the guilt he carries like an anvil upon his back has not impacted his efficacy. Clad in an ornate suit of Terminator armour, he has little but contempt for the volleys of firepower sent to stop him. His loyalty and compassion toward the battle-brothers in his Kill Team is inspiring, and his mastery of the heavy flamer is unmatched. He wields fire with the skill of a master artisan, teleporting right into the midst of the enemy before burning their squads away from the inside out.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Garran Branatar	4	4	4	4	1	4	2	9	2+	Infantry (Character)	1 (Unique)

WARGEAR:

- Terminator armour
- Heavy flamer
- Master-crafted meltagun
- Master-crafted power fist

SPECIAL RULES:

- **And They Shall Know**
- No Fear
- Bulky
- Deep Strike
- Fearless
- Relentless

Flamecraft: Garran Branatar has the Feel No Pain (4+) special rule against Wounds caused by Flamer weapons (as defined in Warhammer 40,000: The Rules). Furthermore, he can re-roll all failed To Wound rolls and armour penetration rolls that do not result in glancing or penetrating hits when using his heavy flamer.

TERMINATOR ARMOUR

Terminator armour, also known as Tactical Dreadnought Armour, is the toughest personal armour in the Imperium. Massively bulky, it contains not only sophisticated sensors and teleport integrators but a full exo-skeleton arrangement of fibre bundles and adamantium rods to support the heavy gauge plasteel and ceramite plates that form the outer carapace.

Terminator armour confers a 2+ Armour Save and a 5+ invulnerable save. Furthermore, models in Terminator armour have the Bulky, Deep Strike and Relentless special rules, and may not make Sweeping Advances.



JETEK SUBEREI

THE LIVING HURRICANE

40
POINTS



Though eccentric in manner, Brother Suberei is a force of unbridled destruction who takes great joy in wreaking utter havoc upon the enemies of the Imperium. He speaks more often to his cyber-eagle, Vengla, than to his squad mates, finds easy mirth in things that other operatives find disturbing, and refuses to fight with sanctioned Deathwatch wargear. However, he has accepted a specialist upgrade to the twin-linked bolters of his bike, making the storm of ammunition he lays down with each charge all the more deadly. Suberei considers it a matter of honour always to be at the forefront of the fray, and claims to take offence if any wet their blades before he does.

Jetek Suberei	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
	4	4	4	5	1	4	2	9	3+	Bike (Character)	1 (Unique)

WARGEAR:

- Twin-linked boltguns
- Power sword
- Frag grenades
- Krak grenades
- Special issue ammunition ([here](#))
- Teleport homer

SPECIAL RULES:

- **And They Shall Know**
- **No Fear**
- **Hammer of Wrath**
- **Hit & Run**
- **Jink**
- **Relentless**
- **Split Fire**
- **Skilled Rider**
- **Very Bulky**

Born in the Saddle: Jetek Suberei adds 1 to his Strength when resolving hits caused by the Hammer of Wrath special rule.

TELEPORT HOMER

Teleport homers emit a powerful signal enabling orbiting strike cruisers to lock onto them with their teleportation equipment. By matching the exact coordinates of this signal, the risk of missing the intended mark is greatly reduced.

Friendly units composed entirely of models in Terminator armour do not scatter when they Deep Strike, so long as the first model is placed within 6" of Jetek Suberei. For this to work, Jetek Suberei must have been on the battlefield at the start of the turn.



KILL TEAM CASSIUS

535
POINTS



No squad embodies the combined arms approach of the Aquila pattern more completely than Kill Team Cassius. Led by an inspirational leader and mentor in the form of Cassius, it numbers so many talented specialists that no enemy is beyond its reach. The gun lines of the xenos find themselves under lightning-fast assault from the psyker Natorian, the jump pack team of Setorax and Delassio and the savage rider Suberei. The central mass of the foe is torn away by heavy firepower from Branatar and Grytt, whilst its leaders face the exacting marksmanship of Donatus and Sorrlock. Any counter-attack is met by the charge of the headstrong Redblade and the ever-vigilant Gydrael.

FORMATION:

- Ortan Cassius
- Jensus Natorian
- Squad Donatus
- Garran Branatar
- Antor Delassio
- Edryc Setorax
- Jetek Suberei

RESTRICTIONS:

None.

SPECIAL RULES:

Kill Team: All of the units in this Formation form a single unit called a Kill Team. This is a single unit for all game purposes; it must be deployed as one unit and cannot split apart during the battle, even if a model within it has the Independent Character special rule.

Aquila Doctrine: Models from this Formation can re-roll any To Wound rolls and armour penetration rolls of 1.



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