

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 111

12 MARCH 2016

MINIATURE OF THE YEAR

THE VOTES ARE IN! WHAT WAS YOUR
FAVOURITE CITADEL MINIATURE OF 2015?

FIVE
WARSCROLLS
INSIDE!



THE EXTREMIS CHAMBERS OPEN!

THE FURY OF THE STORM

THE DRACOTHIAN GUARD THUNDER FORTH TO LIBERATE THE MORTAL REALMS



WHITE DWARF

ISSUE 111
12 MARCH 2016

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NEW RELEASES

The doors of the Extremis Chambers open and the Dracothian Guard come forth. Surely, this is the doom of Chaos? Alongside comes a new battletome, Stormcast Eternals Extremis, providing the complete lowdown on these devastating new scions of Sigmar. All that plus a new Knight-Heraldor, Tempest Lords upgrades, new Super Glue, and the latest from Black Library and Forge World.

PAINT SPLATTER

What else could it be but the Dracothian Guard? Our guide will stand you in perfect stead.

MINIATURE OF THE YEAR

Over Christmas and the New Year we asked you for your votes for Miniature of the Year 2015. Well, the votes are in and we present the results.

WARSCROLLS

We've got – count them – not one but *five* warscrolls with full rules for the Lord-Celestant on Dracoth and the Dracothian Guard Fulminators, Tempestors, Concussors and Desolators.

THE WEEK IN WHITE DWARF

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



SOUND THE CHARGE!

Clearly, retaking the Mortal Realms from the vile clutches of Chaos was never going to be straightforward, even with the involvement of thousands of superhuman warriors imbued with the celestial power of the very Heavens themselves. So this week, deciding to bring out the *really* big guns, Sigmar himself ups the ante by opening the Extremis Chambers of the Stormcast Eternals and unleashing the mighty beings within them... Woe betide the scions of the Dark Gods!

Behold, then, the Dracothian Guard, Stormcast Eternals riding mighty Dracoths, able to shatter the battleline of any foe they face. You can read more about this magnificent new cavalry kit over the page, see how to paint them [here](#), and bask in the wonder of no less than five warscrolls [here](#).

Also this week we have the long-awaited results of Miniature of the Year 2015! What did you vote for? All is revealed [here](#)... T

NEW RELEASES:
STORMCAST
ETERNALS

DRACOTHIAN GUARD



With an earth-shattering roar the Dracothian Guard descend from the Heavens to bring Sigmar's vengeance to the followers of Chaos. They are a thunderbolt from the sky, an armoured spearhead poised ready to pierce the darkness that shrouds the Mortal Realms.

Noble, indefatigable, and driven by the desire for vengeance, the Dracothian Guard are Sigmar's heavy cavalry, his answer to the Varanguard, Juggernauts and Bloodthirsters that fight for the Dark Gods. Clad in suits of shining sigmarite, they descend from High Azyr on pillars of lightning, the spear tip of an unstoppable strike force aimed at the heart of the great enemy's forces. There is no escape from their fury, no chance of survival, only the hope of a swift death from a well-placed blade rather than the mauling claws of their ferocious Dracoths.

The Dracothian Guard represent the spiritual union that exists between Sigmar and the great stellar being Dracothion. As the two gods fight together against the forces of darkness and Chaos, so too do their armies, Sigmar's Stormcast Eternals riding to war on Dracothion's savage children, the mighty Dracoths. Yet such a

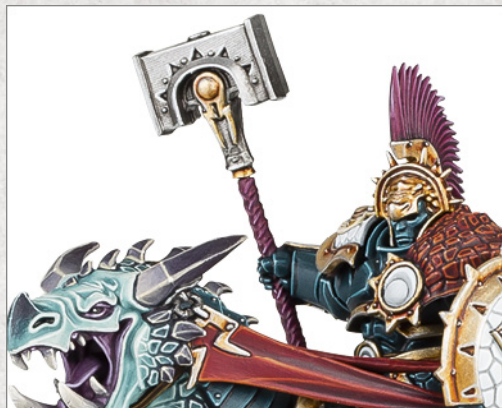
pairing is not an easy one to foster and it was many years before the first Dracoth, Calanax, bowed his head to the Lord-Celestant known as Vandus Hammerhand. Yet Sigmar and Dracothion persevered, and as the God-King's Stormhosts descended to the Mortal Realms, so did Dracothion pour his celestial energy into the Extremis Chambers of Sigmaron, hastening the reforging of Sigmar's greatest champions and pairing them with his star-children.

This plastic boxed set contains two of these mighty warriors, a pair of Dracothian Guard riding into battle on huge, lightning-spitting Dracoths. As we've come to expect from the Stormcast Eternals, they're clad head-to-foot in heavy sigmarite armour, their faces hidden behind impassive masks crowned with lightning bolts. Unlike other Stormcast warriors, however, their helms are crowned with draconian visages ►

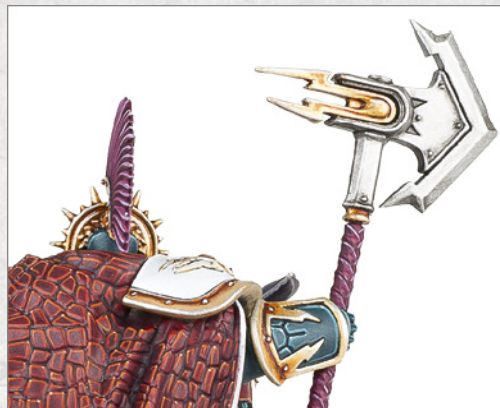
- 1 The first Extremis Chamber to open following Dracothion's blessing was that of the Hammers Draconis, first Extremis Chamber of the Hammers of Sigmar. Here they ride to battle against Blood Warriors of the Eight-blooded tribe, a unit of Concussors leading the charge. Note how the Dracoths they ride to war all differ slightly in colour. Sometimes this is down to their age, though the colour of their scales can also be affected by where they dwell in Azyr or even how many times they've been reborn.



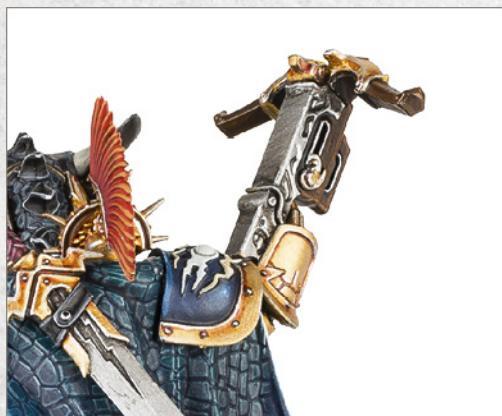
1 This Dracothian Guard Concussor from the Celestial Vindicators Stormhost carries a huge lightning hammer much like those carried by Stormcast Eternal Retributors.



2 Dracothian Guard Desolators wield Thunderaxes that can split a man clean in half. The more Desolators there are nearby, the more ferocious their attack, their axe swings overlapping to become a murderous gauntlet from which none can escape.



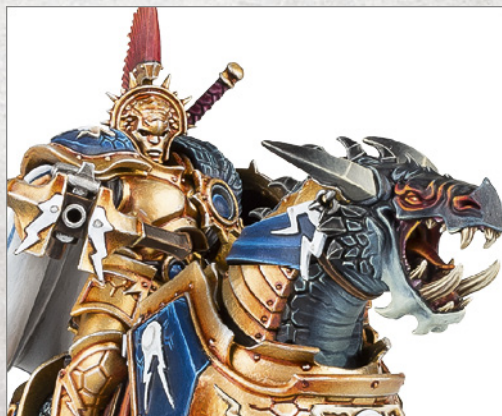
3 Tempestors carry volleystorm crossbows into battle, stitching the enemy's battle line with hundreds of bolts that burn with meteoric fire. Such is their fury that most enemies would rather dive for cover than try and return fire.



4 Fulminators carry stormstrike glaives into battle, their long blades etched with the lightning-bolt sigil of Sigmar.



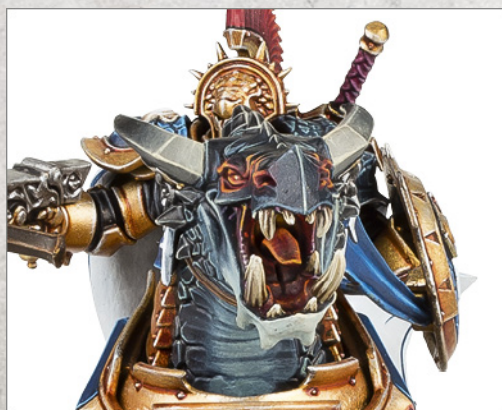
5 The Dracoth's cracked, reptilian skin can be seen echoed in the greaves and faults worn by its noble rider.



6 The helms of the Dracothian Guard are crowned by a gilded Dracoth's head, a symbol of their position within the Extremis Chamber. Each warrior also wears his own personal heraldry on a roundel on their shoulder, which matches the symbol on their belt.



7 A Dracoth's teeth and claws are not its only weapons. Get too close and you may find yourself blasted apart by a bolt of celestial lightning from its monstrous maw.



8 Tempestors wear warblades on their back for when they engage the enemy up close and personal. Their pauldrons are emblazoned with the symbol of Sigmar's twin-tailed comet.





9

► and their armour engraved with a lamina pattern that mimics that of the Dracoths they ride into battle. Across their shoulders they wear a symbol of their rank, a scale-encrusted cloak no doubt flensed from one of the many beasts that roam the hinterlands of Azyr.

Of a similar rank to Paladins (indeed, some of the first Paladins to fall in the Mortal Realms were reformed as Dracothian Guard), the Dracothian Guard are entrusted with the most destructive weaponry in Sigmaron. First into the fray are the Dracothian Guard Fulminators, who ride into battle armed with stormstrike glaives. Casting a bow-wave of celestial energy before them, they lead the Lightning Echelon of their Extremis Chamber into battle, their glaivewall protecting those who ride behind them. Next to advance are the Tempestors, who carry heavy volleystorm crossbows. A salvo from a unit of Tempestors can leave an enemy regiment in ruins, the survivors cowering from the fusillade of magical quarrels being fired into their ranks.

Close behind the Lightning Echelon rides the Thunderwave Echelon, the Concussors in the lead. Armed with lightning hammers, they smash apart the centre of the enemy's battle line, creating the gap through which the Desolators charge, their thunderaxes reaping a heavy toll on the massed ranks of the enemy's forces.

This kit includes two each of these four weapon options, enabling you to build any of the four units mentioned above, or even two differently-armed Dracothian Guard (in two separate units) should you wish. Other options in the kit include four different shoulder pads for the Stormcast Eternals, one featuring a gilded Dracoth head, three interchangeable armoured peytrals for the Dracoths and even the option to build a Lord-Celestant armed with a thunderaxe and a scroll-emblazoned shield. Turn the page to see him in all his glory... T

You can find a stage-by-stage painting guide for the Dracothian Guard [here](#), plus warscrolls for all five units [here](#).

9 Fulminators, Concussors and Desolators of the Chamber Resplendent battle the flame-wreathed Daemons of Tzeentch. As members of the Hallowed Knights Stormhost they wear polished silver armour, the barding on their Dracoths a deep blue to match their shields.

STORMCAST ETERNALS DRACOTHIAN GUARD

2 Citadel miniatures

£40, €55, 400dkr, 480skr,
440nkr, 200zł, USA \$65,
Can \$80, AU \$110, NZ \$130,
¥9,200, 400rmb, HK\$545,
R250, SG\$95

PRE-ORDER: NOW
RELEASED: 19/03/16



NEW RELEASES: STORMCAST ETERNALS

LORD-CELESTANT ON DRACOTH

The **Extremis Chambers** of Sigmar's Stormhosts are led to war by Lord-Celestants, heroic warriors and exceptional tacticians to a man. Those of an aggressive temperament lead from the front, charging into battle on star-born Dracothe to slay the God-King's foes.

TIME FOR UPGRADES

The round shields in the Stormcast Eternals upgrade packs are compatible with both the Dracotheian Guard and the Lord-Celestant on Dracothe. These upgrade packs (for the Knights Excelsior and the Celestial Warbringers) are available from the Games Workshop website. But what's that over the page?

Lord-Celestants are amongst the mightiest of all Sigmar's warriors, their power and responsibilities within the Stormhost second only to their Lord-Commander. Though all are exceptional warriors, only the strongest of will and purest of heart can hope to ride one of the mighty Dracothe into battle. Those with an exceptional flair for lightning fast warfare and possessed of bold tactical acumen will ride at the head of an Extremis Chamber, leading their Dracotheian Guard right into the heart of the enemy's armies.

The Dracotheian Guard kit shown on the previous pages enables you to build a Lord-Celestant on Dracothe instead of one of the Dracotheian Guard. The model features a unique Dracothe-crested helm and heavily-embellished wargear, plus a choice of shoulder pads and extra armour for his rearing Dracothe, all of which can be used with either model in the kit. If you're after an impressive commander to lead your Extremis Chamber into battle (or even your existing Warrior Chamber) then this is the perfect model for the job. **T**



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- 1 With a clap of thunder and a blast of light, the Hammers Draconis are deployed to the Mortal Realms, ready to spearhead the next assault against the forces of Chaos. At their head rides a Lord-Celestant, identified by his more elaborate wargear.
- 2 The Lord-Celestant wears a high-crested helm, its brow forged in the shape of a Dracoth's head.
- 3 One of the three armoured peytrals in the kit is cast to resemble a Dracoth's head, as is the right knee pad.
- 4 The Lord-Celestant carries a thunderaxe that trails a pennant, its length embroidered with Azyrite script.
- 5 The Lord-Celestant's shield bears the same Dracoth-scale pattern as his greaves.

KNIGHT-HERALDOR

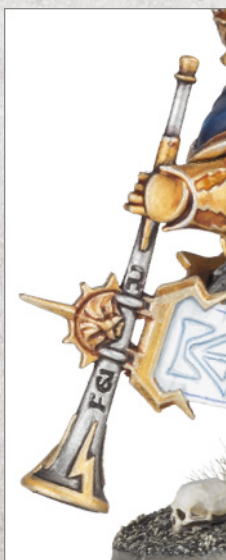
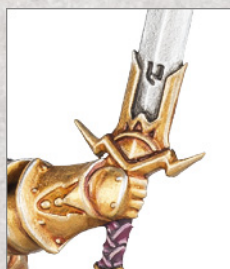


With a thunderous call that shakes the Heavens with its glorious sound, the Knights-Heraldor announce Sigmar's war of liberation. Each note from their battle-horn inspires valour and shatters the defences of the foe.

Sigmar's war against the malefic servants of Chaos is not one of subtlety and subterfuge, but rather a glorious crusade, waged by gleaming warrior heroes. These armies march beneath bleeding skies and across plague-infested swamps and torturous hellscape in their quest for vengeance. To sound their advance Sigmar created the Knights-Heraldor, supreme warriors who have proven their skills time and again in the Gladitorium of Sigmaron. With battle-horn and sigmarite broadsword in hand, a Knight-Heraldor fights at the forefront of the Stormhosts, shielded from harm by gleaming armour.

This new plastic Knight-Heraldor miniature gives Stormcast Eternals collectors a second herald for their throng. Far more than mere musicians who keeps time or sound a charge, the Knights-Heraldor bear battle-horns, magically imbued instruments that can inspire retinues to charge headlong into the foe, throwing off fatigue and exhaustion as their sinews are reinvigorated. Most remarkable of all, the notes from the rune-carved battle-horn harness powers of celestial destruction, causing fortress walls to quiver, rotting trees to crash down and pillars of crystal to shatter – those creatures who seek shelter from its triumphant pealing are literally blasted apart by its sheer force. **T**

- 1 The hilt of the Knight-Heraldor's sigmarite broadsword resembles the celestial rays of a sun at dawn.
- 2 A scale mail skirt of sigmarite offers the Knight-Heraldor additional protection in battle, a surety against cowardly attacks in the press of the shieldwall.
- 3 Runic script and a crest in the image of a celestial lion adorn the battle-horn's neck. Some say the blare of the Knight-Heraldor's horn echoes the roar of these noble beasts.



KNIGHT-HERALDOR

1 Citadel miniature

£15, €19.50, 150dkr, 180skr, 170nkr, 75zl, USA \$25, Can \$30, AU \$42, NZ \$50, ¥3,500, 150rmb, HK\$204, R93, SG\$36

PRE-ORDER: NOW

RELEASED: 19/03/16

TEMPEST LORDS UPGRADES



The **Tempest Lords** are among the most lauded of Sigmar's Stormhosts, famed for their proven battle skill. This upgrade set transforms your Stormcast Eternals models into this fearsome Stormhost.

Amongst the heroic legions of Sigmaron are serried ranks of Stormcast Eternals, struck in Sigmar's soul forges and unleashed into his war in the Mortal Realms. All Stormhosts proudly wear the heraldry of their striking, such as the noble

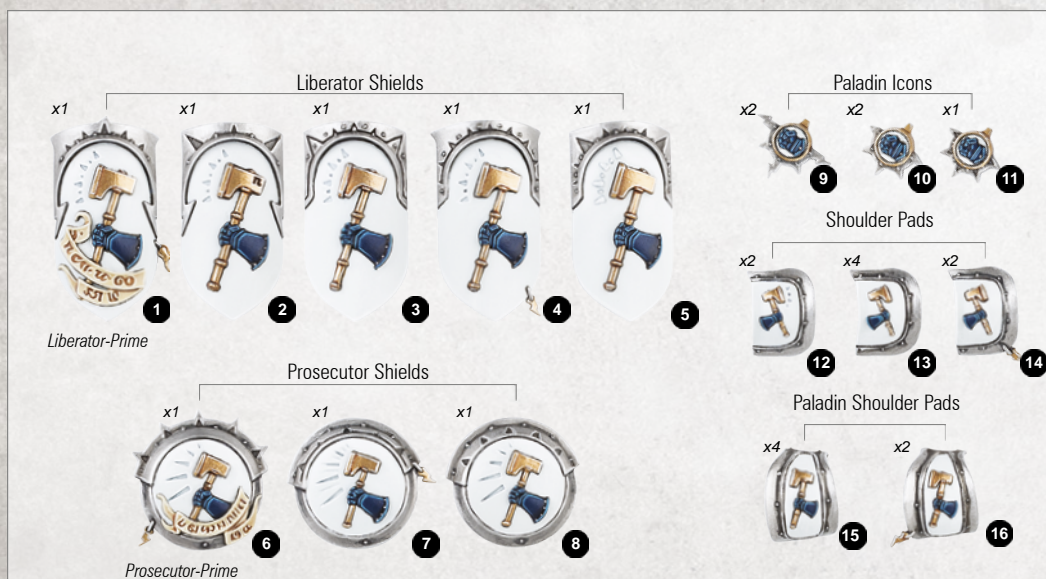
Tempest Lords, whose shoulder pads and shields are emblazoned with a mailed fist clutching a sigmarite warhammer. The kit contains a wealth of alternative shoulder pads, shields and roundels to customise your models, as shown below. T

TEMPEST LORDS UPGRADES

27 upgrade components

£7, €9, 70dkr, 80skr, 75nkr,
35zł, USA \$12, Can \$14,
AU \$20, NZ \$24, ¥1,600,
70rmb, HK\$95, R43, SG\$17

PRE-ORDER: NOW
RELEASED: 19/03/16



- 1-5 These tower shields are designed to be used on the multi-part plastic Liberators.
- 6-8 Shields for detailing your Prosecutors or Dracothian Guard (or for great conversions anywhere else in your Stormcast army).
- 9-11 Roundels for Paladins and heroes.
- 12-14 Shoulder pads for Liberators, Judicators and Prosecutors, Knights-Azyros, Venator and Heraldor.
- 15-16 Shoulder pads for Paladins.



NEW RELEASES: ORDER BATTLETOME

STORMCAST ETERNALS EXTREMIS

At the time of greatest need, the God-King has unleashed the fury of the Heavens into the Mortal Realms. Now the indomitable warriors of the Extremis Chambers – the Dracothian Guard, Drakesworn Templars and their lords – come forth into battle.



1

As Sigmar's armies wage bloody war in the Mortal Realms, the God-King feels the stirrings of doubt. Has he left his retaliation too long? Will his stalwart warriors be equal to the task? But help is at hand. With the aid of Dracothion, and his mighty celestial power, the doors of the Extremis Chambers have been flung open. Together the God-King and the Great Drake have created weapons to rival the champions of the Dark Gods and to turn the tide of the war in the Mortal Realms.

Battletome: Stormcast Eternals Extremis introduces Sigmar's ultimate weapon in the war against Chaos, containing the tale of the Extremis Chamber's birth, details on the twin echelons of the Dracothian Guard, along with the unparalleled might of the Star Drake (more on this next week). With extensive background, new art, seven warscrolls, four warscroll battalions, a gallery of Citadel miniatures, two linked battleplans and more, this 88-page book is a must-have for those who want to unleash Azyr's mightiest beasts and warriors. **T**

ORDER BATTLETOME: STORMCAST ETERNALS EXTREMIS

£20, €28, 200dkr, 240skr, 220nkr, 100zl, USA \$35, Can \$40, AU \$56, NZ \$66, ¥4,600, 200mb, HK\$270, R125, SG\$50

Also available in digital editions for eBook and iPad. For details and prices visit www.games-workshop.com.

PRE-ORDER: NOW

RELEASED: 19/03/16

- 1 The cover of the new battletome: a Concorsor raises his mighty lightning hammer in triumph. Beneath him, his Dracothian steed turns its head heavenward and bellows its defiance.
- 2 Learn more about the warriors of the Extremis Chamber and discover the secret of its creation.
- 3 Witness the spectacle of the Extremis Chamber in action in our galleries of

models painted by the Studio army painters and 'Eavy Metal team.

- 4 In a linked two-part battleplan, the chamber goes to war against Khorne Daemons.



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NEW RELEASES: HOW TO PAINT CITADEL MINIATURES

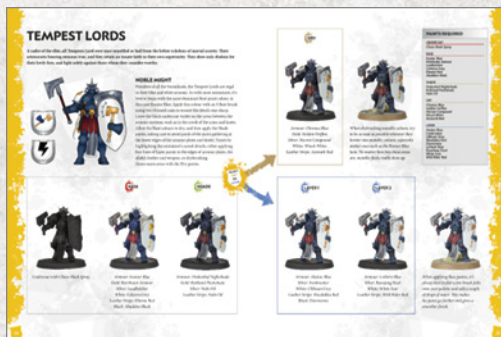
STORMCAST ETERNALS

Want to know how to make your Stormcast Eternals shine like polished sigmarite? Then you need to get your hands on this exceptional painting book, which includes stage-by-stage guides for 10 of Sigmar's most famous Stormhosts.



How to Paint Citadel Miniatures: Stormcast Eternals is a new breed of painting guide fresh from the Studio army painting team. If you're new to painting Citadel miniatures, or want more advice on painting them, then this book is for you, featuring colour palettes for 10 different Stormhosts and instructional pictures to show you how to apply each painting technique to your miniatures.

These stage-by-stage guides (which include colour schemes for the Hammers of Sigmar, Celestial Vindicators, Tempest Lords, Celestial Warbringers and Knights Excelsior) show you how to paint your Stormcast Eternals using both layering and drybrushing techniques while explaining the different results between the two. These guides are further complemented by background on each Stormhost, plus painting tips for Dracoths, Prosecutor wings, heraldry and more besides! **T**



HOW TO PAINT: STORMCAST ETERNALS

32 pages, paperback

£6, €8.50, 60dkr, 70skr, 65nkr,
30zt, USA \$10, Can \$12,
AU \$17, NZ \$20, ¥1,400,
60rmb, HK\$80, R35, SG\$15

PRE-ORDER: NOW
RELEASED: 19/03/16

CITADEL

SUPER GLUE

Minimum age of purchase restrictions may apply to this product and restrictions may vary by territory. This product may not be available to purchase online. This product may not be available to purchase in certain countries but alternative products are available. Always read warnings and carefully follow instructions as provided with this product.

CITADEL SUPER GLUE

5 tubes (0.5g each)

£5.25, €7.50, 55dkr, 60skr,
60nkr, 26zt, USA \$8.75,
AU \$15, NZ \$18, ¥1,200,
55rmb, HK\$70, R35, SG\$15

PRE-ORDER: NOW
RELEASED: 19/03/16

Super Glue is a staple part of any model-maker's arsenal, handy for building resin kits and making emergency battlefield repairs.

In our **never-ending** quest to improve our modelling products, we've revamped our Super Glue! Faster acting, stronger, easier to apply and longer lasting, it ticks every box a modeller looks for when buying glue. This box contains five individual 0.5g aluminium tubes, meaning you can open one tube while keeping the others sealed to the elements (air, light and moisture) thereby prolonging their shelf life. The 2mm wide nozzle also ensures accurate application with minimal wastage. **T**



THE BEAST ARISES

THE LAST WALL

By David Annandale
Hardback | 222 pages

The Beast's onslaught is all but unstoppable. Even as systems fall in the face of the green crusade, the worst is yet to come. With the Imperium's fleet battered and far from Terra, the greatest Ork Moon so far arrives in the Sol system.

The coming of the Beast has shaken the Imperium of Man to its core. The Imperial Fists Chapter is no more, annihilated on the soil of Ardamantua, the mighty Imperial Navy is scattered and in every Segmentum Humanity is embroiled in war against the Orks. At the close of book three in the series, *The Emperor Expects*, an Ork Moon has appeared in orbit of the Imperium's cherished throneworld. Terra itself is on the brink of oblivion.

Such is the scene at the opening of book four *The Last Wall*, a novel of staggering scope and breathtaking ingenuity, by Black Library's rising star, David Annandale. Faced with imminent peril, and with no alternative at hand, the High Lords of Terra determine the people of the Imperium must fight when no one else can. Soon a vast proletarian crusade, manning the immense flotilla of civilian ships around Terra, is readied for battle. Millions of civilians ready to fight for Humanity.

As the terrified masses prepare for war on Terra, Koorland, the last surviving Imperial Fist, sees the Last Wall protocol bear fruit, as the scattered Imperial Fist successors rally at a place rife with history. With so much at stake, and the Imperium teetering on the edge of utter devastation, the fate of Humanity may well rest with the gathering sons of Dorn. **T**

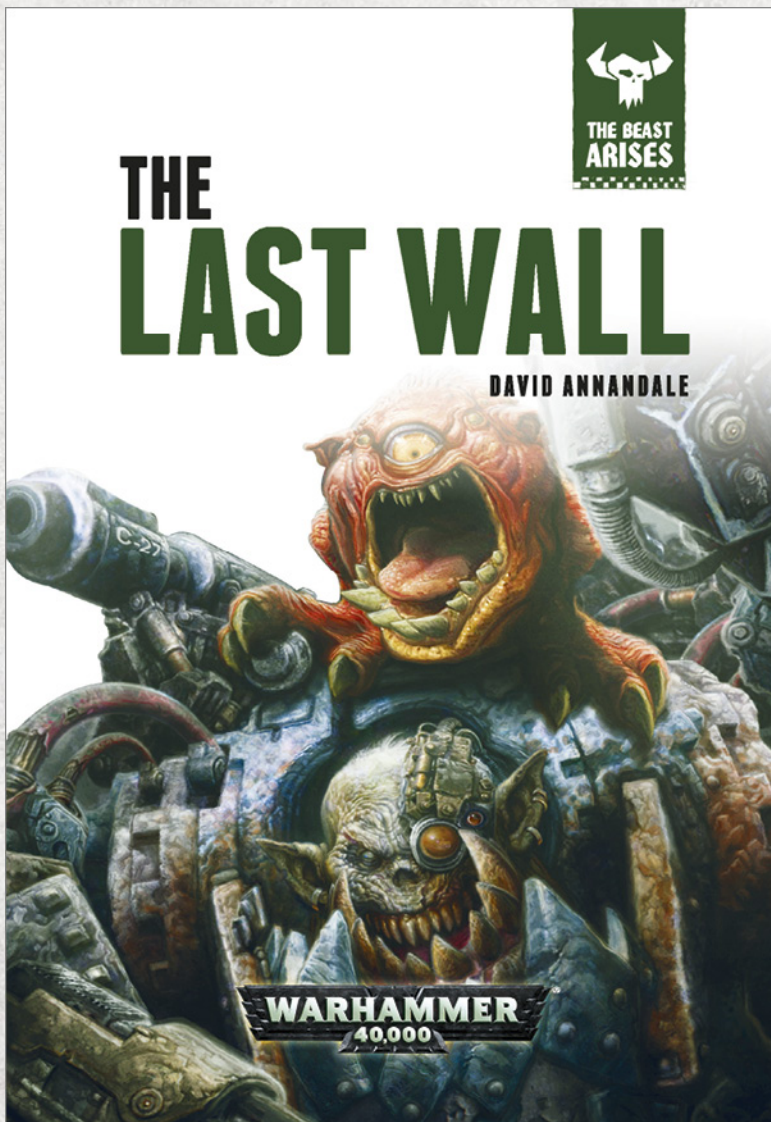
THE BEAST ARISES: THE LAST WALL

£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.

PRE-ORDER: NOW

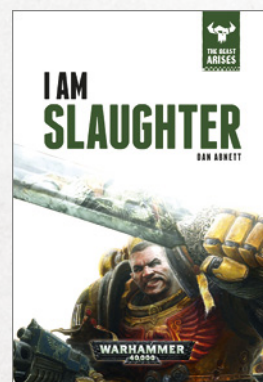
RELEASED: 19/03/16



JOIN THE SLAUGHTER

The Last Wall is the fourth novel in the Beast Arises series, continuing the unfolding tale of Mankind's desperate war for survival in the face of the greatest Ork Waaagh! in history.

The Beast Arises is a series in 12 parts, with a new novel released each month in 2016. If you've missed out so far, get in on the action and pick up the first book, *I am Slaughter*, now.



NEW RELEASES: CITADEL

STARTER PAINT SETS

This week sees the release of two new Starter Paint Sets, one each for Warhammer 40,000 and Warhammer Age of Sigmar. If you know someone you think might like to try their hand at painting Citadel miniatures, then these are the perfect way to get them hooked!

STARTER PAINT SETS -
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
3 miniatures, paints and brush

£20, €28, 200dkr, 240skr,
220nkr, 100zt, USA \$33,
Can \$40, AU \$50, NZ \$60,
¥4,100, 200rmb, HK\$272,
R124, SG\$48

PRE-ORDER: **NOW**
RELEASED: **19/03/16**

One of the easiest ways to get into our great hobby is with a Starter Paint Set, and these two are surely the finest we've ever made. In the Space Marines set you'll find three brand new, snap-together Ultramarines (glue not required, but always recommended) sculpted in 'open' poses to make painting their aquilas easy for first-time painters. You'll also find eight Citadel paints in the set in specially-

designed 3ml pots and an M Base brush – perfect for applying all the paints in the set. The Stormcast Eternals Paint Set also includes three unique miniatures (also snap-together for ease of assembly), an M Base brush and six paints, including our shiniest paint to date – Retributor Armour. Assembly instructions and painting guides for each set can be found on the insides of the box lids. 🛡️

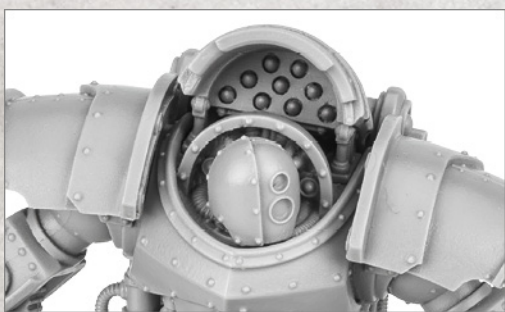


DOMITAR CLASS BATTLE-AUTOMATA

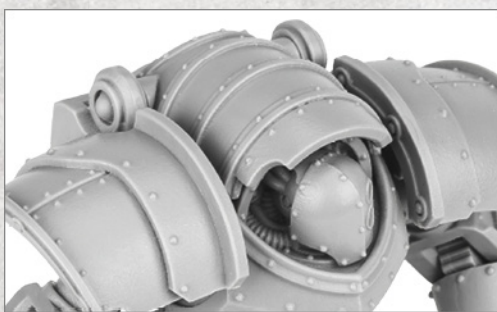
Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week the legions of the Mechanicum receive armoured support in the mighty form of the Domitar Class Battle-Automata.

One of the most sophisticated classes of battle-automata in the armouries of the forge worlds at the time of the Horus Heresy, the Domitar was intended from its inception as a line-breaker. With formidable physical armour supplemented by atomantic shielding, the Domitar is intended to swiftly cross the battlefield, even under withering fire, before smashing into the foe with bone-breaking force. Once engaged, the Domitar uses the compact graviton hammers attached to its powerful arms to render flesh, bone and armour to pulp. Such is the impact of these paired weapons that even durable fortifications are likely to fall beneath their onslaught, crushed into rubble by its pummelling limbs.

The Domitar also carries an ignis-frag launcher, designed for purging Ork dens. A salvo of these missiles can blast a mob of Orks out of cover, as the warheads explode and ignite the air around them. **T**



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- 1 Mounted behind the Domitar's head is an ignis-frag launcher.
- 2 The kit includes two cowl pieces. This one sits lower over the Domitar's head, concealing the ignis-frag launcher from enemy fire.
- 3 The Domitar is armed with a pair of powerful graviton hammers for smashing enemy armour and fortifications.
- 4 The extensive weapons and shields borne by the Domitar are powered by a compact reactor.

The entire Forge World range is available to order online. To find out more visit:
www.forgeworld.co.uk

PAIN SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week we look at how to paint the scaled glory of the Dracothian Guard, in the colours of the Hammers of Sigmar Stormhost.

With **scaled beasts** and sigmarite-clad riders, the Dracothian Guard are an interesting painting challenge. While you can paint from a Chaos Black undercoat and add all the basecoats by hand, a very effective method is to keep the rider separate from his Dracoth mount while you are doing your basecoats. This way you can use Citadel Spray or Air paints if you want.

The Dracoth's scales require overbrushing in stage 2. This is much like drybrushing. Wipe some of the excess paint off your bristles, but less than when you drybrush (you're looking for coverage without filling the recesses). Then, apply the paint by brushing against your model, always moving the brush in the same direction.



Dracoth Scales



Basecoat: Incubi Darkness
L Base



Wash: Coelia Greenshade
M Shade



Layer: Sybarite Green
M Dry



Overbrush: Kabalite Green
L Dry

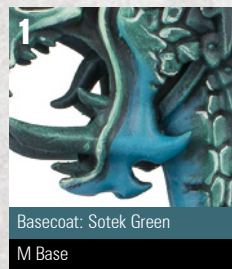


Drybrush: Kabalite Green
M Dry



Layer: Screaming Skull
S Layer

Dracoth Underbelly



Basecoat: Sotek Green
M Base



Layer: Baharroth Blue
S Layer



Layer: Temple Guard Blue
M Layer

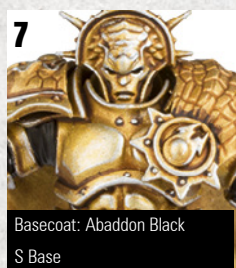


Layer: Screaming Skull
XS Artificer Layer

The scale cloak has a wonderful effect painted onto it with dark, almost black, scales seeming to blend into the red of the cloak itself. This is achieved by doing a couple of washes of Nuln Oil at stage 2. Once applied, let each coat of Nuln Oil dry completely before applying the next.

These multiple layers build up the darker colour, while still enabling a little of the red beneath to show through. The subsequent layers add highlights that pass over the scaled areas, creating a really nice final effect – a very simple way to achieve an excellent result. **T**

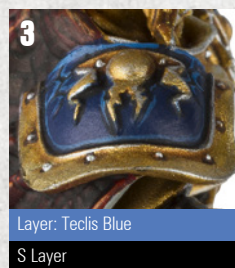
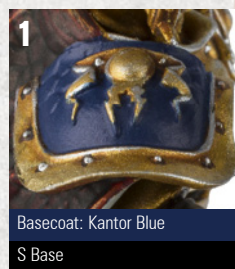
Stormcast Armour



Scale Cloak



Blue Shoulder Pad



Inner Cloak



Next week: It's all about the scale...

MINIATURE OF THE YEAR 2015

2015 was a big year for Citadel miniatures and no mistake, our sculptors engineering no less than 71 new plastic kits and three ground-breaking boxed games over the course of the year. To celebrate, we asked you to vote for your favourite. Here are the results!

HAVE YOUR SAY

We asked you to say a few words about your favourite models when you sent in your votes. Here's what you said:

"He's a flying Stormcast Eternal with a hammer. But it's not any hammer, it's Ghal Maraz! Can you get any cooler?" – Tom Jones (not that one) on the Celestant-Prime.

"In my opinion, the Ghostkeel is the coolest Tau battlesuit around. The Stormsurge gives it a run for its money, but the sleeker look, underarm gun and interior detail really do it for me." – Adam Winstanley on the XV95 Ghostkeel.

"He is the epitome of everything that is dark and gothic about Warhammer 40,000." – Giacomo Lomarco on the Tech-Priest Dominus.

"The additional parts make the kit so much more versatile. The gauntlet and carapace weapons give it the look of a mini Warlord Titan." – Grande Tarkus on the Imperial Knight Warden.

"I've been waiting for these models since I wrote a letter to Jervis Johnson in the mid-90s saying the range would be a roaring success and a great addition to the 40K universe. They look like they belong in an age before superstition became the norm and very hi-tech." – Tony Spamer on the Legion Veteran Tactical Squad.

BEGIN THE COUNTDOWN

2015 saw the release of Warhammer Age of Sigmar, a new beginning for one of our most-loved games. Alongside this new beginning came a new army, the Stormcast Eternals, and new foes in the shape of Khorne's Bloodbound, not to mention a new Archaon model just before Christmas (it's his favourite time of year...). 2015 also saw us delve into the Horus Heresy for the first time, with the all-plastic Betrayal at Calth boxed game, which pitted the Word Bearers against the Ultramarines in the 31st Millennium.

Meanwhile, in the even grimmer darkness of the even farther future, a new faction emerged for Warhammer 40,000 – the Adeptus Mechanicus. Add to that the Assassinorum: Execution Force board game and more Tau than you could point a bolter at, and we had a fight on our hands for miniature of the year. Indeed, even we couldn't agree what our top five models would be, so we had to send in our votes like everyone else. After counting all the votes, here are the top ten miniatures of 2015 as chosen by you, our readers.



NUMBER 6 SPACE MARINES MK. IV LEGION VETERAN TACTICAL SQUAD



"Favourite miniature? No, favourite 38 miniatures – the Betrayal at Calth boxed game. I love the plastic Horus Heresy minis. Please, more of this stuff." – Robert Winkmeier on the Betrayal at Calth.

"Bloodthirster! I have collected Chaos for years. I adore Chaos Daemons. I love this model. Enough said." – Marko Hrobat Terčon on the Bloodthirster of Khorne.

"Though I put the Skitarii Rangers at No. 1, it could well have been the entire Adeptus Mechanicus range. I think they're brilliant, from the odd-ball, B-movie, sci-fi look of the Kastelan Robots to the unknowable tech and desolate Martian feel of the Skitarii and their Dunecrawlers. You should definitely give yourselves a pat on the back for these models, GW." – Arcaell Thorm on the Skitarii Rangers.

NUMBER 5 BLOODTHIRSTER OF KHORNE



NUMBER 4 SKITARII RANGERS



HONOURABLE MENTIONS

Delving into this year's numbers, we definitely got some interesting results. 62% of you had a Stormcast Eternals model in your top five. But 79% of you had a Chaos model in your top five. Chaos truly reigns! Meanwhile, every unit in the Adeptus Mechanicus range (Cult Mechanicus and Skitarii combined) received votes – a clean sweep, as it were. Our honourable mention, however, goes to the DS8 tactical support turret from the Fire Warriors kit, which almost 8% of people voted for!



THE TOP 3

And so we come to our top three models and a fierce battle for second place. In the end, though, the Stormsurge pipped the Interrogator-Chaplain to second place by a single vote. Of the Interrogator-Chaplain, René Ohnemüller had this to say: "I've got a Dark Angels army and I love this model, it's perfect for winning games against my wife's Chaos Space Marines." Meanwhile, Kenny Lull had this to say about the Stormsurge: "This model's a killer! I love its size and design, an intimidating but really clean kit."

NUMBER

3

**DARK ANGELS
INTERROGATOR-
CHAPLAIN**



YOUR TOP 5 MODELS THAT DIDN'T COME OUT THIS YEAR...

As with many polls, sometimes things go awry, and this one was no exception. Amongst the votes came several for miniatures that weren't released last year. Or even the year before, come to think of it... Here are our favourite gaffes:

1. Tyrannid Toxicrene. A great miniature that somehow got two votes this year! The tentacled terror came out in 2014.
2. Bloodletters. Sorry, Jacob (you know who you are), but they were released back in 2008!
3. Tau Hammerhead. Yep, another great model, but released in 2001.
4. Chaos Space Marines Champion. Nope, we're not sure which one, either, but a lovely chap called Kyle said it once destroyed a Monolith in combat.
5. Codex: Harlequins. Sadly this book had to be disqualified from Miniature of the Year 2015 for obvious reasons...

NUMBER

2

TAU EMPIRE KV128 STORMSURGE



NUMBER

1

ARCHAON, EXALTED GRAND MARSHAL OF THE APOCALYPSE



And so, **Archaon**, Exalted Grand Marshal of the Apocalypse smashes his way into first place, eliminating all opposition to be crowned Miniature of the Year 2015.

Archaon was chosen by 62% of you as your favourite model of the year and appeared on almost all the lists you submitted. Described by Paul Wagner as “A beautiful sculpt that updates and adds to his story at a glance!”, by Sebastian Armento as “A centrepiece miniature with incredible presence and lots of fine detail,” and by Joseph Bates simply as “Huge”, who are we to disagree? **T**



LORD-CELESTANT ON DRACOTH

Fuelled by the powers celestial, the Lord-Celestant that leads a Stormcast Eternal chamber is an exceptional warrior, unmatched in martial prowess. Upon a lightning-spitting Dracoth, the gleaming commander bolsters his brethren's resolve while delivering a vengeance that is both violent and inescapable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	4	3+	4+	-1	1
Lightning Hammer	1"	3	3+	3+	-1	2
Thunderaxe	2"	3	3+	3+	-1	2
Tempestos Hammer	2"	3	3+	2+	-1	D3
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A Lord-Celestant on Dracoth is a single model. He wields either a Tempestos Hammer, a Thunderaxe, a Lightning Hammer or a Stormstrike Glaive. Some also carry a Sigmarite Thundershield. In any case, he rides a Dracoth which fights with its ferocious Claws and Fangs.

ABILITIES

Tempestos Hammer: With the momentum of a charge behind it, few can stand against the impact of a Tempestos Hammer. If this model has made a charge move this turn, it can make D3 extra attacks with its Tempestos Hammer.

Thunderaxe: In the capable hands of a Lord-Celestant, a Thunderaxe draws on the celestial energies of those around him until it is crackling with barely contained power. Add 1 to the Attacks of this model's Thunderaxe for each other **STORMCAST ETERNAL** unit from your army within 5".

Lightning Hammer: If the result of a hit roll for this model's Lightning Hammer is 6 or more, the target unit immediately suffers two mortal wounds as warriors are blasted to ash, before the wound roll is made. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Stormstrike Glaive: Lowering his Stormstrike Glaive and wielding it as a lance, a Lord-Celestant can bring down the mightiest foes. If this model has made a charge move this turn, its Stormstrike Glaive causes 3 Damage rather than 1, and has a Rend of -2 rather than -1.

Intolerable Damage: If the wound roll for the Dracoth's Claws and Fangs attack is 6 or more, then that attack causes D6 Damage rather than 1.

Storm Breath: You can make a storm breath attack with this model in your shooting phase. To do so, pick a point on the battlefield that is within 12" of this model. Roll a dice for each unit (friend or foe) that is within 2" of the point that you picked. On a roll of 4 or more, the unit being rolled for suffers D3 mortal wounds.

COMMAND ABILITY

Lord of the Host: If a Lord-Celestant uses this ability, until your next hero phase you do not have to take battleshock tests for this model or any friendly **STORMCAST ETERNALS** that are within 24" of this model at the start of the battleshock phase.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, LORD-CELESTANT



FULMINATORS

Aggressive and bold, there is no foe the Fulminators dare not charge. A surge of celestial energy builds before the ground-shaking impetus of their onset, a crackling war-cloud that travels like a bow wave before their lowered Stormstrike Glaives. They are the tip of the Dracothian Guard spear, and they clear a path for all who follow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Surge	6"	D3	3+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stormstrike Glaive	2"	3	3+	3+	-1	1
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Fulminators has any number of models. They bear gleaming Stormstrike Glaives and Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES

Glaivewall: Fulminators swing their glaives in great arcs as they advance, projecting a barrier of Azyrite force. Add 1 to the result of any save rolls you make for this unit during the shooting phase.

Impaling Strikes: This unit's Stormstrike Glaives cause 3 Damage rather than 1 if it charged in the same turn.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent of energy at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, FULMINATORS



TEMPESTORS

While their Dracoths charge forward spitting sizzling bolts of lightning, the Tempestors unleash the fury of their volleystorm crossbows, loosing a hail of bolts that burn like blazing meteorites. Tempestors can concentrate their fire to fell the most powerful of foes, or blast holes in enemy lines for other Dracothian Guard to exploit.

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Volleystorm Crossbow		12"	4	3+	4+	-	1
	Lightning Surge		6"	D3	3+	See below		
	MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Warblade		1"	3	3+	4+	-	1
	Dracoth's Claws and Fangs		1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Tempestors has any number of models. They are armed with rapid-firing Volleystorm Crossbows and bear lethal Warblades across their back, ready to face the foe at close quarters. They also carry Sigmarite Shields, and ride ferocious Dracoths which unleash a Lightning Surge as they close in to attack with their enormous Claws and Fangs.

ABILITIES

Disruptive Fire: At the start of your shooting phase, you can declare that this unit will concentrate its fire on an enemy unit within 12". All models from this unit must attack that unit with their Volleystorm Crossbows. Until your next hero phase, your opponent must subtract 1 from the result of any hit rolls made for that unit.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Lightning Surge: Some Dracoths, trained for line breaking, spit a crackling torrent at enemies that come too close. When a unit is hit by a Lightning Surge, do not make a wound roll; instead, the unit suffers a mortal wound, or two mortal wounds if it is within 3" of the attacking model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, TEMPESTORS



CONCUSSORS

Thunder cracks with every weighty blow delivered by the Concussors. Those foes not slain outright by bludgeoning strikes are battered into submission, stunned by the azure shock waves released by those resounding impacts. Thus do the Concussors dispense justice upon the unworthy, leaving the enemy hordes ripe for the killing blow.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lightning Hammer	1"	3	3+	3+	-1	2
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Concussors has any number of models. They wield sparking Lightning Hammers and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Thunderstrike: If the result of a hit roll for this unit's Lightning Hammers is 6 or more, the attack inflicts a mortal wound in addition to any other damage it causes. If a unit suffers any mortal wounds in this way, it is stunned for the rest of the combat phase and cannot pile in before it attacks.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, CONCUSSORS



DESOLATORS

The Desolators form the ultimate attack wave of the Dracothian Guard. It is their task to finish the battle, for they are the final judgement of the Heavens. Lightning arcs between the Desolators' axe strokes, a cumulative fury that scythes down all who have not fallen before the burning bolts spat by the Dracoths. Against their celestial reckoning, none may escape.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm Blast	12"	1	4+	See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Thunderaxe	2"	3	4+	3+	-1	2
Dracoth's Claws and Fangs	1"	3	3+	3+	-1	1

DESCRIPTION

A unit of Desolators has any number of models. They bear keen-edged Thunderaxes for scything down entire ranks of the foe, and carry Sigmarite Shields. They ride ferocious Dracoths which spit deadly Storm Blasts at their victims before attacking with their enormous Claws and Fangs.

ABILITIES

Fury of the Storm: Lightning crackles between the heads of the Desolators' axes when they attack as one. A Desolator makes 4 attacks with its Thunderaxe rather than 3 if there are at least 4 models in its unit, or 6 attacks if there are at least 6 models in its unit.

Intolerable Damage: If the wound roll for a Dracoth's Claws and Fangs is 6 or more, then that attack causes D6 Damage rather than 1.

Sigmarite Shields: You can re-roll save rolls of 1 for this unit.

Storm Blast: Dracoths can spit devastating bolts of lightning which blast open amid the enemy ranks, leaving warriors maimed and reeling. When a unit is hit by a Storm Blast, do not make a wound roll; instead, the unit suffers D3 mortal wounds.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, DRACOTHIAN GUARD, DESOLATORS

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 open the gates of the Extremis Chamber, scale the last wall and behold a Magmadroth.

OPENING THE EXTREMIS CHAMBER

A GODLY ALLIANCE

Following the destruction of the world-that-was, Sigmar hurtled through the void, clinging desperately to the ruins of his former home, a twin-tailed meteorite streaking across the firmament.

He was found, battered and broken, by the star god Dracothion, the Great Drake, ruler of the Night Sky. In Sigmar he found a kindred spirit, and the two formed an unbreakable alliance that saw them liberate the Mortal Realms and banish the dark creatures that dwelt there. Sigmar's people and Dracothion's children flourished, though rarely met. That was, until the Age of Chaos.

As Sigmar sought to create the ultimate warrior in his fortress of Sigmaron, Dracothion called upon his children and found their numbers greatly diminished. Though immortal, his Star Drakes and Dracoths were no-longer reborn in the Sea of Stars, their spirits held in limbo by the malign influence of Chaos. And so the Great Drake lent his strength once more to Sigmar's cause, his star-born children carrying the newly-forged Stormcast Eternals to war.

LIGHTNING AND THUNDERWAVE: TWIN ECHELONS OF POWER

Behind the **sigmarite** doors of each Extremis Chamber lies an army of Stormcast Eternals ready to wage unrelenting war on behalf of Sigmar. The majority of these are the Dracothian Guard. Each of these is a Stormcast who has formed kinship with his Dracoth mount through shared trials. By the time the doors of the Extremis Chambers are flung open for the first time, they have developed a powerful union that makes each Dracothian Guard alone deadly, but as a group they are all but unstoppable.

To best harness their powers, the Dracothian Guard are divided into two

formations, the Lightning Echelon and the Thunderwave Echelon. In the former ride the Fulminators and the Tempestors. With volleystorm crossbows and stormstrike glaives, they prepare the way for their comrades, bolts of energy blasting the foe from their feet even as the glaivewall protects those advancing in their wake. As the Lightning Echelon hits home, the Thunderwave follows in its wake, Dracothian Guard carrying lightning hammers and thunderaxes to smash and hack the survivors into bloody ruin. Those who turn to flee are run down and crushed by their conquerors. Together, none can defy the might of these twin echelons.



WHITE DWARF

COLOURS OF THE STORMHOSTS

The new How to Paint: Stormcast Eternals book on pre-order this week is designed to help get you painting your own Stormhost to amazing standards, using the techniques you enjoy the most.

There is even a guide on how to paint the Tempest Lords – so if you like the brand new Tempest Lords Upgrade pack ([click here](#)), then make sure you check out How to Paint: Stormcast Eternals too. The guide shows you the best way to paint your models with either drybrushing or layers, and offers plenty of tips and tricks to get your Stormcast Eternals looking their best. Check it out now.



THE MYSTERY OF VANDUS HAMMERHAND

Here in the White Dwarf bunker we watched the votes for Miniature of the Year piling up in our mailbox (physically and digitally) with mounting interest – while Archaon was the clear leader from the start, there was fierce competition for the other places (the difference between second and third place was decided on the final day of voting).

One thing that surprised us was that Vandus Hammerhand (or the Lord-Celestant on Dracoth) didn't get enough votes to break into the top ten. When we studied the results, we saw why that might be: every model in the Stormcast Eternals range received some nominations, and many of them skirted the edge of our top ten (kudos to the Knight-Venator and Lord-Castellant who came close). But, in the end, votes being split across several kits, much like the Adeptus Mechanicus Skitarii, kept them from the top spots.



LIGHTNING STRIKES

The swift advance of the Lightning Echelon heralds annihilation – expect retinues of Dracothian Guard speeding across a table near you.

THUNDEROUS IMPACTS

The weapons of the Thunderwave Echelon are among the deadliest in the armouries of Sigmarron. Expect massive casualties.

MUNITORUM REPORT: DRACOTHIAN GUARD

SUCCESSFUL ESCAPEES

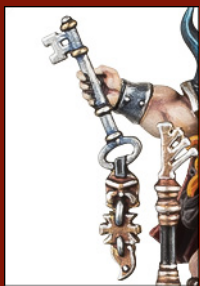
The Thunderwave Echelon is completely merciless when it strikes. Those who turn to flee are cut down or trampled beneath the Dracoths' claws.

SOLID SHIELDWALLS

When the Lightning Echelon hits home, it does so with explosive force, crushing those before them as they plough through the ranks.

BIT OF THE WEEK: MYSTERY KEY

This key comes in the Magmadroth kit and, depending how you build your model, might be spare. Its perfect for making one of your Fyreslayers look more prestigious. The only question is what does it open? A magma vault? A temple?



READER'S MODEL OF THE WEEK

These stunning Dark Angels were painted by the talented Michael Boonk. Michael has been collecting Dark Angels for some years now, drawn to the First Legion by a mixture of their background and imagery. As he puts it: "Robed warrior monks driven by an ancient quest for redemption and vengeance that just sounds awesome."

Michael painted his models with a Caliban Green basecoat, followed by highlights of Warptime Glow and Moot Green and a

wash of Biel-Tan Green. His next goal is to master extreme edge highlights on his models. We can't wait to see the results.

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

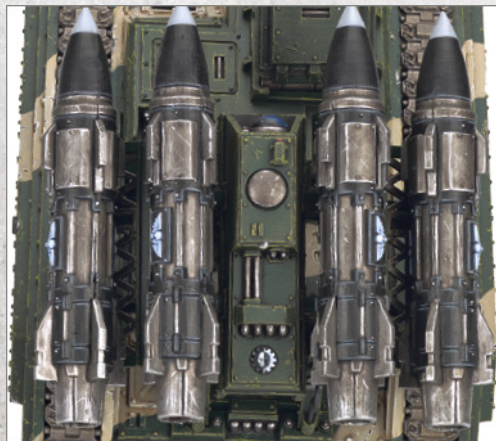
team@whitedwarf.co.uk

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



WEAPON OF THE WEEK: STORM EAGLE ROCKETS

There aren't many rockets on the battlefield bigger than the storm eagle, and the Imperial Guard Manticore mounts four of them. It fires with a deafening shriek that will likely burst any unprotected eardrum within 50 feet of its launch site, those on the receiving end of its payload wish they were so lucky. Each rocket disgorges a staggering payload of bomblets that sends tanks cartwheeling and reduces infantry to mulch on impact.



THE BEAST ARISES: GAINING PACE

With *The Last Wall* – the fourth book from the Beast Arises series – on pre-order this week, the story is racing along. The action has been awesome and the revelations jaw-dropping in scale so here are three major events and themes that wowed us:

The Death of a Legion. The stoic Imperial Fists are effectively wiped out on Ardamantua. One of the major themes of this series is how their successors, and the wider Imperium, cope with such a calamity.

Wars of Words. The heart of the Imperium is the bickering, showboating and power-hungry High Lords of Terra. Never before have we had such a glimpse into the political intrigue that steers Humanity.

The scale of war. This is an Ork Waaagh! on a scale unknown. The battles are utterly massive – perhaps none more so than the heroic Proletarian Crusade. Expect a death toll unseen since the age of the Heresy.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: odd projectiles.

BORER BEETLES

The Termagant hordes of the Great Devourer make extensive use of fleshborers to gun down their foes with horrifying results. The shot that comes from a Fleshborer is the borer beetle, a simple creature that, once propelled (with staggering speed) at the enemy, instinctively scabbles and claws its way inside, through armour, clothing and skin. The act of being fired from a fleshborer means that the borer itself has only moments to live, but it lives them violently, burrowing deep into the target as it claws through organs, nerves and eventually the spinal column, where it will die in quivering agony.

SUNLEECHES

In the world-that-was, Skink Terradon riders wielded hideous living ammunition which caught fire and burned as they struck their foe, and the Skink Terradon Riders attacking from the Celestial Realm now do likewise. The sunleeches they throw scream as the celestial energies within them burn intensely. Those entangled by the sunleech bolas explode into pillars of fire as the squealing creatures burn.

BREACHING TORPEDO

One of the strangest weapons in the arsenal of the Astra Militarum, breaching torpedoes, or mole launchers as their operators commonly call them, are man-portable weapons that fire a guided, burrowing projectile at the foe. This mole missile has a powerful drill mechanism and a power field generator similar to a chainfist, which enables it to burrow quickly through the ground and towards its target. When it explodes from beneath, cover is scant use and tunnels and underground bases become little more than grisly tombs.

ASK GROMBRINDAL



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

GOING UNDERGROUND

Hey, mighty Grombrindal. I recently read about Skaven gnawholes and that got me thinking. Why don't other factions just use their gnawholes to travel between the realms instead of Realmgates?

- Giuseppe 'Tunnel King' Bassi

GROMBRINDAL SAYS

Have you ever seen a Skaven warren, beardingling? They are truly disgusting, an assault on all the senses. They're packed with millions of stinking furry bodies, mutants, bizarre mechanical constructs, half-eaten corpses, plagues, diseases, warpstone dust, dirt, mud, filth and Grungni knows what else! A Skaven gnawhole is no better. Indeed, it's an extension of a Skaven lair, one that stretches for countless leagues across the void. And at the end of this harrowing journey, the only reward you'll get is a den full of hungry Skaven. You'd have to be crazy in the head (or a vengeance-fuelled Hallowed Knight) to even think about going into a gnawhole.

- Grombrindal

WHITE DWARF'S REGIMENTS OF RENOWN

Ashakar-Grimnir is the latest addition to Kevin Chin's growing Fyreslayer army, a throng he has dubbed the Aqshyghah Lodge. The lodge has focussed much of its efforts trying to master their craving for ur-gold, always led in their efforts by the Zharrgrim Priesthood – which is especially important with so many wrathful berzerkers in their ranks.

Ashakar Grimnir is the Lodge's Runefather, a wily old veteran who rides to war upon the back of his faithful

(and especially ancient) Magmadroth, Gaitan. The pair have fought together for centuries against every enemy to cross their lodge, and continue to do so.

Kev painted his Magmadroth in an unusual manner, going from light colours to dark (to keep the bright glow on the raised areas). He started with Casandora Yellow over a Skull White undercoat, then Fuegan Orange, followed by thinned down Evil Sunz Scarlet, Khorne Red and finally Abaddon Black. T



NEXT ISSUE: SCIONS OF DRACOTHION, WARRIORS OF THE EXTREMIS CHAMBER



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