

WHITE DWARF™

FORCES OF ORDER
ALL YOU NEED TO KNOW
ABOUT THE GRAND ALLIANCE

GOLDEN DEMON
A WORLD-CLASS SPACE MARINE
PAINT JOB

GAMES WORKSHOP'S
WEEKLY MAGAZINE
CITADEL MINIATURES
WARHAMMER 40,000
WARHAMMER AGE OF SIGMAR
ISSUE 113
26 MARCH 2016



NEW BLOODBOUND HEROES!

BLESSED BY THE BLOOD GOD

A TRIUMVIRATE OF KHORNE'S MIGHTIEST WARRIORS RISE TO FIGHT AGAINST SIGMAR



WHITE DWARF

ISSUE 113
26 MARCH 2016

GAMES-WORKSHOP.COM
BLACKLIBRARY.COM
FORGEWORLD.CO.UK



CONTENTS

NEW RELEASES

Three new champions of Khorne join the fray, plus there's Grand Alliance: Order, Warhammer Visions, and the latest from Black Library.

FORCES OF ORDER

With Grand Alliance: Order available to pre-order this week, we take a look at four stunning forces of Order from around GW HQ.

GOLDEN DEMON

We speak to Neil Hollis for the lowdown on his award-winning Iron Hands Drop Pod diorama from Golden Demon: Space Marines.

READERS' MODELS

Something of a Readers' Models special this week, with a host of stunning miniatures from customers at our Lyon store in France.

WARSROLLS

Warscrolls for the new releases! This week, it's Deathbringers both Exalted and Aspiring and the new Slaughterpriest. It's bloody great new weapons all round!

THE WEEK IN WHITE DWARF

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



BATHED IN BLOOD

As you might reasonably expect from a period in which the good guys get reinforced by mighty Stardrakes and line-shattering heavy cavalry, the Ruinous Powers don't rest easy. And so a triumvirate of bloodthirsty maniacs reveal themselves this week, offering blood-soaked tribute to mighty Khorne – three fell heroes brimming with Chaotic character, ready to lead your Bloodbound hordes to victory against the hosts of Sigmar. We're especially fond of the new Slaughterpriest – a towering brute indeed.

Balance is provided by the arrival this week of the mighty Grand Alliance: Order book, a truly huge and indispensable guide to the those who would oppose Chaos in the Age of Sigmar. In its pages you'll find brand-new background and warscroll battalions for factions such as the Stormcast Eternals, Free Peoples, the Collegiate Arcane, the Ironweld Arsenal, the Scourge Privateers and much, much more. It's your first port of call for building an army to reclaim the Mortal Realms – and a brilliant read to boot. Enjoy! ♣

NEW RELEASES: KHORNE BLOODBOUND

EXALTED DEATHBRINGER WITH IMPALING SPEAR



1 Deathbringers frequently eschew the use of armour, seeing it as a sign of weakness. Here you can see that this Deathbringer's muscular back has a huge star of Chaos carved into it.



2 The model's alternative head – a ferocious bearded visage covered in scars. Tiny Chaos stars and barbed braids can be seen woven into his matted hair.



3 The impaling spear thirsts for the blood of Khorne's foes. A daemonic face leers from the spear's hilt, suggesting a malign presence dwells within.



3

Exalted Deathbringers are mighty champions of the Blood God, inhuman monsters who have butchered their way to glory in Khorne's Bloodbound hordes. Theirs is a life of eternal warfare and savage slaughter.

Exalted Deathbringers are second only to the Mighty Lords of Khorne within the ranks of the Bloodbound. They are seen as champions, lieutenants and favoured retainers, yet in their dark hearts they long for power, waiting for the moment to strike down their overlord and reign in his place.

As champions of the Blood God, Exalted Deathbringers are armed with the deadliest weapons that Khorne's Skullgrinders can forge. This plastic kit enables you to build an Exalted Deathbringer armed with an impaling spear, which he holds above his head as if he's torn it through the lifeless body of a defeated foe. A monstrous weapon in its own right, the Exalted Deathbringer uses his prodigious strength to plunge the spear's razor-sharp blade through armour, skin and flesh before lifting his victim up into the air. By struggling, they only succeed in impaling themselves further, the spear thirsting for their spilt blood. This Exalted Deathbringer is clearly a master of his bloodthirsty craft, for his spear is hung with the skulls of many kinds and his belt with trinkets taken from these corpses. The helmet of a Stormcast Eternal lies crushed beneath his feet, while the skull in the centre of his belt features the rune of Khorne, suggesting it might well have belonged to his predecessor... ☠

EXALTED DEATHBRINGER WITH IMPALING SPEAR

1 Citadel miniature

£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,100, 180rmb, HK\$245, R112, SG\$43

PRE-ORDER: NOW

RELEASED: 02/04/16

KHORNE BLOODBOUND

ASPIRING DEATHBRINGER WITH GOREAXE AND SKULLHAMMER

Driven by ambition and bloodlust, an Aspiring Deathbringer's only goal is to become a Mighty Lord of Khorne. But to do so they must first gain the favour of the Blood God and massacre all those who stand in their way.

Aspiring Deathbringers are merciless killers, their every waking moment devoted to bloodshed and violence. They have fought hard to get to their vaunted position, carving a bloody path through the ranks below and defeating all challengers to become one of Khorne's champions. Yet still they hunger for more power, and so they throw themselves into battle with reckless abandon in the hope that Khorne will grant them the strength to challenge those above them in the Bloodbound's gore-soaked warbands.

This new plastic kit represents an Aspiring Champion at the height of his battle-lust, a skullhammer held back ready to bludgeon his next foe into chunks of gore. Though hard to appreciate from one angle, the model's entire body is committed to the assault, its hips canted over, torso twisted and hammer arm drawn back ready to deliver a crushing blow. Like many of his kind, the Aspiring Deathbringer wears a suit of heavy brass armour, its panels lacquered with the blood of countless foes, its edges razor-sharp. The Aspiring Deathbringer's skull helm also echoes his aggressive pose, its brow furrowed and its jaw open as if bellowing a war cry. A brass rune of Khorne crowns his helm, a sign of his status and, no doubt, a weapon in its own right, its top studded with spikes. ♣

ASPIRING DEATHBRINGER WITH GOREAXE AND SKULLHAMMER

1 Citadel miniature

£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,100, 180rbm, HK\$245, R112, SG\$43

PRE-ORDER: NOW

RELEASED: 02/04/16



1 The skullhammer has the rune of Khorne cast onto it, blessing the weapon in the Blood God's name. The face of the hammer features a row of spikes to ensure a grisly end.

2 The goreaxe is an entirely utilitarian weapon, designed simply for splitting skulls and hacking off limbs.

3 The Aspiring Deathbringer's pauldron has started to mutate into a grinning skull, a sign of Khorne's favour.

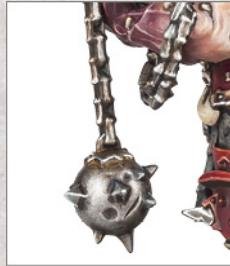
4 His armour is wrought with symbols of Khorne, a Chaos star emblazoned on his buckle.

NEW RELEASES: KHORNE BLOODBOUND

SLAUGHTERPRIEST WITH HACKBLADE AND WRATH-HAMMER



1 The wrath-hammer is a crude weapon, perfect for smashing lesser foes and ensnaring the worthy for decapitation.



2 Standing atop the skull of some horrifying beast he has bested in combat, the Slaughterpriest spies out the next worthy foe.



3 A twisted mouth has grown onto the back of the Slaughterpriest's hand, forever chattering guttural gibberish.



4 What little armour the Slaughterpriest bothers to wear is as battered as the rest of him, hooked to the flesh of his torso.



The gore-soaked clerics of the Blood God's twisted faith, the Slaughterpriests lead Khorne's followers in their vile devotions. Forever tainted by their unholy creed, they are a locus of vile power that warps all around them.

The butcher-prophets of Khorne's black faith, the Slaughterpriests can flood the minds of men with visions of slaughter and a white-hot fury that corrodes the will of even the most stoic, cursing them with violent urges that can only be sated by throwing themselves into the fray. With a bellowed prayer they drown their victims in their own boiling blood, gouts of burning gore jetting from every wound. The high priests of Khorne do not care for aiding or inspiring their own, leading the faithful simply by example, always at the killing edge of the Blood God's unending wars of savage butchery.

This 10-piece plastic character kit, monstrously mutated and swollen with Khorne's dark and bloody blessings, is barely contained by a mere 40mm base. Spikes of bone, sharp as knives, jut from the Slaughterpriest's left arm, now little more than a nightmarish mass of warped red muscle, a rabid snapping maw on the back of his fist. Chained to the mutated flesh of this arm is the crude but effective wrath-hammer, with a savage hackblade held in the Slaughterpriest's right hand. Whether leading your Dark Feast or fighting alongside fellow Champions of Khorne, the Slaughterpriest makes for a bloody ally (and deadly rival!) to the other members of your Gorechosen. 

SLAUGHTERPRIEST WITH HACKBLADE AND WRATH-HAMMER

1 Citadel miniature

£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35, AU \$50, NZ \$60, ¥4,100, 180rmb, HK\$245, R112, SG\$43

PRE-ORDER: NOW

RELEASED: 02/04/16

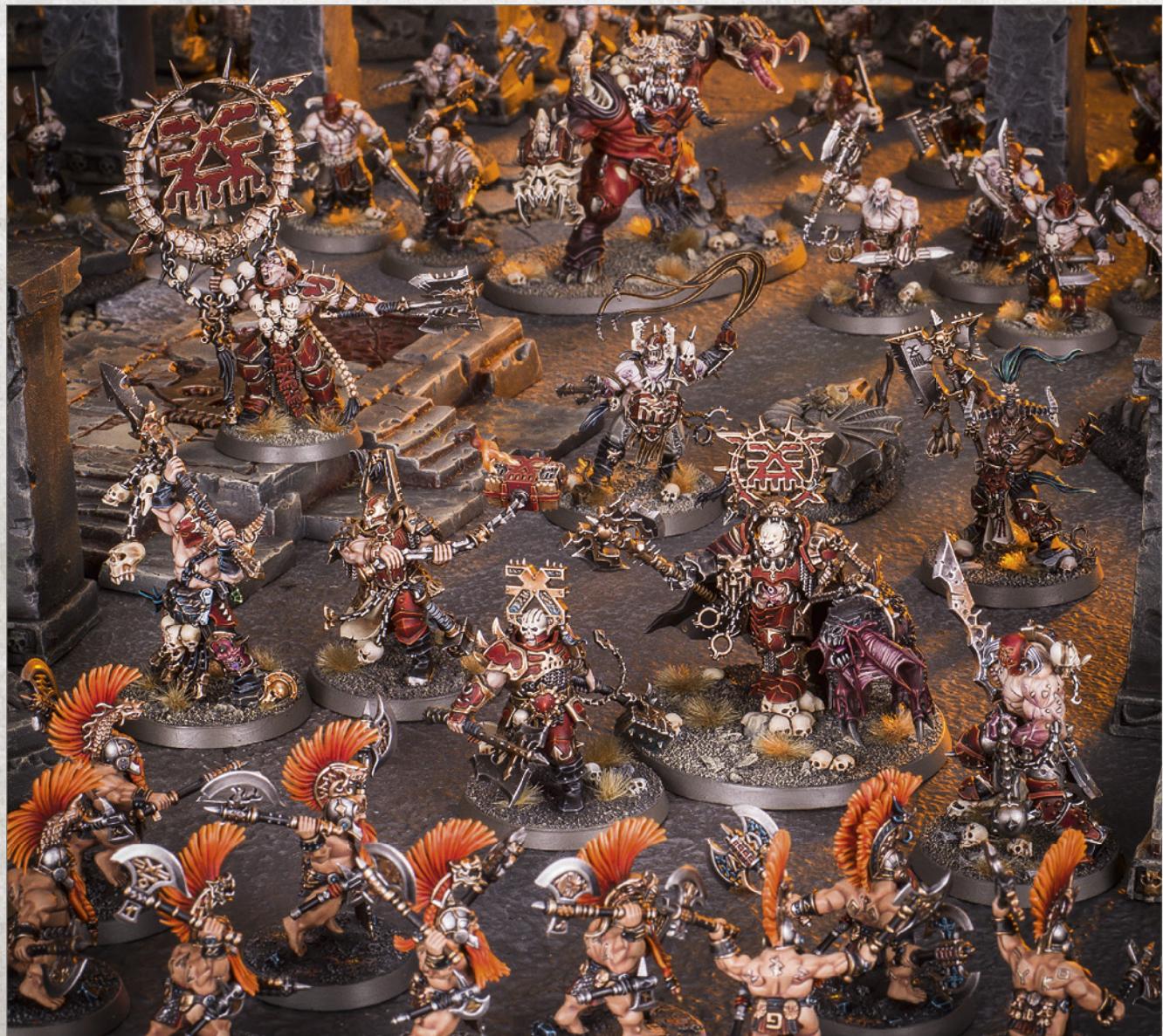
FOCUS ON... BLOODTHIRSTY MANIACS

United by an unquenchable thirst for bloodletting, the Gorechosen are the inner circle of every Mighty Lord of Khorne. Berserk killers to a man and eternally vying for Khorne's favour, they spur each other on to ever greater acts of violence and bloodshed.

The dark champions who lead Khorne's warbands – Mighty Lords, Deathbringers, Slaughterpriests and more – are diverse in their appearance, but all show clearly the signs of the Blood God's favour. Khorne does not gift his followers with useless mutations but instead moulds every follower into a weapon, as you'll note the

abundance of spikes, horns, mighty crushing hands, and snarling maws. Every character shares visual cues with their followers, from the Slaughterpriest's helm and its echoes of those worn by Bloodreavers, to the Aspiring Deathbringer's armour and how it hints at his origins as a Blood Warrior. ♣

All of these amazing Khorne Bloodbound characters are plastic kits. You can find them, and an even bigger range of Khorne and Chaos kits, at your local Games Workshop store, independent stockist or online at the Games Workshop website: www.games-workshop.com



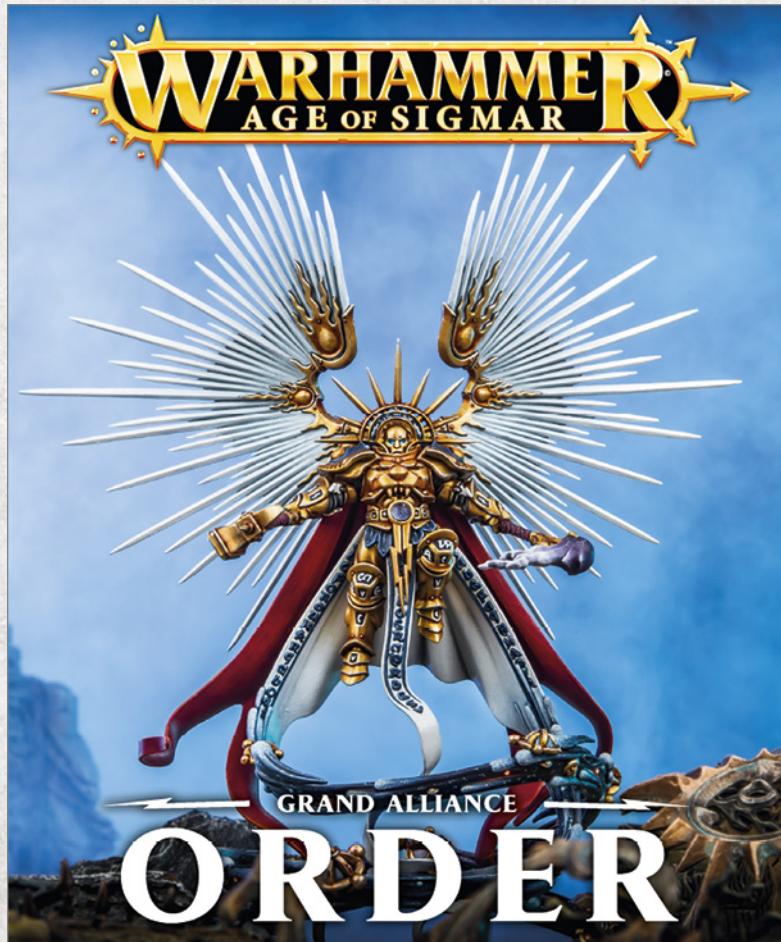
GRAND ALLIANCE: ORDER

At the behest of the God-King
Sigmar, the armies of Order unite
once more to battle the forces of
Chaos, Death and Destruction.
Inside Grand Alliance: Order you'll
find 175 warscrolls containing all
the rules you need to field your
armies in defence of the realms.

Within the walls of Azyrheim, greatest city of the Realm of Heavens, Sigmar plans his reconquest of the Mortal Realms. His greatest military asset is the Stormcast Eternals, his most powerful creations and the vanguard of his mighty armies. Alongside them fight the Seraphon, beings of pure celestial energy summoned into being by their enigmatic Starmasters. They are anathema to Chaos and valuable allies in Sigmar's war.

Yet other forces have also come to Sigmar's aid, the denizens of Azyr and other liberated kingdoms marching to Sigmaron to offer their banners in allegiance. Among them are the duardin – the Dispossessed and their distant kin, the furious Fyreslayers. They bring great skill and artifice with them, not to mention weapons and war machines that could turn the tide of battle in Sigmar's favour.

Alongside them fight countless billions of men and women, the descendants of the humans that once walked the world—that was. Equipped with weapons from the forges of Azyrheim, they seek vengeance for their long-lost forebears. Last, though not least, are the mysterious aelfs. Though few in number, they bring great knowledge, magic and martial skill to the God-King's forces, plus the countless mythical beasts and monsters that they ride into battle. The Realm of Heavens is truly ready for war.



SYLVANETH

The magical woodlands of the realms burgeon with forest spirits and ancient creatures of boagh and branch. Fickle and deadly, their armies fall upon any that would trespass upon their domains, bark-skinned warriors ripping, tearing and crashing invaders under root and claw.

The children of the golden Aelrettie have suffered greatly under the rule of the Dark Gods. Their ancestral kingdoms and woodland enclaves in the ancient forests of the Shire of Littleton have been infested and ravaged by the vile servants of Morgoth and his hosts. Little has been done to avert disaster.

As Sigmar's Tempest rolls out across the realms, however, a new age of his devotion, and the undaunted will of these devoted forces and gladii, taking up arms once more against the hosts who have invaded their lands.

As the great quartz Aelrettie passes through her varied sessions, her

The children of the godless Akrabite have suffered greatly under the peine of the Dark Curse. Their material kingdom has been reduced to rags in the style of Little House on the Prairie, excepted by the simple utensils of Single and Little bit wet and decay remains. As Sigma's Tarns pass over the realms, a new age of hope is dawning, and the timid are within their deserved friends and glads, taking up arms once more against those who have treated them harshly.

As the great queen Akrabite passes through her varied seasons, her

root and claw.

ends of their tails. As they light the song the frayed ends of their tails, the hunting instinct cutting through the mind and making their prey easier to catch, will the enemies of the Cuckoo completely by a swarming thicket of writhing thorns.

Among those hunting scenes the *Frithsduell*, survivors who round the woods thereabout to fight alongside the swallows. *Frithsduell* ends burst among the enemy like venomous stings. To hear the syllabrum is to hear the wrath of nature set loose.

THE last bushes from the Household woods, swishing and falling to the forest floor. Through the wood the brother fireflies were like fire breaking before the *Chion* who were still falling before them, as though they were the ones who had started the fire. A *Chion* Warbler leered over them, a curious shape, looking out the way. He turned. His shield, he had forgotten. He snatched at the bushes and ran across the path, his shield, his shield, his shield, until he reached the *Chion* who were still falling.

REFERENCES

THE LADY OF VINES
Guided and assisted, by counsel of man, the Lady of Vines
wishes to become a powerful general. The Frenchmen is
right hand of her queen, cast from Alaric's world and married
and died. Instead, The Queen of the Radnor Wood, operations
enough, for her retinue with the magic of tiles, and the
smoking - in creating her favored daughter from the staff of
enormous iniquity. However, the Radnor Wood was
retained in her number aspect, full of words and energy. Thus,
she flicked her taper over the course of the Lady of Vines, the Lady
of apples and certain of victory as yet. Just as she was about to
again, she felt convinced that her mother would say again
that Nurge signs to wear their way into her heart wood
by the instant signs and certainties that permeated her body.



Grand Alliance: Order presents warscrolls and background for all of these factions – 21 in total – enabling you to field them in your games of Warhammer Age of Sigmar. Some of these factions you'll already be familiar with, such as the Stormcast Eternals, Sylvaneth, Seraphon and Fyreslayers. This book collects all their warscrolls so far (including those from the Extremis Chambers battletome), plus a selection of warscroll battalions, and compiles them in one place for ease of reference mid-battle.

But that's just the tip of the iceberg in this 280-page book, because Grand Alliance: Order also includes warscrolls for 16 other factions that encompass all the miniatures in the Order range. Among them you'll find such treasures as the Devoted, fanatical human followers of Sigmar who push massive War Altars into battle, the Free Peoples, who form militia warbands to reconquer the realms, and Battlemages, powerful wizards who channel the magic of the Mortal Realms into tangible (and often phenomenally dangerous) spells. The

book also includes 10 aelf factions, from the brooding warriors of the Darkling Covens to the silent guardians of the Phoenix Temples. The armies of the aelfs, though unified in name, follow many paths, and it's great to see how each of these has become a force in its own right. This book also features the first faction that transcends traditional race boundaries, bringing human and duardin engineers together to form the Ironweld Arsenal, which unites technological wonders such as the Steam Tank, the Organ Gun and the Gyrobomber into one monstrous display of firepower.

All in all, Grand Alliance: Order is not only really useful and informative, but a great source of inspiration for your armies. Just click [here](#) to see how we've been inspired with our own collections. 

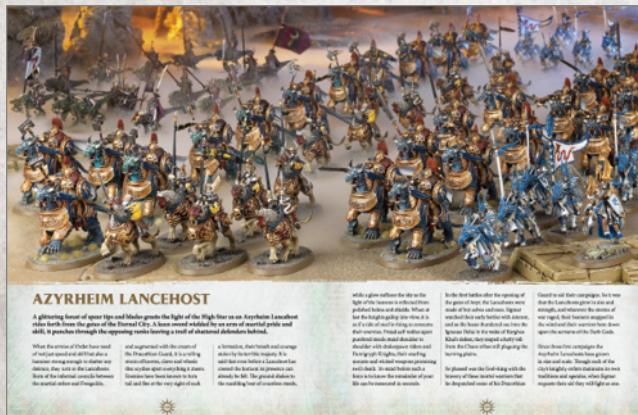
GRAND ALLIANCE: ORDER

Paperback, 280 pages

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

PRE-ORDER: NOW

RELEASED: 02/04/16



- 1 The front cover of *Grand Alliance: Order* features the Celestant-Prime, bearer of Ghal Maraz.
- 2 Each of the 21 factions in the book has an introductory background section that tells you more about the armies at the God-King's disposal.
- 3 The centre of the book features four armies, great examples of how you can combine units from the factions to create a characterful army such as the Azyreheim Lancehost.
- 4 The book includes 19 warscroll battalions, many of them brand new to this book.
- 5 Find out more about the factions that survived the destruction of the world-that-was and how they've prospered in the Mortal Realms.
- 6 Evocative illustrations accompany the book's background sections.

FORGE WORLD

SPACE MARINES WEAPON SETS

- 1 Ryza pattern lascannons are the foremost tank-killing weapons in the armories of the Legiones Astartes, spelling doom for enemy vehicles across a thousand battlefields
- 2 The heavy weapon variant of the celebrated bolgun, the Mars pattern heavy bolter is the workhorse of Legion Heavy Support Squads across the nascent Imperium.
- 3 The Phaestos pattern heavy flamer earned a grim reputation burning through xenos swarms. In the Age of Darkness, it is a terrifying weapon that even power armour is not fully proof against.
- 4 Capable of turning even the thickest tank hull armour into molten slag, the Mediant pattern multi-melta's relatively short range is more than made up for by its unsurpassed killing power.

FURTHER REINFORCEMENTS

Also out this week is the Deliverance pattern shotgun pack, containing 10 shotguns for your Legion Reconnaissance Squads. Forge World have also released a new version of the Space Marine Special Weapon Set, containing a pair of Proteus pattern missile launchers, two Primus pattern meltaguns and two Phaestos pattern flamers.



Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, we see an extensive selection of weapons for your Horus Heresy Space Marine Legion armies.

Forge World's tireless manufactorum has produced packs of heavy weapons for your Horus Heresy Heavy Support Squads, updated to be a perfect fit for the Mk. IV plastic kits you'll find in The Horus Heresy: Betrayal at Calth (or indeed any plastic or resin Space Marine kit, across the Citadel and Forge World ranges). Each set contains five resin heavy weapons.

Each heavy weapon is a product of a particular forge world, subtly different to other variants of its type, and the mysteries of a particular pattern are a jealously guarded secret of the red-robed Mechanicum. Whether you are a proud Loyalist or arch-Traitor, there's a heavy weapon for every occasion. ☠





5



6



7



8



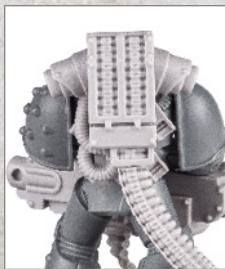
9



10



11



12



13

5 Underslung instead of carried over the shoulder, the Proteus-II pattern missile launcher is a distinctive design that stands out from the Proteus and Soundstrike patterns while sharing similarities with both.

6 Perfect for hunting light vehicles, Kalibrax pattern autocannons can carve through squads of heavy infantry and Mechanicum Battle-automata with equal ease.

7 The predecessor to the vaunted assault cannon, the Proteus pattern rotor cannon shreds through lightly-armoured infantry with contemptuous ease.

8 A vanishing sight on the battlefields of the later Great Crusade, the Telerac pattern volkite culverin is now turned on those its wielder once called brother.

9 As unstable as its variants from lesser forge worlds, the Mars pattern plasma cannon is still a formidable weapon of nightmarish potency.

10 Each heavy weapon has a unique backpack design, loaded with little details. The Phaistos pattern heavy flamer is linked to an armoured fuel tank of promethium.

11 The Proteus-II pattern missile launcher's backpack has a small range-finder and aerials, for downloading combat data from the squad sergeant or the Legion's Reconnaissance Squads.

12 The Mars pattern heavy bolter's backpack is loaded with hundreds of rounds of ammunition.

13 The Ryza pattern lascannon backpack provides the charge for the awesome destructive power of the weapon.

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

NEW RELEASES: WAR ZONE FENRIS

CURSE OF THE WULFEN

These Black Library books are also available as eBooks. For more information visit:

www.blacklibrary.com

CURSE OF THE WULFEN

Hardback, 176 pages

£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: **02/04/16**

The Wulfen have returned to Fenris. Is this a sign of Russ's return, or a dark omen of events that will soon come to pass?

Curse of the Wulfen is the accompanying novel to War Zone Fenris: Curse of the Wulfen, which came out a couple of months ago. It tells the tale of the Wulfen's return, beginning with Harald Deathwolf's first encounter with them on the planet Nurades. While this may seem like a cause for celebration amongst the Space Wolves, there's a distinct undercurrent of unease running throughout the book and you're left with the tingling sensation that something is deeply wrong, that strands of many stories are being drawn together. Daemons plot, Dark Angels brood, Grey Knights investigate and all the while the Space Wolves try to discover their destiny. It's gripping stuff from start to finish. ☠

ISSUE 27

WARHAMMER VISIONS

Warhammer Visions 27 is available to pre-order, a huge magazine full of beautifully-painted Citadel miniatures.

If you're looking for inspiration for your next army, useful painting tips, or you just love gazing at incredible miniatures, then Warhammer Visions 27 is for you.

Inside you'll find glorious pictures of all the latest releases, including the Lord-Celestant on Stardrake seen on the front cover, a huge Death Guard army from the time of the Horus Heresy, a collection of Stormcast Eternals, a Parade Ground of Warhammer 40,000 units, the latest from Golden Demon Space Marines, Harlequin and Skitarii forces painted by two of our readers, Blanchitsu, Armies on Parade, Paint Splatter and more besides – a veritable miniatures extravaganza. ☠

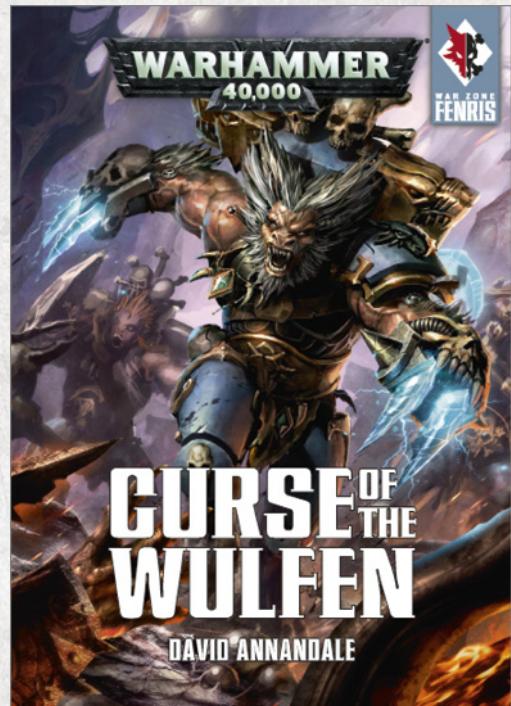


WARHAMMER VISIONS ISSUE 27

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

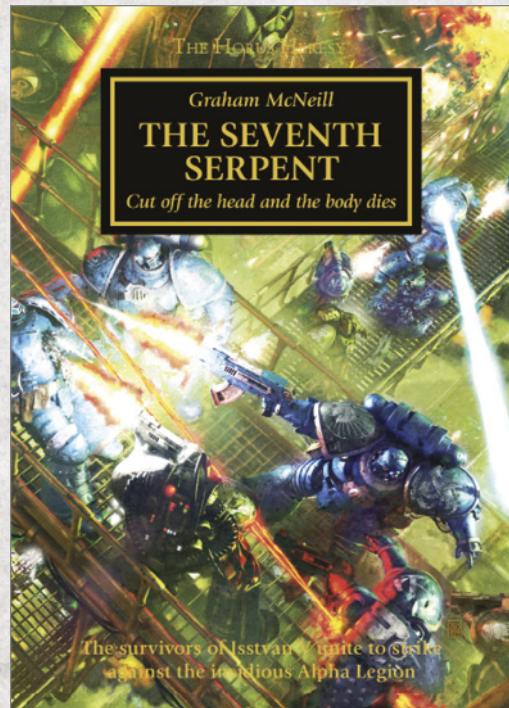
PRE-ORDER: **NOW**
RELEASED: **02/04/16**

By David Annandale
Hardback | 176 pages



BLACK LIBRARY: HORUS HERESY

THE SEVENTH SERPENT



The Seventh Serpent is a mystery loaded with twists and turns, with a sting in the tail... Just like the Alpha Legion themselves.

The crew of the Sisypheum return, seeking to wreak bloody vengeance on the Alpha Legion. But as with everything involving the treacherous sons of Alpharius, nothing is exactly what it seems...

Fans of *Angel Exterminatus* will be heartened to know that Sabik Wayland and Nykona Sharrowsky return in this 128-page novella, available for the first time on general release. The Shattered Legions plan to strike a decisive blow against Horus's forces by destroying a key Alpha Legion outpost, using the deceitful XX's own underhand methods against them. Will they be successful? Or will the Shattered Legions be trapped in turn? ☠

By Graham McNeill
Hardback | 128 pages

FURTHER READING

If you're hungry for more tales of the Shattered Legions, the Horus Heresy range has plenty to choose from, including the novels *Angel Exterminatus* and *The Damnation of Pythos*, as well as the short stories 'Kryptos', 'Riven' and 'The Value of Fear'. Check out the whole series at blacklibrary.com.

THE SEVENTH SERPENT

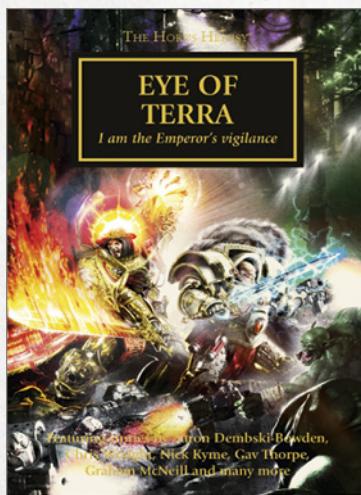
Hardback, 128 pages

£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: 02/04/16

AVAILABLE THIS WEEK

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



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

blacklibrary.com | forgeworld.co.uk



FORCES OF ORDER

Featuring a whopping 21 different factions, the brand new *Grand Alliance: Order* book is a mammoth tome offering something for everybody, so we sat down with four collectors to talk about what inspired their own diverse collections of the forces of Order.

GRAND ALLIANCES

Grand Alliance: Order is only the third in a series of supplements for Warhammer Age of Sigmar, collecting units and factions from each of the four Grand Alliances. The hordes of Chaos and the armies of Death were covered in *Grand Alliance: Chaos* and *Grand Alliance: Death*, respectively, featuring every warscroll for these Grand Alliances. And the forces of Destruction are not far behind...

Everyone has their own way of collecting an army, and with the vast choice of factions on offer (an astonishing 21 all told) in *Grand Alliance: Order*, we thought now was a good time to sit down with a handful of crack hobbyists and their magnificent forces of Order, to find out just how and why they chose their armies. One of the most exciting aspects of the new *Grand Alliance: Order* supplement is the massive selection of factions on offer, and what that might mean for your own collection. You might be inspired to collect a completely new faction, like James Karch was with his Astral Templars, or you might opt for a

complementary faction that ties in to your existing forces, such as adding a War Altar of Sigmar and a band of Flagellants from the Devoted of Sigmar faction to an existing Stormcast Eternals force, as shown above. Or you might just pick up a handful of new units to tie your collection to a new faction, as Matthew Hutson has done with his Scourge Privateers. So, whether you're a steady-handed painter looking for your next challenge, a glory-hungry general out for conquest, a mad kit-bashing genius, or some heady blend of the three, you're bound to be inspired by the four armies we have to show you.

LORD KROAK'S CONSTELLATION OF THE COSMIC SERPENT

This Seraphon force belongs to Melissa Holland, who aims to paint a new unit every month for her steadily growing collection of celestial creatures.

"I chose the Seraphon because they've always been a really colourful army," says Melissa. "They're always shown painted in bright and vibrant colours and that's exactly how I like to paint. My collection is predominantly motivated by painting miniatures, rather than playing games, but that doesn't mean my Seraphon haven't taken to the battlefields of the Mortal Realms. Sadly, they had a bad encounter with a duardin army that was packing a lot

of firepower and they've since returned to the stars to lick their wounds (in a manner of speaking).

"My goal with the army is to paint one of every unit in Battletome: Seraphon. That means I can create a story around each force I field – sometimes it will be a Thunderquake Starhost made up loads of big monsters, other times it will be a Shadowstrike Starhost containing lots of scurrying Skinks. I also plan to paint every unit differently, as you can see below. Not only does this make painting them great fun, it makes them much easier to identify on the battlefield."

COLOURS OF THE STARS

Melissa chose to paint her Skinks yellow and red, the colour of many stars. "I also wanted to make them look poisonous," says Melissa. "They're only little, so they encourage other creatures not to eat them by being brightly-coloured. I'm currently working on a unit of Saurus Warriors, which will be a pale blue-white, like the light of a distant star. I like the idea of them being quite ethereal in colour so they look like they're glowing with celestial energy."



PAINTING NEW ADDITIONS

When Kevin started painting his Fyreslayers, he knew he wanted their colour scheme to match the rest of his force, but also to be slightly different from the traditional Fyreslayer colours. Kevin, a fan of all things flame-based, chose to paint them as if they were on fire, with bright red skin, fiery hair and glowing orange blades and braziers. His Grimwrath Berzerker, however, has obsidian black skin, as though he has cooled down like lava over the centuries.

THE LORD OF ALE'S BATTLE THRONG

This army of duardin belongs to Kevin Chin, who has combined units from the Dispossessed, Ironweld Arsenal and Fyreslayer factions into one mighty army.

Kevin actually began his duardin army quite a while back and even won the Best Army award at the Warhammer Age of Sigmar campaign day last October. Since then he has gradually added to his force, including what can only be described as a miniature air force in the shape of three Gyrocopters and a Gyrobomber. "I just really like the miniatures," says Kevin, "and they're great fun to use in a game. I painted them bright orange because it's a

colour you don't see often on an army. Well, *didn't* see often – the Fyreslayers kind of changed that..."

When the Fyreslayers came out, Kevin was amongst the first to add them to his force. His Irondrakes, known as the Fire Seekers, have been sent to Aqshy by the Lord of Ales to find a sacred flame, and it seems they found some allies while they were there. "They're the perfect addition to my army," says Kevin. "Not just in the story I'm writing for my army as I paint it, but in the colour scheme, too. My duardin wear red, yellow and orange, the same colours as the Fyreslayers. It was meant to be!"



THE AETHERBORNE CORSAIRS

Matthew Hutson has been working on his aelf army since the dawn of the Age of Sigmar, but the arrival of the Grand Alliance: Order book has given him some new inspiration for his force.

"I've always liked the Black Ark Corsair models," says Matt, "so when I found out about the Scourge Privateers faction in the Grand Alliance: Order book, I was immediately interested. Corsairs are master mariners, plying the seas of Azyr and sailing across the void to the Mortal Realms where they raid the holdings of Chaos warbands. And possibly other unfortunates too – they're not the nicest

people allied to the forces of Order. The Corsairs also make use of deep-sea monsters such as the Kharibdys, one of which I'd already also painted. In fact, the only unit I needed to complete the Realm Reavers warscroll battalion in the book was a Scourgerunner Chariot to hunt down new monsters. I got one the same day and painted it over the course of a weekend – job done! I find warscroll battalions like this are a great way to structure your force and plan your army, giving you a good starting point for your ongoing collection. I plan to complete a Thrall Warhost from the Darkling Coven faction next to join them in larger battles."

LORD VARAKON OF THE STARLESS COAST

Matthew's Corsairs are led to war by Lord Varakon, a Black Ark Fleetmaster. A ruthless hunter, it's said he lost his leg to a rampaging Hydra in the Realm of Shadows and that he got his revenge by tying it down on the deck of his ship and repeatedly decapitating it until it finally stopped growing new heads. Since the opening of the Gates of Azyr, Varakon has used his ships to transport aelf raiding parties to the furthest reaches of the Mortal Realms.



LORD-CELESTANT ZEPHACLEAS

The Lord Celestant of the Astral Templars was a key piece of inspiration for James when he picked his army, and it all started with a short story. The key players in the grand unfolding plot of the Age of Sigmar appear across battletomes and campaign books, each a brilliant place to start when dreaming up your own dread Chaos Lord or noble Knight-Azyros. Black Library also has a vast selection of novels and short stories available. If you hold true to Sigmar, why not read 'The Gnawing Gate' or 'Vengeance Eternal'? If you bow before the Chaos Gods, you'll be inspired by the *Call of Archaon* series, which follows various Chaos champions as they travel the Mortal Realms to seek the dread Everchosen's favour.

THE ASTRAL TEMPLARS

Seeking out a brand new army to kick off his adventures in the Mortal Realms, James Karch found one in the force that launched the Age of Sigmar, the Stormcast Eternals. In particular, James was drawn to the Astral Templars, inspired in part by their Lord-Celestant, the fearsome Zephacleas. Part of this was Zephacleas's role in the short story 'Assault on Mandrake Bastion' by Josh Reynolds, and part was the Lord-Celestant's mysterious past as a barbarian warrior-king. James was also drawn to the deep maroon armour of the Astral Templars (which you can find out how to do [here](#)), liking how they were distinct from Stormhosts like the metallic Hammers of Sigmar, Hallowed Knights and Blades of Dawn.

The other thing that drew James to the Stormcast Eternals was the fantastic collection of characters, as you can see below from his ever-growing army. James decided to collect all of the characters available, banding them together as the

Lords of the Storm, a warscroll battalion found in Battletome: Stormcast Eternals. One of James's particular favourites amongst them is the Lord-Celestant on foot – with its flowing sigmarite warcloak, it's now a central part of James's army. Always looking to deal with any problem he might face on the battlefield, James opted for a pair of Knights-Vexillor, and is particularly fond of his Knight-Heraldor. A favoured tactic is to unleash the Thunderblast from its battle-horn on craven and cowardly enemies hiding inside Ophidian Archways, Chaos Dreadholds and Sylvaneth Wyldwoods.

Despite the size of his Astral Templars host, to James it's just the start. He hopes to add 10-man units of Liberators with paired warblades and warblades with sigmarite shields, 10-man units of Paladins and even more Prosecutors, Judicators and characters. After all, there are plenty of the Stormhost's chambers still waiting to be unleashed by the God-King... ☠





1

The Lords of the Storm, are the heart of James Karch's Astral Templars army, mirroring the warscroll battalion of the same name found in Battletome: Stormcast Eternals. Each is brutally effective on the field of battle. The latest addition to his army is a mighty Drakesworn Templar on Stardrake (which you can see more of on [here](#)). James collects the models simply because he relishes the painting challenge each character kit provides. As Sigmar unleashes more and more heroes to lead his armies of perfect order, James intends to add each and every one to his Astral Templars. Of particular note is his kit-bashed Knight-Vexillor with meteoric standard. Built from a Paladin, spare standard and a smattering of other parts, it's a great way to use leftover bits and pieces and really adds a unique touch to the army.





GOLDEN DEMON: SPACE MARINES

Last year, Warhammer World played host to Golden Demon: Space Marines, the latest in a long line of Golden Demon painting competitions. This issue, we chat to Neil Hollis who won Bronze in the Unbound category with his Iron Hands Drop Pod diorama.



1



2



3



4

Neil is no stranger to Golden Demon, having won a gold statuette at Warhammer Fest in 2014 with his rendition of Ferrus Manus. It seems the Iron Hands are Neil's key to success at Golden Demon...

"I started painting my Iron Hands as an army project way back in 2008," says Neil. "I've entered Golden Demon many times and, as a result, I own a lot of competition entries that, while nice to look at, I can't really use in games. I wanted to create an army where all the models in the force were of the very highest standard but could be used on the tabletop, too."

"I love Space Marines," continues Neil, "so they seemed like the perfect force to work on. I wanted to paint an army that not many people did and, after a bit of research, found there wasn't much material available on the Iron Hands, giving me plenty of opportunity to explore their background and what I could do with the miniatures. I set to work on a Terminator Squad for Golden Demon 2009, which took about eight months to complete and

involved building a lot of the bionics from scratch. That project won me my first Golden Demon (Gold, Warhammer 40,000 Squad, 2009) and set me fully on the Iron Hands path. This diorama features a lot of what I learnt from that project, including a handy painting tip from ex-'Eavy Metal painter Darren Latham, who suggested I mix blue into the black armour to give it a colder tone. I complemented the colour scheme with ice-white weapons, blending from a mid-tone grey to help control the shading and highlighting.

"If I were to offer any painting advice, it would be to learn how to control your brush. Many of the more complicated painting techniques are easy once you've mastered your brush control. Never give up and also seek to learn new techniques from other painters, especially Duncan from the Warhammer TV team. I often pick up little painting gems from his videos and I'd consider myself a fairly knowledgeable painter! Lastly, and most importantly, paint what you love. If you enjoy painting a model, it will show in the end results." ☀

1 Every one of Neil's Iron Hands is converted in some way. This heavy weapons trooper carries an assault cannon, but the real conversion work takes place around his legs, which have been almost entirely re-sculpted to feature crenelated greaves and a bionic foot.

2 The unit sergeant has been heavily converted from an old metal veteran model with the head from a servitor. His bolter is from an older Space Marine kit released back in the 1990s.

3 The Tactical Marine on the left is converted from Sergeant Chronus, while the one on the right is a heavily converted plastic Space Marine. The targeting system on the helmet was made using Green Stuff and an old guitar string.

4 The pod's glowing tactical display shows the unit's deployment.

GOLDEN DEMON

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

The next Golden Demon competition is Golden Demon Classic, which is being held at the Ricoh Arena in Coventry, UK, on the 15th of May as part of the Warhammer Fest event. Featuring a huge range of categories for Warhammer Age of Sigmar and Warhammer 40,000, you can find out more about Golden Demon Classic, how to enter your miniatures and where to purchase tickets under the Events tab on the Warhammer World Website:

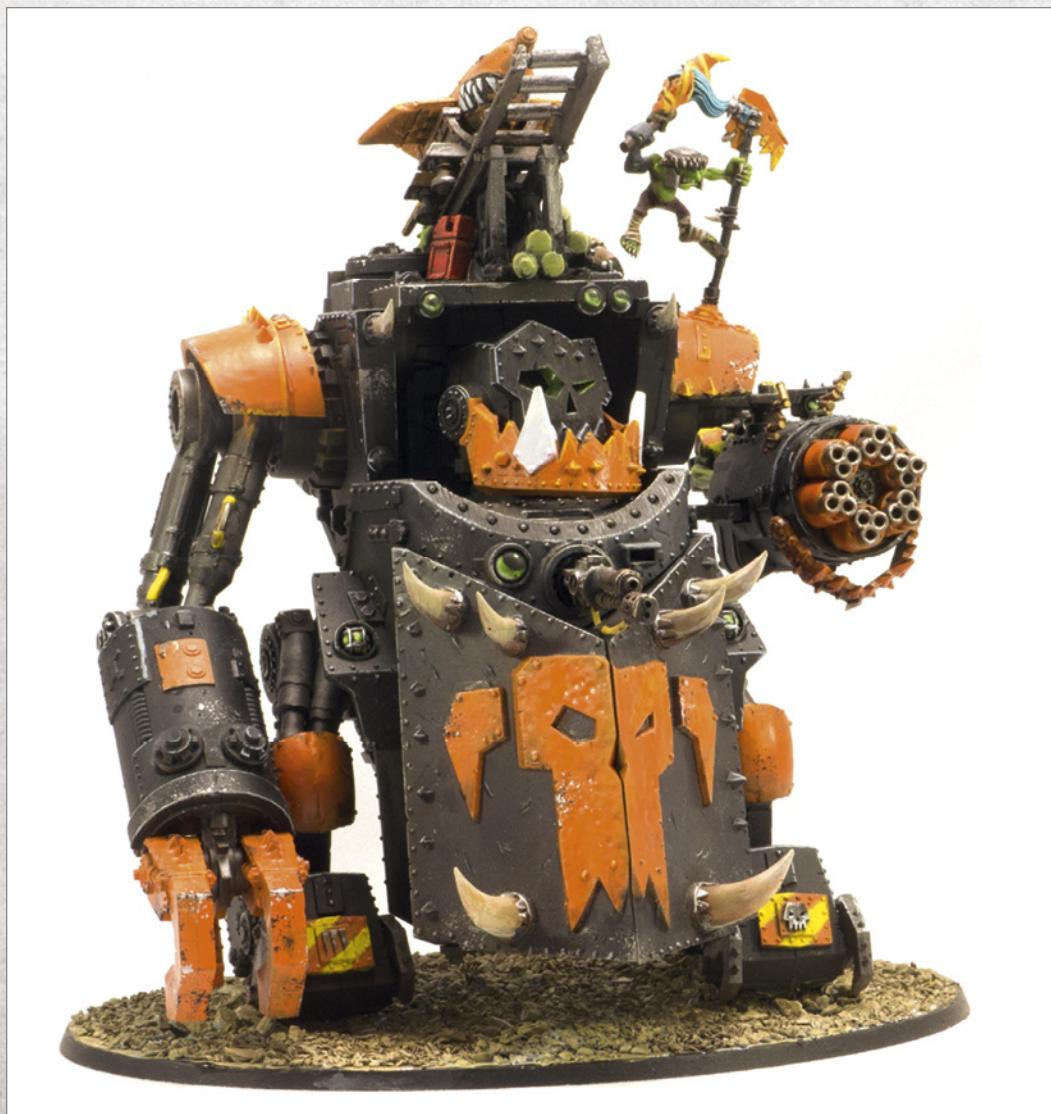
warhammerworld.games-workshop.com

READERS' MODELS

This week, we have something of a Readers' Models special: an assortment of miniatures by a host of painters who are all regulars at the Games Workshop store in Lyon, France.



1



2

1 These Glade Guard were painted by Julien Jean, who used rich greens and browns to give them an earthy tone. They are just one of the units in his army of Wanderers.

2 This Gorkanaut was painted and converted by Arnaud Couteau. A Grot Bomb Launcher has been mounted on its shoulders to make it extra shooty.



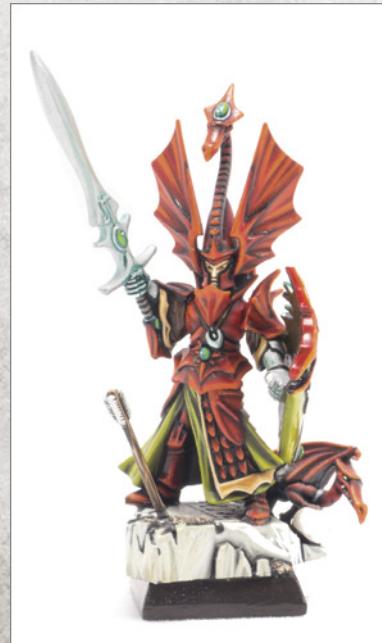
3



4



5



6

3 Vostroyan Firstborn painted by Nicolas Nambotin. The detritus on their bases comes from various basing kits.

4 Stormcast Eternal Retributors painted by Thibaut Frederic. Thibaut has painted their armour with contrasting light and dark areas to make it look reflective.

5 This Eldar Farseer Skyrunner was painted by Elodie Domeignoz. Note the incredibly smooth blending on the jetbike's carapace and Farseer's singing spear.

6 Dragon Prince of Caledor, by David Vichard. He wears the traditional red armour of his kingdom.

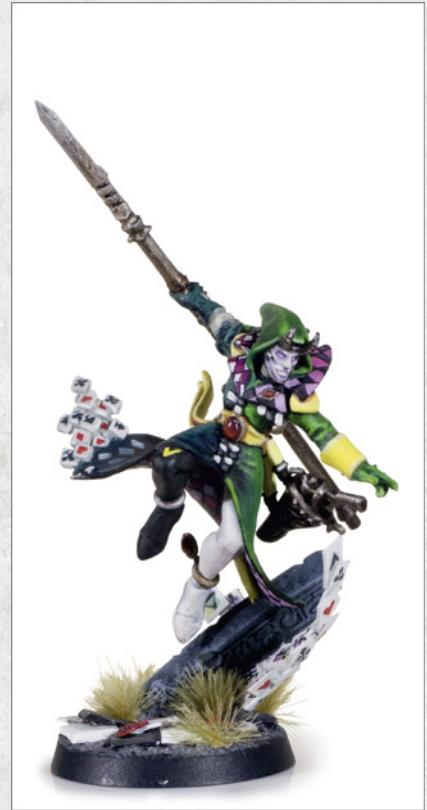
1 Tau Commander painted by Benjamin Nicolas. We featured Benjamin's Tau Stormsurge back in issue 105 and we couldn't resist showing more of his work. His model features a jagged digital camouflage scheme with plenty of battle damage and weathering.

2 Benjamin doesn't just paint Tau, though – he's also been working on some Eldar. His Solitaire has been converted to carry a zephyrglaive taken from the Skyweavers kit. The diamonds trailing his coat have been painted as playing cards.

3 Another of Benjamin's Tau models – an XV95 Ghostkeel. The suit's helmet and sept marking are red, indicating that the pilot hails from the world of Vior'la. The bases of the models are strewn with off-cuts from Warhammer 40,000 scenery kits.



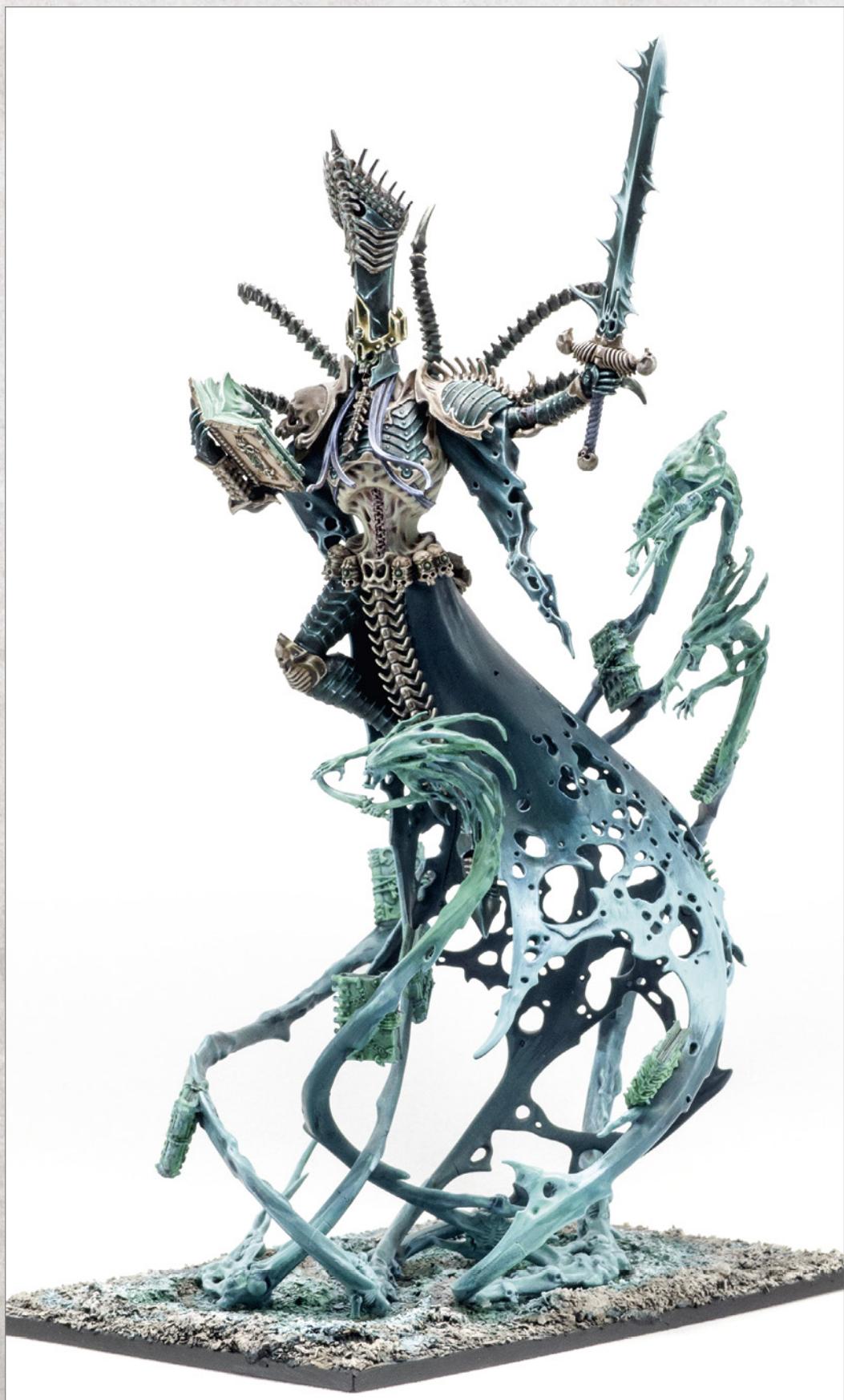
1



2



3



4 Nagash, Supreme Lord of the Undead painted by Thibaut Frederic. Thibaut painted Nagash's armour an eerie green to make him appear spectral and incorporeal, an effect that's enhanced by his glowing books and the spirits floating around him. Of particular note is Zefet-nebtar, Nagash's sword, which Thibaut has painted to look like it's highly reflective. At this angle, it almost looks like it's made of black glass.

SEND US YOUR PHOTOS!

We're always on the lookout for fantastically painted Citadel miniatures to feature in both White Dwarf and Warhammer Visions, so send us your photos at: team@whitedwarf.co.uk

WARSCROLLS

The warriors and creatures that battle in the Age of Sigmar are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of Warhammer Age of Sigmar. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls!

You can download the main rules sheet which tells you how to play Warhammer Age of Sigmar from the Games Workshop website for free. The only other thing you need to fight your battles (apart from your army and some dice!) are your warscrolls. You can also

download warscrolls for all existing Warhammer miniatures from www.games-workshop.com right now.

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of the unit that the warscroll describes, and text explaining the background for the models and how they fight. On the following pages you'll find the warscrolls for this week's new releases – three mighty new champions of Khorne to despoil the Mortal Realms with! ⚔



- Title:** The name of the model that the warscroll describes.
- Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given.
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.

WARSCROLL



ASPIRING DEATHBRINGER

WITH GOREAXE AND SKULLHAMMER

The Blood God's contempt for cowards is personified in those Aspiring Deathbringers who hunt the weak. Striding forward with menace in every step, their twisted snarl hidden by a death's head mask, these butchers strike the fear of Khorne into their victims. Those that show even a flicker of doubt are mercilessly slain and left to rot where they fall.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Goreaxe	1"	3	3+	4+	-	1
Skullhammer	1"	3	4+	3+	-	1

DESCRIPTION

An Aspiring Deathbringer with Goreaxe and Skullhammer is a single model. He wears gore-encrusted armour and wields a Goreaxe and Skullhammer, the better to hew his way through ranks of the weak and cowardly.

ABILITIES

Bane of Cowards: Nothing infuriates this champion more than to see cowardice writ large on the faces of his foes in battle. Such wretched weakness will see this warrior reach new heights of murderous killing fury. If any enemy models flee within 8" of this Aspiring Deathbringer in the battleshock phase, this model can, at the end of that phase, pile in and attack as if it were the combat phase.

COMMAND ABILITY

Slaughter Incarnate: If this model is your general and uses this ability, then until your next hero phase you can add 1 to the Attacks characteristic of all melee weapons used by MORTAL KHORNE units in your army while they are within 6" of this model.

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, ASPIRING DEATHBRINGER

WARSCROLL



EXALTED DEATHBRINGER WITH IMPALING SPEAR

Roaring in triumph as he spears his foe through the torso, the Exalted Deathbringer hoists his victim high with a single muscular heave. The weight of the enemy's own body drives them further onto the impaling polearm, pushing the blade ever deeper with each convulsion. Before long another impressive trophy is added to the Deathbringer's grisly collection.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Impaling Spear	2"	5	3+	3+	-1	1

DESCRIPTION

An Exalted Deathbringer with Impaling Spear is a single model. He slays his opponents by skewering them with his enormous Impaling Spear and heaving them into the air for all to see.

ABILITIES

Blooded Lieutenant: This model makes 2 additional attacks whilst he is within 12" of a KHORNE general.

Brutal Impalement: Those caught on the end of an Impaling Spear will suffer an agonising death. Roll a dice when an enemy HERO is wounded by an Impaling Spear but not slain; on a 1, 2 or 3 nothing happens, but on a 4, 5 or 6 the hero suffers a mortal wound as their own weight forces them further down the length of the weapon's haft. Continue to repeat this process until you either fail to inflict a mortal wound or the enemy HERO is slain.

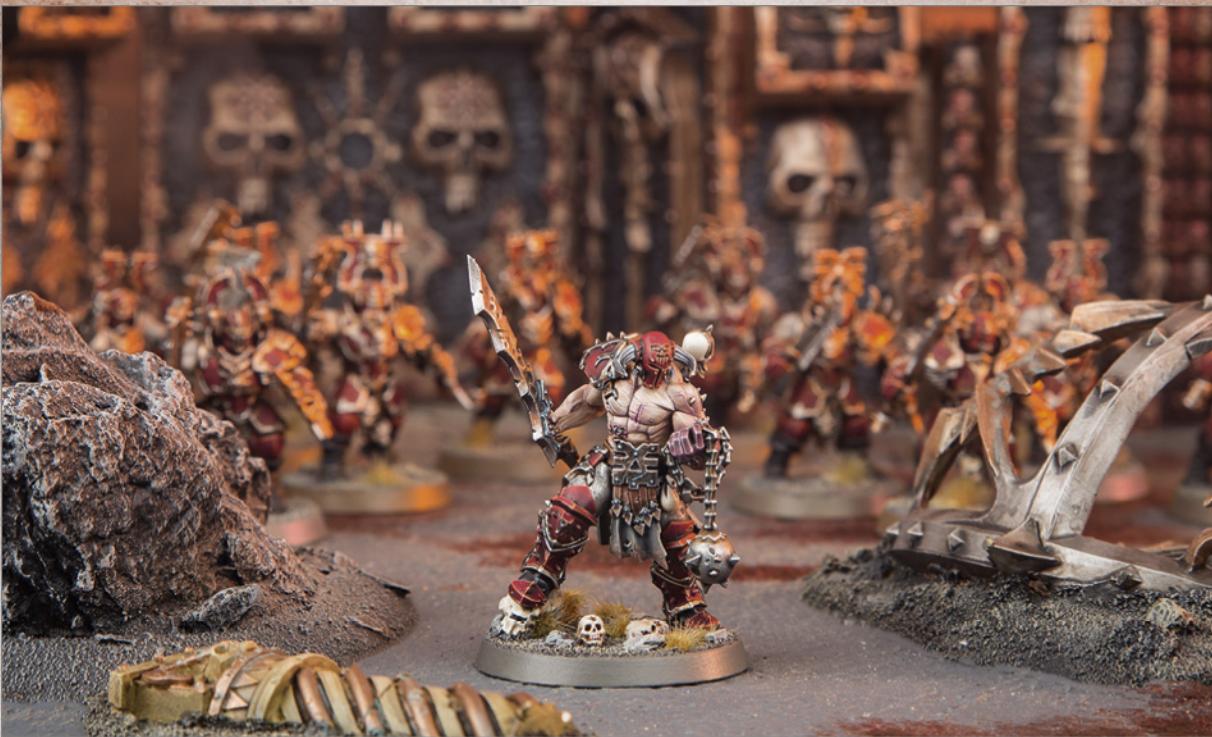
COMMAND ABILITY

Brutal Command: If this model is your general and uses this ability, all MORTAL KHORNE units in your army within 12" of the Exalted Deathbringer can use his Bravery characteristic instead of their own until your next hero phase. If there is a unit from your army within 1" of the Exalted Deathbringer when he uses this ability, you can inflict D3 mortal wounds on that unit to increase its range from 12" to 24".

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, EXALTED DEATHBRINGER

WARSCROLL



SLAUGHTERPRIEST

WITH HACKBLADE AND WRATH-HAMMER

A spiked metal ball curves through the air like a meteor, its anchoring chain rattling out from the Slaughterpriest's forearm. Those not slain by his wrath-hammer are pulled into his reach and roughly decapitated by his jagged hackblade, even as he howls out his devotion to the Blood God.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hackblade	1"	3	3+	4+	-	1
Wrath-hammer	3"	D3	4+	4+	-	1

DESCRIPTION

A Slaughterpriest with Hackblade and Wrath-hammer is a single model. He wields a bludgeoning Wrath-hammer and a jagged Hackblade.

ABILITIES

Scorn of Sorcery: Slaughterpriests share their master's distaste for magic. This model can unbind one spell in each enemy hero phase in the same manner as a wizard.

Bloodfuelled Prayers: In your hero phase, a Slaughterpriest can pray to Khorne for aid. Pick one of the prayers on the right, then roll a dice, adding 1 to the result if the Slaughterpriest slew any enemy models in the previous turn. If the result is 4 or higher, the prayer is answered, and its effect takes place. If the result is 1, the Slaughterpriest's supplication is seen as unworthy of a follower of the Blood God, and he suffers D3 mortal wounds.

Blood Boil: Pick an enemy unit within 16". That unit suffers D6 mortal wounds, its warriors screeching in agony as superheated blood jets from their bodies.

Blood Bind: The Slaughterpriest fires the blood in his targets' veins, urging them to succumb to bloodlust. Pick an enemy unit that is within 16" and not within 3" of any of your units. All models in the unit must run as far as possible towards your nearest unit, as if it were their movement phase.

KEYWORDS

CHAOS, MORTAL, KHORNE, HERO, PRIEST, SLAUGHTERPRIEST

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at grand alliances, the paths to glory and damnation, and a mighty Stardrake.

THE ARMIES OF AZYR UNLEASHED

COLOURS OF UNITY

The army below features models from two factions, yet the colours for the Hammers of Sigmar and these members of the Phoenix Temple are the same – gold, blue and white. Linking two factions with a colour scheme is a great way to unify an army and reinforce the story behind them.

Earlier in the issue we took a look at four armies of Order, the sorts of forces you can create for Warhammer Age of Sigmar. Of course, there are myriad other ways to collect an army, including combining different factions within the book, such as Sylvaneth and Wanderers, for example, or Stormcast Eternals and Devoted of Sigmar. While some of these may seem like unusual combinations, remember that Sigmar's armies are vast, encompassing numerous different races and allegiances,

and that many of the factions within them frequently fight together for a common goal or simply out of convenience. The force below, combining Stormcast Eternals and aelves of the Phoenix Temple, is a great example of two different forces working together to defeat Sigmar's foes. As the Stormcast Eternals lead the assault, the Phoenix Guard bring forth the fires of the Ur-Phoenix to purify the lands. Both forces even feature a mystical fire-bird – as good a reason as any for an alliance!



WHITE DWARF

PROPHETS OF BLOOD

Mighty Khorne has no truck with the craven and cowardly spell-flingers that infest the armies of his brother gods. Instead, the Lord of Skulls heaps his favour upon his Slaughterpriests. Their power is gained by drinking the heartsblood of only the worthiest of the foes they have bested in combat, mixed with a deadly cocktail of daemonic gore and warpstone fragments. It is said that every drop imbibed by his Slaughterpriests finds its way into the bloody moat around Khorne's colossal Brass Citadel. But what about those Slaughterpriests that the Blood God has found unworthy...?



PATHS TO GLORY: THE HIGH PRICE OF FAILURE

The Path to Glory every follower of Chaos walks is a precarious one. Every champion, regardless of the god they follow, hopes that they will gain daemonhood, and the power and immortality that comes with such a prize. But for every Daemon Prince, nameless thousands fall by the wayside and become Chaos Spawn, their original form forever lost beneath an impossible, tangled nightmare. Khorne reserves such a fate for those champions found unworthy in his sight, and all too many of his would-be champions have found their offerings rejected by the Blood God, and themselves punished for their disrespect with the ultimate dishonour of spawndom. Rendered into a mass of armoured tentacles, grasping claws and snapping maws, they still serve Khorne as mindless monstrosities, lashing out at anything that crosses their path, the merest spark of who they once were still buried deep inside, driven irrevocably insane.



CODEX: APOCRYPHA

Notes from the worlds of Warhammer. This week: warrior-priests.

DARK APOSTLES

An unholy brotherhood of blasphemous demagogues devoted to the Chaos Gods, the Dark Apostles are the twisted reflection of the Chaplains of the loyal Adeptus Astartes Chapters. Chillingly, Dark Apostles can trace the lineage of their kind to the very first Chaplains of the Legiones Astartes, introduced by the once-loyal Word Bearers Legion and their black-hearted primarch, the traitorous Lorgar.

SKINK STARPRIESTS

Gifted with a brilliance that outshines most mortal minds, these wizard-priests can manipulate the outcomes of battles with complex star-rituals that are beyond the ken of others. On the rare occasions such subtle arts fail, they can simply burn the foes of the Seraphon away with the awesome power of distant suns.

ELECTRO-PRIESTS

Prophets of the Motive Force, the third blessed aspect of the Machine God's holy trinity, Electro-priests crackle with unstoppable electrical power. Split since the ancient days of the Cult Mechanicus, the electoo-clad brotherhood is comprised of Corpuscarii and Fulgorite factions, each with shockingly different doctrines on how to interpret the Omnissiah's will.

AURIC RUNESMITERS

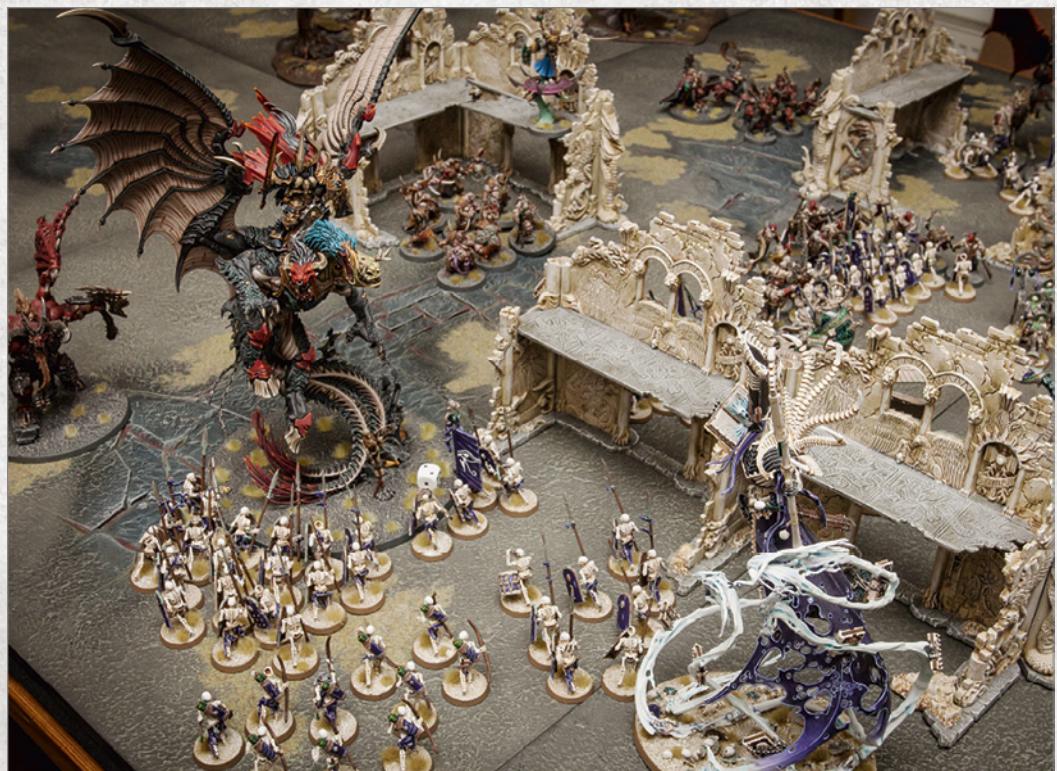
Capable of awakening Grimnir's dormant power hidden within runes of ur-gold, an Auric Runesmiter is able to empower his Fyreslayer kin to ever-greater acts of valour and strength. Blessed with an uncanny affinity with ur-gold surpassing even that of their brethren, before they can begin their training a Runesmiter must assemble a mask of the blessed metal from pieces hidden amongst vast heaps of lesser gold.

WAR AT THE PENUMBRAL GATE

This week the

White Dwarf bunker resounded to the sounds of battle as the two greatest villains of the Mortal Realms finally came to blows – Archaon, Exalted Grand Marshal of the Apocalypse and Nagash, Supreme Lord of the Undead. It wasn't a fight to see who had the flashiest title, but rather Archaon's attempt to stop Nagash completing a diabolical ritual to summon a tide of spirits from the depths of the Penumbral Gate. With Skarbrand and a Bloodthirster at Archaon's command, this was going to be tough for Nagash.

But Archaon didn't reckon on the sheer number of Skeletons Nagash could summon to the battlefield, his bony minions surrounding the Everchosen. That was until Skarbrand joined the fight. Incandescent with rage, the earth-bound Bloodthirster smashed through a regiment of Skeletons, a Necrosphinx (causing 23 wounds on it!) and finally got his axes into Nagash. The Great Necromancer, unwilling to fight the monster, turned him to dust instead. Archaon, unable to stop the ritual, vowed to get revenge. Soon...



WEAPON OF THE WEEK:

RIFT CANNON

A jealously-guarded secret of the Dark Angels Chapter, the rift cannon can be found mounted on the Ravenwing Dark Talon. Capable of tearing open a hole between dimensions and into the very Warp itself, it makes very short work of the daemonic allies of the black-clad Chaos Space Marines the Dark Angels are so eager to capture. Perhaps the stained glass is a relic of long-lost Caliban, or its true nature is lost in the mists of time...



READER'S MODEL OF THE WEEK

The **Betrayal at Calth** boxed game must be on everyone's painting tables at the moment because we've been inundated with pictures of models from it, including this Contemptor Dreadnought painted by Craig O'Reilly. Craig subtly converted his Dreadnought using the heavy conversion beamer arm from Forge World, then painted it in the colours of the Imperial Fists Legion. The armour is painted to look like highly reflective metal, some edges and curves picking up reflected light, others in deep shadow. Craig then added oil streaks to many of the rivets to make the Dreadnought look battle-worn.

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.



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

CALL ME CRAZY, BUT...

I've just started collecting Necrons and all the characters seem to be a bit mad. Why is this?

- Jason 'Straight to the Point' Barton

GROMBRINDAL SAYS

Well, **youngling**, to put it simply, many of them are! When the Necrontyr race underwent biotransference, the lesser warriors had their personalities crushed by obedience protocols, but the royal courts retained theirs, as befitting their status. Sadly, the aeons they spent asleep (it was a 60-million year nap) addled their minds and many descended into madness, picking up strange quirks and obsessions that were often an exaggeration of their personality. Trazyn the Infinite, for example, is compelled to collect esoteric paraphernalia from across the galaxy for his vast museum on Solemnace, while Nemesor Zahndrekh's mind is stuck entirely in the past, when he was flesh-and-blood. As I said, some of them are completely bonkers!

- Grombrindal

AELVEN PATHS

The aelves have 10 factions in Grand Alliance: Order, giving you loads of new ways to create your army.

COMBINED ARMS

Want cannons, Steam Tanks and Stormcast Eternals in your force? Now you can!

MUNITORUM REPORT: ORDER

WEAK SPOTS

Enemies of Sigmar will need to read Grand Alliance: Order, if only to try and find a few weaknesses in his armies.

FOLLOWERS OF CHAOS

Sorry, Chaos worshippers, your time is up! We suggest repenting your sins before the Retributors get you.

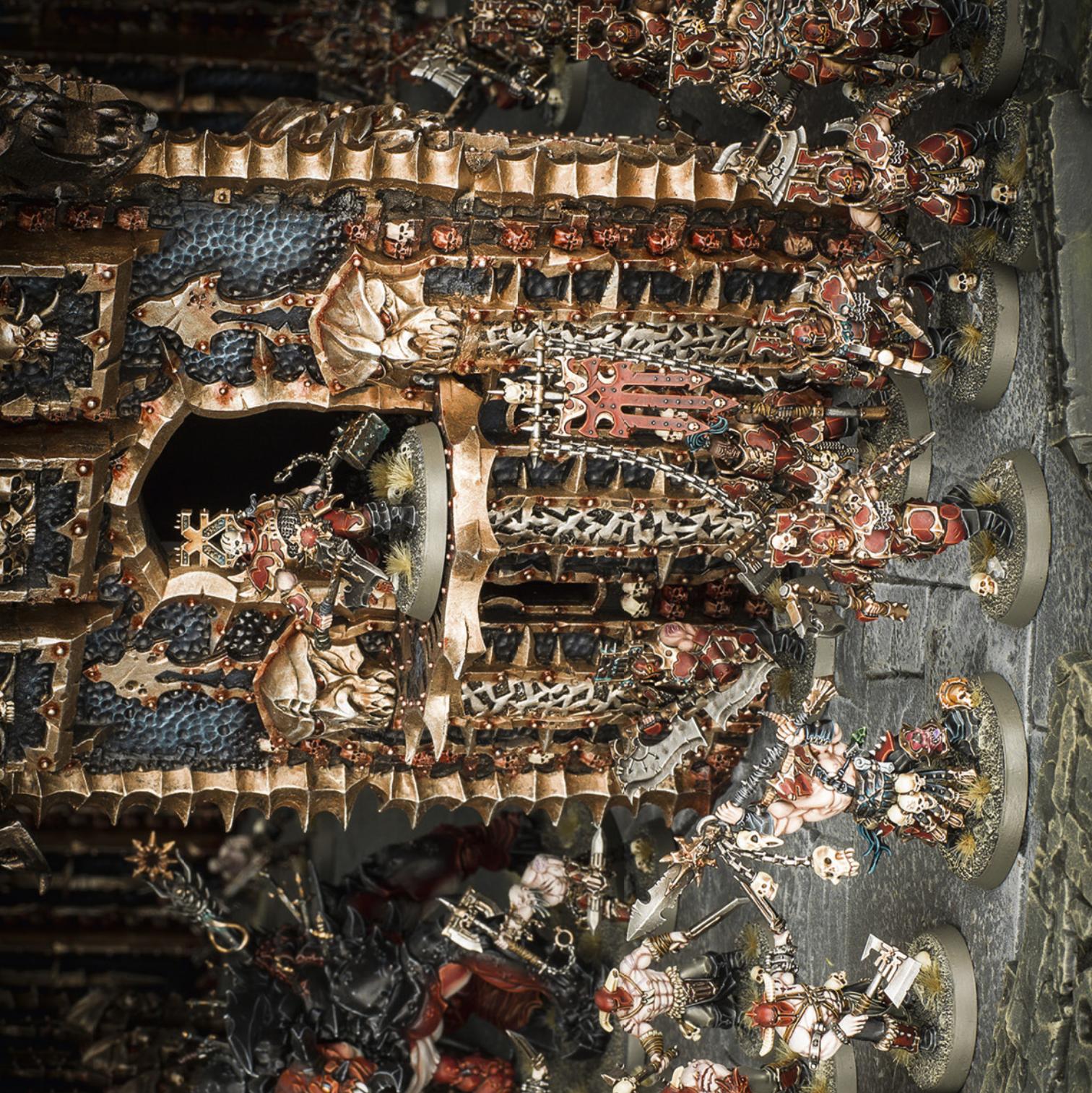
WHITE DWARF'S REGIMENTS OF RENOWN

You'll have seen James Karch's impressive Astral Templars force in this week's Forces of Order feature, and the centrepiece is without a doubt his Drakesworn Templar on Stardrake. Painted exactly like the rest of his force, what grabbed us (and no end of admirers at Warhammer World events) was the striking maroon armour, which really makes the Astral Templars stand out on the battlefield. James thought so too, telling us "I'd wanted to paint that colour for years, and the Astral Templars were the perfect excuse."

What impressed us was just how simple such an amazing scheme turned out to be. Starting with a Chaos Black spray undercoat, James basecoated the armour with a 50/50 mix of Abaddon Black and Khorne Red, taking care to build it up in a few thin layers instead of one heavy coat. He then highlighted the edges of the armour with Screamer Pink before finishing with a final highlight of a 50/50 mix of Screamer Pink and Ushabti Bone on the extreme edges and points. Absolutely stunning. ♦



NEXT ISSUE: THE REALMGATE WARS CONTINUE IN BEASTLY FASHION...



White Dwarf © Copyright Games Workshop Limited 2016. White Dwarf, GW, Games Workshop, Citadel, Warhammer Visions, Golden Demon, 'Eavy Metal, Paint Splatter, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with national laws, Games Workshop is prohibited from selling spray paints and bladed equipment to certain age groups. Further, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are

for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Editor: Jes Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@whitedwarf.co.uk

Games Workshop Limited
Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

Registered in England and Wales
– Company No. 01467092.

ISSN: 0265-8712 / Product code: 60659999113