

WHITE DWARF™

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WEEKLY MAGAZINE

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WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 116

16 APRIL 2016



FALLEN TO CHAOS

IMPERIAL KNIGHTS: RENEGADE

TITANIC WAR MACHINES FIGHT TO THE DEATH IN A BRAND-NEW BOXED GAME



WHITE DWARF

ISSUE 116
16 APRIL 2016

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WORKSHOP**

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NEW RELEASES

The Imperial Knights return, somewhat darker of spirit in Imperial Knights: Renegade, a brand-new boxed game pitting these titanic war machines against one another...

DUEL TO THE DEATH

...and, of course, we take a look at the game in this battle report (with a special guest star).

EXCLUSIVE MISSION: SPOILS OF WAR

Renegades of ancient times in the centre of the magazine, as we bring you an exclusive new mission for The Horus Heresy: Betrayal at Calth.

PAINT SPLATTER

So, the Living Litany has turned, fallen to Chaos and now become a renegade. Want to know how Studio's army painters gave the Renegade his new colours, and how you can do the same to your own Renegade Knight? We've got the guide.

READERS' MODELS

It's a Knight-tastic gallery of the best of the miniatures photography sent to us by our readers.

THE WEEK IN WHITE DWARF

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



FALLEN TO CHAOS!

What happens when Imperial Knights go bad? Imperial Knights: Renegade has the answer. This brand-new boxed game presents a first by telling the tale of a once-noble Freeblade who has turned to Chaos. The Litany of Destruction – formerly known as the Living Litany – must be stopped, which is where Baron Balthazar of House Terryn comes in. Piloting the mighty Imperial Knight Ever-Stalwart, nothing will stay his hand when it comes to purging the taint of Chaos from his Noble brother.

Turn the page to read all about Imperial Knights: Renegade, and later in the issue you can read our battle report where we play through a mission from the game and show you how it all works. We've also got an in-depth Paint Splatter on painting the Litany of Destruction and, in the centre of this issue, a fantastic freebie: an exclusive pull-out bonus mission for The Horus Heresy: Betrayal at Calth, in which ammunition is perilously low. Why not give it a go and let us know how you got on with it? ☀



NEW RELEASES

IMPERIAL KNIGHTS: RENEGADE

Loyalist or renegade, where does your allegiance lie? Will you take command of a Renegade Knight and bring death and destruction to the Imperium, or will you uphold the honour of the knightly houses and slay the traitor? Or die in the attempt...

IMPERIAL KNIGHTS

RENEGADE



Something has gone terribly wrong on the world of Tellerax Prime. The Freeblade Knight once known as the Living Litany has become tainted by the Dark Gods and now openly worships the Ruinous Powers. Renamed the Litany of Destruction, its once noble heraldry has been daubed with the blood of Imperial soldiers, icons of Chaos carved into its armour. Now, to end the Litany's reign of terror, Baron Balthazar of House Terryn has made planetfall on Tellerax Prime ready to slay his fallen brother-in-arms.

Imperial Knights: Renegade is a new boxed game based on the Godbreaker Clash mini-game that we featured in White Dwarf 89 last year. It pits two Knights – one Imperial, the other a treacherous Renegade – against each other on a war-torn battlefield. This mighty set (it really is a massive box) contains an Imperial Knight Warden and an Imperial Knight, two huge plastic kits with which to dominate the battlefields of the 41st Millennium. Between the two kits you have access to all the weapons in the

IMPERIAL KNIGHT: EVER-STALWART

- 1 The contents of the box, including an Imperial Knight and an Imperial Knight Warden, a ruined Sanctum Imperialis, two reference cards (one each for the Litany of Destruction and Ever-Stalwart), a transfer sheet, and an eight-page booklet containing the rules and missions for knightly duels in the 41st Millennium.

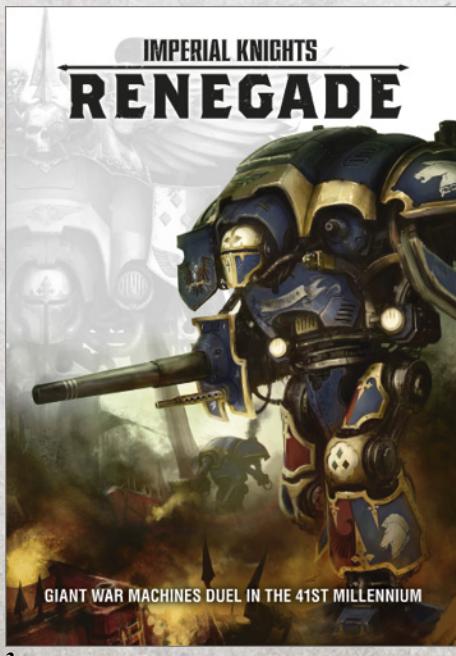


1

1 Baron Balthazar of House Terryn, equipped with a rapid-fire battle cannon, a reaper chainsword, a twin Icarus autocannon and a pair of heavy stubbers. Remember, you can equip your Knights with any of the weapons in the box.

2 The eight-page booklet in the box includes all the rules for the game, plus a Renegade Knight datasheet and a new detachment for using them in games of Warhammer 40,000.

3 The Renegade Knight Litany of Destruction. The Litany has been equipped with an ironstorm rocket pod, reaper chainsword, thunderstrike gauntlet and a heavy stubber.



2

Imperial Knight arsenal, including the avenger gatling cannon, thermal cannon, stormspear rocket pod, thunderstrike gauntlet and more besides. The weapons in the two kits are fully interchangeable, too, so you can, for example, put the twin Icarus autocannons from the Knight Warden on the Imperial Knight, as shown above on the House Terryn Knight Ever-Stalwart. Other interchangeable parts include the faceplates (there are six designs in the box), carapace iconography, secondary weapons and tilting shields.

To help you detail your Knights, you'll also find an exclusive transfer sheet in the set that features all the iconography for the two Knights presented on the box cover – House Terryn's Ever-Stalwart and the Renegade Litany of Destruction.



3

If that wasn't enough for you, the box also contains a Sanctum Imperialis terrain set, which is used both as cover and as objectives in the three missions presented in the rules booklet.

The rules booklet for Imperial Knights: Renegade includes all the rules you need to play the game, plus three missions in which to pit your Knight against his foe. The rules are quick to pick up and master and the missions make each game unique, giving you new tactical choices to make every time you play. (Later in the issue you can see us playing the Breakthrough mission, in which the combat-oriented Litany of Destruction attempts to break through Imperial lines. The gun-toting Ever-Stalwart has to stop it – rather easier said than done!)

The booklet also includes an exclusive datasheet for the Renegade Knight, enabling you to use it in games of Warhammer 40,000. The datasheet is accompanied by a new detachment – the Forsworn Knight Detachment – that allows you to ally Renegade Knights to armies of Chaos Space Marines and Chaos Daemons. Beware of loyalists, though – they have a bitter enmity for traitors!

Last, but not least, the box also contains two reference cards to help you keep track of damage to your Knights throughout the duel, the reverse of the cards featuring all the weapon stats for quick reference mid-duel. We recommend photocopying the cards before you play a game – that way you can fight plenty more duels with your two Knights. ☀

TURNING RENEGADE

Click [here](#) to see a game of Imperial Knights: Renegade in action. [Here](#) you'll find a stage-by-stage painting guide for the Litany of Destruction, while [here](#) we show you how to convert the Knight's shattered helm.

IMPERIAL KNIGHTS: RENEGADE

2 Imperial Knights, Sanctum Imperialis, rulebook, reference cards, transfer sheet and dice.

£120, €165, 1,200dkr,
1,440skr, 1,320nkr, 600zl,
USA \$195, Can \$235,
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RELEASED: **23/04/16**

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Loaded with paints, glue, cutters and a brush, this handy new set is everything you need to get started.

If you're just starting out in the Games Workshop hobby, the Build + Paint Set will give you everything you need to get started with your first few models, all in one place. The set contains plastic glue, cutters, a starter brush and a selection of starter-sized paints including Abaddon Black, Ceramite White, Bugman's Glow, Zandri Dust, Waaagh! Flesh, Balthasar Gold, Macragge Blue, Mephiston Red, Averland Sunset, Mournfang Brown, Leadbelcher, Agrax Earthshade (a shading wash) and Armageddon Dust texture paint for your bases. Whether it's a gift for the budding hobbyist in your life, or it's you who's taking the first tentative steps into the Games Workshop hobby, this set is both excellent value and a great foundation for a lifetime of hobby. ♠

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£20, €28, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

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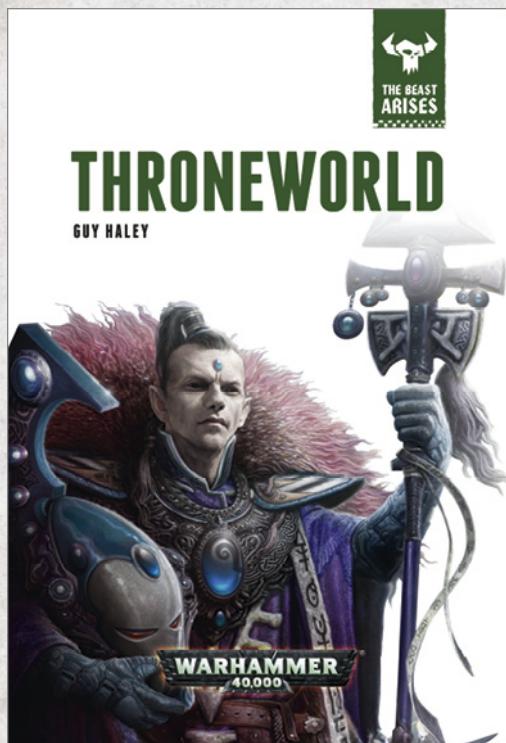
1 Glue, 1 Brush,
1 Cutters & 13 paints



THE BEAST ARISES 5: THRONeworld

By Guy Haley

Hardback | 256 pages



Looming over the very heart of the Imperium, the greenskin menace seems utterly unstoppable...

The latest instalment of the Beast Arises series continues to heap on the tension as the Imperium finds itself fighting a war on two fronts. The unstoppable Ork armadas continue to ravage Imperial space with impunity and the enormous attack moon still hangs high above Terra, but also a new and insidious alien threat strikes at the very heart of the Imperial Palace. Yet not all is as it seems, as the bitterest of enemies unite against a common foe for nothing less than the survival of Mankind.

Black Library superstar Guy Haley brings his inimitable blend of action and intrigue to the Beast Arises series, as the factions of the Imperium struggle against both the threat looming (quite literally) above their heads and their own supposed allies. 

Throneworld is also available as an eBook and an MP3 audio download. For more information visit:

www.blacklibrary.com

THE BEAST ARISES: THRONeworld

Hardback, 256 pages

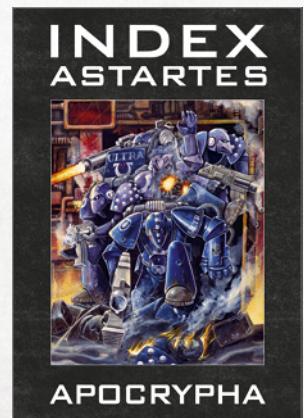
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AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now!

Go to your local store or visit www.games-workshop.com for prices and details.



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

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COMING SOON!

TOTAL WAR: WARHAMMER

Games Workshop works alongside talented partners to bring the worlds of Warhammer to life in new and inspiring ways. This week, we take a look at the latest and greatest creation from Creative Assembly, Total War: Warhammer, a sure-fire hit coming in May.



Fans of turn-based strategy games are no doubt aware of Creative Assembly's award-winning Total War series. Now, they've turned their talents to the world of Warhammer. In classic Total War fashion, you take control of a nation and lead it to glory through your chosen agent, a mighty Lord of the Old World, choosing from one of four unique civilisations — the Empire, the Vampire Counts of Sylvania, the Dwarfs and the Greenskin Hordes. (What's more, if you pre-order you'll also be able to play Chaos right from the start.) Each faction is unique, from the way they finance and recruit their armies, to how they approach diplomacy with other factions.

Total War fans will already be familiar with the vast blocks of infantry and cavalry that are a classic Warhammer staple, Total War: Warhammer adds the truly fantastic to the mix with magic and monsters, with every faction save the Dwarfs having a selection of wizards to augment their own forces or unleash destructive spells like the Comet of Casandra. Monsters like the Arachnarok Spider and the Terrorgheist are on display, capable of turning the tide of battle if used wisely. Unlike other Total War games, the faction leader you choose has an effect not only on the campaign map but on the field of battle too, with choices including the Emperor Karl Franz and Heinrich Kemmler. You can also augment your nation both in and out of battle with lesser heroes such as the Goblin Big Boss and Dwarf Thane. Whether you're a strategy buff looking for your next challenge or a Warhammer fan looking for a little action on the side, Total War: Warhammer is certain to please. 



1



2



3

1 Dwarf Gyrocopters swoop in for the kill. One of the new mechanics in Total War: Warhammer is aerial units, which can swoop high above the battlefield to wherever you need them to be. Whilst they are usually powerful beasts like Greenskin Wyverns and Imperial Griffins, if they are not used with care they can be torn apart. Dwarf Gyrocopters never land but need to keep one eye open for enemy missile troops.

2 Total War: Warhammer has the full range of classic Warhammer units for each of the four unique factions, from feral Forest Goblin Spider Riders to the iconic Dwarf Slayers, driven by secret shames to forsake their old lives, seeking a mighty doom in battle, as one of the many infantry units of the Dwarfs.

3 From the Chaos Wastes in the north, to the Greenskin-choked Badlands of the south, the Worlds Edge Mountains in the east and the sea in the west, the Old World is yours for the taking, lovingly rendered in exquisite detail. Choose your faction and lead them to glorious conquest!



16

SEGA

Total War: Warhammer is scheduled for release on 26 May 2016 for PC, Mac and Linux, through Steam and from retailers everywhere. It's available to pre-order right now, with first access to Chaos as a playable faction for pre-orders.



DUEL TO THE DEATH!

The Renegade Knight Litany of Destruction clashes with the Freeblade Vortigan and the fate of Tellerax Prime hangs in the balance. With Imperial Knights: Renegade available for pre-order this week, we decided to don our Knight suits and take to the field...



FREEBLADE

As well as the release of Imperial Knights: Renegade, this week also sees a slew of new content for the iOS game Warhammer 40,000: Freeblade. In this battle report, we decided to use the hero of Freeblade, Vortigan, and for more on Renegades in Freeblade, [here](#)

On the war-torn world of Tellerax Prime, the Renegade Knight the Litany of Destruction, once the noble Freeblade the Living Litany, has carved a bloody swathe across the hive cities of Tellerax Prime. Advancing on the Hive Primus, it seeks to slake its murderous appetites on the populace. The Litany of Destruction must be stopped, no matter the cost...

To try out the new boxed game, Imperial Knights: Renegade, we opted to play the second mission, Breakthrough, with the Litany of Destruction seeking to reach an Imperial hive city, located off the southern

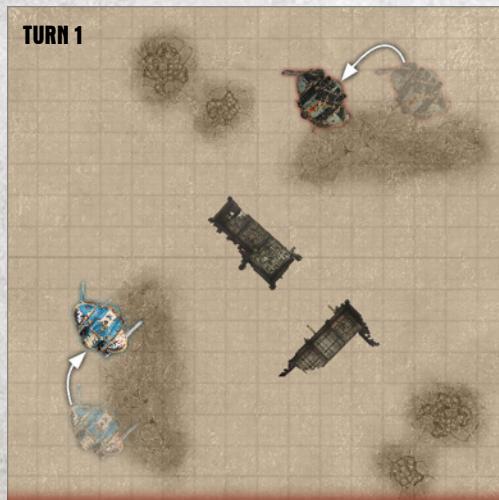
edge of the battlefield (marked red on the accompanying maps). As this week also sees a plethora of new content for the iOS game Warhammer 40,000: Freeblade, we thought it'd be fun to make use of Vortigan, the hero of Freeblade, which we were lucky enough to have in painted form from the release of the game, in place of the equally heroic Ever-Stalwart. Imperial Knights: Renegade includes full rules for using Imperial, Freeblade and Renegade Knights of your own creation in the game, so it's easy to spin your own heroic tales of Knightly valour and derring-do, just as we have done here.



TURN 1: ADVANCE!

Espying his quarry across the wasteland outside the hive city, Vortigan readied himself to do battle with the treacherous heretic, the Litany of Destruction. Advancing across the wastes, the Renegade Knight in turn noticed the Freeblade, becoming infuriated that something would dare stand in its way. Seizing the initiative, the Litany of Destruction rapidly stomped towards the ruins to avoid the worst of Vortigan's superior firepower, and rotated its ion shield against the advancing Freeblade to further bolster its own protection. Vortigan, in response, moved north, wheeling around the ruins to deny the Litany of Destruction the cover of the buildings. The Freeblade took aim at his prey, angling his rapid-fire battlecannon at the Litany of Destruction's head – and missed the Renegade Knight completely. Having got his eye in with what was obviously a tracer shot, Vortigan fired off a volley of missiles from his stormspear rocket pod, which only veered slightly off course, stripping

chunks of ceramite from the plates of armour on the Litany of Destruction's left shoulder. First blood was Vortigan's! However, the way was now clear for the Litany of Destruction to move towards the defenceless hive city unimpeded, or so it would seem. The Renegade rapidly advanced towards the ruins and the protection they would provide it from the Freeblade's heavy fire...



ACTION POINTS

In Imperial Knights: Renegade, every game turn is split into two phases, the Plan phase and the Execute phase. In the Plan phase each player secretly writes down what actions they intend to perform in the Execute phase, consulting the Action Table. Each action has an Action Point cost, with a budget of 3 per turn. When each player has worked out what they intend to do, they move on to the Execute phase and reveal their actions. Each player carries out their elected actions in the order they appear on the Action Table (so Snap Attacks come before Run, for example). If both players choose the same action, you roll off to see who goes first. The more powerful or useful an action is, the later that action comes in the order of play, so choose your Knight's actions wisely.



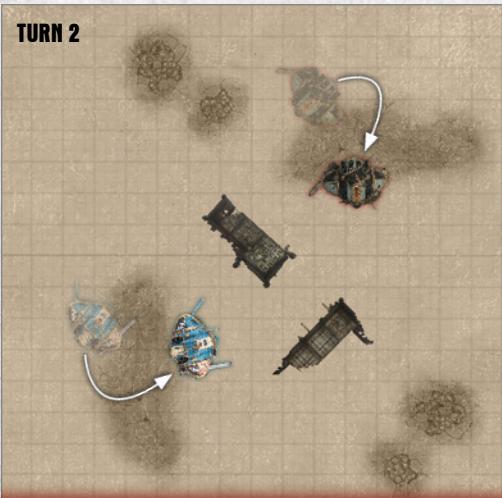
SHOOTING

Attacking in Imperial Knights: Renegade is split into Snap, Standard and Aimed Attacks, their accuracy increasing along with the Action Point cost. Snap Attacks are inaccurate, Standard Attacks are exactly as they sound, and Aimed Attacks hardly ever miss. To attack, choose a target location on the enemy's location grid, and roll the red and blue dice, and compare the result to the Aim Table. If it scatters, see how far it scatters, or if it moves into an empty location and misses. If it hits a location, the enemy Knight must make an armour save. If it fails, they lose a number of Armour Points on that location equal to the weapon's Damage rating. When all of a location's Armour Points are gone, it is Critically Damaged. If a Knight suffers Critical Damage in six locations it is destroyed!

TURN 2: OPEN FIRE!

The Litany of Destruction realised it might be prudent to remove the sole advantage that Vortigan had over the Renegade Knight – his firepower – and launched a series of rapid attacks against the noble Freeblade's weapons systems. The Dark Gods favoured their latest abominable supplicant, as both shots found their mark, the ironstorm missile pod damaging Vortigan's own rocket pod, and even the heavy stubber managing to dent the thick armour plate on the Freeblade's right leg. The Renegade Knight's fortune continued as it managed to steal a march on the Freeblade, advancing toward the ruins and the cover they would provide, angling its ion shield to protect against the inevitable return volley. The noble Freeblade mirrored his vile foe's movements and prepared to open fire on the Litany of Destruction, and the loathsome Renegade's luck ran out as Vortigan unleashed a brutal storm of attacks, with his rapid-fire battlecannon finding its mark on the Litany of Destruction's right hip

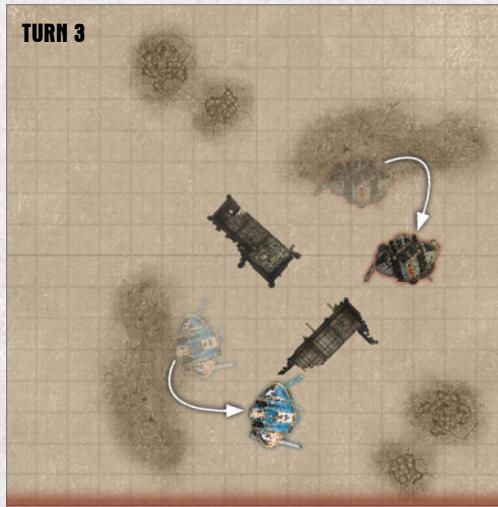
joint, causing critical damage and slowing the monstrous Knight! Vortigan's heavy stubber proved ineffective against the thick ceramite plates of the Renegade but rockets from the damaged stormspear rocket pod smashed into the legs of the Litany of Destruction, ripping through armour plate and ancient Mechanicus mechanisms, causing yet more critical damage to the Renegade Knight!



TURN 3: ESCALATION

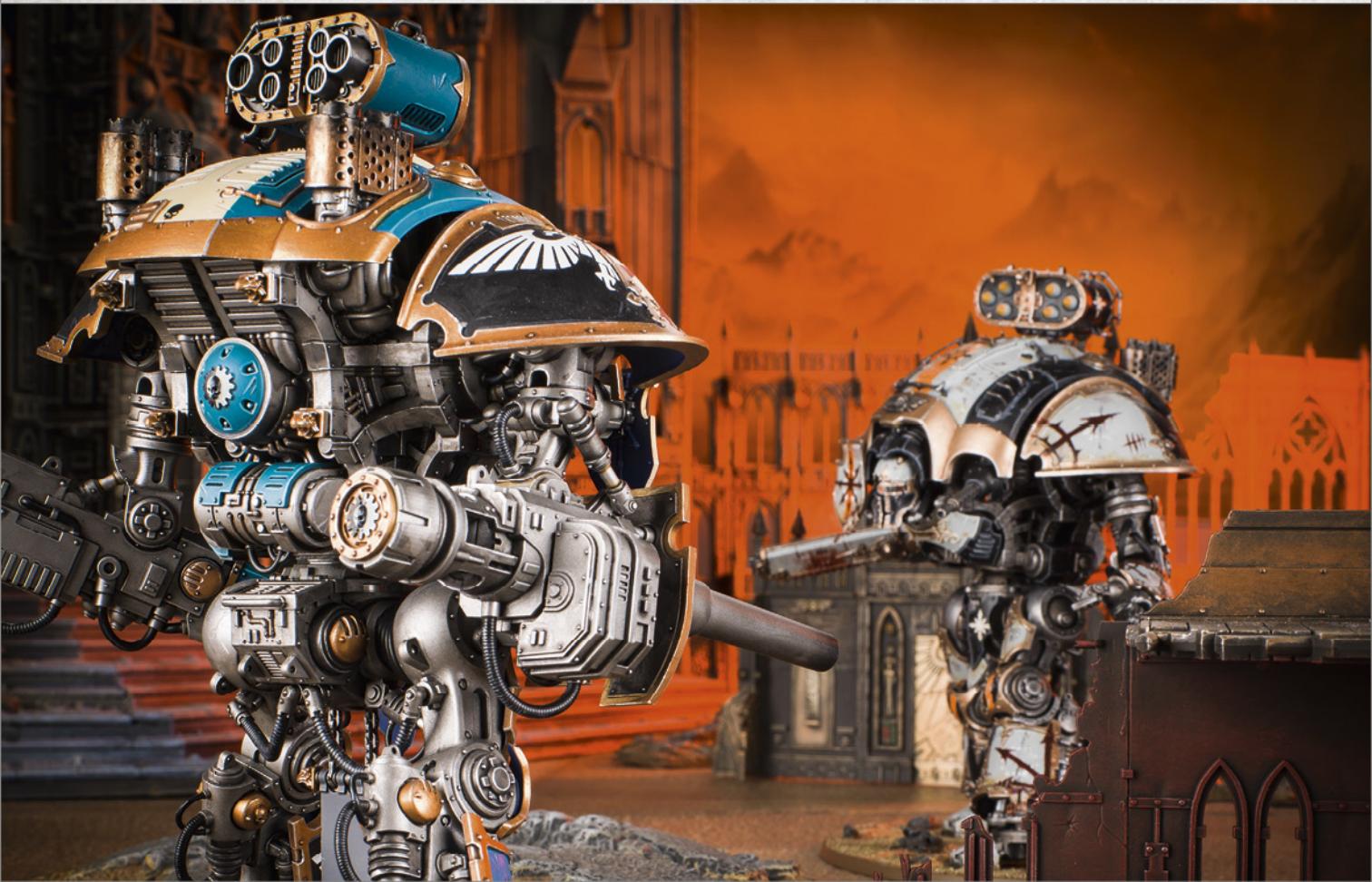
The duelling Knights' strategies soon became obvious to one another. The noble Freeblade intended to launch his superior firepower against the Litany of Destruction's legs to prevent it advancing towards the hive city while, for its part, the Renegade Knight's plan was to impair Vortigan's ranged capability whilst moving as quickly as possible to reach the hive city and the innumerable victims there awaiting its vile appetites. As the clash continued, however, both chose exactly the same course of action, unleashing quick-fire attacks more on instinct than conscious thought. Fortune fickly favoured the Freeblade, as whilst Vortigan missed with his rapid-fire battlecannon and heavy stubber, he unleashed a flurry of stormspear rockets that did further critical damage to the Litany of Destruction's right leg, dropping the Renegade Knight's movement speed further as the damage began to take its toll. The Litany of Destruction's attacks were a great deal of sound and fury, but neither its ironstorm

missile pod nor its heavy stubber found their mark. The Freeblade Knight's good fortune continued as he moved to intercept the Litany of Destruction before it could reach the hive city, Vortigan managing to steal another march on the Renegade Knight, running past the ruins to intercept the Litany of Destruction and forcing the pair of Knights into a dramatic duel to the death...



COVER AND SHIELDS

Imperial Knights:
Renegade includes the Sanctum Imperialis terrain set, and clever use of these ruins can prove the difference between glorious victory and ignominious defeat. When taking aim at your foes, if the line of sight between the Knights goes across one of these bits of terrain, the target Knight adds 1 to their Armour Save against any shots that manage to hit them. You can further boost your Armour Save by using an action to Rotate Ion Shield, which will add another 1 to your Armour Save, potentially boosting a cautious Knight's armour saving throw to 3+! Whilst more traditionally-minded Imperial Knights and Freeblades might see using cover as tantamount to cowardice, it can save your carapace from the wrath of even a thermal cannon.



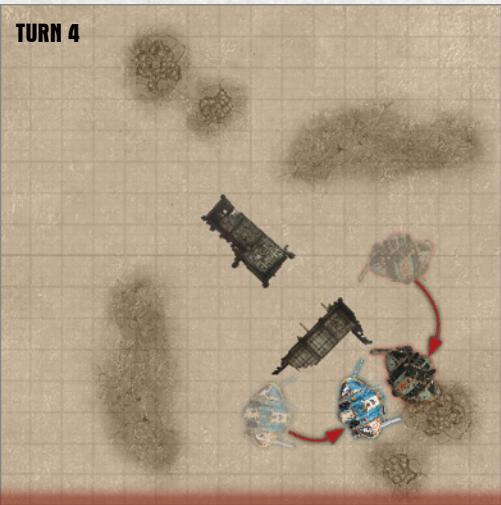
MELEE COMBAT

Melee combat is unrelentingly savage in Imperial Knights: Renegade, as not only is the amount of damage that a reaper chainsword or thunderstrike gauntlet can do absolutely enormous, but they also ignore armour saves (even cover and Ion Shields are no protection from a mighty mechanical fist!) and, most importantly, they do not roll on the Aim Tables. They simply smash into whatever you want them to. They're also the only weapons that can be used after making a Charge. The only difficulty is closing the distance to smash your opponent in the face. Being armed with both close combat weapons, the Litany of Destruction is almost entirely focused on melee combat, which means while it's outgunned at range, it can rip an enemy Knight to pieces!

TURN 4: CLOSE QUARTERS

Vortigan stood implacable, blocking the Litany of Destruction's path to Hive Primus, but with its reaper chainsword and thunderstrike gauntlet, the Renegade was perfectly equipped to go straight through the Freeblade. What's more, up close there was no chance of such attacks missing and the Litany of Destruction charged forwards. The Renegade carved the rocket pod from the top of Vortigan's carapace with its reaper chainsword, then grappled the Freeblade's own mighty blade with its thunderstrike gauntlet, stripping the whirring teeth from the ancient weapon. In its fury, the Litany of Destruction attempted to blast Vortigan's head apart with volleys from its heavy stubber and rocket pod, but missed wildly as it worked itself up into a frenzy. The Renegade Knight continued its assault, grabbing Vortigan's reaper chainsword once more and this time ripping it off entirely, before jabbing its own chainsword squarely into Vortigan's heavy stubber, wrecking the weapon. In moments, the

tables had been turned, with the heroic Vortigan now as critically damaged as the perfidious Renegade Knight. Taking aim at the Litany of Destruction's face with his rapid-fire battlecannon, Vortigan sought to regain the upper hand. The blazing shots hit, but when the smoke cleared the Renegade Knight was entirely unharmed. Victory, it seemed, was close at hand for the fallen Knight...





TURN 5: ENDGAME

Things looked particularly grim for the Freeblade, disarmed by the Litany of Destruction and the ancient Knight suit itself beginning to fail under the relentless punishment. He had to make full use of his rapid-fire battlecannon before he was torn apart by the unrelenting assault of the Litany of Destruction. Vortigan took aim again, hoping to damage the head of the Renegade Knight and end its madness once and for all, but the targeting-spirits of the noble Freeblade Knight seemed particularly agitated, and his last volley of fire was wildly off-target. Sensing victory was well within its grasp, the Litany of Destruction opted to end the duel in a suitably theatrical fashion. The Litany of Destruction lashed out at Vortigan's left leg joint with its reaper chainsword, bringing the Freeblade Knight to his knees, heaping dishonour on the noble Freeblade. Then, as a final and particularly cruel insult to the honour of Vortigan, noble Freeblade Knight and last surviving scion of House Drakkus, the Litany of

Destruction reached out with its thunderstrike gauntlet and tore off Vortigan's shield – and, with it, his heraldry. Relishing its victory over the defeated Freeblade Knight, the Litany of Destruction stepped over the wrecked form of its foe, and advanced on the now-defenceless city, howling vile and heretical prayers to the Chaos Gods. Victory to the Litany of Destruction! ♠

TURN 5



CUNNING AND GUILE

Imperial Knights: Renegade is a game of bluff and feint, outwitting your opponent, making clever use of terrain, movement and ion shields to secure victory. The right action at the right time can snatch a glorious victory from the jaws of bitter defeat, and an incautious move can leave your Knight's lifeless hulk rusting in the pitiless sun. There's always a slight gamble in using things like Snap Attacks or Runs as they're so random, and picking your target with care is an art in and of itself, as there's a good chance your shot will scatter unless you're gambling your points on an Aimed Attack. Finally, damaging certain points can hamper the target Knight's effectiveness, as you could see with Vortigan dropping the Litany of Destruction's speed by hitting its legs.



PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. With the Renegade Knight Litany of Destruction stomping around, we thought we'd show you how to paint it, including some tips on how to Chaos-ify your models.

When it comes to building and painting Imperial Knights, the Studio's army painters suggest painting the armour sections separately from the Knight's metal chassis, enabling you to basecoat and drybrush the metalwork without covering the armour panels in silver paint.

Metal Chassis



Basecoat: Leadbelcher
Citadel Base Spray



Wash: Seraphim Sepia
M Shade



Wash: Nuln Oil
L Shade



Layer: Abaddon Black (cables)
M Layer



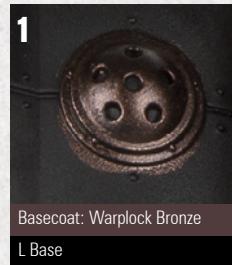
Drybrush: Necron Compound
L Dry



The Litany of Destruction is painted in cold greys and blacks to give it an industrial look, the implication being that it once hailed from a world aligned to the Adeptus Mechanicus before it became a Renegade. The warm orange stripe along the carapace was picked to contrast with

Next week: It's a bit of a brute...

Brass



Basecoat: Warplock Bronze
L Base



Layer: Brass Scorpion
L Base



Wash: Reikland Fleshshade
L Shade



Drybrush: Sycorax Bronze
M Dry



Drybrush: Necron Compound
M Dry

Grey Armour



Basecoat: Celestra Grey
L Base



Wash: Agrax Earthshade
M Glaze



Layer: Ulthuan Grey
M Layer



Layer: White Scar
S Layer



Layer: Rhinox Hide (oil streaks)
S Layer

Black Armour



Basecoat: Abaddon Black
L Base



Layer: Dark Reaper
M Layer



Layer: Administratum Grey
S Layer



Layer: Rhinox Hide (oil streaks)
S Layer



Layer: Runefang Steel (pistons)
M Layer

MASKING TAPE

When using masking tape on your miniatures, don't apply it direct from the roll or the glue may take the paint off your model. Instead, tape it to an old cloth or pair of jeans first to take off some of the glue, then stick it to your model.

the cold grey armour and act as a spot colour across the miniature to draw the eye. The areas to be painted orange were marked out with thin strips of masking tape pressed firmly down, the area within the lines then painted with Jokaero Orange. When the paint was dry, the

masking tape was peeled off to reveal a straight line underneath. You can even leave the masking tape on for subsequent layers and highlights to make painting the straight lines even easier. The orange stripe was then scuffed and weathered like the rest of the armour panels.

Orange Stripe



Apply masking tape to delineate the area being painted.

Red Eye Lenses



Basecoat: Mephiston Red
S Base

Freeblade Crest



Basecoat: Leadbelcher
M Base

Banner



Basecoat: Rakarth Flesh
M Base

Green Window



Basecoat: Caliban Green
S Base



Basecoat: Jokaero Orange
M Base



Layer: Evil Sunz Scarlet
M Layer



Wash: Nuln Oil
M Shade



Wash: Seraphim Sepia
M Shade



Layer: Warpstone Glow
M Layer



Layer: Fire Dragon Bright
M Base



Layer: Fire Dragon Bright
S Layer



Layer: Runefang Steel
M Layer



Layer: Ushabti Bone
M Layer



Layer: Moot Green
S Layer



Wash: Agrax Earthshade
M Shade



Layer: Yriel Yellow
MS Layer



Layer: Pallid Wych Flesh
S Layer



Layer: Ushabti Bone
M Layer



Layer: White Scar (reflection)
XS Artificer Layer



Layer: Abaddon Black (tidy-up)
M Layer

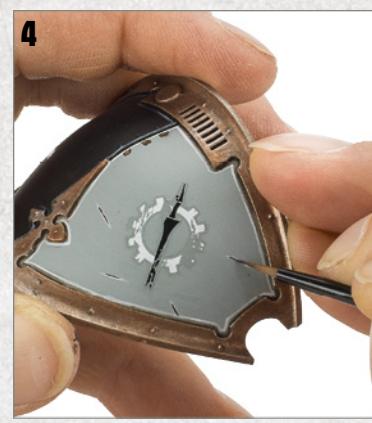
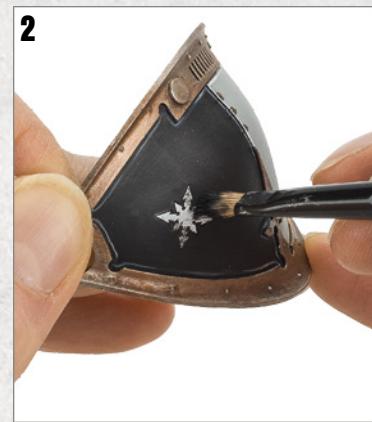
THE TAINT OF CHAOS

Since the **Litany** of Destruction (once the Living Litany) was first featured, it has turned renegade, denouncing its vows to the Imperium and throwing its lot in with the forces of Chaos. To represent its fall from grace, the Studio team subtly repainted the model, adding dirt, blood, Chaos sigils and the like to its carapace. Here, we show you how they did it.

The first stage was to deface the Living Litany's existing iconography (1). The Imperial Knights: Renegade set comes with defaced icons for the Litany of Destruction, but it's easy to weather the other icons on the model. Using an S Dry brush, Abaddon Black (the basecoat colour) was lightly stippled over the transfers (2) to make it look like someone had tried to scratch them off. Additional scratches and scuffs were then added to the armour. First, a thin line of the armour highlight colour was applied (3), followed by an even thinner line of Rhinox Hide (4) to represent scratched off paint. The smaller the brush you use for this, the finer the scratches will be. We used an S Layer brush and an XS Artificer Layer brush.

The litanies scrawled across the Knight's armour were applied using an XS Artificer Layer brush (5). White Scar was watered down slightly on a palette then carefully applied in thin parallel lines. You need very little paint on the bristles for this technique and a perfect point on the brush. Try practicing on one of the spare components in the Knight kit first.

The Chaos icons were first drawn on with a fine pencil to get the shape right (6). The arrows and curves were then blocked in with Blood for the Blood God (7), applied thickly to make it look fresh and wet. The ends of the purity seals (impurity seals?) were also painted with Blood for the Blood God to make it look as though they have been dunked in gore. The last touch was a healthy coat of grime (8) – Seraphim Sepia was lightly stippled into the recesses using an S Dry brush to show a build-up of dirt and give the armour a patchy, oil-spattered appearance. ☠



READERS' MODELS

In honour of Imperial Knights: Renegade, we raided the White Dwarf inbox for pictures of Imperial Knights painted by you, our readers. Here are a few of our favourites, each of them ready for an eternity of war.



IThis Cerastus Knight-Acheron from House Arka was painted by Thilo Engels as part of his Armies on Parade board for 2015. House Arka are aligned to the Adeptus Mechanicus, but its Knights still retain their purple and yellow heraldry. This Knight is piloted by the second of three brothers, the esteemed Etzel von Arka.



2

2 The Freeblade Knight known simply as The Darkness, painted by Leigh Martin. The colour scheme for Leigh's Knight was inspired by that of the Crimson Reaper, as shown in Codex: Imperial Knights, with Leigh swapping the Crimson armour panels for purple ones. Leigh also used the Crimson Reaper's morbid, crossed-scythes transfers on his model.

3 This House Taranis Knight was painted by Amy Snuggs, whose Martian Skitarii army can be found in the pages of Warhammer Visions 27. Amy used Forge World weathering powders to make the Knight's legs look caked in Martian dust, and object source lighting around its eyes to make them look as though they're glowing.



3

1 This House Raven Knight by Jamie Hudson is part of his ever-growing Imperial army, which features both Blood Angels and Tempestus Scions painted in the colours of the Alpic Lions. As both of his armies wear red and black, it was no surprise that Jamie picked House Raven so his colour schemes would match. The chevrons on the Knight's carapace identifies him as Walkorn piloting the Knight Unyielding Iron.

2 This Freeblade Knight was painted by Michael Trainer who brought it all the way from the US to visit us at Warhammer World. The real surprise was when Michael lifted up the carapace, flicked a switch and the Knight's eyes lit up. Yes, Michael has put LEDs where its eyes normally are. The colour scheme for his Knight was inspired by his collection of Horus Heresy-era World Eaters, who wear blue and white armour. Look closely and you can see World Eaters icons on the Knight's greaves. The base is also covered in blood. A possible giveaway?



1



2



3



4

3 Ryogo Yamane is our man in Japan, his Imperial Fists having been featured in several issues of Warhammer Visions over the last couple of years. But that wasn't enough yellow paint for Ryogo, who decided to paint his Imperial Knights in the colours of House Hawkshroud. House Hawkshroud's Nobles often add the heraldry of allied forces to their armour and Ryogo has done just that with his Knights, adding Imperial Fists transfers to their knees. Now we know why he painted them yellow.

4 Ryogo has given each of his Knights a different helm design to mark them out on the battlefield. They also have a number on their tilting shield, which is the engine number of their Knight suit.

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

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 Freeblades and Renegades, Chaos worshippers and scions of fire.

THE LITANY OF DESTRUCTION, NOW IN PIXELS!

With the release of Imperial Knights: Renegade, the clever chaps over at Pixel Toys have created an add-on for the immensely popular iOS game Freeblade, enabling you to fight in Renegade Events. The top players in these events can win the Litany of Destruction's smashed helm and, if they're really good, the renegade's livery to use on their own Knight. Here you can see a Knight Warden upgraded with the new skin, including crackling thunderstrike gauntlet, blood-daubed armour and menacing glowing eye.

There will be more exciting developments for Freeblade in the near future, too, so make sure to keep on playing. You can download it now, for free, from the Apple App Store.



THE FACE OF A TRAITOR

The Renegade Knight the Litany of Destruction wears a ruined helm, the visor smashed to reveal one of the suit's eyes – a suitably sinister conversion for a Renegade. This conversion was done by taking the original visor (1) and clipping away parts with a pair of Fine Detail Cutters, starting at the horizontal vision slit and working outwards (2). A file was then used to gently clean up any jagged edges (3). Once you've clipped away a bit of the helm, test fit it to the head to see that it looks right (4). The good news is that there are two of these helms in the Imperial Knights: Renegade box, so you've got a spare if it goes wrong!



1



2



3



4

WHITE DWARF

RENEGADES AND HERETICS

The taint of Chaos can affect even the greatest and most noble warriors, stoking their ambition and fuelling their bloodlust. During the Horus Heresy, entire Knight Households such as House Devine and House Makabius fell to the ruinous powers, allying themselves to the Warmaster and his dread Legions. Ten thousand years later, the corrupting power of Chaos is no less a threat. Yet it is also better understood, and for an entire Knight House to fall to the Dark Gods is a

rare occurrence. More often it is those Knights who fight alone, often Freeblades, who succumb to darkness and despair. With no one to watch over them, they walk their own path, living in that dangerous nether-realm of doing the Emperor's work according to their own motivations. For some, their methods lead to censure and they are closely watched. For others, the lure of Chaos is too great and they become true Renegade Knights, their names expunged from Imperial records.

LITANY OF WOE

No one knows the true tale of the Litany of Destruction, once known as the Living Litany. Even as a Freeblade, the Knight was rumoured to be bordering on madness and now the truth behind its garbled sermons have become apparent: on the world of Tellerax, the Knight Gallant finally succumbed to Chaos, throwing in its lot with a congregation of rabid, ever-chanting Cultists.



PAINTING BLOOD WITH THE GOLDEN DEMON

Nothing says renegade like a smattering of blood. Here we show you how to make things gory.

- Load an S Dry brush with Blood for the Blood God, then use your thumb to draw back the bristles and flick a spray of paint over the model.



- Apply thin, diverging streaks of Blood for the Blood God to the edge of a blade or armour panel to create the effect of arterial spray.



TRANSFER OF THE WEEK: THE LITANY OF DESTRUCTION

The transfer sheet in Imperial Knights: Renegade includes this banner decal for the Litany of Destruction, which features such classic quotes as: "A treacherous thought is as dangerous as a hundred bullets." Indeed...



READER'S MODEL OF THE WEEK

Our reader's model this week is a fiery-tempered Auric Runesmiter on Magmadroth painted by Andrew Welsh.

Andrew painted the Magmadroth to look like it was made of lava, its extremities and horns painted black as though it has cooled, while its back, throat and head are a bright orange, like molten magma. The ur-gold runes hammered into its flesh also show up nicely against the black skin,

while the Runesmiter stands resplendent on a gold and obsidian platform.

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: PULSE BLASTER

Not content with firing regular blasts of plasma at the enemies of the Greater Good, the Tau have come up with a new way to harness this deadly energy. The pulse blaster utilises aggressive reactive charge technology and a stream of negatively charged particles to hyper-accelerate the pulse blast into the target. Nope, we don't understand the jargon, either, but we do know the closer you stand to a pulse blaster, the more it hurts!



MOVE AWAY FROM THE BLAST DOORS!

Here in the bunker, we've played through the Spoils of War mission for Betrayal at Calth a few times and learnt a few very important facts. Firstly, if you're playing as the Ultramarines, don't hang around near the blast door – move fast. You'll be surprised how quickly Sor Gharax escapes and, once he's on to your troops, he really

will cause a lot of damage. Captain Aethon is your best chance of killing him, but make sure he has back-up with him (read: cannon fodder) to soak up any damage in combat. We also found that using the munitions is virtually imperative. Use it with a heavy or special weapon trooper to ensure maximum damage.



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

LESS FUR, MORE METAL

Oh, wise Grombrindal, I was wondering if you could tell me what parts the Egil Iron Wolf model from the Companies of Fenris painting guide is made from?

- Clement 'Very Metal' Bucknall

GROMBRINDAL SAYS

Ah, Egil Iron Wolf, I know him well. He lacks a beard, but he does love his mead, so he's alright by me!

The conversion on page 46 of Companies of Fenris uses the Techmarine model for the body, with wolf claws and shoulder pads taken from the Grey Hunters kit. The Techmarine's arms are separate pieces, so you don't even need to do any cutting work to fit the new arms on. The wolf skull on his belt also comes from the Grey Hunters set, as does his backpack. You may need to cut off the mounting point where the servo-harness normally fits, but it's an easy enough job with a pair of Fine Detail Cutters. The servo-skull is from the Devastators sprue.

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: dirty traitors!

HORUS LUPERCAL

Easily the most well-known traitor of the far future, Horus turned from the Emperor's light and plunged the galaxy into civil war. Would he have fallen to the Dark Gods had he not been wounded on Davin and deceived by Lorgar? We'll never know...

NAGASH

At the battle for the Allpoints, Nagash calmly recalled his armies from Sigmar's Great Alliance, having thrown in his lot with Archaon. Sigmar was so furious at Nagash's betrayal, he chased him through Shyish and into the Underworlds. Nagash, wisely, chose not to face him.

ARCHAON

After claiming the Allpoints, Archaon then betrayed Nagash by setting the Skaven on him. Yet this was just one of the many treacheries enacted by Archaon. He once used to be a priest of Sigmar, until his prayers to the warrior-god fell on deaf ears.

HURON BLACKHEART

Huron Blackheart was once known as Lufgt Huron, Chapter Master of the Astral Claws. Though a powerful commander, he would not put the Imperium before his own megalomaniacal dreams and plunged the area around the Maelstrom into a war involving no less than 17 Space Marine Chapters.

PRINCE YRIEL

Not technically a renegade, but an exile, Prince Yriel led Craftworld Iyanden's fleet to victory against the Chaos forces of Lord Kallorax. Yet he also left the Craftworld undefended and was stripped of his rank following the attack. He left his home in self-imposed exile and founded the Eldritch Raiders, the most feared Corsair fleet in the galaxy.

WHITE DWARF'S REGIMENTS OF RENOWN

The Swords of Chaos have returned! This week's Regiment of Renown is a unit of Varanguard painted by Jes Bickham to accompany his rendition of Archaon into battle, which you may have seen on the back page of issue 114 (Archaon, not Jes...). Having already painted Archaon and a Gaunt Summoner, Jes decided to add a unit of Varanguard to his force to complete the Overlords of Chaos warscroll battalion found in the Everchosen battletome. He's looking forward to using them at the Rise of the Seraphon Campaign Weekend

taking place here at Warhammer World. He's so excited, he's even promised to write an event report, which you'll be able to read in White Dwarf 118.

Jes's top painting tip for the Varanguard is to paint the gold first. He basecoated all the models with Retributor Armour spray, washed them with Agrax Earthshade, then drybrushed them with Sigmarite. He then filled in the armour panels with Abaddon Black. Simple, but very effective. ☀



NEXT ISSUE: ANY GIT THAT GETS IN MY WAY IS GONNA GET 'IMSELF SNIPPED!

THE HORUS HERESY

BETRAYAL AT CALTH

White Dwarf Exclusive Scenario: Spoils of War

EXCLUSIVE
SCENARIO!

The battle lines are drawn beneath the surface of Calth, the Ultramarines holding their ground against the Word Bearers. Yet the brutal onslaught of the XVII Legion has left both sides desperately low on ammunition. As the Ultramarines search out hidden caches of weapons and munitions, the Word Bearers infiltrate their lines, waiting for the right moment to strike and steal their contents. Yet one amongst the Word Bearers is not so subtle in their approach to warfare...

'The blast door is sealed, my lord, but I can't say for how long,' said Antius. The adamantium bulkhead behind him reverberated with a crash, dust and rocks falling from the cavern ceiling high above.

'Then let us not tarry here. We have an urgent mission to complete,' replied Captain Aethon, striding into the gloom of the arcology's storage facilities. Sergeant Thaddeus, his once-blue armour streaked with dirt and blood, ushered his men after Aethon, his eyes glancing back at the blast door. A bestial roar came from the other side followed by the rending squeal of a powered fist tearing through solid metal. Never one to feel fear, Thaddeus was nevertheless thankful that the Word Bearers Dreadnought was contained for the time being. The Ultramarines had already passed the remains of Squad Herxes, a testament to its berserk fury.

'Thaddeus, with me,' bellowed Aethon from up ahead. The veteran sergeant sprinted past his men to stand beside his captain. Aethon loomed over him, his Terminator armour eclipsing the scant light from the overhead gantries. 'There are ammunition crates scattered throughout the arcology,' explained Aethon quickly. 'Herxes – Guilliman remember him – gave his life to activate the teleporters in this quadrant and we must use them to get ammunition to our battle-brothers.' Thaddeus, peering through the darkness, could see large containers stacked against the walls of the cavern, some half-buried in rubble blown loose by detonations on the levels above.

'Amphion, Cerialis,' barked Thaddeus, 'move those crates over to the freight teleporter on our right.' A distant roar and a dull clang of metal hitting metal resounded behind them. The blast door. 'Belay that order, use the teleporter

ahead, mark 18 on your display.' Thaddeus blink-clicked an icon on his helmet display and his battle-brothers moved to obey. 'Senecio, Merenus, take the next stack of crates to mark 19.' The two Ultramarines nodded an affirmative and ran to the crates, dragging them bodily from the rubble. The rest of Thaddeus's squad stood on guard, ever-watchful for signs of the Word Bearers.

'Sergeant!' Thaddeus turned to see Cerialis holding out an ammunition crate. 'Someone's tampered with the gene-locks. They're secure, but someone's been here before us.'

A guttural roar erupted from the darkness behind them, followed closely by the bark of bolters. 'That's not the only thing we have to worry about,' snarled Aethon. 'Weapons up!'



CAPTAIN AETHON		
Armour	6	
Stamina	3	
Assault	3	
Bulk	2	
Moricorpuses		
When Aethon makes a Ranged Attack before rolling dice, declare whether he will fire a Moricorpuse as a combi-bolter or as a meltagun. A Moricorpuse is treated as being equipped with a		
Meltagun. A Moricorpuse is treated as being equipped with a		
Meltagun. A Moricorpuse is treated as being equipped with a		

FORCES

The Ultramarines Force consists of Captain Aethon and one Legion Veteran Tactical Squad. The Word Bearers Force consists of one Legion Veteran Tactical Squad and Sor Gharax.

You will also need six regular six-sided dice, which will be used to represent munitions crates as described below.

SET-UP AND INITIATIVE

First, set up the six dice as shown on the map to represent the munitions crates. Make sure the numbers match those shown.

Then, the Ultramarines player sets up Captain Aethon and his Legion Veteran Tactical Squad anywhere in the Ultramarines Deployment Zone.

Finally, the Word Bearers player sets up his Legion Veteran Tactical Squad anywhere in the Word Bearers Deployment Zone, and sets up Sor Gharax in the Access Way hex.

The Ultramarines player takes the Initiative in the first round.

COMMAND CARDS

The Ultramarines player takes the Melta Bomb and Krak Grenade Command Cards into his hand. The Word Bearers player takes two random Command Cards into his hand. Each player then creates a Command Deck of five random cards.

SPECIAL RULES

Low Ammo: Whenever a unit makes a Shoot action, halve the Firepower of each model's Ranged Weapon (rounding up). Note that this does not affect Critical Effects – for example, a Plasma Gun's critical effect still adds 4 dice to the roll.

Munitions Crates: Each of the dice represents a munitions crate. The number it shows is its ammo value, representing how much ammunition it contains. A hex can contain any number of munitions crates. If a unit in the same hex as a munitions crate makes a Run, Advance or Consolidate action, each model in the unit can

carry one crate along with it as it moves. A unit cannot carry any

munitions crates when it Retreats or when it advances as part of an assault action.

Desperate Measures: If an Ultramarines unit is in the same hex as any munitions crates when it makes a Shoot action, the Ultramarines player can declare before rolling the dice that they will make use of the crate's contents. If they do so, reduce the ammo value of one crate in the hex by 1 (or remove the dice, if it cannot go any lower) and pick a model in the unit. That model is not affected by the Low Ammo rule for this action. You can do this up to once per model in the unit.

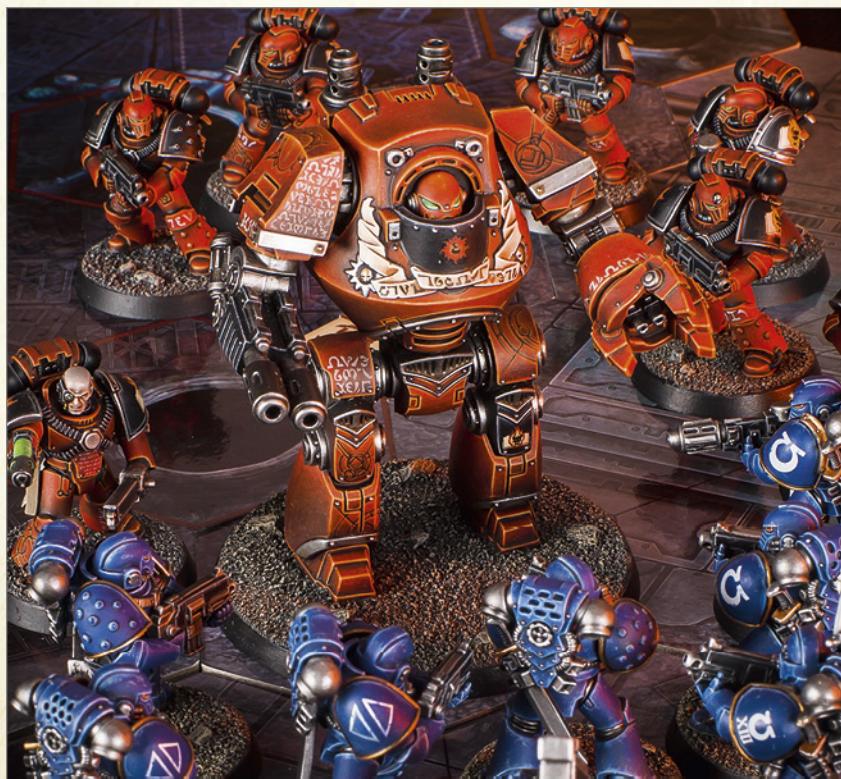
A Bull at the Gates: At the start of the mission, Sor Gharax is trapped behind the sealed blast door, attempting to tear it down. Each time he is activated, he makes a special action. The Word Bearers player rolls three dice. For each Hit or Critical Hit, put an unused Tactical Marker on Sor Gharax's reference card. If an eighth marker is placed on the card, the door is torn down and removed. Sor Gharax can act as normal from then on.

Remote Teleport: An Ultramarines unit standing on or adjacent to a freight teleporter has access to a special action. If it makes it, all models and munitions crates on the freight teleporter are removed from play – they have been teleported to safety.

VICTORY

If the Word Bearers player has no models on the board at the start of any round, or if the Ultramarines player teleports away munitions crates with a combined ammo value of 10 or more, the game ends and the Ultramarines player is victorious.

If the Ultramarines player has no models on the board at the start of any round, or if either player has either no cards in his Command Deck at the start of any round, the game ends and the Word Bearers player is victorious.





'Emperor damn you!' yelled Aethon, aiming his combi-bolter into the shadows. The magazine whirred and Moricorpus spat a hail of bolts in the direction of the ruined blast door. The muzzle flashes illuminated the underground cavern, Aethon's target visible for all to see. Striding undaunted through the hail of bullets was the Dreadnought Sor Gharax, its armour slick with fresh gore.

'Target acquired,' said Antius across the vox, bringing his missile launcher to bear. The rocket arced across the cavern and smashed into the

Dreadnought's chest, knocking it off its feet and into an outcrop of water-slick stalagmites that shattered beneath its bulk.

'Secure the munitions!' yelled Thaddeus. 'We must get them to the teleporters!' Already the Dreadnought was attempting to stand and Antius was out of rockets. A Word Bearer, unseen in the confusion, leapt from the shadows, his combat blade held low. Too late Amphion turned, encumbered by the munitions crate. The blade came up between the armour plates of his torso, sliding under his ribs and into his

primary heart. Thaddeus growled a threat and pulled the trigger of his bolter. A single shot rang out before the clip registered empty. The Word Bearer, using Amphion's body as a shield, ducked, levelled his bolter in return and pulled the trigger. The click of an empty magazine echoed mockingly.

'Combat blades, brothers,' said Thaddeus, drawing his sword. Senecio and Merenus were already at the teleporter, loading in crates. 'Don't use the ammunition unless you have to. It's cold steel for these traitors, nothing more.'





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