

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 118

30 APRIL 2016



NEW FLYERS

AIRBORNE ONSLAUGHT!

THE WAZBOM BLASTAJET AND STORMHAWK INTERCEPTOR START THEIR ATTACK RUNS



WHITE DWARF

ISSUE 118
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NEW RELEASES

The skies are full of death this week with the release of two brand-new flyers for Warhammer 40,000 – the Stormhawk Interceptor and the Ork Wazbom Blastajet. Not only that, but there's a brand-new supplement for the game, too, truly bringing Death from the Skies. All that, plus the latest from Black Library, Forge World and the world of computer games.

BURNING SKIES

We put Death from the Skies, the Stormhawk Interceptor and the Wazbom Blastajet through their paces in this battle report.

PAINT SPLATTER

What's fast, blue and full of the Emperor's wrath? That's right, the Stormhawk Interceptor – and we've got a complete guide to making sure you get the blue part just right.

THE NOCTURNE FIREBORN

Warhammer Visions 28 features a stunning Salamanders Army of the Month by Jason Lee and we talk to him about it here.

THE WEEK IN WHITE DWARF

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



LOOK TO THE SKIES!

This week the battlefields of Warhammer 40,000 become even deadlier places, not least because two fantastic new flyers – the Ork Mek-piloted Wazbom Blastajet and the Space Marines' Stormhawk Interceptor – are zooming in to wreak havoc. Alongside them is a hefty new supplement for Warhammer 40,000 called Death from the Skies, which significantly expands the role of and rules for flyers, introducing a new Dogfight phase, new statistics and brand-new datasheets for all the airborne war machines of every

faction in the grim darkness of the far future! It is a comprehensive and compelling read, and a brilliant upgrade for the game to boot. You can read all about it [here](#) and see some of its additions in action [here](#).

Sticking with Warhammer 40,000, later in the issue you'll see a quite spectacular Salamanders army lovingly collected and painted by Jason Lee. Inspirational stuff, we're sure you'll agree. ♣

NEW RELEASES: ADEPTUS ASTARTES

STORMHAWK INTERCEPTOR

Swooping down from high orbit to hunt the alien, the mutant and the heretic across the war-torn skies of the 41st Millennium, no enemy aircraft can escape the murderous wrath of the Stormhawk Interceptor once it has a foe in its sights.



1 The Stormhawk Interceptor is a blunt and unsubtle thing, its heavily armoured canopy – designed to withstand the rigours of atmospheric entry – eminently suitable for dogfighting enemy fighters. When squadrons are formed under the lead of a skilled Techmarine pilot, there is little that can stand in their way, as squadrons locked into Vehemence Attack Patterns pick off enemy flyers one by one with discipline and precision.

The core of the Adeptus Astartes' aerial wings, Stormhawk Interceptors are dedicated air-to-air combat flyers, a Chapter's hunters of the sky. Like all Space Marine vehicles, they are venerated relics with honour rolls and legends as long as those of any First Company Veteran. The Stormhawk is in many ways the pinnacle of Mankind's aerial dominance, its brutal, hard silhouette belying the technological sophistication of its ancient and arcane systems. Unlike the Stormtalon Gunship, with which it shares a common base chassis, the Stormhawk is a dedicated hunter-killer, its powerful engines and

myriad weapons fixed firmly forward, a design specialised to its air-to-air combat role, quite unlike the ground-attack configuration of its sibling. The Stormhawk Interceptor is the Emperor's hunting raptor, spying out enemy bombers and attack flyers from on high and descending upon them like a hawk, ripping enemy flyers apart in storms of lethal firepower before they can deliver their deadly payloads onto the battlefield.

Unlike the fey sky-dancers of the Craftworld Eldar or their decadent and depraved Commissar kin, the Stormhawk







2



4

Interceptor does not lead its targets on a merry chase before elegantly executing its bamboozled prey – it simply bludgeons its targets out of the sky. However, the Stormhawk is still a product of Chapter forges, a device of supreme technological sophistication and terrible power, and moves with the economy and terrifying purpose of a deep-marine predator, reflected in its pugnacious, hard-nosed profile and the armoured canopy which covers its cockpit. Stormhawks never land once they are unleashed from the mag-crades of orbiting Space Marine Strike Cruisers, their sleek undersides completely lacking the landing gear of their sister craft, the Stormtalon. Whether lone Stormhawks are duelling monstrous Heldrakes in the lightless void or whole flights are tracking Tau bomber wings above the battlefield, the Stormhawk Interceptor dominates the war-torn skies of the 41st Millennium.

The Stormhawk Interceptor is a multi-part plastic kit, with options to outfit your hunter of the skies with a pair of wing-



3



5

mounted assault cannons and a set of twin-linked heavy bolters, skyhammer missile launchers or typhoon missile launchers, in addition to a nose-mounted las-talon or an icasus storm cannon, an unsubtle device that in the hands of a skilled Techmarine pilot is the perfect dogfighting weapon. In addition to the Stormhawk Interceptor, the kit also contains all the parts you need to build the model as a Stormtalon Gunship instead, which dramatically changes the profile and silhouette from a fixed-engine fighter craft to a VTOL multi-role attack flyer – ideal if you'd prefer a craft that can preform multiple roles admirably rather than excelling at one to the exclusion of all others. Whatever way you choose to build this kit, you're going to get lots and lots of bits left over, perfect for scattered battlefield terrain, wreckage to decorate your army's bases or maybe even some truly daring kitbashing and converting. 

The Stormhawk Interceptor is the subject of this week's Paint Splatter [here](#), so you can get your flyer in the air as soon as possible!

1 Whilst the Stormhawk shares a common design with the Stormtalon, the separate sprue drastically changes the craft from a stub-winged multi-role attack flyer to a fixed wing fighter. The Stormhawk's powerful engines, wings and weapons aimed squarely forward clearly mark it out as a fighter craft.

2 As subtle as a thunder hammer to the face, the icasus storm cannon can unleash a storm of solid shot that smashes its targets apart. Against the typically thin skins of enemy flyers, it's practically overkill, but such a methodology is emblematic of the Adeptus Astartes.

3 The weapon of a patient and precise hunter, the las-talon can unleash a pair of heavy las-bolts in quick succession, punching through the hull of even the toughest enemy flyer.

4 Launching streams of chaff-flares suitably blessed by the Master of the Forge, infernum halo-launchers baffle and blind the degenerate and alien machine-spirits of enemy craft.

5 The most common weapon used on Stormhawks, assault cannons make very short work of any enemy aircraft that ends up in the pilot's sights. The ones mounted under its wings are an entirely separate part to the ones mounted on the turret on the Stormtalon's nose, so no matter how you build the kit, you'll always have a pair spare.

STORMHAWK INTERCEPTOR

1 Citadel miniature

£33, €43, 330dkr, 400skr,
360nkr, 165zl, USA \$55,
Can \$65, AU \$90, NZ \$110,
¥7,600, 330rbm, HK\$450,
R205, SG\$80

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WAZBOM BLASTAJET

Ork Mekboyz love nothing more than tinkering with their creations and those Meks with a need for speed invariably kustomise their vehicles to make them super fast and dead killy. A Wazbom Blastajet is often the result, a mad-cap flying fortress covered in dakka.



1 A Mekboy in a Wazbom Blastajet roars ahead of a Bad Moon Ork horde, his aircraft laden with bizarre weapons and powered by unfathomable technology. A Ravenwing Dark Talon and Nephilim Jetfighter move to intercept it, but will they be quick enough to stop the Mek unleashing all his new gunz on the unsuspecting Dark Angels?

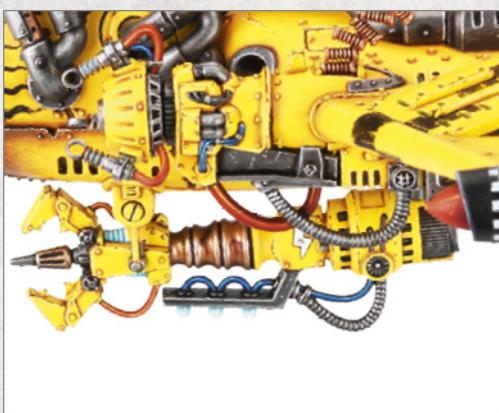
Orks love racing around in fast-moving vehicles, so it's no wonder that some of them take to the skies in supersonic aircraft. Orks also love shootin' stuff and blowin' things up, so those planes are invariably covered in guns, bombs and rokkitz – as many as the craft can carry and still be able to take off (though that's sometimes a secondary consideration).

The most dangerous Ork aircraft, however, are those not just built by Mekboyz, but piloted by them too. Ork Meks constantly compete with each other to build the fastest planes equipped with the snazziest

guns, and a Wazbom Blastajet is frequently the culmination of their work, the pinnacle (if there is such a thing) of Ork airborne innovation. Propelled through the air by jet thrusters, super-charged engines and a pair of rokkit boostaz, the Wazbom Blastajet is the perfect aircraft for launching attack runs on unsuspecting ground units. Its primary armament, welded either side of the fuselage, is a pair of kustom mega-kannons, which can turn an armoured target to molten slag in a single roaring pass. Some Mekboyz feel these complex energy weapons are too basic for their liking and equip their



1 Ork Meks are obsessed with creating ever more destructive weapons. The smasha gun represents the pinnacle (if there is such a thing) of the Orks' grav-manipulation technology, enabling the Mek pilot to latch on to a target, jerk them forcefully into the air and then slam them brutally back to earth. Ambitious pilots with a good aim may even try and use it against enemy aircraft, with devastating effects.



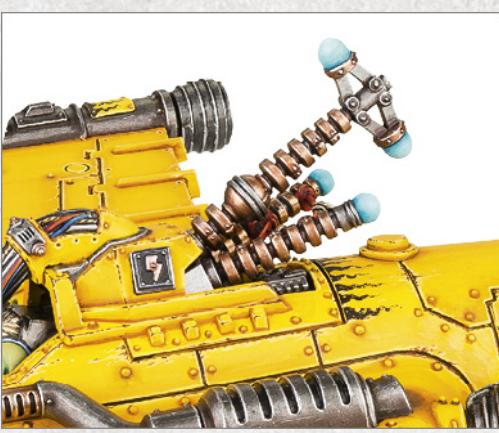
2 A twin-linked supa shoota turret sits just above the jet thruster. The Ork Mek uses the wires plugged into his brain to control it. Sadly it's about as accurate as most other Ork shooting.



3 The compartment behind the pilot holds a stikkombomb flinga, a crude form of chaff launcher that involves chucking stikkombs into the path of incoming fire.



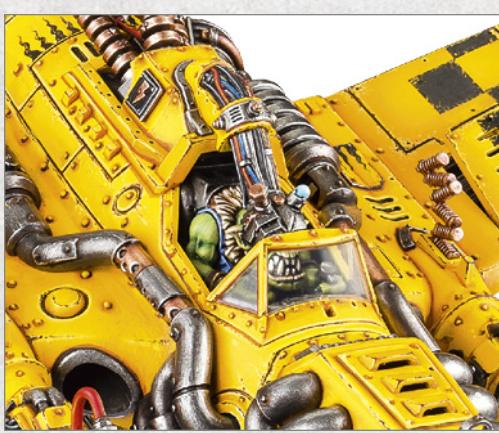
4 Alternatively, this compartment can be upgraded to hold a kustom force field generator, copper coils and bulbs glowing with unfathomable energy.



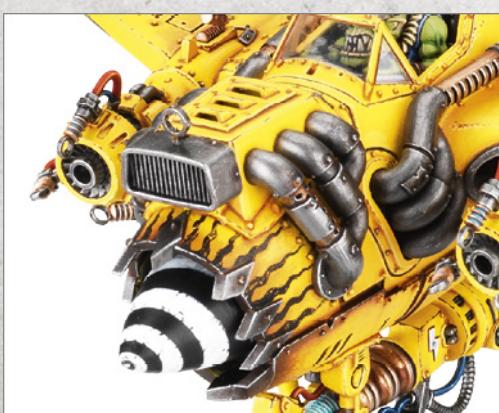
5 The primary weapons of the Wazbom Blastajet are the kustom mega-kannons mounted on the wings. Note the trail of expended energy cells spewing from the ejection port on the wing.



6 Dakka dakka dakka! The cables plugged into the Mek's head enable him to control the aircraft's many systems and, more importantly, guns.

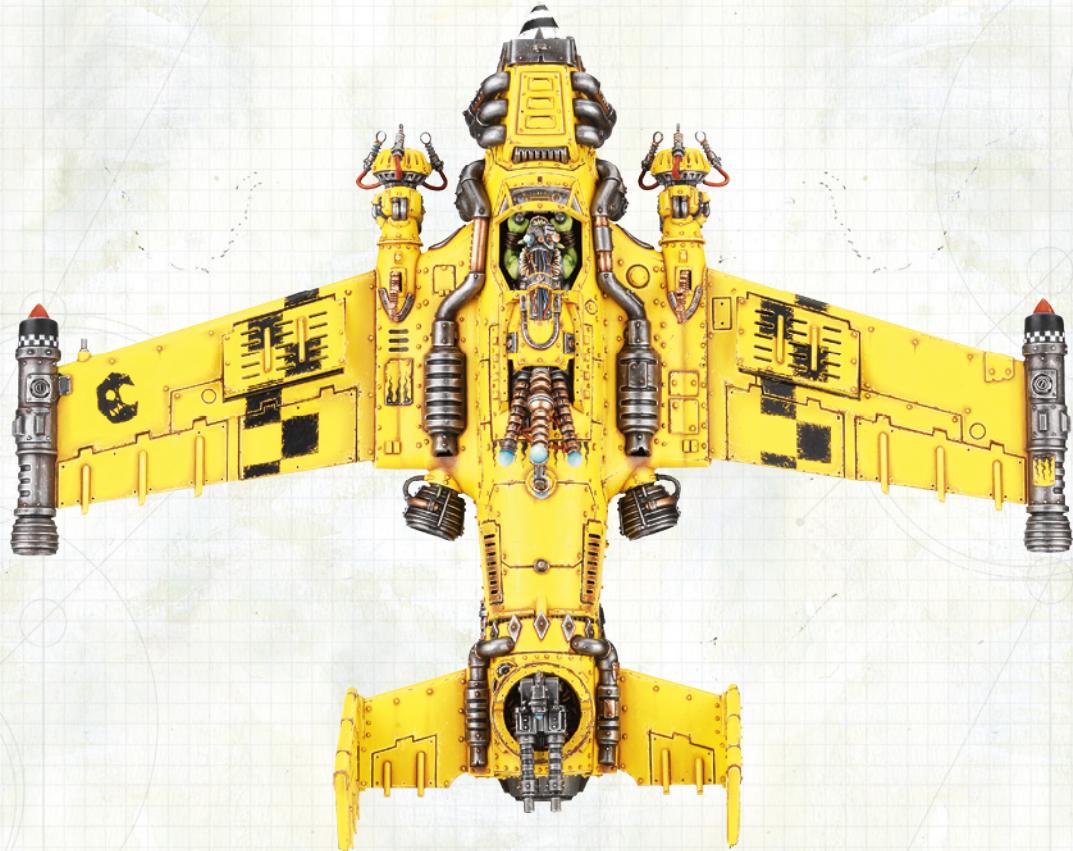


7 More guns? More power! The Blastajet has an air intake scoop to help hyper-charge the engine.



8 More power? More exhausts! The Wazbom Blastajet has exhausts and fuel lines sprouting from every available hole and socket. It's a mid-air explosion waiting to happen.





9

Blastajets with tellyport mega-blastas instead. Though short-ranged, these baffling guns fire Warpspace bubbles that teleport their target (or, more likely, bits of it) into other objects, up into the air or somewhere else entirely. The Mekboyz find the resultant carnage and confusion highly entertaining.

Meks often weld high-powered smasha guns to their Blastajets, just to make sure they cause plenty of damage. By projecting an anti-gravity force field before it, the smasha gun can lift even an armoured tank clean off the battlefield before dropping it to its doom. Such a complicated weapon requires great concentration to control properly. Fortunately, the Mek pilot has wired his brain directly into the aircraft's major systems, including the gun, so he can fire it with unerring accuracy. Well, unerring accuracy for an Ork...

The great news is that this plastic kit doesn't just make one Ork flyer but a choice of four: the Dakkajet, Burna-

bommer, Blitza-bommer and, of course, the Wazbom Blastajet. Each has a unique design with a range of upgrades and add-ons, giving you huge versatility when building your skwadron. The Dakkajet features an arsenal of supershootas that can be mounted on the nose and wings, plus optional turbo-boosters, air intakes and exhausts for the engine and a choice of four heads for the pilot (one wearing a snazzy flyin' scarf). The Burna-bommer and Blitza-bommer both feature Grot turret gunners, which can be mounted behind the cockpit, plus a variety of crude but deadly missiles and bombs that hang beneath the wings ready to be launched at (or dropped on) unsuspecting foes. The Wazbom Blastajet combines elements from all these Ork flyers into one gun-heavy flying fortress that will have enemies diving for cover. Whatever kit you build, you're guaranteed to have great fun zoomin' it around over the battlefield. ♣

From above you can fully appreciate the vast wingspan of the Wazbom Blastajet and how its silhouette differs from that of other Ork aircraft. The twin tails add a lot of extra height and width to the back end of the kit, which balances out the huge number of exhaust pipes, the air intake scoop and the nose cone on the front of the plane. The kustom mega-kannons also give the Blastajet the appearance of a bird of prey, its claws extended forward ready to grab an unsuspecting victim.

ORK WAZBOM BLASTAJET

1 Citadel miniature

£40, €52, 400dkr, 480skr,
440nkr, 200zl, USA \$65,
Can \$80, AU \$110, NZ \$130,
¥9,200, 400rmb, HK\$545,
R250, SG\$95

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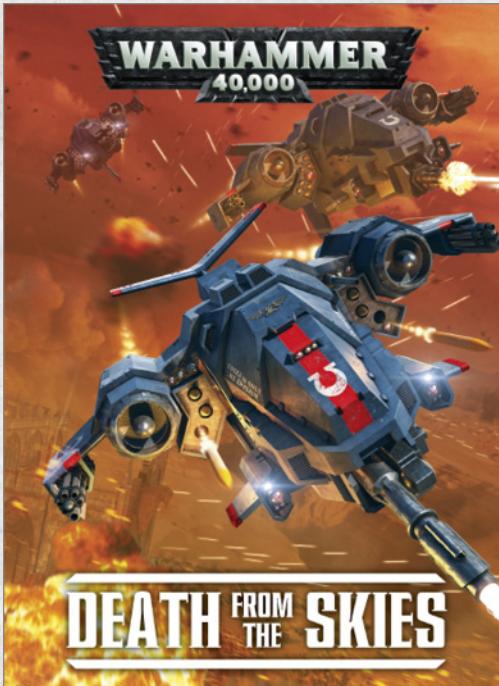
You can see the Wazbom Blastajet in action on [here](#), where it takes on the Stormhawk Interceptor in a dogfight... to the death!



NEW RELEASES: WARHAMMER 40,000

DEATH FROM THE SKIES

Total dominance on the ground is all for nothing if the enemy controls the air. Take the action to the war-torn skies of the 41st Millennium with this latest supplement for Warhammer 40,000, as squadrons of flyers duel for total aerial supremacy.



Death from the Skies is so much more than just a simple addition to the Warhammer 40,000 rules – it's without a doubt the last word in aeronautical combat in the 41st Millennium.

Massively expanding and updating the rules for flyers in the 41st Millennium, Death from the Skies is the latest supplement for Warhammer 40,000. The rules for every race's flyers have been updated to reflect the three new stats on every flyer datasheet – Combat Role, Pursuit and Agility. Combat Role splits all flyers into one of three new types, Pursuit boosts a flyer's movement, and Agility gives you a chance to perform a second Break Turn. Of course, that's not all these new stats do, as they all have a part to play in the brand-new Dogfight phase, (which we put through its paces [here](#))

Death from the Skies is loaded with new missions, campaign rules, background and colour schemes for flying aces from across the galaxy. If you've got a squadron you've been eager to try out something new with, or feel the need to get a flyer into the sky, Death from the Skies is a must. Kick the tires and light the fires! 

DEATH FROM THE SKIES

£35, €46, 350dkr, 420skr, 390nkr, 175zl, USA \$58, Can \$70, AU \$90, NZ \$105, ¥8,100, 350rmb, HK\$475, R215, SG\$85

Also available as an eBook and in an enhanced digital edition for iPad.
See www.games-workshop.com for prices and details.

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6

- 1 Death from the Skies contains background and colour schemes for all the aerial assets of Warhammer 40,000's many factions.

- 2 The book is loaded with photos of gorgeously painted flyers, certain to inspire your own aerial duels in your games of Warhammer 40,000.

- 3 The book also contains six Air War missions, rules for campaign play, and updated rules for every plastic flyer kit for Warhammer 40,000.

NEW RELEASES: BLACK LIBRARY

THE PRIMARCHS: GUILLIMAN

GUILLIMAN

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Out for the first time in premium hardback format, Black Library fan-favourite author Aaron Dembski-Bowden's sordid tale of treachery and fratricide is back in print, now with exquisite illustrations by Dominik Oedinger and Rachel Pierce. Read on as the true nature of Lorgar's treachery is revealed, as the hidden hand of the Primordial Truth sets events in motion that will sunder the nascent Imperium forever.

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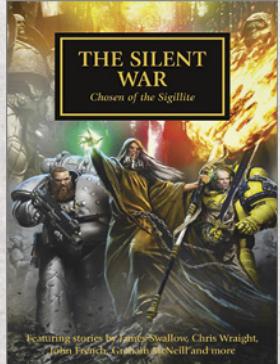
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Word Bearers' early treachery, *The Purge*, as well as 'Templar', 'Ghosts Speak Not' and 'Patience' in print for the very first time, amongst others. ♠

THE SILENT WAR

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The Silent War is the latest anthology of Horus Heresy short stories, a weighty 480 pages of secrets and lies, collecting 13 stories, including Anthony Reynolds's novella of the

Long before the battle of Calth, long before Imperium Secundus, Guilliman is put to the test as he clashes with the Orks of Thoas.

Kicking off a brand new series of novels exploring the demigod sons of the Emperor, *The Primarchs: Guilliman* tells a forgotten tale of the Avenging Son in the dying days of the Great Crusade with the events of Monarchia fresh in his mind. This luxurious limited edition hardback is worthy of a Primarch's remembrance, in a magnetised leather-effect box heat-embossed with gun-metal foil designs, with the tome itself bound in grey cloth with gun-metal foil decorations. David Annandale has really set the stage for this brilliant new 18-part series, and will be a tough act to follow. Click [here](#), where we discuss this momentous new series and show off the first book in all its glory. ♠

GRAPHIC NOVEL

DEFF SKWADRON

By Various | Hardback | 64 pages



The flyboyz of Deff Skwadron return once more in this premium hardback edition of the classic Ork comic. Uzgob, Gizmod, Killboy and Raznuts clash with the forces of a rival Waaagh! in the skies of a

backwater Ork world, engaging in daring raids on gargant factories, bombing runs with top secret payloads and chasing down one very slippery carrier squigeon. ♠

DEFF SKWADRON

64 pages, hardback

£15, €20, 145dkr, 175skr, 175nkr, 74.95zl, USA \$24, Can \$25,
AU \$27, NZ \$31, ¥1,750, 120rmb, HK\$205, R95, SG\$48

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NEW ISSUE!

WARHAMMER VISIONS ISSUE 28



Dere's orruks on the front of Warhammer Visions 28, which means it must be ded good! It's also available to pre-order now.

Every issue of Warhammer Visions is packed full of features showcasing beautifully-painted Citadel miniatures. This issue features the Ironjawz, the largest and most dangerous orruks yet seen in the Mortal Realms, our most impressive Army of the Month to date – a gorgeous Salamanders force – and a gallery of exceptional entries from Golden Demon: Space Marines. Add to that an incredible Mechanicum collection, a Blanchitsu-inspired Skitarii army, a gallery of Warhammer 40,000 flyers, an Imperial Fists crusading force and a magical battleground for Warhammer Age of Sigmar and you've got one seriously packed issue of Warhammer Visions. 

Warhammer Visions is also available in an enhanced digital edition for iPad through the Warhammer Visions App. Visit the Apple App Store for more details.



WARHAMMER VISIONS ISSUE 28

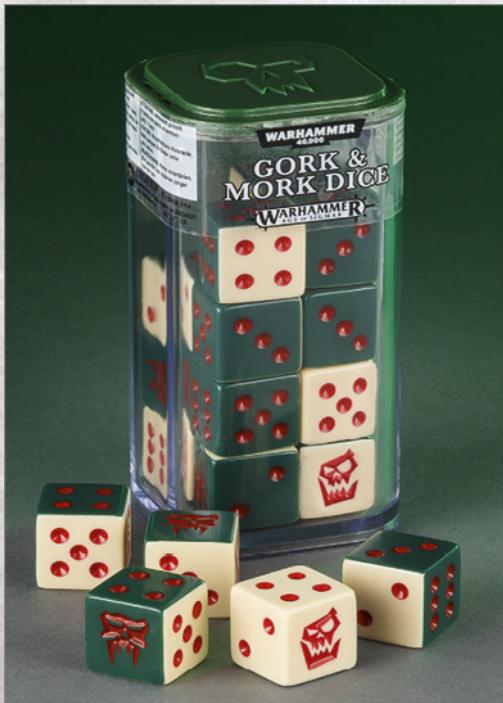
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Can \$13, AU \$13, NZ \$15,
70rmb, ¥1,200, HK\$100,
SG\$18, R47

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CITADEL

GORK & MORK DICE SET



Take da power of Gork and Mork in your hands wiv da Gork and Mork Dice Set, 12 finely-crafted dice for dishin' out da damage.

Whether you collect Orks in Warhammer 40,000 or orruks in Warhammer Age of Sigmar, you're going to need dice to help out with all that shootin' and krumpin'. While a bucket of regular dice is perfect for large scale assaults, there are times – such as that all-important last-wound armour save – when you'll need some special dice blessed by Gork and Mork themselves. These are those dice. This clip-locked plastic box contains 12 green and bone-coloured dice marked with the runes of Gork and Mork in place of the 1s. Six feature a cunning (and brutal) red visage on a green background, while the other six feature a brutal (and cunning) glyph etched in red on an ivory background. 

DID YOU KNOW?

Orks of the flashier kind will sometimes 'play for teef', using dice made by carving Orky glyphs or crude representations of Gork and Mork into small bones or chunks of metal they have lying around. Neither the winner nor their winnings are determined by the dice, though, but rather by who manages to collect the most teef in the inevitable scrap over which face is Gork and which face is Mork.

GORK & MORK DICE

12 dice

£12.50, €16.50, 130dkr,
150skr, 140nkr, 65zl,
USA \$20, Can \$25, AU \$35,
NZ \$40, ¥2,900, 130rmb,
HK\$170, R80, SG\$30

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OUT NOW!

BATTLEFLEET GOTHIC: ARMADA



- 1 Chaos fleets can dedicate their vessels to a particular Chaos God, warping both ship and crew to a form more pleasing to their dark masters.
- 2 Lead your fleet to glory in a single-player campaign that retells the apocalyptic events of the Gothic War, engaging enemy fleets and earning Renown to expand and upgrade your fleet.
- 3 Battlefleet Gothic: Armada is an absolutely stunning game to look at. Developed in the Unreal 4 Engine, it's utterly faithful to the ship designs of Warhammer 40,000.



3

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 Battlefleet Gothic: Armada, the brilliant new strategy videogame for PC!

Battlefleet Gothic: Armada is a real-time strategy adaptation of the classic game of starship combat, developed by Tindalos Interactive for PC. **Battlefleet Gothic: Armada** pits the Imperial Navy, Orks, Eldar and the fleets of Chaos against each other in a fight for dominance at the height of the Gothic War. Take part in the gloriously cinematic single-player campaign that re-enacts the events of the Gothic War and the 12th Black Crusade, and customise your fleet as the most canny and cunning captains under your command survive engagements and grow into formidable void fighters, then try out the multi-player mode to test your skills against other admirals, kaptins, reavers and Chaos Lords around the world, unlocking access to bigger and better ships as you increase your Renown. 

FORGE WORLD

CATAPHRACTII SHOULDER PADS

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week we showcase five brand new sets of shoulder pads to help your Cataphractii Terminators show their allegiance.



One of the earliest iterations of Tactical Dreadnought Armour, Cataphractii is characterised by the massive pauldrons that contribute to the immense amount of protection the armour offers. At the outbreak of the Horus Heresy, each Legion had contingents of Terminators, usually their veteran elite, and each suit was as much a work of the armourer's art as it was the forgemaster's craft. While slowly being phased out in favour of the newer Tartaros

and Indomitus patterns, Cataphractii pattern Terminator armour was nevertheless used up to, and beyond, the bloody civil strife of the Horus Heresy.

These six sets of resin shoulder pads are compatible with the plastic Cataphractii from Betrayal at Calth, so you can show your Legion's true colours, be they Iron Warriors, Alpha Legion, Iron Hands, Sons of Horus, World Eaters or Death Guard. ♣



1 Disdainful of the needless ornamentation of their fellow Legions, the Iron Warriors shoulder pads are entirely functional.

2 Rife with ornate serpent iconography, when the Alpha Legion march to war under their own colours, they do so in elaborate style.

3 The Iron Hands shoulder pads are festooned with cogwheel imagery, showing the Iron Tenth's links to the Cult Mechanicum.

4 Marking their status as the Warmaster's own, the Sons of Horus bear the Eye of Horus.

5 The World Eaters design is surprisingly ornate for such a barbaric Legion.

6 The Death Guard's shoulder pad designs are suitably plain and unembellished, like all their wargear.



BURNING SKIES

The history of Warhammer 40,000 is one of mighty heroes battling for honour and glory, and the war for the air is no different. With the advent of Death from the Skies, your flying Aces can dogfight to the death and maybe change the course of whole crusades....

DEATH IN THE CLOUDS

There's a huge amount of new material in Death from the Skies, and here we only scratch the surface. We've got a look at some of the other highlights [here](#), such as the new Attack Patterns, and there's still a raft of new discoveries awaiting you in the book, such as the six Air War missions and the campaign rules for linking them together and turning your raw recruits into flying Aces.

Death from the Skies brings plenty of changes to aerial combat in your games of Warhammer 40,000, from squadron formations to new stats, but one of the biggest changes is the Dogfight phase – flyers from both sides peel off to do battle far overhead, potentially turning the tide of the battle on the ground. You'll want to look at filling out your air wing to keep predatory fighters off your back, or you might find your Bombers easy prey for enemy Fighters. Dogfights take place between Flyers in Reserve at the very start of a turn, so if either side is without Flyers in Reserve, a Dogfight can't happen.

Players can also choose not to engage in a Dogfight, but if one does and one doesn't, you roll off and the winner gets to decide if one takes place or not. The Dogfight phase itself is split into four sub-phases, with the Interception sub-phase determining Attacker and Defender, and the following phases allowing the sparring aircraft to manoeuvre before the brutal dénouement of the Attack sub-phase. And yes, anything destroyed in a Dogfight is gone for good; this can mean you scupper a bombing run before it has a chance to wipe out your army, but a downed flyer can also crash into friendly territory, so beware...

To show you how the Dogfight phase works, we set up a clash between a Raven Guard Stormhawk Interceptor, piloted by decorated Raven Guard Ace Squadron Leader Kyrolius, and Ork Mekboy Badlug in his kustom-built Wazbom Blastajet, their aerial combat taking place as the battle of Fal Primus rages far below.

Dogfights take place away from the battlefield, on a surface 36" long. Keeping Dogfights separate not only makes it feel like they are occurring high up in the clouds, but also stops any confusion as to which flyers are part of the battle proper and which are Dogfighting. So set up, it was time to take to the skies...

THE BATTLE OF FAL PRIMUS

On the continent of Fal Primus, the Raven Guard Second Company under the command of Captain Solaro seek to break Waaagh! Gutslinger's hold on the beleaguered world. With the battle entering a crucial phase, Squadron Leader Kyrolius, lone survivor of one of the Raven Guard's attack wings, homes back towards friendly lines, but Mekboy Badlug sights the lone aircraft and the two find themselves duelling high above the battlefield...

As difficult as it might be to ambush the Raven Guard, Mekboy Badlug managed it, flying his Wazbom Blastajet straight out of the twin noonday suns of Fal Primus and catching Kyrolius entirely unawares. The Raven Guard Ace, on the hunt for enemy flyers, quickly got over his surprise at being outwitted by a greenskin savage and gunned the engines of his Stormhawk Interceptor. Seeking to begin a pursuit, Kyrolius sped towards his opponent, hoping to come about behind the ramshackle Ork flyer. Badlug, however, was all for this, howling and hooting with violent glee as the 'oomie pilot seemed to be up for a proper scrap, and closed the gap himself, showing off a dizzying array of cunning Ork Flyboy manoeuvres that to those in the conflict far below must have looked like a severe case of engine failure. Unable to counter the sheer randomness of the Ork Flyboy, Kyrolius found the Wazbom Blastajet performing a snap turn, rolling in and coming fast at him from his left, its myriad crude guns blazing. Yet for all the sound and fury, Ork marksmanship lived up to its dire

ACES HIGH

The Dogfight phase is a game of bluff with the objective being to outwit your opponent. After rolling off to see who is the Attacker and who is the Defender, each sub-phase is resolved by choosing one of three options and consulting the relevant table to see who wins. For example, on the Manoeuvre Tactics table, if the Attacker chooses a Wingover manoeuvre and the Defender chooses a deliberate Stall, the Defender wins as the Attacker suddenly overshoots. A winner in the Engage sub-phase can disengage and end the Dogfight immediately (a wise course for Bombers harried by Fighters) but a coward's path is mired in shame, and even the sluggish AX39 Sun Shark can knock a cocky Crimson Hunter straight out of the sky given a chance.





SKIES OF FURY

Death from the Skies adds a pair of new stats to each flyer, Pursuit and Agility, and the higher the score the better. Agility gives Zooming Flyers a chance to perform a second Break Turn in their Movement phase, and Pursuit boosts a Flyer's Flat Out distance by that score (so instead of 12" and 24", a Dark Eldar Razorwing Jetfighter with its Pursuit value of 5 can move between 17" and 29"!). In Dogfights, a higher Pursuit value lets you close the gap in the Engage sub-phase (or drastically increase it!) and a craft with a particularly high Agility score can get right behind an enemy in the Manoeuvre sub-phase, which can mean the difference between life and death, as you can see in Kyrolius and Badlug's aerial duel above Fal Primus.

► reputation and the smasha gun threatened only Fal Primus's indigenous bird life. The turret-mounted supa shoota found its mark but the grot-made shells pinged harmlessly off the ceramite hull of the Stormhawk Interceptor. Seeking a better angle of attack, Kyrolius broke off the engagement, diving low over the battlefield, small arms fire from the Ork hordes patterning against his craft's hull as harmlessly as rain.

HARRVING FROM THE SHADOWS...

Determined to make the most of his superior agility, Kyrolius came back around for a second pass. Badlug was just as keen to continue his scrap with the 'oomie Flyboy, eager to use his prized smasha gun to batter the Stormhawk out of the sky. Firing off the rokkit boostaz he'd strapped to the wings for just such a purpose, Badlug dived straight into the engagement to get in good and close in the hope that he might actually hit something. Kyrolius, however, had gotten the measure of the Ork Flyboy and his headfirst approach, and intended to use

his decades of experience and the superior engines of the Stormhawk Interceptor to deal quickly with this greenskin before regrouping with his brethren and returning to the wider battle for Fal Primus. As the two planes flew towards one another, the Raven Guard flyer intentionally stalled at the last second, breaking right and heading around in as wide an arc as possible, and catching up with the left-hand side of the Ork flyer. His prey firmly in his sights, Kyrolius unleashed the full fury of his wing-mounted assault cannons, carving chunks off the Wazbom Blastajet, slicing its turret-mounted supa shoota clean off. The Space Marine's brutal assault was far from over, however, and with pinpoint accuracy Kyrolius used the Stormhawk's las-talon to blow apart the Blastajet's mega-kannons before unleashing a volley of skyhammer missiles. Somehow the barbaric alien flyer's kustom force field saved it from total destruction. Breaking off again as ancient doctrine and his own considerable wisdom dictated, Kyrolius knew it was only a matter of time before he made the kill...



THE PREV TORMENTED

First blood was Kyrolius's, and the Techmarine was eager to finish duelling the Ork quickly. However, Badlug was also eager to fight, despite having lost all of his Blastajet's armaments bar the smasha gun. Unperturbed, the Mekboy pursued the Stormhawk, his unhinged flying style and the effects of his craft's crude engines cutting out at random proving remarkably deceptive to his disciplined foe. Badlug attempted to draw every scrap of power from his plane into the smasha gun. Circling around before banking onto the right of the troublesome Space Marine, he squeezed the trigger... only for the gun to fire on the lowest possible setting. Yet it was still more than enough to strip layers of ceramite from the flank of the jet-black Stormhawk Interceptor, and Kyrolius knew some evasion was required.

Not only this, but Kyrolius also sensed the Ork's impatience as it pursued him, and reacted by diving low. Badlug rapidly overshot as he attempted to close the distance to krump this pesky 'oomie who

had long-since ceased to be a fun fight. With skill born of a century of aerial warfare, Kyrolius pulled the Stormhawk Interceptor up and began to tail the Ork flyer once again. Kyrolius depressed the firing stud of his craft's controls, its wing-mounted assault cannons spinning to life, and within moments the hard rounds were tearing holes through the last remaining vital systems of the badly damaged Ork flyer, sending it plummeting down into the war raging far below. Victory belonged to the Raven Guard...

But victory can be hollow. More by luck than skill, Badlug managed to steer the plummeting wreck towards the heart of the Space Marines' lines, instinctively drawn to the biggest and flashiest 'oomies he could find. Slamming straight into the Second Company's Command Squad, Badlug, in his fiery death, was suddenly a hero. Overhead, Kyrolius, like the grievously injured survivors below, Captain Solaro amongst them, could see even as the smoke cleared that the tide of battle had turned completely... ☀

ALL THE GALAXY'S AIRCRAFT

Flyers are now split into three roles: Fighters, Bombers and Attack Flyers. Fighters are focused solely on hunting enemy aircraft. Bombers are for pounding ground targets into the dust. Attack Flyers are able to engage ground targets but still able to hold their own in the air. Each role is specialised, so Fighters are not for attacking ground targets and their typically forward-facing guns mean if they get turned around in a Dogfight they're at the mercy of whatever is attacking them, and Bombers are rarely suited to fighting enemy aircraft. Attack Flyers lack the specialised nature of either but offer great versatility. Finally, having more Fighters than Bombers in Reserve grants you an advantage in initiating a Dogfight.

PAINT SPLATTER

PAINT ECONOMICALLY

When it comes to painting miniatures, there are often a few really easy ways of speeding things up. We used Macragge Blue spray to basecoat this Stormhawk because its armour is predominantly blue. Basecoating this way is much quicker than basecoating by hand, and it's a lot neater, too. Another handy tip is to apply washes at the same time. On this model, both the engines and the hull receive a wash of Nuln Oil. By applying the wash at the same time, after both areas have been basecoated, you'll save on drying time.

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, it's the Stormhawk Interceptor painted in the colours of the Ultramarines.

Drybrushing is the perfect painting technique for Space Marine vehicles, giving them a weathered, battle worn appearance without ruining their bright heraldry. First, though, the Stormhawk was basecoated Macragge Blue and washed with Nuln Oil to add depth to the recesses of the model. The whole aircraft was then drybrushed with successively lighter shades of blue. It's important, though, to drybrush only the edges of the armour panels rather than the whole vehicle,



Ceramite Fuselage



1

Basecoat: Macragge Blue
Citadel Spray Paint



6

Drybrush: Rhinox Hide
S Dry



2

Wash: Nuln Oil
L Shade



3

Drybrush: Hoeth Blue
L Dry



1

Basecoat: Leadbelcher
L Base



4

Drybrush: Chronus Blue
M Dry



2

Wash: Nuln Oil
L Shade



5

Drybrush: Fenrisian Grey
S Dry



3

Drybrush: Necron Compound
L Dry

otherwise you'll leave the armour looking chalky with a pastel finish, rather than the strong, bold blue we're after.

The final touch was a stippling of Fenrisian Grey on the edges of the craft most likely to take bangs and scuffs. Stippling

requires just as little paint as drybrushing, but is applied by stabbing the brush lightly into the model rather than brushing it across it. Rhinox Hide was then carefully stippled onto the Fenrisian Grey patches to make it look like the paint had been worn down to the primer. ↗

Next week: Da Wazbom Blastajet!

Golden Aquila



Basecoat: Retributor Armour
M Base



Wash: Agrax Earthshade
M Shade



Layer: Runefang Steel
S Layer

Targeting Array



Basecoat: Averland Sunset
S Base



Wash: Fuegan Orange
M Shade

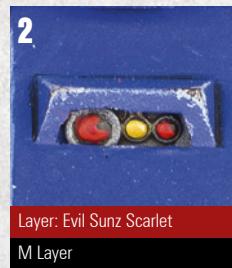


Layer: Flash Gitz Yellow
S Layer

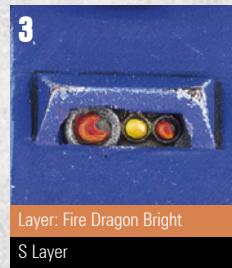
Scanners



Basecoat: Mephiston Red
S Base



Layer: Evil Sunz Scarlet
M Layer



Layer: Fire Dragon Bright
S Layer



Layer: White Scar
XS Artificer Layer



Layer: Ardcoat
M Layer

Skyhammer Warheads



Basecoat: Mechanicus Standard Grey
M Base



Layer: Dawnstone
M Layer



Layer: Averland Sunset
S Layer



Layer: Fire Dragon Bright
S Layer

Squadron Markings



Basecoat: Mephiston Red
M Base

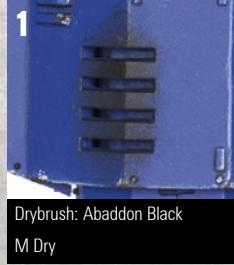


Layer: Evil Sunz Scarlet
M Layer



Layer: Fire Dragon Bright
S Layer

Exhaust Grime



Drybrush: Abaddon Black
M Dry

TOP TRANSFER TIPS

Before applying transfers, clean out your water pot and carefully wash your brush, otherwise you can end up transferring dirty paint water to your model when you move the transfer into place. Apply a layer of Lahmian Medium over the transfer once the transfer is dry to help seal it in place. Lastly, apply transfers before you add any weathering so the decals become weathered too.





THE NOCTURNE FIREBORN

Every issue of Warhammer: Visions features a new Army of the Month – a glorious collection of Citadel miniatures that has been lovingly assembled over many years. This month, we chat to Jason Lee about his stunning collection of Salamanders Space Marines.

When it comes to impressive collections of Citadel miniatures, there are few quite as exceptional as Jason Lee's. Regular readers may have seen some of Jason's miniatures in the pages of Warhammer Visions before, his subtle conversions and bright painting style refreshing and arresting in equal measure. He even won a silver award at Golden Demon: Space Marines last year with his White Scars biker. While Jason enjoys painting individual miniatures, he also has several armies, most notably his collection of Salamanders Space Marines.

"My Salamanders collection started back in 2014 when I painted a Stormraven Gunship for a painting challenge," says Jason. "I'd wanted to paint a Stormraven for a while, but I could never decide on a colour scheme. When the challenge was laid down, though, I thought, 'Just go for it, pick a colour scheme that's different to everyone else's and stop procrastinating.' In the end I settled on the Salamanders Chapter, mainly because I'd never seen

anyone paint a Stormraven green! I spent a bit of time learning how to use stencils with an airbrush, creating my own lizard-scale pattern, so I could create a unique design on the wings. I was so pleased with the end result that the Stormraven soon became a catalyst for an entire collection.

"My next project was a unit of Centurions. This proved to be a really important project, because they helped me identify what my Salamanders would look like. There are the traditional images, of course – jet black skin, burning red eyes, green armour covered in flames, that sort of stuff – but I wanted mine to be different, to really stand out from the crowd. That's one of my goals whenever I start a new project, to make my models unique. I revel in the tiny details. The Centurions, I found, were the perfect starting point to establish the imagery for my Salamanders. They're much bigger than regular Space Marines, so it was a lot easier to experiment with different painting and modelling

THE DEEPEST GREEN
Jason used an airbrush to apply the first few layers of colour to his Salamanders, starting with a basecoat of Caliban Green. He then applied another layer, this time of Kabalite Green. "I find it adds a rich blue hue to my models and gives the models a bit more depth," explains Jason. "I then airbrush on a layer of Warpstone Glow followed by edge highlights of Moot Green and then Moot Green mixed with a little White Scar. Airbrushes are great for applying quick basecoats and layers, but I find they're no substitute for a brush."

Jason then paints all the metallic areas before washing the whole model with Agrax Earthshade thinned down with Lahmian Medium.



1 Jason built most of his models in a couple of sub-assemblies, leaving off any panels, helmets or shoulder pads that featured flames. "I sprayed the pads white first, then airbrushed the flame colours on, starting with yellow, then orange, then red at the base," says Jason. "I then painted in the negative of the flames with Abaddon Black. It is so much easier painting flames this way, rather than trying to paint yellow and orange over black."

2 All of Jason's models stand on lava bases. "I was inspired by the background in the Tome of Fire series, which mentions the Time of Trial," says Jason. "The tectonic plates of Nocturne shift, throwing up lava, valuable minerals and gemstones. What a brilliant idea for basing models!" If you look closely, you can see tiny gems on the bases of all Jason's Salamanders.



1



2



3

► techniques on them. They were the first models I sculpted firedrake pelts on, and I was really happy with the results. I made them using a small piece of Green Stuff cut to shape and placed on the model. Once it was dry, I then sculpted on the scales using another piece of Green Stuff. It's a really simple technique and the result is subtle – I didn't want them wearing massive scaly cloaks, which I feel is a bit too flamboyant for the rank and file troopers. I also used spare parts from the Seraphon Saurus Guard kit, including jaw bones, spikes and skulls. They add just the right amount of detail without going over the top. Someone can look at the Centurions and know, at a glance, that they're Salamanders."

With the Centurions finished, Jason was ready to start a new painting project but suddenly found he lacked motivation. "I do find it really hard to get motivated sometimes," laughs Jason. "I like to have painted models, but I can really struggle sometimes to find the energy to paint them all. Fortunately I have an excellent group of friends who all motivate and inspire each other. I find that it's really important in a creative hobby like this to surround yourself with positive, like-minded people. We meet up regularly to play games and share painting tips, inspiring and encouraging each other to constantly push our skills. We give each other honest and constructive feedback, too, not just 'Oh, that's really nice.' If you

3 "I'm a firm believer that you should always paint what you think looks cool and what you'll have the most fun with, rather than a game-winning unit," says Jason. "I also love the idea of building and painting formations. They make collecting an army feel manageable, like it's been broken down into bite-sized chunks for you."

4 Jason loves adding freehand details to his models. Here you can see tiny Nocturne runes painted on to the knee pads and greaves of his Devastators to represent battle honours.



4

1 Jason's Master of the Forge maintains the many tanks in his army. "You can never really have too many tanks," jokes Jason. "I like painting vehicles as they offer a different dynamic to painting infantry models."

2 "My Stormtalons fly alongside my Stormraven in a Storm Wing formation. I find formations are a great way to help you structure your collection. I also like to paint the cockpit canopies on my flyers," adds Jason. "It's not because I'm being lazy, but because I like the highly-reflective tinted glass look."

3 Jason's Imperial Knight Crusader *Incus Infernus* was painted to match the rest of his Salamanders collection. The Knight features the Chapter's Firedrake icon on the shoulder and the number of the XVIII Legion on its tilting shield.



1



2



3

► want to improve your painting, you have to be open to feedback and be willing to take people's advice. It can be weird at first, having your hobby critiqued – it's your hobby after all, there is no right or wrong – but you learn so much that way. That's why, when I got such positive feedback on my Centurions, I decided to paint a whole army. The rest of the force I painted in just six months! You'd be amazed what a little drive can help you achieve."

So, motivated once more, Jason set about creating the force you see here and in the pages of Warhammer Visions 28. His starting point, however, wasn't a box of models, but a book. "I've been reading the Tome of Fire series by Nick Kyme," says

Jason. "Black Library novels are a great way to find out more about your army and they enable you to immerse yourself in their background. The Salamander series was a brilliant place to begin and gave a good idea of the way Salamanders act and how they fight. The book makes every Space Marine feel and sound like a hero and I wanted to convey that with my miniatures. That's why all of them are subtly converted with scaly pelts or little totems from Nocturne and why every model is painted with the same level of care and attention."

So what next for Jason, more Salamanders? "Nope, Imperial Knights allied to the Adeptus Mechanicus and Grey Knights," says Jason. "Lots of them!"

WARHAMMER VISIONS

You can see plenty more of Jason Lee's Nocturne Fireborn in Warhammer Visions 28, available to [pre-order now](#) from the Games Workshop website and out in Games Workshop stores and independent stockists next Saturday.

Alongside 26 pages of pictures featuring Jason's models, issue 28 also includes the latest from Golden Demon, Skitarii and Mechanicus armies, a Parade Ground of futuristic flyers, Blanchitsu, Paint Splatter and plenty more besides!

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 flying formations, Ork aircraft design, Roboute Guilliman and toxic phlegm.

CHOCKS AWAY, IT'S FLYING TIME!

COMBAT ROLES

THE FIGHTER

Fighters, such as the Crimson Hunter, Dakkajet and Stormhawk Interceptor, are designed to shoot enemy aircraft out of the skies. They can be used against ground targets, but their real strength is ensuring air superiority by initiating dogfights while the battle rages below.

THE ATTACK FLYER

Attack Flyers, such as the Stormraven, Heldrake and Doomsday, use their guns and missiles to launch attacks on ground targets. They are best suited to hunting down enemy vehicles, though many are also transport vehicles, enabling the troops inside to leap out and tackle enemy infantry.

THE BOMBER

Bombers, such as the Voidraven, Blitzk-bommer and Sun Shark, are the ideal craft for blasting apart formations of enemy infantry and (if their bombs have enough bang) armoured bunkers and tanks. Not as manoeuvrable as other aircraft, they can struggle in Dogfights, but they make up for this with extra firepower in the form of turrets and missiles.

DEATH FROM THE SKIES – WHAT'S IT ALL ABOUT?

Death from the Skies makes using Flyers in games of Warhammer 40,000 even more dynamic and exciting. Here's why we love this new book:

1. Flyers now have a Combat Role (see left) that helps define what they do on the battlefield.
2. Flyers have two new stats: Pursuit and Agility, which they can use to intercept or outmanoeuvre their foes.
3. Squadrons of aircraft are now led by Wing Leaders. You even get faction-specific rules for them (kind of like a Warlord Trait) to show their skill at commanding an aerial unit.
4. There are six missions presented in the book, all focused on aerial warfare. Some only involve aircraft! The missions are presented as a campaign, too, so you can link the games together.
5. Shoot down enough enemy aircraft and your pilot can become a Flyer Ace! Hopefully they'll survive the campaign.
6. The book includes 23 updated datasheets, one for every Flyer currently in Warhammer 40,000.



WHITE DWARF

COMMENCE ATTACK PATTERN SIGMA-EIGHT!

One of the big features of Death from the Skies is the Flyer Attack Patterns. Seasoned Warhammer 40,000 gamers will recall the Vehicle Attack Patterns in Warhammer 40,000: Apocalypse and these ones are very similar, enabling you to organise your Fighters, Attack Flyers and Bombers into devastating formations. Each Attack Pattern gives your squadron of Flyers a unique bonus depending on their battlefield role. The Vigilance Attack Pattern (1), for example, has the tailing plane guard the lead aircraft while it carries out its attack, while the Vehemence Attack Pattern (2) enables you to carry out precision strikes on enemy vehicles, both on the ground and in the air. The Intolerance Attack Pattern (3) works especially well against infantry that have gone to ground, while the Fortitude Attack Pattern (4) is the perfect defensive configuration, enabling your aircraft to protect each other from attack.



1



2



3



4

LOOT IT, WELD IT, FLY IT

We wouldn't normally liken our miniatures designers to Ork Mekboyz, but they definitely got themselves into an Orky mind-set when creating the Wazbom Blastajet, re-purposing parts from other Ork aircraft to give it a propa kustom job. The new tail section, for example, fits over the fuselage of the existing Dakkajet kit, while the air intakes on top are actually the panel that normally sits behind the pilot. If you choose to build the tail with a turret gun, that too has been looted. It's actually the Burna-bommer turret but with a semi-automated gun instead of a Grot gunner. The kit really is a Mekboyz paradise.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: feathered fiends.

STAR-EAGLES

The favourite companion of the noble Stormcast Knight-Venator, the star-eagle is an entrancing and ethereal creature, its plumage beautiful beyond mere words. It also has claws sharp enough to rip off a man's face even if they're sensibly wearing a helmet (is that what happened to the Skullreaper in Bit of the Week we wonder?) and they're rather keen on gouging out the eyes of anyone or anything their Knight-Venator master tells them to.

PHOENIXES

The firebirds of ancient aelf myth of the world-that-was were strange beasts, born as living infernos and slowly cooling as they aged until the oldest of their kind became Frostheart Phoenixes, frost-rimed monsters that could in fact suck the very heat from the environment around them.

PSYBER-EAGLES

Vat-grown by the Cult Mechanicus for Imperial officials of all stripes, from agents of the Inquisition to Adeptus Astartes Librarians and even the shadow-shrouded masters of the Officio Assassinorum, these empathic avians are used to amplify their owner's psychic powers. They come in a number of breeds, but the most popular is the two-headed eagle, a flesh-and-blood aquila.

SQUIGEONS

There's a squig for anything, so it makes sense you'd get flying ones. Squigeons are winged, feathered squigs that are used as a long-range communication method by the more backward Ork warbands. They're frequently preyed upon by the ferocious predatory Squighawks and bored Ork Flyboy pilots.

READER'S MODEL OF THE WEEK

With **aerial warfare** very much the theme of this week's White Dwarf, we picked a Heldrake painted by Grzegorz Kluska as our Reader's Model of the week.

Grzegorz painted it in the colours of the Alpha Legion, its blue and green armour panels swirling with daemonic energy. The effect was achieved by airbrushing the armour one colour, then placing a stencil over it and airbrushing it another colour, before repeating the process. The silver

banding to the armour was then (very carefully!) painted over the top. A fiery maw completes an excellent model.

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

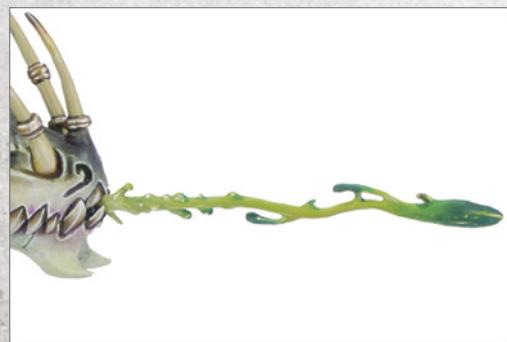
team@whitedwarf.co.uk

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

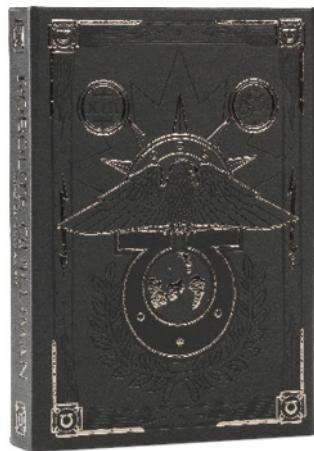


WEAPON OF THE WEEK: NOXIOUS SPITTLE

It's terribly impolite to spit, a fact that seems to have been ignored by the Skink Oracles when training their Troglodon mounts. The great albino star-lizards are incredibly accurate shots with their noxious spittle, homing in afterwards on anything they hit, drawn by the smell of bubbling melted flesh. Disgusting.



THE LAST BATTLE-KING OF MACRAGGE



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

MIND OVER MATTER

Hello, Grombrindal. I've just started collecting Tyranids and I understand they're ruled over by a Hive Mind. But is there a Hive Mind for each Hive Fleet, or just one all-powerful Hive Mind?

- Toby 'Shadow in the Warp' Harris

GROMBRINDAL SAYS

Ah, yes, filthy space aliens with too many arms. Do I have to answer questions about them? Oh, apparently my contract says I do...

Put simply, the Tyranids that have invaded the galaxy so far are just the tip of the iceberg, the first wave of a huge intergalactic invasion. Imperial scholars have surmised that there's probably a single Hive Mind controlling all the Hive Fleets, which are a physical extension of its will. However, if there is a Hive Mind controlling each fleet, the question you need to ask is what's controlling them?

- Grombrindal

AERIAL DUELS

We've always wanted to engage our aircraft in proper dogfights. Now we can!

MANOEUVRABILITY

All aircraft can now attempt a second Break Turn during their movement, giving them a much-needed boost to their manoeuvrability. Eldar planes in particular are going to be very snappy, so take plenty of Skyfire weapons to deal with their aerial acrobatics.

MUNITORUM REPORT: FLYERS

TAKING COVER

The new aircraft Attack Patterns mean aircraft can deal with pretty much any battlefield situation. There's no use taking cover, they'll still find you!

PILOT FATALITIES

Only Fighter aircraft have Skyfire now, so Bombers and Attack Flyers will have to be really lucky to take out another plane in a dogfight.

BIT OF THE WEEK: BIG, BIG GRIN

The face is a difficult part of your body to misplace, but this Skullreaper has carelessly managed to do so, leaving his skull exposed. Despite all this, he's still got a big cheery grin. Probably because he doesn't really have much choice in the matter.



WHITE DWARF'S REGIMENTS OF RENOWN

From the Mordant Gate in the Realm of Shyish march the Silent Eviscerators, the latest unit to join Chris Peach's aelf army for Warhammer Age of Sigmar.

We actually featured Chris's army back in Warhammer Visions 21, but this unit was, at the time, still on the painting table. "I wanted to make my Executioners look really sinister, even more-so than the existing models," says Chris. "I used spare heads from the Sisters of Slaughter kit to give them horrific grotesque

masks, some of which I subtly converted with extra blades to make each of them unique." When it came to painting his models, Chris actually basecoated the unit with Leadbelcher spray, then painted their armour with Blood for the Blood God followed by washes of Agrax Earthshade and Nuln Oil to make it look like their armour was covered in layers of crusted, dried blood. Chris then highlighted the edges of the armour with Runefang Steel to show where the blood's rubbed off. He's alright in the head, we promise... ☠



NEXT ISSUE: FLESH, TASTY FLESH. RAW FLESH, DEAD FLESH, ALL WILL BE CONSUMED.



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