

WHITE DWARF

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 122

28 MAY 2016

TOTAL WAR: WARHAMMER

WAR IS HERE!

BEHIND THE SCENES OF THE EPIC NEW GAME

TOTAL WAR
WARHAMMER

TOTAL WAR IS HERE!

Do you like Warhammer? (Of course you do – you're reading White Dwarf!) Do you like PC strategy games? Then this week you are going to be happier than Mannfred Von Carstein ruthlessly betraying everyone and causing the end of the world, for the mighty Total War: Warhammer is in stores now!

This colossal real-time strategy game has been worked on for years by the Warhammer-mad geniuses at Creative Assembly, and is finally finished and ready to be installed on hard drives everywhere, the result of immense passion and talent. It brings to life in breathtaking fashion the epic scale and fantastical combat of Warhammer in ways undreamt of, and has to be seen and played to be believed. To celebrate this momentous release, we've got an interview with Ian Roxburgh, Total War: Warhammer's Project Lead, a peek behind the scenes at Creative Assembly's own

Warhammer hobby (they've got their own Warhammer room! How cool is that?) and, best of all, a glorious panoramic mid-battle tableau courtesy of Creative Assembly, that we've annotated for your pleasure [here](#). If you've got a PC, but you don't yet have the game... what are you waiting for?

Elsewhere in the issue we've got this week's pre-orders, a terrific selection of base kits for Warhammer 40,000, custom-made to complement the Realm of Battle: Sector Imperialis, plus some sparkly new paints, and four pages of Paint Splatter to show you how to get the best from it all. There is also what is probably the single most impressive Stormcast Eternal we've ever seen in 'Eavy Metal, and a frankly jaw-dropping Nurgle Chaos Space Marine army [here](#)... inspirational stuff. Enjoy the issue! 🦴

WHITE DWARF

ISSUE 122
28 MAY 2016

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GAMES WORKSHOP

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PAINT SPLATTER

Hands-on guides to using the new paints – and how to paint those new base kits!

READERS MODELS

The best of your paint jobs and projects that you've sent in to us!

'EAVY METAL

A quite extraordinary Stormcast Eternal from Darren Latham.

NURGLE'S PLAGUEBONES

Prepare yourselves, readers, for a belief-begging army full of magnificent (and revolting) conversions and stunning paintwork!

A FINE FOUNDATION FOR FUTURE WAR

Turn over the page and you'll start to wallow in the wonder of the new Warhammer 40,000 base kits that go up for pre-order this week – they're all full of brilliant detail and have been consciously designed with elements of the Realm of Battle: Sector Imperialis in mind, so your models will look right at home on it (if by 'home' you mean 'the horrific war-torn battlefields of the 41st Millennium'). The Imperial Knight to the right is a great example of how elements of one of the new kits – the Large Base Detail Kit – can enhance your Citadel miniatures no end. Looks great, doesn't it?





NEW RELEASES: SECTOR IMPERIALIS

LARGE BASE DETAIL KIT

Stop carving up your cork tiles and leave your Cities of Death buildings for their intended purpose, as there's now an easy and convenient solution to your basing woes. Get great-looking urban bases for your centrepiece models quickly and easily.

Basing is an art unto itself, the capstone of any Citadel miniature. No masterful paint-job is complete until accompanied by an outstanding base, and now we've made it even easier with the Sector Imperialis Large Base Detail Kit. Loaded with a jaw-dropping 72 (that's right, 72) components, the days of your Imperial Knights and colossal beasts having bland and boring bases are no more. With the huge number of bits inside the kit – designed to be sympathetic to the details on the Realm of Battle: Sector Imperialis – you can add a bit of character and life to an otherwise empty expanse of Citadel Texture paint and grass. Just scatter your preferred bits about the base, making sure to do a dry fit first to check your model will fit, glue them down, and paint as you would any other base. It's all so simple that even those who aren't entirely

confident in their hobbyist skills will be able to get great results with a little time, effort and inspiration.

What we also really like about the Sector Imperialis Large Base Detail Kit is that you can use its components on Citadel miniatures of all sizes. Whilst some parts of the set, like the huge slabs of masonry and wall, may not fit on smaller bases, there's nothing to stop you perching a particularly athletic model atop submerged barrels or skewed beams. You could even place a particularly sinister-looking Inquisitor or Commissar beneath the ever-popular lamppost. Grab yourself a box alongside one of the Sector Imperialis round base boxes (turn the page!), and open up a near-infinite realm of basing possibilities that will leave your armies looking absolutely stunning. 🗡️

- 1 A huge stone carving of an Imperial saint, this is the largest part inside the entire kit. There are also angled chunks of it, should you want only a handful of bits.
- 2 A standout favourite of many a diorama and conversion, the lamppost from the Cities of Death Floor Pack makes a triumphant return, with a pair inside this kit.
- 3 A huge vent, possibly part of some elaborate underground cooling system, or simply ripped off a building.
- 4 A pipe lid or cover, cut at an angle to simulate it being partially submerged in the murk and grime of urban battlefields.
- 5 Easily attached to whatever surface you desire, a light can add a sense of place to a base.
- 6 Adding a light source can also be an interesting painting challenge.
- 7 A smaller vent.
- 8 A chunk of Imperial masonry, or simply ripped off a building.
- 9 A fine example of a grate.
- 10 A barrel. Like a lot of bits in the Large Base Detail Kit, it's cut at an angle to simulate it being submerged in the dirt, making it perfect for combining with a little Citadel Texture paint to simulate mud or dirt.
- 11 Cracked flagstones. These could be used as part of pretty much any basing scheme.



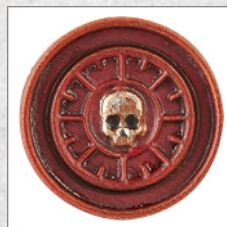
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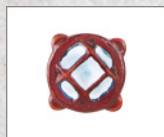
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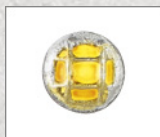
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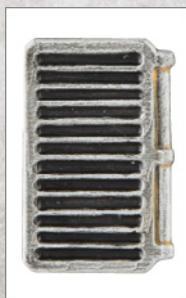
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10



11

LARGE BASE DETAIL KIT

72 basing accessories

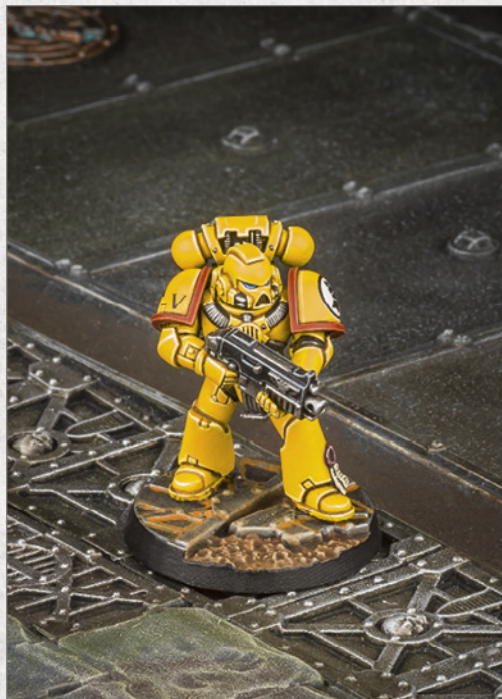
£20, €26, 200dkr, 240skr,
220nkr, 100zł, USA \$33,
Can \$40, AU \$55, NZ \$65,
¥4,600, 200rmb, HK\$270,
R125, SG\$50

PRE-ORDER: NOW
RELEASED: 04/06/16

NEW RELEASES: SECTOR IMPERIALIS

32mm ROUND BASES

- 1 Battered decking is a classic look, and this base would be equally at home in a ruined city, manufactorum, underground complex or aboard a starship.
- 2 You may not be able to see it, but this base is three slabs of different heights, which is a neat fit for any model posed with one leg atop something.
- 3 This particular base includes a variety of different textures, making it great for trying out different painting techniques on.
- 4 Like the previous base, the cracked concrete slabs, metal banding and dirty earth of this base give you a variety of textures, possibly letting you add a little extra colour to your Sector Imperialis bases.
- 5 The corner edges of the detail of this base would be the perfect place to use a lamppost from the Large Base Detail Kit.
- 6 This base includes detail from the metal walkways on the Realm of Battle: Sector Imperialis tiles, but there's nothing to say you can't paint it as stone, marble or whatever material you choose. Bone, perhaps?
- 7 Whilst it may be bare dirt with the obligatory skull, the smooth open areas of this base would be perfect for adding some industrial runoff made from Nurgle's Rot.
- 8 Matching the precincts of the Realm of Battle: Sector Imperialis tiles, this particular base displays the archway shape so prevalent on Imperial architecture.



32mm ROUND BASES

60 x 32mm round bases

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

PRE-ORDER: NOW

RELEASED: 04/06/16

Want the bases of your lavishly-painted Warhammer 40,000 miniatures to match your Realm of Battle: Sector Imperialis? Well, now there's a quick, easy and absolutely brilliant-looking answer to your hobby prayers.

If you own a Realm of Battle: Sector Imperialis board, you've probably puzzled over how to base your collection to match without carving up Cities of Death terrain and sanding it down to be the perfect size. Now an easier solution is at hand. Containing a staggering 60 x 32mm round bases, the Sector Imperialis 32mm Round Bases box contains eight different base designs modelled after the details found on the Realm of Battle: Sector Imperialis tiles, so your forces will blend in seamlessly with your battlefield. From rusted gantries to prefab sidewalks stamped with the Imperial aquila, it's all here. If you're wondering just how to paint them, turn to Paint Splatter [here](#), where we offer up 10 stage-by-stage painting guides for urban bases. 🛡️



NEW RELEASES: SECTOR IMPERIALIS

25mm & 40mm ROUND BASES

Not every army fits neatly onto a 32mm base, but still needs something other than a splat of Citadel Texture and a grass tuft or two. With a mix of 60 bases, there's a brilliant new base for every model in the Citadel range.

Of course, there are times when a 32mm base isn't quite right for the model at hand. An Eldar Guardian will look lost and alone with all that space, but an Ork Meganob will be positively crowded, looming over the base lip. Enter the Sector Imperialis 25mm and 40mm Round Bases box. With 40 x 25mm bases and 20 x 40mm bases, it's the perfect choice for armies like Craftworld Eldar of Tyranids who have a broad mix of base sizes on offer. And what's more, if on the off chance you feel the skulls on the manhole covers, walkways, ossuaries and lampposts weren't enough in the way of skulls, this box contains a whopping 32 extra skulls for whatever dark and nefarious modelling purpose you have in mind. Maybe you could make a small throne out of them? ☠



25mm & 40mm ROUND BASES

40 x 25mm round bases, 20 x 40mm round bases

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

PRE-ORDER: NOW

RELEASED: 04/06/16

- 1 Who knows what that light could represent? With a dab of Ceramite White and a quick glaze of your choice, it's an easy job to paint, and breaks up the colour of the concrete.
- 2 A smaller base doesn't mean less detail, though. Cracked paving, dirt and even a little bit of decking appear here.
- 3 The skulls of the faithful dead are incorporated into all aspects of Imperial architecture, even the walkways.
- 4 Beneath the broken earth of a ruined Imperial city you'll find skulls, although it's best not to dwell on how so many got there.
- 5 The Imperium of Man is not one for subtle displays of authority, so even on pavements you'll find aquilas aplenty.
- 6 Where would Warhammer 40,000 be without skulls? The Realm of Battle: Sector Imperialis board features ossuaries aplenty, so of course, they're replicated in miniature here.
- 7 A bigger base means more details. With decking plate, a vent, a skull and an Imperial aquila, it's 40mm of pure Imperium.
- 8 Even the Imperium of Man needs manhole covers.
- 9 Even with plenty of real skulls on display, the Imperium add more in the tiniest of shrines on even the most mundane of objects.
- 10 Sometimes, simplicity is key. A straightforward and evocative base, with rubble and cracked pavements.



NEW RELEASES: SECTOR IMPERIALIS

60mm ROUND & 75mm AND 90mm OVAL BASES



Why should infantry have all the fun? Whether you've got maniples of Battle-automata, squadrons of jetbikes, or packs of daemonic beasts to base, you're not left out of the fun as there's a box of bases specifically for you.

Dreadnoughts, cavalry, bikes and the truly weird and terrifying abominations of the Tyranid Hive Fleets and Daemons of Chaos shouldn't feel left out in the cavalcade of glorious new Sector Imperialis bases. The Sector Imperialis 60mm Round Bases, 75mm & 90mm Oval Bases box includes six 60mm round bases, six 75mm oval bases and six 90mm oval bases, giving you a huge stack of bases for Dreadnoughts, Wraithlords, Tyranid Warriors, battle robots and more, as well as all the oval bases you could need for Space Marine Bikers, Dark Eldar Reavers, and perhaps some models you may never have considered before, like Exalted Flamers of Tzeentch and their massive blast of warpflame. ☠

1 This 90mm oval base has it all, from technological details like the whirring blades of the vents and fan, to a light, deck plating, concrete slabs and even a skeletal shrine. You can really go to town with painting it, using some of the tips techniques in Paint Splatter [here](#).

2 This 60mm round base has a great set of differently textured surfaces, as well as an open expanse to add Citadel Grass or even a little Citadel Snow for a war-torn city on an ice world or assailed by a cruel winter.

3 This 90mm oval base has a wonderful gutter between the metal plates and the cracked and uneven concrete. Why not add some Typhus Corrosion Technical paint as oil, dirt and grime collected into the channel? Or maybe even Blood for the Blood God?

60mm ROUND BASES, 75mm & 90mm OVAL BASES

6 x 60mm round bases, 6 x 75mm oval bases and 6 x 90mm oval bases

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, R125, SG\$50

PRE-ORDER: NOW

RELEASED: 04/06/16



NEW CITADEL LAYER PAINTS

PRE-ORDER: NOW
RELEASED: 04/06/16



STORMHOST SILVER, FULGURITE COPPER AND SKULLCRUSHER BRASS

Three new layer paints, each in a 12ml pot! (Prices are per pot, each sold separately.)

£3.50, €4.50, 35dkr, 45skr, 45nkr, 18zl, USA \$5.75, Can \$7, AU \$9, NZ \$10, ¥720, 35rmb, HK\$48, R22, SG\$8

Like Retributor Armour? Then you'll love the three new metallic Citadel Layer Paints.

Following on from the popularity of Retributor Armour and Liberator Gold, we've added a trio of brand new metallic layer paints to the Citadel range – Stormhost Silver, Fulgurite Copper and Skullcrusher Brass. Offering outstanding coverage and even shinier than other metallic paints, making them perfect for things like gleaming Stormcast plate. 🛡️

CITADEL TECHNICAL GEMSTONE PAINTS

PRE-ORDER: NOW
RELEASED: 04/06/16



SPIRITSTONE RED, SOULSTONE BLUE AND WAYSTONE GREEN

Three new Technical paints to give your gems that extra lustre... (Prices are per pot, each sold separately.)

£2.55, €3.30, 30dkr, 35skr, 35nkr, 13zl, USA \$4.25, Can \$5, AU \$6, NZ \$7, ¥550, 25rmb, HK\$35, R16, SG\$6

The age-old art of painting gems has been made far easier with a trio of new Technical paints.

Painting gemstones to sparkle and shine has always been a tricky proposition, but with the help of the new Citadel Technical paints, it's never been easier. Whether you want your gems to be Spiritstone Red, Soulstone Blue or Waystone Green, we've got you covered. We explore just how these amazing new paints work in this week's Paint Splatter [here](#). 🎨

CITADEL GLOSS SHADES

PRE-ORDER: NOW
RELEASED: 04/06/16



AGRAX EARTHSHADE GLOSS, REIKLAND FLESHSHADE GLOSS AND NULN OIL GLOSS

Quite literally shiny and new, each in a 24ml pot. (Prices are per pot, each sold separately.)

£4.55, €6, 55dkr, 65skr, 65nkr, 24zl, USA \$7.50, Can \$9, AU \$11, NZ \$13, ¥1000, 45rmb, HK\$62, R28, SG\$11

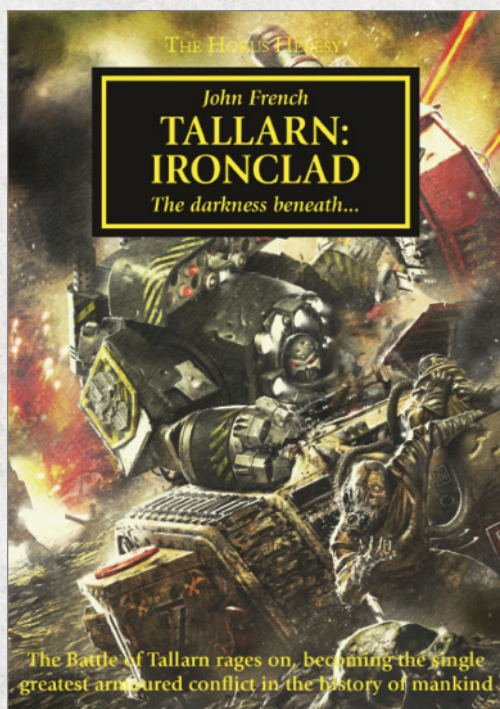
Keep the shine in your metals with three brand new Citadel Shades: behold the Citadel Gloss Shades!

The one drawback to an Agrax Earthshade, Reikland Fleshshade or Nuln Oil wash is that it takes the shine off any metallic paint. If you want to keep that gleam, we've the Shades for you, with Agrax Earthshade, Nuln Oil and Reikland Fleshshade Gloss Shades. Each works exactly like their classic counterparts, but will add a bit of shine to the model with a gloriously glossy finish, perfect for use with our metallic paints. 🌟

BLACK LIBRARY

TALLARN: IRONCLAD

By John French
Hardback | 240 pages



TALLARN: IRONCLAD

240 pages, hardback

£18, €22, 180dkr, 215skr,
215nkr, 90zl, USA \$27,
Can \$32, AU \$40, NZ \$45,
¥2,340, 195rmb, HK\$245,
R112, SG\$43

PRE-ORDER: NOW
RELEASED: 04/06/16

As the Iron Warriors seek the dark secret beneath Tallarn, the battle for that ruined world rages on.

Following on from the events of *Tallarn: Executioner*, *Tallarn: Ironclad* continues the tale of the largest tank battle in Imperial history. The question remains in the minds of both agents of the Emperor and the emissaries of the Warmaster – why have the Iron Warriors razed Tallarn?

Tallarn: Ironclad is much more than just the account of an absolutely mind-bogglingly vast tank battle. Dark mysteries and intrigues abound, centred on the question of just why the Iron Warriors have come to Tallarn. Veteran Black Library remembrancer John French expertly balances high-octane action with compelling mysteries that is a must read for all fans of the Horus Heresy saga. 🦾

NEW ISSUE!

WARHAMMER VISIONS ISSUE 29

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.



Download on the
App Store

WARHAMMER VISIONS

ISSUE 29

188 pages

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

PRE-ORDER: NOW
RELEASED: 04/06/16



Like a tome from the Gaunt Summoner's arcane library, issue 29 of Warhammer Visions is here!

The portals of the Silver Tower open, beckoning you towards a new issue of Warhammer Visions – and what an issue it is, with a look at the stunning new Warhammer Quest Silver Tower game and the Flesh-eater Courts of the Age of Sigmar. Elsewhere, we've got Maxime Pastourel's simply astonishing Chaos Space Marines collection in Army of the Month, the Space Wolves take centre stage in First Founding, we present Chris Bilewicz's Dark Angels collection in The Unforgiven, take a look at Forge World's stellar display board in The Taking of the Contrador and Tom Moore's Imperial Fists in Strike Force Angelos, plus there's Golden Demon: Space Marines, 'Eavy Metal, Blanchitsu and much more! 🦾

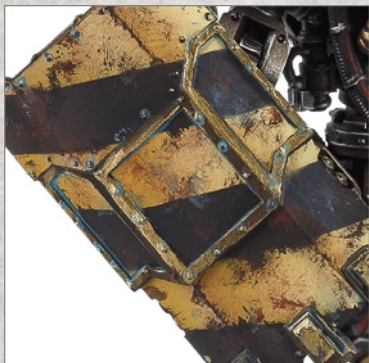
IRON CIRCLE DOMITAR-FERRUM BATTLE-AUTOMATA

Forge World make highly-detailed resin models, large-scale kits and books that explore the worlds of Warhammer. This week, we present the unsleeping praetorian-automata of the Iron Warriors' Iron Circle, the Domitar-Ferrum Pattern Battle-automata.

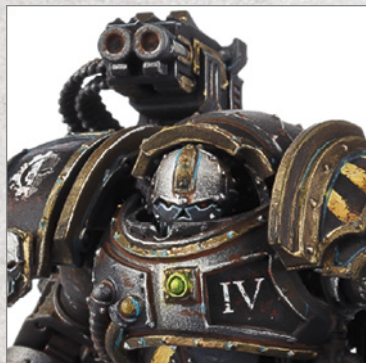


The Domitar-Ferrum, which made up the infamous Iron Circle, was a variant on the Domitar-pattern Battle-automata said to have been designed by the Primarch of the Iron Warriors, Perturabo, himself. Eschewing the graviton hammers and missile racks of the traditional Domitar chassis, the Lord of Iron armed his own praetorian-automata with enormous Karceri battle shields and graviton mauls of his own design. Feeling that his own sons were unworthy and incapable of functioning as a bodyguard, the paranoid Primarch of the Iron Warriors designed the Domitar-Ferrum as a bodyguard unit of utterly loyal, unsleeping guardians. At first, they were intended for the Lord of Iron's own exclusive use, but as the Horus Heresy raged ever onwards, Domitar-Ferrum Battle-automata were to be found at the side of Iron Warriors Praetors and commanding officers across the countless battlefields of the Age of Darkness. To many, however, this 'honour' was a mixed blessing – many Iron Warriors whispered that they were the ever-watchful eyes of the Lord of Iron, waiting for a moment of weakness or treachery (real or perceived) before violently carrying out their infamously paranoid Primarch's will.

This multi-part resin kit includes a single Domitar-Ferrum Battle-automata, which can function either as part of a bodyguard unit for Perturabo himself, or as a squad unto themselves in any IX Legion army in the Age of Darkness. 🛡️



1 The Karceri battle shield is taller than a Space Marine and, beyond offering superb defence against enemy firepower, is a crude but effective weapon that can bludgeon any foe that gets too close.



2 The Domitar-Ferrum's faceplate is a recreation of the IX Legion's own icon. It marks the Iron Circle as the creation of Perturabo, separate from the Battle-automata of the Martian Mechanicum.

This kit and the rest of the Forge World range are available directly from Forge World. To find out more, visit: www.forgeworld.co.uk



TOTAL WAR: WARHAMMER

Developed by the award-winning Creative Assembly in partnership with Games Workshop, **Total War: Warhammer** is the latest and greatest instalment in the Total War series of strategy computer games, set in the war-torn fantasy world of Warhammer Fantasy Battles.

FOR THE DARK GODS!

The four races in Total War: Warhammer are but the start. If you want even more ways to play, wage war and conquer the Old World, you can also play as the dark and sinister armies of Chaos. Spread corruption and destruction across the Old World in the name of the Dark Gods. If you wish to bind yourselves to the service of Chaos, you can pick up the downloadable content from Steam and other online retailers.

With the release of Total War: Warhammer for PC, we thought it'd be the perfect opportunity to talk to Creative Assembly about making the game. Behold, then, Ian Roxburgh, the Project Lead of Warhammer: Total War! We picked his brain to find out all the hows, whys and wherefores of this brilliant new PC game set in the world of Warhammer Fantasy Battles.

White Dwarf: Creative Assembly is famed for historical games like the Total War series. Why did you opt to set the latest entry in the Total War franchise in the Warhammer Fantasy Battles setting?

Ian Roxburgh: There has been a desire to create a fantasy version of Total War for a while, and we felt that Warhammer Fantasy Battles was the perfect match. Warhammer isn't subtle and that bombast that you get with flying monsters, magic and the Warhammer World itself lends itself really well to creating something we hope will be very special.

WD: Are there many Warhammer fans amongst the development team?

IR: A great many of us grew up as Warhammer Fantasy Battles fans. I've lost

track of the amount of people who've contacted their parents since this project started to dig out hundreds of painted miniatures! Our Lead User Interface Artist has spent most of his life playing and has some incredibly painted armies. One guy even asked his parents to send them here from Australia! We have spent many happy lunch hours fighting each other's armies so that we can accurately recreate that feel in Total War: Warhammer.

WD: For our readers who may not be up to speed on the Total War franchise but may be enthused by the Warhammer Fantasy Battles setting, how does the game play?

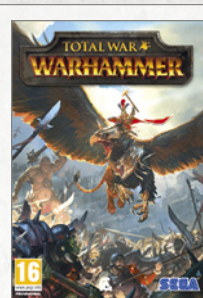
IR: Total War is the ultimate strategy PC game, and is a game of two spheres: a turn-based campaign played over a map where you must master ruling an empire, matched with real-time battles where you command your armies in the field. The battles will be familiar to Warhammer fans, but now you can hear them, see them, move armies at your command and witness wizards casting spells.

WD: With that in mind, for fans who enjoy the Total War series how is Total War: Warhammer different from earlier entries?

IR: Warhammer adds so much! Flying creatures, mighty heroes and magic are a few of the things we could not bring into a historical title. To fight over the Old World itself is another shift, as this is the first time we've done a campaign not set on Earth, allowing us to create gorgeous fantastical landscapes.

WD: The core factions players can choose are the Empire, the Dwarfs, Greenskins and the Vampire Counts. Why did you choose these particular factions?

IR: From the very beginning we knew we couldn't do all the races in our first instalment. So we decided that we would commit to a trilogy of games where we could eventually cover every race. When you then look at how best to make this work, it made a lot of sense to start with the Old World as the core release. These four races fitted really well into what made



Total War: Warhammer is out now for PC and Mac through Steam and from retailers everywhere (and coming soon to Linux!) Head over to www.totalwar.com for all the details, including the minimum specs needed for your gaming rig!

- 1 "Dwarfs are all about the artillery line and highly armoured, high leadership units – no cavalry, mind!" Ian tells us. The Dwarfs have to right the wrongs in their Book of Grudges, the contents of which are different in every new campaign you play.



1 "The Greenskins have to walk the tightrope between amassing enough momentum to spawn a Waaagh! on the one hand," Ian explains, "and on the other, prevent losses through animosity." Greenskins are a rampaging horde, as is only right and proper for Orcs and Goblins, and need a steady stream of conflict to generate momentum to start a Waaagh! Do this, and you'll be accompanied by another Greenskin army controlled by the AI that will help you out in battle, but only as long as you keep those battles coming. Too many turns without a battle and your force will start to dwindle as Greenskins either rip each other apart through animosity, or get bored and wander off in search of a decent scrap. As your only source of income to finance and upgrade your empire and armies is through looting and pillaging enemy cities, you really need to keep the battles coming. This is just how the Greenskins function, as the other races work in entirely different ways that are unique to them.

sense geographically, as well as being diverse from each other. They all have their own unique features, unit rosters and gameplay style that makes playing a campaign as each one feel like a totally different game. They also complement each other really well – presenting a whole host of different challenges to the player. Of course, other races are present around the Old World that we could have chosen instead but, in the grand scheme of things, it made sense to choose these four.

WD: How have you managed to make each faction feel unique?

IR: There are a number of ways in which we've made these races feel different to each other. When you play a race in Total War: Warhammer you'll really get the flavour of the race coming through in both the campaign game and the battles. Firstly, the unit rosters for each race are completely different and reflect the feel of the particular armies. For example, the Vampire Counts don't have missile weapons, have good flying units, powerful magic and regeneration spells. Playing battles with or against these races is a very different experience. Secondly, each race has a different set of features in the campaign map to reflect the Warhammer

Fantasy Battles background. Vampires have the ability to raise the dead and muster armies very quickly from the fallen warriors of previous battles and they spread vampiric corruption. The Empire is more about building diplomatic relations with the Elector Counts and assigning offices to your favourite Lords. Each of the four races has distinct tech trees and building trees as well, so you've got four very different Total War games in Total War: Warhammer!

WD: Are there any units or characters from Warhammer Fantasy Battles you'd love to add but haven't had the chance to do so?

IR: Yes, loads! Basically everything that isn't already in the game – although we're planning on getting around to all of them!

WD: Where do you intend to take the game going forward?

IR: This is the first entry in a trilogy – we've started with the Old World for reasons that will be familiar to fans, but that is only a small portion of the entire Warhammer world. We intend to expand the campaign map and include many other races as well as add units to rosters as we continue. There's lots to look forward to! 🐉



A VERY CREATIVE ASSEMBLY

The folks at Creative Assembly, the developers of Total War: Warhammer, are all frothing mad hobbyists, as you might reasonably expect. We take a peek behind the curtain at what they did in the name of research for their latest, greatest, blockbuster game...



1. Inside Creative Assembly's own Warhammer room! From left to right you can see: Henry Hankin, Junior Brand Manager. Behind him, holding the army book, is Richard Aldridge, Designer, then Scott Pitkethly, Lead Battle Designer. Next is a familiar face and Total War: Warhammer's loremaster, Andy Hall. Finishing up are Mark Sinclair, Designer, and Jim Whitston, Campaign Designer.

2. Brand Director Rob Bartholomew's High Elves lined up for war.

3. Rob's also got a Dark Elf army too – here he ponders what to take to the next battle.

4. Studio Communication Manager Al Bickham's Ogres, led by Stompy McGee, a Butcher who lost his legs – and most of his face – in battle. He also lost his favourite giant in the same battle. In his honour, Stompy consumed him in a single sitting, leaving only his feet – he'd need those.

Next week: A Creative Assembly Parade Ground!



THE EMPIRE BESIEGED

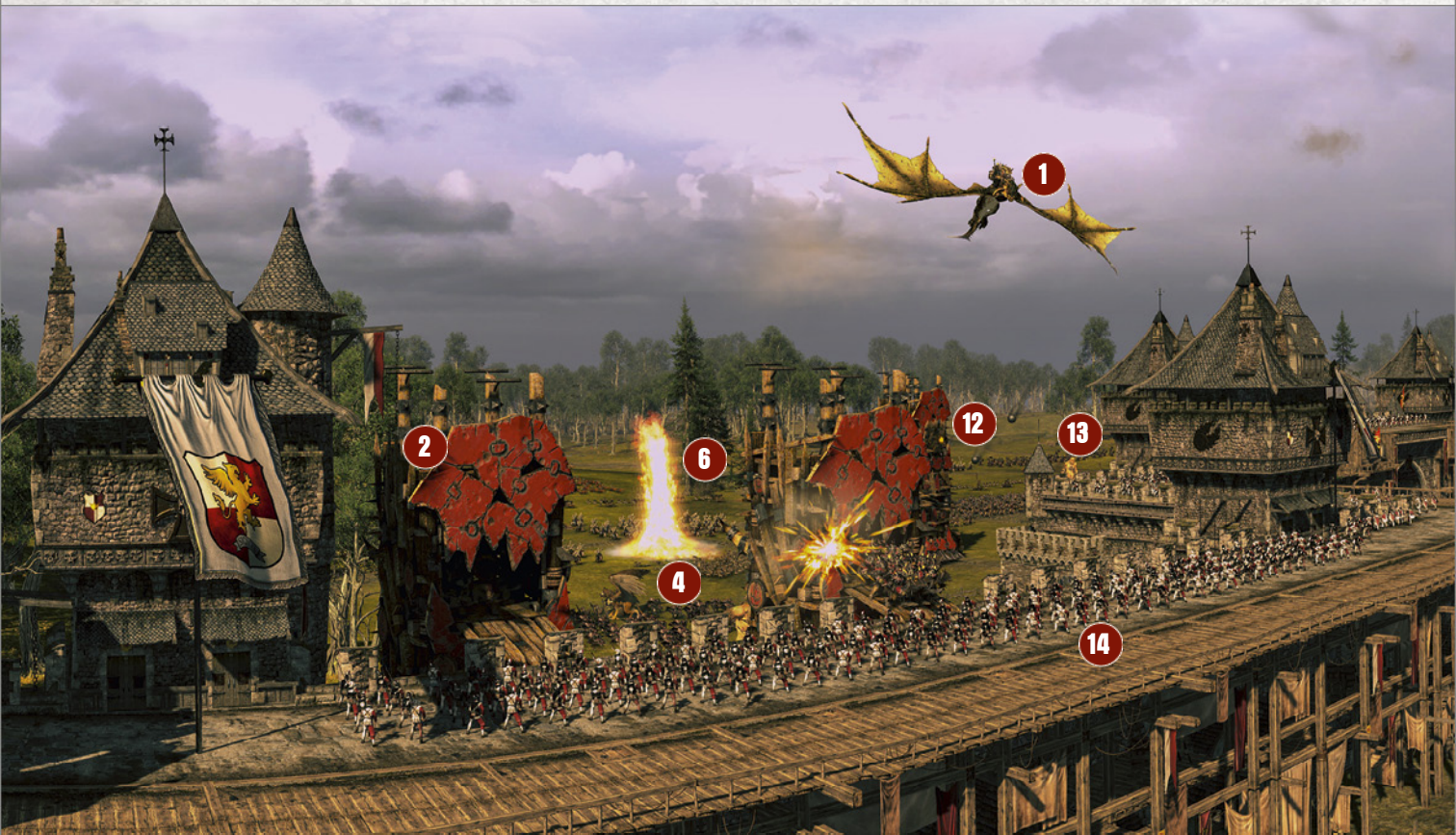
1. Death from the skies! An Orc Warboss surveys the siege of an Empire stronghold upon his Wyvern.

2. Siege towers allow Greenskins to disembark directly onto the city walls to reave and despoil.

3. The Foot of Gork! This devastating spell from the lore of Da Big Waaagh! summons the Orc god into battle to literally crush foes underfoot.

4. Deathclaw strikes! The Emperor Karl Franz on his legendary tiger-striped griffon sallies out to crush the advancing Black Orcs.

5. The Luminark of Hysh: this incredibly powerful battle altar is slow to fire but utterly devastating. The bound spell it uses – Solheim's bolt of illumination – is perfect for taking out tough single targets such as large monsters.



9. The Arachnarok is the largest of the great spiders of the Old World. Supporting a howdah teeming with goblin archers, and sporting fangs that will punch through armour like paper, this behemoth is formidable in ranged combat and in melee is near unstoppable. Fear it!

10. The people of the Empire are ingenious artificers, and their incredible artillery is prime evidence of this

– key instruments of survival in a world of horror and war. This mortar is providing support to the defending infantry on the wall.

11. Skulls adorn almost every surface of Empire architecture. These grisly icons signify the people's desire to appease the old death-god Morr, whose benevolence is believed to prevent the souls of the dead from being devoured by the Chaos Gods.

An epic snapshot of an in-game battle from **Total War: Warhammer** – an Empire stronghold under siege from the marauding forces of the Greenskins. We take a closer look at what's going on.

6. This raging column of fire is a Flame Storm – a terrifying spell available to Lore of Fire users, in this particular case an Empire Bright Wizard who will stop at nothing to defeat the Greenskins.

7. Behold the Empire cavalry! Majestic Demigryph Knights with Reiksguard in full plate armour coming up the rear lead a fearless charge towards the gigantic Arachnarok Spider near the town square.

8. The Purple Sun of Xereus itself! As anyone who played the last pre-Age of Sigmar edition of Warhammer will tell you, this incredibly potent vortex spell is available to magic users who practice the Lore of Death, and is insanely destructive. Woe betide those foolish enough to stand in its way!



12. Shells from Empire artillery behind the walls rain down on attacking Greenskin infantry. In this instance it's a somewhat risky strategy as these primitive projectiles can harm friend just as easily as foe.

13. A Giant wades through the fray, club in hand. Towering over the battlefield, Giants use their clubs to crush the unwary and can knock enemies to the ground with their thunderous hollering.

14. Spearmen on the walls brace themselves in valiant preparation for the approaching Orc Boyz, who of course love a good scrap.

15. Empire statues stand as sentinels in the market square. These splendid sepulchral sculptures warn the invading force of the threat within, as well as presenting stunning examples of the artistry and talent of Empire craftsmen.

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we show you the effects of the new Gloss Shades and gemstone Technical paints, plus 10 stage-by-stage guides for painting Sector Imperialis bases.

ALL THAT GLITTERS

This week sees the release of not one, but nine new Citadel paints, from a trio of gleaming metallic Layer paints, to three extra-large Gloss Shades and three Citadel Technical paints.

The Gloss Shades are exactly as they sound, akin to Citadel Shades, but where normal Shades dry matte, Gloss Shades retain their shine. We basecoated a pair of Necron Warriors with Leadbelcher (1), before giving the one on the left a wash of Nuln Oil and the one on the right a coat of Nuln Oil Gloss. See the difference? It still has a gleaming shine. The other Gloss Shades work brilliantly over gold and brass colours (2). The Necron on the left is basecoated with the new Skullcrusher Brass and shaded with Reikland Fleshshade Gloss, while the one on the right is basecoated with Fulgurite Copper and shaded with Agrax Earthshade Gloss.

The gemstone Technical Paints are really easy to use. In our three examples, we painted the gemstone Stormhost Silver, then applied a heavy layer of the new Technical paint over the top. The Eldar Wraithblade (3) shows how a finished model looks with the gems painted Soulstone Blue, while (4) gives a taste of Spiritstone Red, and (5) Waystone Green. However, don't feel you have to start with Stormhost Silver. Perhaps try Liberator Gold or Skullcrusher Brass for a more fiery red – there's plenty of scope for experimentation. And why not try the gem paints on other parts of models such as Space Marine helmet lenses or gun sights? The applications are almost endless.

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BASED IN THE CITY

When painting our Sector Imperialis bases, we undercoated and painted them separately to the model that would be standing on them. Not only does this make the bases easier to see in the pictures (no

legs in the way!), it's also much easier to wash and drybrush a base when there's no model attached to it. If you choose to paint your models this way, remember that plastic glue will not stick painted plastic together, so make sure you either mask off a tiny bit on each base where the model's

Metal Deck-plating



Basecoat: Leadbelcher

XL Base



Wash: Nuln Oil

L Shade



Drybrush: Necron Compound

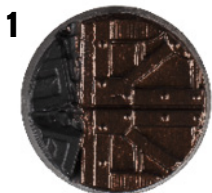
L Dry



Layer: Fire Dragon Bright

M Layer

Weathered Brass



Basecoat: Warlock Bronze

XL Base



Drybrush: Brass Scorpion

L Dry



Wash: Agrax Earthshade

L Shade



Drybrush: Golden Griffon

L Dry



Wash: Nihilakh Oxide

M Glaze

Red Flooring



Basecoat: Khorne Red

XL Base



Drybrush: Astorath Red

L Dry



Drybrush: Wild Rider Red

L Dry



Drybrush: Kindleflame

L Dry

Pavement 1



Basecoat: Mechanicus Standard Grey

XL Base



Drybrush: Dawnstone

L Dry



Wash: Reikland Fleshshade

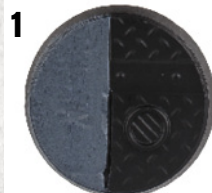
L Shade



Drybrush: Longbeard Grey

L Dry

Pavement 2



Basecoat: Mechanicus Standard Grey

XL Base



Wash: Druchii Violet

L Shade



Drybrush: Longbeard Grey

L Drybrush

Next week: Contain your excitement!

► feet will go, or use Super Glue to stick it down when you're finished painting.

You'll also notice that on some of the bases we use Layer paints instead of Dry compounds for drybrushing simply because the colour doesn't exist as a Dry

paint. If you use a Layer or Base paint for drybrushing, take extra care to wipe most of the paint off the bristles. We find a paper towel or a piece of cardboard is perfect for getting the paint off the bristles of the brush in preparation for some rigorous drybrushing.

Dark Marble Floor



Basecoat: Incubi Darkness
XL Base



Wash: Nuln Oil
L Shade



Drybrush: Kabalite Green
L Dry



Drybrush: Sybarite Green
M Dry



Layer: Gauss Blaster Green
S Layer

Painted Plascrete 1



Basecoat: Deathworld Forest
XL Base



Wash: Agrax Earthshade
L Shade



Drybrush: Straken Green
L Dry



Drybrush: Underhive Ash
L Dry

Painted Plascrete 2



Basecoat: The Fang
XL Base



Drybrush: Dawnstone
L Dry



Drybrush: Longbeard Grey
L Dry

White Gangways



Basecoat: Celestra Grey
XL Base



Wash: Agrax Earthshade
L Shade



Drybrush: Ulthuan Grey
L Dry



Drybrush: Praxeti White
L Dry

Churned-up Earth



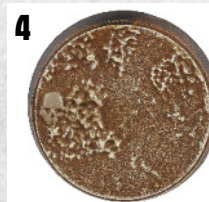
Basecoat: Mournfang Brown
XL Base



Drybrush: Balor Brown
L Dry



Drybrush: Tyrant Skull
L Dry



Layer: Baneblade Brown
M Layer



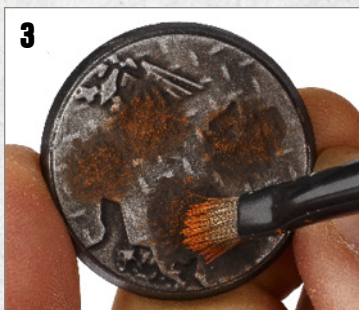
Layer: Screaming Skull
S Layer

COVERING ALL BASES

No battlefield of the 41st Millennium (or, indeed, the bases standing on it) would be complete without a healthy smattering of rust, dirt, grime and blood. The Citadel paint range includes several Technical paints perfect for creating these effects.

Once you've finished painting your bases (1), you can make them look weathered and rusty using Typhus Corrosion, an opaque wash that contains particles of grit. Using an M Base brush, gently dab Typhus Corrosion onto the base (2). The heavier you apply it, the coarser the effect you'll achieve. Once it's dry, lightly stipple Ryza Rust over the Typhus Corrosion using an S Dry brush (3). This will give the metal that classic rusty look. You can then wash the rust with Seraphim Sepia (4) to make it look oily and slick, like the rust is still wet.

Another great Technical paint is Nurgle's Rot, which looks brilliant painted into recesses like accumulated slurry. Using an M Layer Brush, carefully paint it into the edges of the decking (5). And what base would be complete without a little blood? A dab of Blood for the Blood God using an S Dry brush gives the impression of a violent altercation (6). 🩸



QUICK AND DIRTY

Jes Bickham's Genestealer Cultists are from the Deathwatch Overkill game, and as the story in that game's set in a vast mining complex, the new Sector Imperialis bases were an apt fit. Jes painted them all with basecoats of Brass Scorpion and Leadbelcher on the brass and metal respectively, before washing the whole base Nuln Oil. When this had dried, Jes drybrushed the whole base Necron Compound, then washed the recesses in the brass with Nihilakh Oxide for a corroded, oxidised look. These are a great example of being able to paint all your bases together quickly and easily, and getting a brilliant outcome with simple techniques.



READERS' MODELS

This week we show off a veritable smorgasbord of fantastic miniatures painted by you, our readers. Here's what you've all been working on, from Sons of Horus to, well, the Warmaster himself!



1-3 From top to bottom, a Sons of Horus Veteran Squad, Tactical Support Squad and Justaerin Terminator Squad all painted by Celso Mendez. We've featured several of Celso's models in the past; all part of a rapidly-growing Horus Heresy army that he's been working on over the last few years.



4

- 4 Deathrattle Skeletons by Jiunn Tai. These are part of Jiunn's new army for Warhammer Age of Sigmar, an Undead host to conquer the Mortal Realms. Jiunn used turquoise as the spot colour for his unit, which matches the verdigris he painted on their weapons and shields.



- 5 Chaos Knight by Toby Carlyle. Toby's been collecting Warhammer 40,000 since the days of Rogue Trader and this is the latest addition to his World Eaters force. Look carefully and you can see the legion's icon – a planet being devoured – painted on the Knight's tabard surrounded by a symbol of Khorne. There really is no doubting this Knight's allegiance, especially when you realise that he's standing on the remains of what was once a loyalist Dreadnought.

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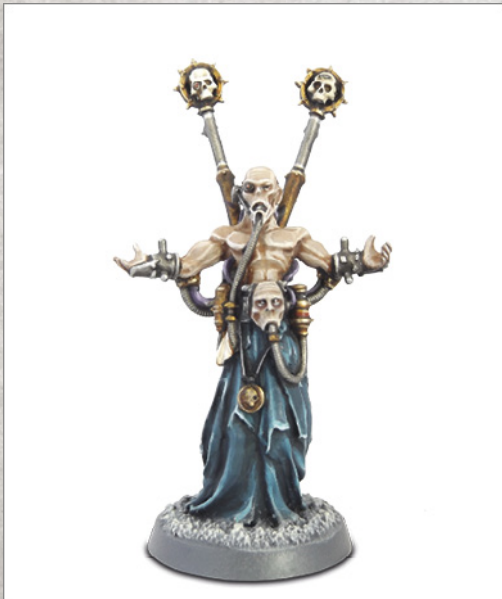
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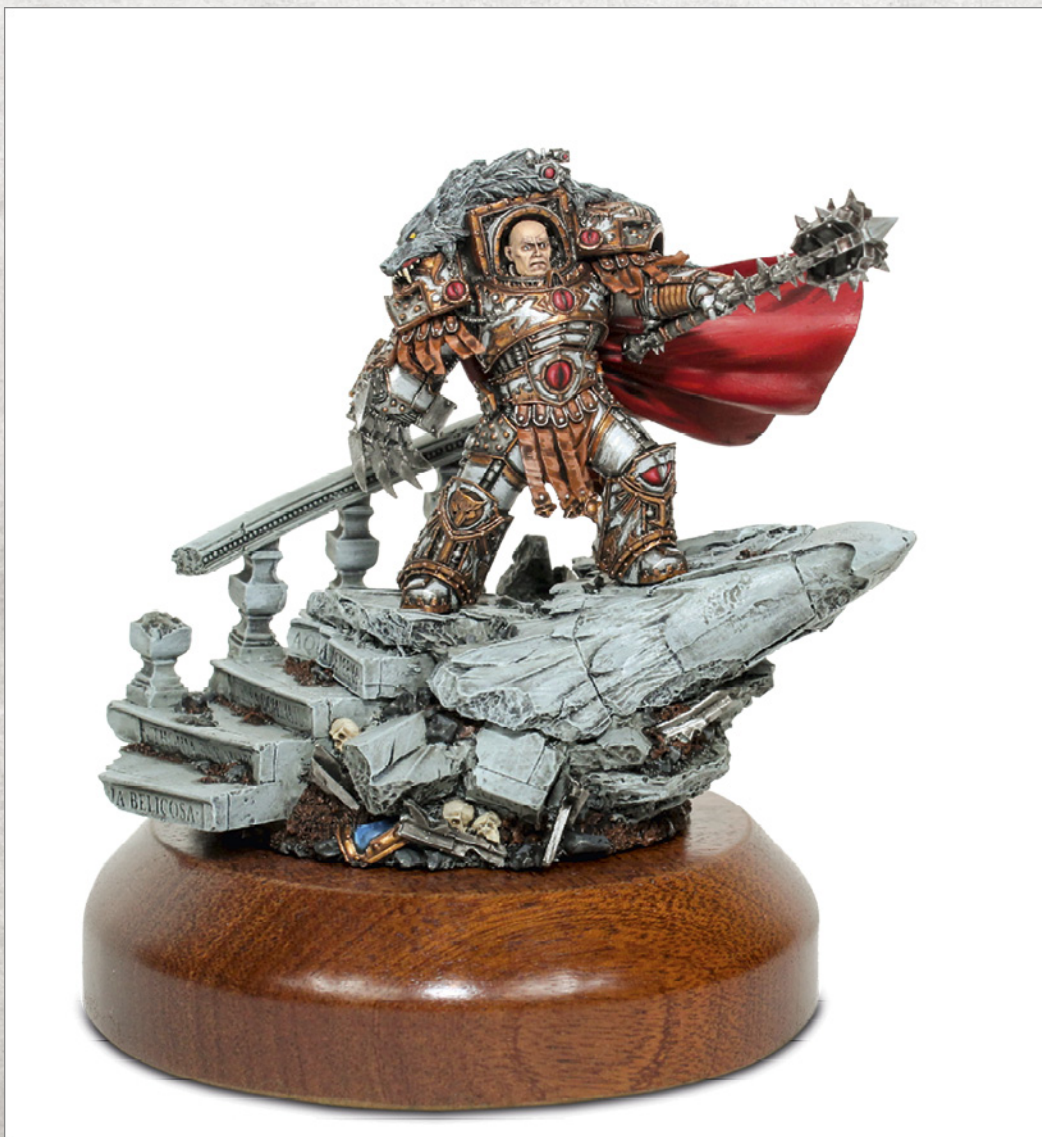
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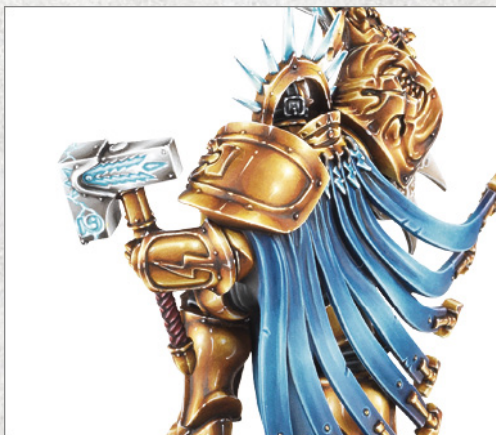
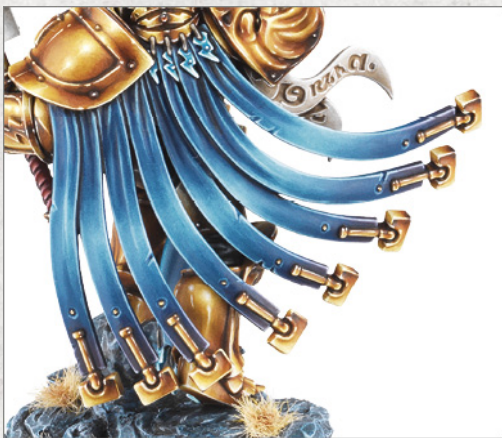
- 1 Putrid Blightking by Stéphane Giudice. Stéphane painted his Blightking's blade and armour to look as if they're made from some kind of Chaos-tainted, plague-infested material.
- 2 Skitarii Rangers by Gabriele Renna. Gabriele tells us the rocks on the bases are made from nut shells, of all things!
- 3 Blood Angels Captain by Tjeerd Visser, which he entered into the Fang painting competition in Amsterdam.
- 4 Rogue Psyker by Daniel Jackson. He's part of a force allied to Daniel's fantastic Word Bearers army, which was featured in issue 24 of Warhammer Visions.
- 5 Skaven Screaming Bell by Pascal Rooze. Pascal's absolutely brilliant Screaming Bell was also entered into the Fang painting competition.
- 6 Zameon Gydrael, Company Champion from Deathwatch Overkill by Jiunn Tai. Zameon was the first member of Kill Team Cassius painted by Jiunn, who stuck as close as he could to the 'Eavy Metal colour scheme. The only exception is that he chose to paint the model's power sword a gleaming blue like it was infused with energy.
- 7 Seraphon Kroxigor by Thilo Engels. Thilo's Kroxigor is part of his in-progress Armies on Parade entry for 2016.
- 8 Horus Lupercal by Andy Semon. Andy's fantastic take on the Warmaster brings to mind the Horus of the Great Crusade, when he lead the Lunar Wolves before the events of the Horus Heresy.

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

'EAVY METAL



'Eavy Metal is our regular feature celebrating beautifully-painted Citadel miniatures, curated by the renowned 'Eavy Metal team. This week, we present a Lord-Celestant painted by Darren Latham.



This Lord-Celestant was painted by former 'Eavy Metal painter-turned-miniatures designer Darren Latham. Here's what he has to say about bringing this exceptional miniature to life.

"The Lord-Celestant is such a dynamic model, a real painter's dream," says Darren. "He's a big, bold character standing in a heroic, open pose where you can see every part of the model. If you like entering painting competitions such as Golden Demon, this is the perfect model.

"I painted him in non-metallic metals, a technique I love using because it's so challenging to get right. It's a painting style that's meant to trick the viewer into thinking they're looking at something metallic and reflective when, in fact, it's

neither! The end goal is for the effect to be absolutely convincing, which is why it took me around 160 hours to paint.

"When painting non-metallic metals, I rarely blend my paints. I work from a mid-tone, in this case a pale ochre, and apply really thin layers and washes to highlight and shade the miniature. The toughest part is getting the reflection points and colour gradients in the right place and keeping them consistent across the model. I paint one part of the model to completion then use the reflections on that as a reference point for the rest. I've found that non-metallic gold can look a bit brown and wooden when I'm done painting, so, to restore the lustre of the gold, I apply lots of thin red and yellow glazes to enrich the colours."

1 "The Lord-Celestant in all his glory, painted in the colours of the Hammers of Sigmar. "It's a great colour scheme," says Darren, "a classic regal combination of warm golds and cool blues. My only real addition to the colour scheme was the glowing crystal effect on the model's weapons and halo, which I used to help convey his celestial, otherworldly nature."

2 "The cloak is a different material to the armour, so it reflects light differently," continues Darren. "The highlights are far softer and concentrated along the centre of each strip to give the impression that's where the light is catching them. They run parallel to the highlights on the armour to keep the direction of the light hitting the model consistent."

3 Darren used red for the weapon hilts and tiny gemstones on the model. "It's the spot colour for the model, the two weapon hilts and the belt gem helping to frame the model's head and direct the eye to it."

4 "I immersed myself in the background of the Age of Sigmar before painting this model," says Darren. "It helped me find a suitable setting for the miniature and influenced the way I built and painted the base. I settled on lava and rocks as if he were fighting in Aqshy, the Realm of Fire."

5 "Non-metallic silver is far harder to paint than non-metallic gold as there are less colours and shades to work with. My advice: practice with gold first and get the technique right before trying it on silver!"



NURGLE'S PLAGUEBONES

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 talk to Maxime Pastourel about his army of Renegade Space Marines – the Plaguebones.

When it comes to servants of Nurgle, there are few quite as devoted as Maxime Pastourel, who has spent almost a decade creating this rancid army of Renegade Space Marines, Daemons of Nurgle and corrupted militia. Originally Maxime only planned to paint a few units, but, like all good epidemics, it grew exponentially into the army you can see here and in the pages of Warhammer Visions 29 (available to pre-order now). Here's what Maxime has to say about his collection.

"The Plaguebones are a renegade Chapter of Space Marines dedicated to Nurgle," says Maxime. "I've always liked the imagery associated with Nurgle – Plague Marines and Plaguebearers have such a great look, one that's visually strong and instantly recognisable, with bloated bodies, withered limbs, gas masks, pipes and cables, ruptured organs, and so on. They're not only a painter's dream, but a converter's too, with loads of ways to convey the horror of disease and entropy.

"Plague Marines are traditionally painted a rancid, mouldy green – the colour of decay and corruption," continues Maxime, "but I wanted to step away from that colour scheme and create something different. I looked at a lot of pictures of diseases, injuries and illnesses online (*not recommended!* – Ed) and found that they come in a whole range of colours and textures – they're not all green! In the end, I decided to paint my Space Marines with bone-coloured armour similar to that of the original Death Guard Legion, but with red as the spot colour rather than green. The Plaguebones were born.

"When creating a new force, I like to develop the background for the army at the same time," says Maxime. "I find that it helps solidify my ideas and gives me better consistency across my force. The Plaguebones were originally known as the Snakebones, a Chapter that specialised in lightning raids and ambush attacks. During the 11th Black Crusade, the Chapter was

1 All of Maxime's Plague Marines are converted in some way, be it with new heads, arms, weapons, or all of the above. This squad of Possessed have clearly sold their souls to Nurgle, their disease-ridden bodies inhabited by Plaguebearers. Maxime used the lower bodies of Plaguebearers and combined them with the upper torsos of Assault Marines, the jump pack harnesses giving their armour a more industrial look. A common conversion amongst Maxime's Plague Marines is the armoured cowl over their heads. This is simply a plain Space Marine shoulder pad fixed behind the head and in front of the backpack. Note how many of the models also feature bullet holes drilled into their armour, often in the triangular shape of Nurgle's rune.





► deployed to the Subiaco Diablo sector, where they came into contact with the Death Guard. On every battlefield they were swamped by hordes of Plague Zombies and Chapter Master Kortharis had to order a retreat, leaving just enough time for the Apothecaries to recover the Chapter's precious progenoid glands. That was to be their undoing. The Destroyer Virus carried by the Plague Zombies had already corrupted the bodies of the fallen, so when the glands were implanted into new battle-brothers, the corruption soon spread. Devoted to his men, Kortharis sought a solution to the disease, but none could be found. Soon, though, Grandfather Nurgle answered his plea for aid..." It's a grim tale, and one that Maxime tells with relish. The story has developed over the years, too, as Maxime has added new characters and 'upgraded' others, such as Chapter Master Kortharis, shown to the right. "He originally wore a suit of Terminator armour," explains Maxime, "but after a few recent games with my army, I decided to elevate him to Daemonhood. He's suffered enough as a mortal." ►

- 1 This converted Sentinel is part of the renegade militia force that fights alongside the Plaguebones. Maxime converted the pilot to have a fully-enclosed helmet and breathing apparatus so he fits the theme of the rest of the army. The symbol on the front of the Sentinel's cockpit is the Chapter's blasphemous icon.
- 2 Maxime's converted Helbrute known as Papa Pipe (on account of all the cables spewing from his mouth).
- 3 The Daemon Prince Kortharis. The base of the model is a Skaven Verminlord, with the head from an Imperial Knight, legs from a Maggoth Lord and scratch-built turbines inspired by Forge World's Blight Drones. The miniature Blight Drone next to him was sculpted by Maxime, its carapace once part of Kortharis's Terminator armour.





1 The latest addition to Maxime's army is a unit of Plague Drones, many of which he has converted to feature streams of vile pink liquid being sucked up through their proboscis snouts or voided through one of their many orifices. "They're actually really simple to make," says Maxime. "I use a piece of clear plastic tubing and drip a mixture of 'Ardcoat and Bloodletter Glaze down it. Once the paint's dry, I then stick the tube in place. I put some gloop on the base, too, as if the Plague Drones are slurping it up (or blasting it out). It's probably human soup."

2 The centrepiece of the army is the Plague Centurion, which Maxime converted from a Khorne Lord of Skulls. "When I first saw the Lord of Skulls, I knew I had to add one to my force," laughs Maxime. "The kit is really easy to assemble, so I had plenty of time to convert it to fit my army. The head and axe are sculpted, but most of the rest of the model is made from spare plastic components. The blood tanks on the back, I thought, were deserving of something more disgusting than warm blood, so I filled them with rotten bodies from the Corpse Cart kit. The bell above the model's head is also taken from the Corpse Cart, with a fly icon from the Plaguebearers kit." In front of the Plague Centurion stands a Dark Magister (converted from the Dark Angels Sergeant in the Dark Vengeance boxed game with the head of a Chaos Cultist) and two of Maxime's Contemptor Dreadnoughts, also converted with pipes around their sarcophagi. Of particular note are the splashes of murky water that Maxime sculpted around their feet. Just don't ask what makes the water brown...



► Like many hobbyists, Maxime has found that playing games of Warhammer 40,000 is a great way to gain inspiration for his next painting project. "I actually painted the Plague Drones in preparation for a big game next week," says Maxime. "I don't get to play very often, but when I do, I go big! My gaming group normally book out a whole weekend and play one massive game. The last time we played we had a games master telling the story of the battle, which was great fun because objectives changed mid-battle, stories developed and some players even changed sides! I am not a competitive person, I play for the thrill of a fun game and the storytelling and I find playing in character – launching rapid assaults with my infantry units right into the heart of the enemy army – is far more satisfying than just trying to smash your opponent."

But what about the painting? How does Maxime paint so many models so quickly, and to such a high standard? "Really, they're pretty basic!" laughs Maxime. "Nearly all of my models are painted using

Shades over a Corax White undercoat. Most people aren't too confident with Shades, either slapping them on really thick or painting them gingerly into the recesses. My tip, if you're doing an all-over wash, is to always mix it with Lahmian Medium – it dilutes the consistency of the Shade without compromising the colour, and makes it run neatly into the recesses to create a smooth gradient on flat surfaces such as armour panels. Then it's just a case of adding a few spot colours such as the red shoulder trims and eye lenses, a little battle damage and weathering, and I'm done."

So what's next for Maxime and his renegades? "They've got friends," says Maxime. "They're called the Death Bringers, another warband of Renegade Space Marines. They're also dedicated to Nurgle, but in the guise of the merciful executioner, bringing excruciating death from afar, their rotten bodies kept alive through dark technology." We await seeing them with bated breath and perfume-soaked cloths over our noses... 🦋



WHITE DWARF'S REGIMENTS OF RENOWN

This week's Regiment of Renown is in fact a pair of units painted by Andrew King, his Mortis Engine – the Reliquary of Erasmus – joined by his Spirit Hosts. All of Andrew's Malignants were painted the same way, although certain elements such as the bone and flesh are painted to tie in to the Soulblight and Deathrattle aspects of his army. Whilst Andrew painted the ectoplasm in the traditional manner (Corax White, Nihilakh Oxide, then drybrushed Praxeti White), what captivated us was the lurid green flames, which he

painted with Warpstone Glow, a Biel-Tan Green wash, then a highlight of Moot Green. The worn stone of the Mortis Engine was painted Stormvermin Fur, drybrushed Baneblade Brown, drybrushed again with Pallid Wych Flesh, then washed with Agrax Earthshade. As a final touch, Andrew used a very thin wash of Castellan Green in patches to simulate mold and moss. Andrew took these units to the Warhammer World event The Call of Gold, winning a Best Painted Army Nomination. Well done, Andrew! 🦴



NEXT ISSUE: MASTER OF MACHINES, LORD OF THE BROOD AND CRATE EXPECTATIONS

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