

WHITE DWARF

PARADE GROUND
WARHAMMER MODELS PAINTED
BY CREATIVE ASSEMBLY

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 123

04 JUNE 2016

GOLDEN DEMON
THE HORUS HERESY WINNER
INTERVIEWED INSIDE!

THE BROODLORD UNLEASHED!

HORROR OF THE TYRANIDS

THE ULTIMATE EXPRESSION OF THE GENESTEALER SPECIES STRIKES FORTH!





WHITE DWARF

ISSUE 123
04 JUNE 2016

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CONTAIN YOURSELF!

This week sees two magnificent plastic hero miniatures go on pre-order for Warhammer 40,000 – the arcane Tech-Priest Enginseer and the monstrous Tyranid Broodlord. Each makes for a magnificent centrepiece for Astra Militarum and Tyranid armies respectively. But what of the battlefields they fight over? Well, they've suddenly got a whole lot more exciting too this week as we're also proud to present the Munitorum Armoured Containers, some hugely evocative scenery pieces that really inject a welcome

flavour of the Imperium's industrial-gothic feel into your gaming set-ups. Turn [here](#) for more on these, and [here](#) to see their rules for use in your games of Warhammer 40,000.

Elsewhere the chaps at Creative Assembly – the developers behind Total War: Warhammer – have sent us some of their lovingly-painted Warhammer miniatures, and we interview Golden Demon: Horus Heresy winner Andy Wardle. Enjoy the issue! 

NEW RELEASES: ASTRA MILITARUM

TECH-PRIEST ENGINSEER



As much a symbol of office as a tool of their calling, the Tech-Priest Enginseer's backpack is festooned with cables and wires of technocarcane purpose, and incorporates a servo-arm, a sacred tool of maintenance and repair whose unyielding jaws double as a potent melee weapon. The censers and incense burners illustrate the Enginseer's dual role as both battlefield mechanics of the Emperor's armies and wandering priests of the Omnisiah.



1

Without Tech-Priest Enginseers, the mechanical might of the Astra Militarum would grind to a halt. They alone possess the knowledge to soothe recalcitrant machine-spirits and perform the sacred rites of maintenance and repair.

Members of the priesthood of Mars, Tech-Priest Enginseers are a vital part of the Imperial war machine. They are custodians of the innumerable vehicles of the Astra Militarum, from the humblest Chimera carrier to the mightiest Baneblade super heavy tank. Without their arcane knowledge of the sacred mysteries of the Machine, the armoured might of the Astra Militarum would grind to a halt. Clad in blessed power armour beneath rust-red robes and armed with the cog-toothed power axes of their calling, Tech-Priest Enginseers can be found in warzones across the Imperium, fixing the tread-housings of Leman Russ battle tanks under fire or repelling greenskin looters whilst salvaging wrecked Shadowswords, fearlessly risking life and what is left of their organic limbs to protect the sacred war machines entrusted to their care.

Originally released as part of the Leman Russ Tech-Command boxed set, the Tech-Priest Enginseer is now available to buy separately. Perhaps the most human of their kind (one living eye and portions of a face just visible beneath the red cowl), Tech-Priest Enginseers are nevertheless far removed from the rank and file of the Imperial Guard – a welcome but unsettling addition to any armoured company, artillery battery or mechanised platoon. ☠

ASTRA MILITARUM TECH-PRIEST ENGINSEER

1 Citadel miniature

£18, €23, 180dkr, 220skr, 200nkr, 90zl, USA \$30, Can \$35,
AU \$50, NZ \$60, ¥4,100, 180rmb, HK\$245, R110, SG\$43

PRE-ORDER: NOW

RELEASED: 11/06/16

TYRANID BROODLORD

Broodlords are monstrous extra-galactic aliens, the apex of their horrific genus, the Genestealer. Strong, agile and preternaturally fast, they lead their broods into battle, striking from darkness to cause carnage and mayhem.

The Broodlord is the first and most powerful Genestealer within a brood, created by the Hive Mind to infiltrate the worlds of other species and spread their genetic taint. They may lurk in hiding for decades, growing their brood until a Tyranid Hive Fleet arrives, when they will emerge from their nests to strike at the heart of the enemy's forces. To fulfil their alpha role, Broodlords grow to monstrous proportions, standing taller than even a Dreadnought, their chitinous carapace thick and gnarled from years of constant battle, their muscles bunched ready to strike. Indeed, there are few foes in the galaxy quite as swift or as deadly as a Tyranid Broodlord.

This plastic kit – originally released to represent the infamous Spawn of Cryptus in *Shield of Baal: Deathstorm* – perfectly captures the horror and menace of a Broodlord, leaping from a Tyranid spore chimney, razor-sharp claws outstretched to shred an unsuspecting foe. Like all Genestealers, the Broodlord has four limbs, its second pair ending in rending claws that can tear even a Terminator-armoured Space Marine in half. ♦

The rules for the Spawn of Cryptus can be found in the Phodian Annihilation Swarm Dataslate, available now in iPad and eBook formats.

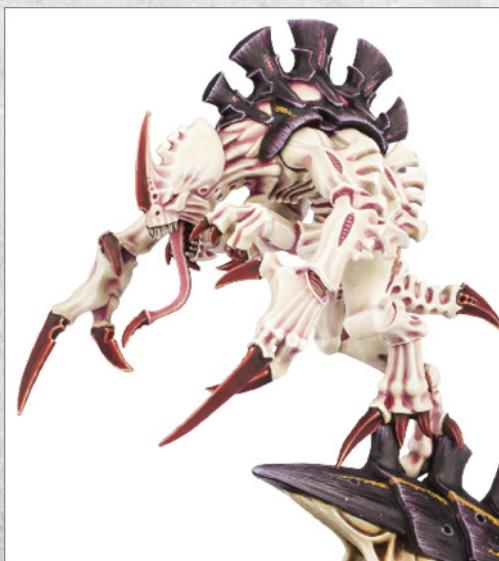
TYRANID BROODLORD

1 Citadel miniature

£25, €33, 250dkr, 300skr, 280nkr, 125zl, USA \$40, Can \$50, AU \$70, NZ \$85, ¥5,800, 250rmb, HK\$340, R155, SG\$60

PRE-ORDER: NOW

RELEASED: 11/06/16



1 The mightiest breed of Genestealer known to the Imperium, many agents of the Inquisition's Ordo Xenos have noted the Broodlord bears a heavy resemblance to the so-called Genestealer Patriarchs of the insidious Genestealer Cults that riddle the galaxy. Their huge scythe-like talons, grasping claws and barbed ovipositor speak of a shared heritage as apex Genestealer bioforms. The Broodlord is commonly seen at the vanguard of Tyranid invasions, ripping out the heart of enemy defences at the head of Genestealer broods.



NEW RELEASES: WARHAMMER 40,000

MUNITORUM ARMoured CONTAINERS

Across the war-torn battlefields of the 41st Millennium, the vast armies of the Imperium need to be constantly resupplied with weapons, ammunition, fuel and wargear. Behold their method of delivery: the Munitorum Armoured Containers!



1 Whether dropped in from orbit, delivered by ships and low-atmosphere aircraft or hauled in great land trains, Munitorum Armoured Containers are the most efficient way to get ammunition and equipment to the forces of the Imperium and a ubiquitous sight across the warzones of the 41st Millennium. Inside this plastic kit you'll find three of these heavy-duty containers, each one roughly the length of a Rhino and tall enough to fit a Space Marine inside with plenty of headroom. Indeed, the cargo-deck flooring is 32mm wide (the same width as a Space Marine's base), so you can easily fit models inside the container, should they need to take cover from enemy fire.

The Munitorum Armoured Containers are styled in the vein of many other Imperial vehicles and buildings, with arched ventilation grilles and doors, identity-scryer skulls for access, aquilas – the lifting lugs – and, of course, skulls. The doors at each end can be glued in place or left off, enabling you to paint the interior detail. Each container also comes with a pair of

storm bolters that can be mounted on the upper hull and used in your games. (We suggest not gluing them in place, as that way you can take them off if you decide to stack the containers on top of each other, as shown above). The box includes full rules for using the Armoured Containers in your battles (and you can also find these [here](#) in this issue).

But that's not all you'll find in this set, because it also contains 12 ammunition crates and nine fuel drums. The ammunition crates come in two sizes and all feature the Imperial aquila on the top (to deter Chaos scum from opening them). Like the Armoured Containers they're also stackable, so you can create piles of crates for your units to take cover behind. Rules for using them can also be found in the box. The fuel drums, meanwhile, are for transporting promethium – the volatile fuel used in flamethrowers. Tapping their contents offers a handy bonus to those armed with flamers and the like, but beware of incoming bullets, as they do have a habit of exploding... 

1 The Munitorum Armoured Containers are the ideal start to a Warhammer 40,000 terrain collection. Not only are they quick to assemble (we assembled a full set in less than an hour) and fun to paint, they also offer loads of gaming potential. You can use them as in-game objectives, for example, you and your opponent fighting over their mysterious contents. What will you find inside? An Orbital Comms Array that enables you to call down an orbital strike, or a thousand red berets for the Emperor's finest?

MUNITORUM ARMoured CONTAINERS

3 Armoured Containers, 12 Supply Crates and 9 Promethium Barrels

£30, €40, 300dkr, 360skr, 330nr, 150zl, USA \$50, Can \$60, AU \$85, NZ \$100, ¥6,900, 300rb, HK\$410, R185, SG\$75

**PRE-ORDER:
RELEASED:**

**NOW
11/06/16**

1 There are 12 cargo crates in the kit in two different sizes, six of each. Here you can see the larger of the two, which we imagine contains lasguns, or perhaps a missile launcher and a rack of ammunition. The design of the crates might look familiar, too – they're based on Citadel figure cases!



1



2



3



4

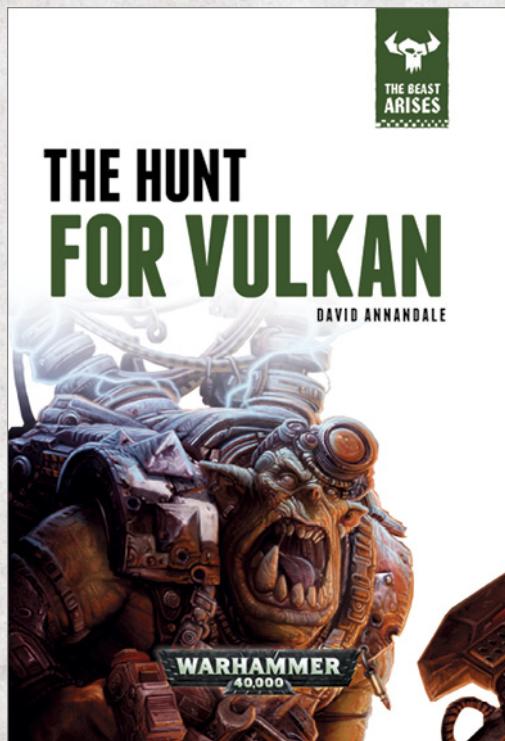


3

NEW RELEASES: THE BEAST ARISES

THE HUNT FOR VULKAN

By David Annandale
Hardback | 240 pages



Faced with the unstoppable armies of the Beast, the Imperium must stand as one, or perish.

The war against the Beast rages on as tensions between the Adeptus Mechanicus and the Imperium reach the very brink of outright war on the surface of Mars itself. However, finally the location of the Orks' homeworld has been discovered, and the Imperium has begun to marshal its forces for a titanic assault against the Beast to break the back of the Ork onslaught. Yet they need a figurehead to lead them, a hero to unite and inspire their disparate forces: they need a Primarch.

Veteran Black Library author David Annandale, who has already made his mark on the Beast Arises series with *The Last Wall*, ramps up the action and intrigue as the Imperium begins to strike back against the endless hordes of the Beast. 

The Hunt for Vulkan, like the rest of the Beast Arises series, is also available as an eBook and an MP3 audio download. For more information visit:

www.blacklibrary.com

THE HUNT FOR VULKAN

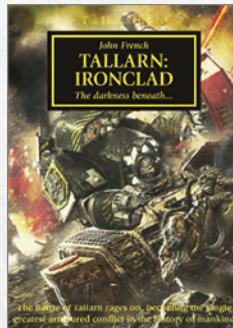
240 pages, hardback

£12.99, €15.95, 135dkr,
165skr, 165mkr, 64.95zl,
USA \$17.50, Can \$19,
AU \$27, NZ \$31, ¥1,500,
105rbm, HK\$177, R81, SG\$31

PRE-ORDER: **NOW**
RELEASED: **11/06/16**

AVAILABLE THIS WEEK

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



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

blacklibrary.com | forgeworld.co.uk

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we show you how to paint three different-coloured Munitorum Armoured Containers and provide you with two painting guides for the Tyranid Broodlord.

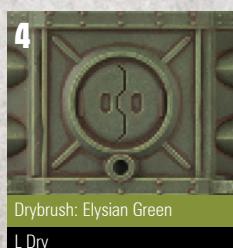
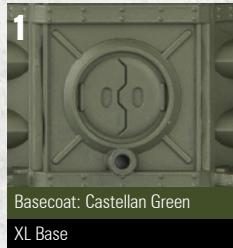
The Munitorum Armoured Containers are really simple kits to paint, especially when you can use Citadel Spray paints to do most of the work for you. As mentioned earlier in the issue, the containers feature interior detail so we built ours with the

doors off, enabling us to spray the inside Corax White. We then stuck the doors in place with adhesive putty and sprayed the outside Chaos Black. Lastly, we used Citadel Spray paints to basecoat most of the containers and ammo crates.

Martian Red



Imperial Green



Mechanicus Grey



Ultramarines Blue



Ammunition Crates



PAINTING DIRT AND GRIME

No cargo container is complete without a smattering of dust and grime. The first stage was to give the interior a wash of Seraphim Sepia (1). Then we painted the containers following the stages on the left. To represent the accumulation of dust in the recesses of the armour we watered down Doombull Brown or Dawnstone to the consistency of milk and used an M Glaze brush to paint it around the edges of the panels (2). Because Layer paints have a stronger pigmentation than Shades, the result is opaque rather than translucent – much better for dirt. Then we applied transfers. We recommend placing the cut-out transfer on a damp cloth to loosen it from its backing paper rather than dunking it in water. You can then manoeuvre it into place using an M Glaze brush (3). Once the transfers are dry, lightly stipple the container colour over it to make it look scuffed and worn (4). Oil streaks can be applied using Agrax Earthshade. If you leave a pool of it on your palette for five minutes, it will start to thicken, making it perfect for oily streaks (5). Use Nuln Oil in the same way for patches of spilt promethium (6). Soot can be applied by stippling Abaddon Black into the air vents using an S Dry brush (7). To match the containers to your gaming board, drybrush the colour you used on your board around the bottom of the container using an L Dry brush (8).



CRATE RESULTS!

And here it is, the finished Munitorum Armoured Container, painted using the stages to the left and the techniques shown above.

One of the key points when using these weathering techniques on your models is to apply them in the right order (1-8 above). If you put the transfers on last, for example, they won't appear weathered and worn like the rest of the container. Similarly, always undercoat the inside of the container before the outside, otherwise you will end up spraying Corax White all over your neat Chaos Black undercoat.



BROODLORD: HIVE FLEET LEVIATHAN

When painting the Tyranids of Hive Fleet Leviathan, it's best to use a Corax White undercoat as it makes painting the off-white skin much easier. You can then re-basecoat the darker areas (such as the

carapace) Abaddon Black. Another useful tip: only wash the Carroburg Crimson into the recesses of the skin, not all over it. It may take a little longer, but it will make applying subsequent layers much easier.

Glistening Skin



1
Basecoat: Ushabti Bone

XL Base



2
Wash: Carroburg Crimson

L Shade



3
Layer: Ushabti Bone

M Layer



4
Layer: Screaming Skull

S Layer



5
Layer: Pallid Wych Flesh

S Layer

Dark Carapace



1
Basecoat: Abaddon Black

L Base



2
Layer: Naggaroth Night

M Layer



3
Layer: Xereus Purple

S Layer



4
Layer: Genestealer Purple

XS Artificer Layer

Rending Claws



1
Basecoat: Abaddon Black

M Base



2
Layer: Khorne Red

M Layer



3
Layer: Evil Sunz Scarlet

S Layer



4
Layer: Wild Rider Red

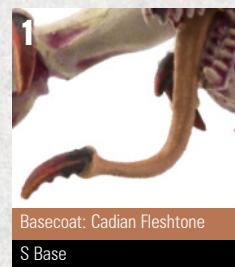
S Layer



5
Layer: Fire Dragon Bright

XS Artificer Layer

Ovipositor Tongue



1
Basecoat: Cadian Fleshtone

S Base



2
Wash: Carroburg Crimson

M Shade



3
Layer: Ushabti Bone

XS Artificer Layer

Razor-sharp Teeth



1
Basecoat: Steel Legion Drab

S Base



2
Wash: Agrax Earthshade

M Shade



3
Layer: Ushabti Bone

XS Artificer Layer

Beady Eyes



1
Layer: Yriel Yellow

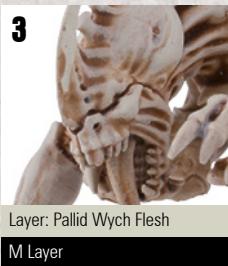
XS Artificer Layer

BROODLORD: MAGALODON SPLINTER FLEET

Splinter Fleet Magalodon has a very similar colour scheme to Hive Fleet Kraken, its parent fleet. Again, a Corax White undercoat makes painting the white skin easier. It also makes the red carapace

more vibrant. For this model, a wash of Sotek Green mixed with Lahmian Medium (to thin its consistency) was applied to the joints and eye sockets to give the Broodlord a truly alien appearance.

Pale Skin



Chitinous Carapace



Rending Claws



Lashing Tongue



HOW TO USE THESE GUIDES

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Start at stage one and – once you've copied it on your model and the paint has dried – proceed to stage two, and so on.

Each stage includes the following:



Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used. So, in the example above, for instance, the required technique is a basecoat of Ushabti Bone.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one. In this case, an XL Base.

HALL OF FAME

The Citadel Hall of Fame is a celebration of the finest miniatures in the world, a collection of iconic models recognised for their ground-breaking designs. This month, the classic Nurgle Daemon Prince coughs and splutters his way into the Hall of Fame.



NURGLE DAEMON PRINCE

It's hard to believe, but it's been a decade since the Nurgle Daemon Prince first graced the pages of White Dwarf, during the Fall of Medusa V worldwide campaign. Here we chat to its designer, Seb Perbet, about the inspiration behind the model.

"The Nurgle Daemon prince was one of the first models I sculpted for Games Workshop," says Seb. "I'd converted a Nurgle Daemon Prince for Golden Demon 2002 and won gold in the Open Category with it, so when the need for a Nurgle Daemon Prince came up I was the lucky person put forward. I think I might still have been a trainee at the time!"

"The design of the model was heavily based on the metal Daemon Prince that was out at the time, plus ideas that I'd incorporated into my Golden Demon entry. The slouched pose of the model is pretty similar, with his distended belly

spilling out of his ruptured armour – which became a feature on a lot of Nurgle models after that, right through to the Putrid Blightkings. I also wanted to make him as gross as possible, really visually disgusting, but still retain the form of a Space Marine. It's a tough combination to get right because you want to go all-out Chaos, but you need to honour the background of the character and where he's come from – his path to damnation. Part of the horror is knowing what he once was. I also took a lot of inspiration from Typhus, including the censers built into his shoulder pad and the organic plague-chimneys sprouting from his back. Having them merge with his flesh, armour and weapons creates a hideous symbiosis across the model that makes you realise how corrupt he's become. I also seriously beefed up his sword, because no villain is complete without a monstrous, chain-wrapped blade!"



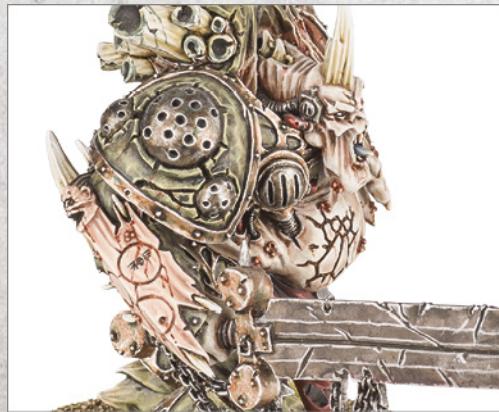
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1 The Daemon Prince's left gauntlet features a half-organic, half-mechanical fly built into it. "I imagine it spews out acid to melt its victims down then slurps them back up," says Seb. "Grim, Seb, very grim..."

2 The model's right arm features a sleeve made of human skin carved with the rune of Nurgle. "The guy's hair is tied to one of the spikes on the model's armour," says Seb. "You can see his belly button, too, in the bottom of the three carved circles."

3 The ruptured spine bursting from the armour has become a feature of many kits since, including Plaguebearers and the Slaughterpriest.

4 From this angle you can see that the Daemon Prince was once human. He still wears the bionics and sensor equipment from when he was a Death Guard Legionary.

PARADE GROUND

Creative Assembly, the folks behind Total War: Warhammer, don't just make awesome computer games – many of them are long-standing Warhammer fans, so we thought we'd show you a few of their models...

LORD KROAK

Henry Hankin: I love how vibrant and colourful the Seraphon can be as an army. When poring through the army book, there was one character in particular that I found absolutely captivating. This was the Venerable Lord Kroak. The sepulchral colours of bone and stone-grey, coupled with the brazen gold death mask, make him stand out against the sea of blues, greens and oranges that make up the rest of my army. The model was undercoated with Chaos Black and the stone palanquin was painted with layers of successively lighter greys, and a wash of Seraphim Sepia was used to age the stone. For his wrappings, I used Rhinox Hide, highlighted with Baneblade Brown, and used Nuln Oil to give the wrappings an ancient appearance. I finished the model off with three satellite rocks orbiting the throne, evidence of the power at his command.



EAGLE'S CLAW BOLT THROWER

Rob Bartholomew: I wanted to show some age on my ancient High Elves, so still neat and tidy but with white discolouring to bone and metal building up verdigris. This Eagle's Claw Bolt Thrower is a particular favourite because it comes with all the pieces to make a nice little diorama.

I've come to better understand how useful bases are recently. Here I used some flagstone textured plastic, adding grass tufts breaking through the stones and seedpods from a birch tree as the odd dead leaf, nicely matching the old and worn but still effective look I'm going for.



Henry Hankin is the Associate Brand Manager for Total War: Warhammer. The Lizardmen of the world-that-was, are his first Warhammer army.

Rob Bartholomew is Creative Assembly's Brand Director for Total War: Warhammer, and a committed Elven general.



SAURUS OLDBLOOD ON CARNOSAUR

Matt Davis: For the Carnosaur, I started off with several very thin layers of skin-shades on the belly, starting with a base of Rakarth Flesh, a thin layer of Kislev Flesh, and a very thin glaze of Pallid Wych Flesh to create a pale yet warm tone.

I then used a very thin glaze of Dawnstone to blend from the flesh tone to a full grey at the spine, creating the counter-shade. I then used a thinned-down coat of Abbadon Black to establish the primary black pattern on the back, and used a wash of Nuln Oil thinned down to a ratio of

about 1:3 with Lahmian Medium to gradually build up the blend.

After this, I used thinned-down washes of Reikland Fleshshade and Carroburg Crimson – warm tones – to build up a gradient across the fleshy belly, pushing reds towards the joints and the area around the mouth, eyes and nose where the skin is normally a bit thinner. I then highlighted with a mix of each area's base colour and Pallid Wych Flesh, and Troll Slayer Orange over Wild Rider Red in the case of the red on his back.

"My army has a fairly naturalistic colour scheme," says Matt, "and I try to incorporate counter-shades into my paint schemes – the trend for many creatures to be darker on their backs and lighter on their bellies. This scheme can be very easy to do and lends a ton of realism to the final job."

Matt Davis is Creative Assembly's Lead Character Artist for Total War: Warhammer. Like Henry, he chose the Lizardmen for his first foray into Warhammer, and has since collected a Slaves to Darkness force.



Al Bickham is Creative Assembly's Studio Communications Manager, and a long-standing fan of the Ogres. "I've built and painted enough Ogres now to put together some very different army compositions. I think the most fun was one built around an Irongut horde, which managed to steamroller its way through most of the enemy army before being almost wiped out by a rogue Purple Sun!"

OGRE STONEHORN

Al Bickham: I like my armies big and brutish, so the Ogres were a natural choice. Plus, I'll eat pretty much anything, so the kinship runs deep! The Stonehorn is absolutely the centrepiece of my army. With its sense of front-loaded power, and those insanely large rocky horns, it's one of my all-time favourite models.

I like dark-and-dirty paint-jobs, the more realistic the better. After an all-over basecoat of Mournfang Brown (that's the starting point for the entire army), everything got a healthy dose of Agrax

Earthshade and, when dry, a drybrush with more Mournfang Brown. The rider got a layer of Cadian Fleshtone before being highlighted with a mix of Mournfang Brown and Ushabti Bone to raise the muscle definition. From here the bulk of the work was successive, super-gentle drybrushes of lighter tones to bring up the fur, spotting in more Agrax Earthshade here and there to keep the contrast up. I finished with a blink-and-you'll-miss-it glaze of Bloodletter. This lends the Stonehorn's coat a touch of ginger, which feels more natural and vibrant than flat brown.



SAURUS SCAR-VETERAN ON CARNOSAUR

Richard Aldridge: I took a lot of inspiration from the Lizardmen edition of White Dwarf a while back (*that would be the August 2013 issue – Ed*), where I saw the impressive Carnosaur and wanted one for my own army. I hadn't ever really painted anything with a significant amount of white on it up until that point, so I really wanted to give that a go and saw the opportunity with painting its belly this colour. Likewise, being a larger model I wanted to spend some extra time highlighting the scales to add detail, rather than simply just drybrushing them.

I use Mournfang Brown as the base colour for all of my models (this helps with painting the gold and many of the other colours later), then add the main area colours – Mephiston Red and Rakarth Flesh – and start on the washes. I really tried to control the amount of wash used along the Carnosaur's spine so as to create a colour gradient from black to red, using thinned-down Nuln Oil. Finally, I drybrushed the scales a little, wash again and then highlight, with Troll Slayer Orange being used to create the striking band along the side of the Carnosaur.

Richard Aldridge is one of the Designers who worked on Total War: Warhammer, which reignited an old passion for him: "I played a lot of Warhammer 40,000 and Blood Bowl in my teenage years. I didn't play a great deal in my uni years but carried on painting. Working on Total War: Warhammer gave me the excuse I needed to start building armies and playing again."

Total War: Warhammer is out now for PC and Mac through Steam and from retailers everywhere (Linux coming soon!). For more information, visit www.totalwar.com!



GOLDEN DEMON: HORUS HERESY

Earlier this year the Forge World team hosted the Horus Heresy Weekender, which also included Golden Demon: Horus Heresy. Here we talk to Andy Wardle, who claimed victory – and the Slayer Sword – with his Ultramarines Legion Fellblade *Wrath of Calth*.



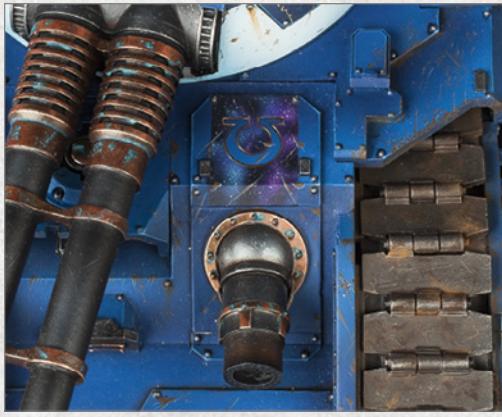
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Andy has entered Golden Demon many times in the past, earning himself several statuettes including a gold in 2014 and no less than three bronze trophies last year – two at Golden Demon: Tanks and a third at Golden Demon: Space Marines. But this is the first time he's walked away with the Slayer Sword, the highest accolade at Golden Demon. Here we find out more about Andy's winning entry, both from him and the judges at the event, and show a few more of his award-winning models.

White Dwarf: So, Andy, why did you decide to enter Golden Demon: Horus Heresy?

Andy Wardle: Since I was 10 years old I've always been fascinated with Golden Demon as an aspect of the hobby. I just couldn't comprehend how people could paint miniatures so well! When I came back to collecting Citadel miniatures as an adult, I focused on the painting side of the hobby with the intention of entering Golden Demon. I'm also a massive fan of the Horus Heresy, so the combination was too good an opportunity to miss!

1 A scroll on the side of the turret reads 'For honour, for Ultramar'. Look carefully and you can see the tiny hazard stripes on the steps leading up to the turret hatch.

2 The other side of the hull also features a freehand design painted by Andy. Note how the weathering was done on top of the icon – imagine defacing something that's taken you so long to paint!

3 Andy's weathering also extends to the heat bluing around the Fellblade's exhausts and verdigris on the brass.

4 More freehand artwork, this time an Ultramarines symbol on a galactic star-field.

WHAT THE JUDGES HAD TO SAY...

The Golden Demon: Horus Heresy competition was judged by members of the Studio's 'Eavy Metal team. We spoke to Aidan Daly, one of the judges, about Andy's entry and what they all liked and appreciated the most about it.

"The blue that Andy has managed to achieve is very rich and beautifully rendered," says Aidan. "It's also well balanced, with just the right amount of white and brass to break up the blue and add contrast."

"The Fellblade is also realistically weathered, with the style and technique changing depending on the texture. It's not over-used and it's in scale with the miniature, which is very important when painting larger models."

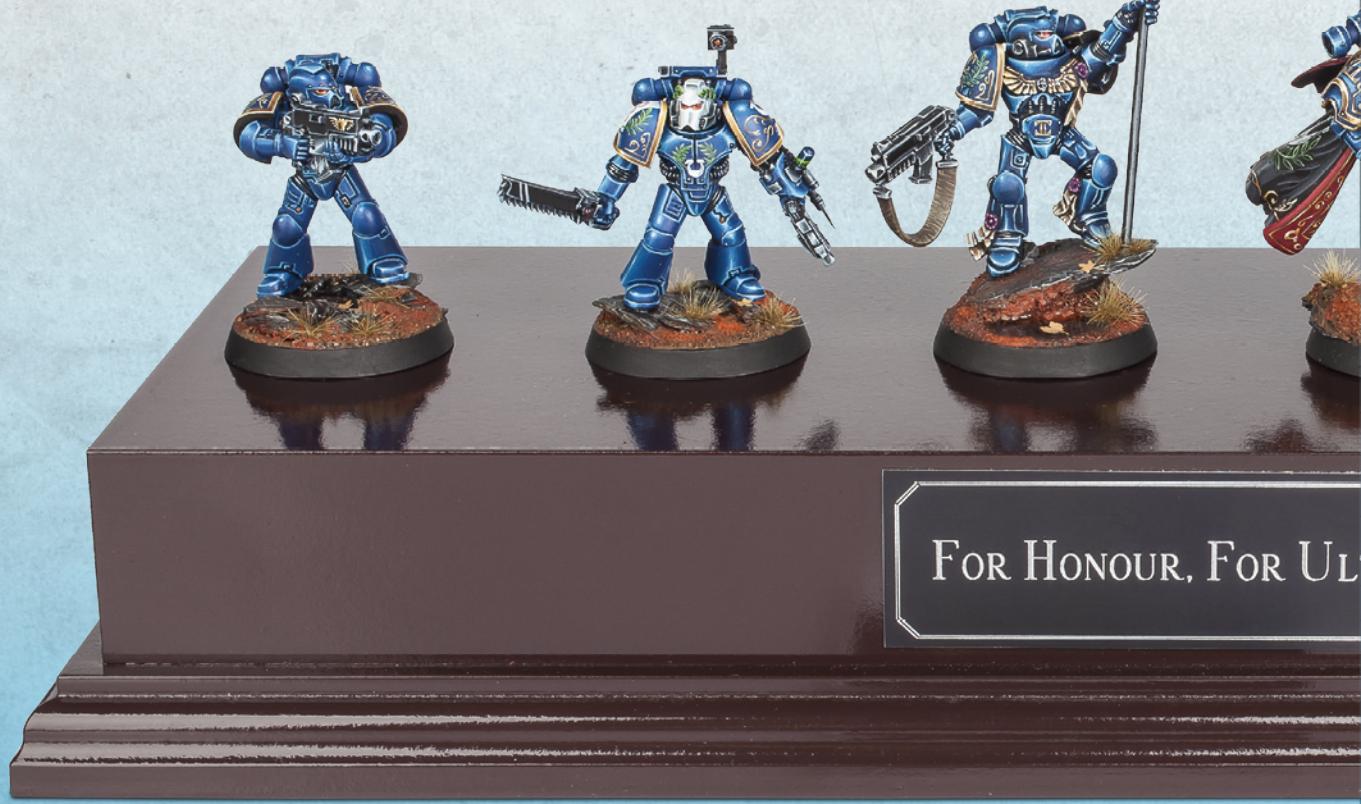
"One of the key features of the piece is the freehand – the execution is impeccable but it also helps tell the story of the miniature and gives it context. The placement of the freehand is also spot-on and it doesn't overpower the tank."

WD: What made you choose the Fellblade as your entry?

AW: The Fellblade is my favourite tank. I love the shape of the turret, the different angles of the armour and its profile. It offers a lot of potential for a competition piece, allowing you to try out different metal textures and weathering, plus there's loads of space for freehand work. This is the third Fellblade I've painted and it won't be my last.

WD: Is this a one-off piece or part of a larger Ultramarines collection?

AW: Painting has always been my main focus within the hobby. This year, however, I really wanted to get into the gaming aspect. I have been working really hard on painting a Horus Heresy Ultramarines force (you can see more of them over the page), and the Fellblade will be the centrepiece for it. I've tried painting armies before, but I always struggle when it comes to painting the infantry units. I've just finished painting the troops for my



1

1 This is Andy's Ultramarines Command Squad, which won a bronze award at Golden Demon: Space Marines last year. Andy has combined parts from plastic kits and Forge World models to create a dynamic unit full of character. Note how the models are based with brown and orange mud, the same colours Andy used on his Fellblade.

army, which is a first for me! Painting armies is a totally different challenge to Golden Demon, and I'm really pleased I've finally managed to do it.

WD: The freehand on the hull is incredible, how did you go about painting it?

AW: The book Tempest from Forge World was my main source of inspiration for the Fellblade, along with the 2nd edition Ultramarines Codex, which influenced the chrome XIII on the turret. I was discussing what to do for the final freehand with my friend (and fellow Slayer Sword winner) Richard Gray. He gave me the idea to use the Suzerain shield designs. I started with

the central 'U' first, making sure it was centred so I could judge the placement of the wreath, scroll and aquila around it. I worked from the centre outwards, overlapping each detail as I went.

WD: The weathering is similarly impressive, how do you go about applying it and how do you know when enough dirt, barrel burns and scratches are enough?

AW: As the tank is blue, I knew browns with an orange tone would provide an excellent contrast for the weathering. Before starting, though, I gave the armour a satin finish (so it has a smooth sheen, but not a shine like a gloss finish would), which



would further enhance the matte battle damage. I added a touch of orange weathering powder to Mournfang Brown which, as well as changing the paint's colour, made the finish even more matte. This makes the chips and scratches stand out better as they're not semi-reflective like the armour. I then used the same blues that I'd used on the edge highlights to underline each scratch, making them look deeper and more three-dimensional. The key thing when weathering is to emphasise particular areas of the model. The front of the tank would receive the most battle damage so I made the damage really heavy on the front of the hull, making sure the scratches matched the

vehicle's direction of travel. I applied the weathering in small batches, leaving the project for a bit before coming back to it. Seeing your work with fresh eyes makes it easier to judge when you've done enough.

WD: What have you got in the painting pipeline, or is it a secret?

AW: For now I am focused on getting my Ultramarines army up to a decent size so I can enjoy the gaming aspect of the hobby. I would also love to paint a huge flier like the Forge World Stormbird when it comes out. As for my next Golden Demon entry, you'll have to wait and see! But it will (probably) not be blue. ♦



2



3



4

2 Andy has painted his Ultramarines with highly reflective armour, which contrasts nicely with the dark matte bases.

3 It's hard to believe, but the basis for this Captain is actually the Imperial Fist Alexis Polux.

4 Here you can see more of Andy's exceptional freehand. It's painting like this – well rendered and faithful to the imagery of the Ultramarines – that really catches the attention of the Golden Demon judges.



THE FLESH IS WEAK!

Toll the Great Bell and sing praise to the God of All Machines, for the pages of this week's issue are graced by Tom Warsop's Cult Mechanicus army. Here we chat to Tom about his army, how he painted his models and why he threw his lot in with the Tech-Priests of Mars.

White Dwarf: So, Tom, why did you decide to start a Cult Mechanicus army?

Tom Warsop: I've always enjoyed reading about the Cult Mechanicus in Black Library novels. I'm also a fan of technology and I can definitely relate to the logic of the Adeptus Mechanicus. The whole 'the flesh is weak' mentality is a very cool concept for an army.

WD: How did you paint your Cult Mechanicus models – do you use any unusual techniques?

TW: This is the first army I have ever painted with an airbrush – the large areas on the Imperial Knights and the size of the Adeptus Mechanicus models made them ideal to practise on. First I applied a basecoat of black to the parts of the model that would naturally be in shadow, such as the Robot's legs, then lighter grey around the torsos and finally white on the raised areas that would receive the most light.

Over this basecoat I then applied several thin layers of red. Because these layers are translucent, the tone of the basecoat can be seen through it, providing instant shading to the lower and recessed areas and highlights to the raised sections. I was very impressed with the quick results that can be achieved with an airbrush.

WD: There's a lot of weathering on your models. How do you achieve such a realistic effect?

TW: From the outset, I wanted to produce an army that looked old and beaten up. I do like armies that are neatly and crisply painted, but I think both weathered and 'neat' armies have their place. I wanted this army to be dirty, like they were fighting in some great battle, unable to return to a forge world for a clean-up.

The weathering effect was achieved in several stages. First, I liberally applied washes of Nuln Oil and Agrax Earthshade

1 "My favourite unit in the army is the Kastelan Robots," says Tom. "I'm particularly proud of how I painted them – the one aiming his phosphor blasters won me my first painting award at a Battle Brothers event. They are also an incredibly fun unit to play with, especially when they reflect an enemy's shooting attacks back at them and kill them – that's always funny. Well, perhaps not for my opponents... When both units fight as a Cohort Cybernetica they are absolutely devastating – in one Battle Brothers game the formation wiped out two squads in a single turn, including both our opponents' Warlords!"



1 "I have fond memories of playing Epic 40,000 when I was younger and I especially loved playing with the Knights and Titans, causing all kinds of mayhem on the battlefield," says Tom. "When the Warhammer 40,000-scale Imperial Knight came out, I fell in love with it immediately and bought a couple (well, five) so I could re-live those battles in a larger scale." Tom's Imperial Knights are painted in the colours of House Raven, one of the houses closely associated with the Adeptus Mechanicus.

2 Kataphron Breachers and Destroyers make up the bulk of Tom's Cult Mechanicus Battle Congregation. Tom applied an extra layer of dirt around their tracks to make them look like well-used (and under-appreciated) servants of the Omnisiah.

3 The commanders of Tom's force, a pair of Tech-Priests Dominus. Both are armed with eradication rays, though the one wearing the klobuk (the flat-topped hat) is the army commander. Why they have different coloured fluids sloshing around in the vials on their backs is a mystery best left unanswered...



► to each model. On large areas I dabbed off any excess wash using a cotton bud to prevent pooling and tide marks, leaving more of the wash in crevices which would naturally be darker and where dirt would collect. Then I used oil paints to create streaks where leaks would naturally occur, such as on vents and joints. Then I used a sponge to dab black paint on the edges and corners of armour plates that would become scuffed and scraped in battle. Finally, I did another layer of sponging, with Runefang Steel to represent bare metal. On smaller models (especially the Kastelan Robots) I used an XS Artificer Layer brush to apply thin lines of Runefang Steel to represent fresh scratches on the armour.

WD: You used your army in a Battle Brothers event at Warhammer World recently – do you play a lot of games with it and do you have an arch-nemesis?

TW: I used to play a lot games when I was younger, at friends' houses on their floors or kitchen tables, and even at a local club. Sadly, as I've got older I've collected other responsibilities and I've found less time to paint and play. The main way that I play now is at Warhammer World events, usually Battle Brothers as I find them the most fun. Having four people around the table generates some really interesting games and fun conversations, particularly because you have someone you can talk to about your next devious plan. Going to events also focuses my efforts on adding new models to my army – there is a deadline when they need to be painted by, so they tend to get done!

As for an arch-nemesis, I wouldn't say I have one per se, but I've never been able to kill one of those pesky Eldar Wraithknights at an event with my Adeptus Mechanicus force... ☠



2



3



MUNITORMUM ARMOURED CONTAINER CACHE

40
POINTS



Many a beleaguered army has benefitted from a Munitormum Armoured Container Cache, be it dropped from low orbit or found buried amidst the rubble of a besieged city. But what, exactly, do the cargo containers contain...?

COMPOSITION:

1 Munitormum Armoured Container, 4 Munitormum Supply Crates and 3 Munitormum Promethium Barrels.

TERRAIN TYPE:

Munitormum Armoured Containers are Battlefield Debris (Armoured Container). Munitormum Supply Crates are Battlefield Debris (Ammunition Dump). Munitormum Promethium Barrels are Battlefield Debris (Fuel Drums). All parts of a Munitormum Armoured Container Cache must be placed wholly within 12" of each other.

Armoured Container: A model in cover behind an armoured container has a 4+ cover save. One non-vehicle model in base contact with an armoured container can fire all of its storm bolters instead of firing his own weapon, following the normal rules for shooting. The armoured container can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Armoured Container	-	-	-	7	6	-	-	-	3+

Ammunition Dump: A model in cover behind an ammunition dump has a 5+ cover save. Any model within 2" of an ammunition dump re-rolls failed To Hit rolls of 1 in the Shooting phase.

Fuel Drums: A model in cover behind a fuel drum has a 5+ cover save. However, each time a unit successfully makes this cover save on the roll of a 6, immediately roll another D6. On a roll of a 1, the shot has caused a minor explosion and the unit that made the cover save immediately suffers an additional D3 Strength 4 AP5 hits with the Ignores Cover special rule. These additional hits use Random Allocation, and vehicles are hit on the armour facing nearest to the Fuel Drum.

Any Flamer weapon (as defined in Warhammer 40,000: The Rules) fired by a non-vehicle model within 2" of a fuel drum in the shooting phase can change its weapon type from assault to heavy, or from pistol to heavy. If it does so, the weapon gains the Torrent special rule until the end of that phase.

DESIGNER'S NOTE:

A Munitorum Armoured Container Cache is a Fortification that can be included in any army, with the datasheet shown here. Alternatively, you can use Munitorum Armoured Containers to represent Objective Markers in your games of Warhammer 40,000. If you do, you can use the Mysterious Containers table shown below instead of the Mysterious Objectives table in Warhammer 40,000: The Rules.

WEAPONS:

An armoured container can be equipped with up to two storm bolters, at no additional points cost, each of which have the following profile:

	Range	S	AP	Type
Storm Bolter	24"	4	5	Assault 2

SPECIAL RULES

Mysterious Containers: The first time a unit moves or deploys in base contact with a Munitorum Armoured Container, roll a D6 and consult the following table to discover its contents. If you are using Munitorum Armoured Containers to represent Objective Markers (see above), this table replaces the Mysterious Objectives in Warhammer 40,000: The Rules:

D6 Result

- Xenos Creature:** The container was transporting a rare and deadly xenos creature that immediately lashes out in anger as it escapes. All units within 6" of the armoured container take D6 Strength 4, AP6 hits with the Ignores Cover special rule. Wounds are Randomly Allocated.
- Nothing of Note:** The Container contains vital supplies of red berets en-route to an Imperial Guard Regiment, but has no additional effects on the game.
- Uplifting Primers:** The container was transporting boxes of Imperial Infantryman's Uplifting Primer. All units from the Armies of the Imperium add 1 to their Leadership whilst they are within 6" of this armoured container.

4 **Archeotech Ammunition:** The container was shipping crates of rare and powerful ammunition. Add one to the Strength of all Assault and Rapid Fire weapons fired by models that are within 6" of this armoured container.

5 **Shield Generator:** A shield generator hums to life once the container is opened. All models have a 4+ Invulnerable save whilst they are within 6" of this armoured container.

6 **Orbital Comms Array:** Inside the container is simply a Nav-map and a flashing red button. The player who identified this container can immediately call down an orbital strike anywhere on the battlefield, after which the armoured container has no additional effect on the game:

	Range	S	AP	Type
Orbital Strike	Infinite	10	1	Ordnance 1, Barrage, Large Blast, Orbital comms

Orbital comms: If an arrow is rolled on the scatter dice when firing an orbital strike, the shot scatters 4D6", regardless of the identifying model's Ballistic Skill.

OPTIONS:

May include up to two additional Munitorum Armoured Container Caches (each Cache is set-up separately)..... 40 points each



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 take a closer look at Enginseers, small battles, social media and a big red tank!

SCIIONS OF THE MACHINE GOD

THE ORDINARY PRIESTHOOD

Enginseers are not the only Tech-Priests of the ordinary priesthood. Indeed, there are many thousands of ranks within the Cult Mechanicus. Here are just a few.

Lexmechanics analyse data accumulated by a forge world's Tech-Priests and Skitarii Legions, processing information at phenomenal speed. These skills are often sought after by other Imperial offices such as the Adeptus Terra and the Administratum.

Transmechanics are communication engineers and are often seconded to the Imperial Navy to ensure the upkeep of the fleet's starships.

Electro-Priests are the fanatical warriors of the Cult Mechanicus. Where other Tech-Priests use the power of the machine in the Quest for Knowledge, Electro-Priests harness the Motive Force, the energy inherent in all things. Yet Electro-Priests often disagree on how the Motive Force should be used. Corpuscari believe it should be used to eradicate heretics and aliens, while Fulgurites believe that it should be taken from them and jealously guarded.

TECH-PRIEST ENGINSEERS: TAKING TECHNOLOGY BACK TO BASICS

There are many ranks and designations within the mysterious Cult Mechanicus, from Prime Hermeticons and Magos Biologis, to Datasmiths and Lexmechanics. Yet among the Tech-Priests stand the Enginseers who, despite their affinity with technology and machinery, are often seen as outsiders within the Martian holy order.

Where other members of the Cult Mechanicus delve into genetic engineering, cyber-manipulation, technomancy and other esoteric studies, Tech-Priest Enginseers dedicate their lives to the maintenance of Imperial technology in all its guises, be it a shuttle elevator, a

dropship, a macro cannon battery or even a humble lasgun. Their practical knowledge and deep understanding of machine lore makes them a valuable asset to other organisations within the Imperium such as the Astra Militarum, who put them to good use (and often in harm's way), making battlefield repairs and maintaining the army's wargear and machinery. Yet despite the important role they play, Enginseers are often looked down upon by other members of the Cult Mechanicus, for their work rarely contributes directly to the Quest for Knowledge. They are seen as lowly, but necessary cogs within the workings of the Cult Mechanicus.



WHITE DWARF

MUNITORUM SUPPLY DROP: INCOMING!



While building and painting the new Munitorum Armoured Containers, we thought how cool it would be to use them as the primary objectives in a small game. They fill a 2' x 2' board really well, which is more than enough space for a small battle using a few models – a lunchtime game, perhaps, or a small skirmish. Here, Dan's Skitarii take on Melissa's Daemons of Nurgle in a race to reclaim the armoured containers, ammo crates and promethium barrels before they can be defiled by the vile servants of Nurgle.

We even came up with several scenarios that you could play using just this terrain kit in your games – ideal if you're new to the hobby and this is your first scenery kit.

We used two Start Collecting! boxes as the basis for our forces – the perfect sized army for a small battle.

1. The Ambush. One player starts in the middle of the board with the supply cache. Their opponent has until the end of the game to wipe out the defenders.
2. Total Denial. One player deploys with the supply cache. The other player has to destroy all three Armoured Containers before the end of the game.
3. Seize Assets. Two piles of ammo crates, one pile of promethium barrels and the three containers are perfect for six mysterious objectives.

PERSONALISED CARGO

One great way to personalise your Munitorum Armoured Containers is to use spare decals from transfer sheets to tie them to your army. The three above feature Skitarii (red), Cadian (green) and Ultramarines (grey) transfers, showing they're presumably in use by a particular force. You could even use Chaos or Ork transfers (or glyphs and runes from plastic kits) to show they've been looted. A smattering of blood and rust might help, too.

READER'S MODEL OF THE WEEK: MORGHAST ARCHAI

When he's not painting Word Bearers to be featured in Army of the Month (see Warhammer Visions 24) Daniel Jackson is hard at work on a Death force for Warhammer Age of Sigmar. This is one of his first models, a Morghast Archai.

Daniel painted most of the model using washes to give the model a washed out, ethereal feel, with Seraphim Sepia providing the shading for all the bones. The last touch was to paint the armour purple, the colour favoured by Nagash's fell lieutenants.

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.



FACEBOOK

Our new Facebook pages are communities for fans of Warhammer 40,000, Warhammer Age of Sigmar, our Middle-earth games, Black Library and Forge World.

We want these pages to be places that fans of any and all of these things can enjoy. So – because, let's be honest, sometimes the internet feels like it's full of wanaz (that's *Khazalid* for a disreputable Dwarf – Ed.) – there are a few simple rules, first and foremost: be cool and be positive. Remember that, and it'll be good times for all.

We've even tried to show Grombrindal how it all works, but so far our efforts have yielded only a flurry of ageless curses and mutterings about why anyone would want a book of faces when they can have a book of grudges instead. Oh dear.

RAISE THE STANDARD, SHOW YOUR FACES

You may have noticed a few new presences out in the Astronomican-like world of the internet lately, as Games Workshop has recently expanded its social media presence. There's the Regimental Standard ("Required Weekly Reading for the Modern Guardsman") which offers equally amusing and terrifying insights into life in the 41st Millennium through the eyes of an Imperial Guardsman. There's

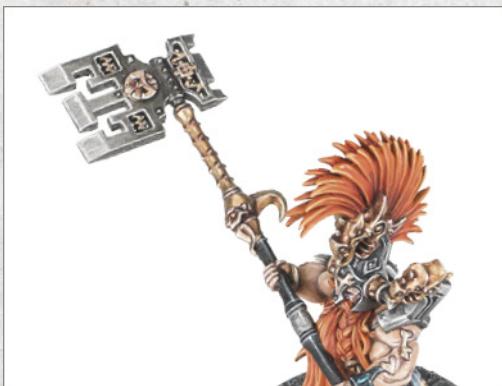


also a slew of new Facebook pages. There are pages for Warhammer 40,000, Warhammer Age of Sigmar, Middle-earth, Forge World and the Black Library. Each of these pages offers a community for fans of our games, miniatures and books. To find them, just head on over to Facebook and search for the page of your choice. And you can find the Regimental Standard at, surprise, www.regimental-standard.com.



WEAPON OF THE WEEK: LATCHKEY GRANDAXE

Is it a key, is it an axe? It's both, it's the latchkey grandaxe! These lengthy polearms are carried into battle by Auric Runefathers, the fire-born masters of the Fyreslayer lodges. Regarded as a symbol of the Runefather's office, the latchkey grandaxe is also a formidable weapon, its key-shaped head inlaid with runes of fire and powerful ancestor seals.



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

WARHAMMER VISIONS: ARMY OF THE DECADE?

Warhammer Visions 29 is on sale today, featuring Maxime Pastourel's incredible Plaguebones army (also featured in last week's White Dwarf, in case you missed it). Pick up Warhammer Visions for a closer look but we felt it deserved another mention here as it really is one of the most amazing collections of miniatures we've ever seen. Best Army of the Month ever?



UP, UP AND... DOWN AGAIN

Hello there Grombrindal. I've been looking at the new Wazbom Blastajet and I genuinely don't know how that thing flies. Surely it's just too front heavy!

- Dr. Samuel Jones, PhD Physics

GROMBRINDAL SAYS

Aha! I see your first mistake, Samuel – you are trying to apply logic to Orks. Here's why the Blastajet stays in the air.

1. Ork planes are covered in thrusters, engines and rokkit boosters. No matter how heavy or un-aerodynamic the plane, an Ork will get it off the ground.
2. Low Tech. Orks are (somehow!) the masters of force field technology. More than likely that plane is kept aloft by some kind of anti-grav generator too.
3. Because they believe it should fly. They may not be all that bright, but the Ork psyche is so strong it can overcome even improbable physics.

- Grombrindal

FIRE WARNINGS

Promethium barrels are a great way to super-charge your flamers. Sadly they also have a habit of exploding. Don't use them for cover!

RED BERETS

Go on, roll a 2 on the mysterious container chart and equip your troops with a box of red berets. Ork Kommandos have never looked so good.

MUNITORUM SHIPPING REPORT

MISSED TARGETS

Who needs to be accurate when you've got a huge stash of ammo? If you're ballistically challenged, get behind some ammo crates and keep shooting until you hit something.

GLANCING HITS

The Munitorum Armoured Containers are the same length and height as a Rhino. Convenient, that....

BIT OF THE WEEK: 32 SKULLS

Skulls for the Skull throne! 32 of them, to be precise, which can be found in the new Sector Imperialis 25mm & 40mm Round Bases set. Scatter them on many different bases, start your very own skull pile or reunite decapitated skellies with their noggin. The choice is yours.



WHITE DWARF'S REGIMENTS OF RENOWN

Our Regiment of Renown this week is one of the Warhammer World exclusive tank kits – a Land Raider Excelsior painted in the colours of the Blood Angels Chapter by Dan Hyams.

Dan painted his Land Raider in a 'dark and gritty' red as opposed to the 'bright angelic' red often seen on Blood Angels troops and vehicles. The reason for this is that Dan likes to make his tanks and war machines look dirty and grimy, like they've been through

countless war zones, rather than brightly polished. The basecoat for the armour was Mephiston Red Air, which Dan airbrushed lightly over Chaos Black to get the dark tone of the armour, particularly around the tracks and the front ramp. A wash of Nuln Oil into the recesses provides additional shading, followed by an edge highlight of Wild Rider Red. The last stage on the armour was a light stippling of Ironbreaker around the edge with an S Dry brush where battle damage, scuffs and scrapes are most likely to occur. ♣



NEXT ISSUE: "ANTONIUS, WHERE ARE YOU? ANTONI... ARRAAAGGGHHHHH!"



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Editor: Ies Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@whitedwarf.co.uk

Games Workshop Limited

Willow Road, Lenton, Nottingham, United Kingdom, NG7 2WS

Registered in England and Wales

– Company No. 01467092

ISSN: 0265-8712 / Product code: 6065999912300