

WHITE DWARF™

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 124

11 JUNE 2016

GENESTEALER GENEALOGY
WE EXPLORE THE DEVELOPMENT
OF THE DEADLY GENESTEALER!



NEW BOXED GAME

CERTAIN DEATH AWAITS!

CAN YOU SAVE THE SPACE MARINE SCOUTS IN THE BRUTALLY DIFFICULT LOST PATROL?



WHITE DWARF

ISSUE 124
11 JUNE 2016

GAMES-WORKSHOP.COM

BLACKLIBRARY.COM

FORGEWORLD.CO.UK



CONTENTS

NEW RELEASES

Lost Patrol is lost no more! A venerable classic of the game-in-a-box genre returns in a brand new edition, deathly difficulty and all, as the Blood Angels Scouts attempt to survive the Genestealer-ridden jungle of a death world. That, plus two new Start Collecting! boxes and more.

LOST IN THE JUNGLE

Want to know how Lost Patrol works and why it's just so fiendishly difficult? Join us for our first play through the new game and, with such a task ahead of them, your scouts will benefit from our top tips. Well, one of them might. If you're lucky.

GENESTEALER GENEALOGY

Genestealers are one of the 41st Millennium's worst nightmares. Join us for a look at them in all their deadly alien glory.

SPOTLIGHT: GARETH NICHOLAS

Gareth Nicholas has won quite a number of Golden Demon awards over the years, including, recently, his first Slayer Sword. We look at some of his very best and speak to the man himself.

THE WEEK IN WHITE DWARF

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



XENOS ATTACK!

The **Genestealers** are everywhere. Not only is there a monstrous new Broodlord in stores today, but now the Genestealers emerge once more as an alien menace lurking in the jungles of the death world Moraz III in the new Lost Patrol boxed game! Can you guide your Space Marine Scouts through the death world jungle and to the crashed dropship? Turn the page to find out more about this updated classic, and we've got a playthrough of the game followed by some top tips beginning [here](#). (First tip: it's really, really hard.)

The Genestealers are such a multi-faceted presence – the vanguard of the vast Tyranid hive fleets, progenitors of the insidious Genestealer Cults, lurking terrors aboard space hulks and on forlorn death worlds across the Imperium; the Genestealers are all these things – that we thought they really deserved a much closer look. So, starting [here](#), you'll find our special feature on these six-limbed menaces. Elsewhere we've got a spotlight on Golden Demon winner Gareth Nicholas and more. Enjoy the issue. ☠



WARHAMMER 40,000

LOST PATROL

On the Death World of Moraz III, a dropship containing vital surveillance information has crashed in the jungle. A team of Blood Angels Scouts has been sent to retrieve it, but their mission proves far from simple when Genestealers emerge from the dense foliage...



Lost Patrol is a fast-paced, exceptionally challenging game for two players, set on the jungle world of Moraz III. One player takes control of a squad of Blood Angels Scouts whose mission is to recover a dropship containing vital information. The other player takes control of the Genestealers, who lurk in the cloying depths of the stifling death world jungle. It's a race against time for the Scouts because, no matter how powerful they may be as warriors, they are no match for the lightning-fast Genestealers...

Inside this boxed game you'll find a five-man squad of Space Marine Scouts. The ones above are shown armed with shotguns, but the sprue they come on (which is red!) also includes parts so you can equip them all with boltguns or bolt pistols and close combat weapons. For the purposes of the game it doesn't matter what weapons you give them, but we'd definitely suggest building one of them as a sergeant and giving one member of the squad a heavy bolter (you'll see why later in the issue).

LOST PATROL

5 Space Marine Scouts,
12 Genestealers, 6 Infestations,
30 map tiles, rules and dice

£35, €50, 350dkr, 420skr,
390nkr, 175zt, USA \$60,
Can \$70, AU \$90, NZ \$105,
¥8,100, 350rmb, HK\$475,
R220, SG\$85

PRE-ORDER:
RELEASED:

NOW
16/06/16



1

1 Genestealers are monstrous alien creatures, the vanguard of a fully-fledged Tyranid invasion. You get 12 in Lost Patrol, plus six squirming infestation markers to use in the game. The kit features a wealth of modelling options for the Genestealers, including ball and socket joints on the arms (so you can build them hunched over or rearing up), plus extra carapace plates, scything talons and a choice of 27 heads in nine different designs.

The box also includes 12 Genestealers and six infestation markers (on a blue plastic frame), plus a rules manual, three dice and 30 tiles on which the game is played.

It's these tiles that really bring the game to life as they're placed completely randomly as the game progresses, making every game a new and exciting experience. From their starting spot in a jungle clearing your Scouts could find themselves walking down long jungle paths writhing with tangleweed, caught in winding paths that come to dead ends, stuck in a loop of never-ending jungle foliage and leafy switchbacks or, if they're really lucky, actually find the dropship. All the while they're hounded by Genestealers that leap out of the jungle at virtually every opportunity to snatch one of your Scouts away into the darkness, no doubt to a grisly demise. It's a tense but highly amusing game where the challenge for the Space Marine player is to give themselves even a chance of winning. Your Scouts may get slaughtered scant minutes after leaving the clearing they started in, but

plan carefully, hope for a bit of luck and you just *might* get a glimpse of the all-important dropship. Make no mistake, this game is horrifically difficult for the Space Marine Scouts. Many games will end with the Scout player chewing their fingers to the bone as they try to wrangle their way out of an ambush. But that's the joy of Lost Patrol, attempting the seemingly impossible as vicious aliens sneak in for the kill and the last Scout finds himself caught between a Genestealer and, well, another Genestealer (or three).

The rules are quick and simple to pick up and, once you get the hang of the game, you can easily play it in 10 or 15 minutes – ideal given how challenging the game is for the Space Marine Scouts. You can easily play the game through, then swap sides with your opponent and see if they can survive the jungles of Moraz III – or, at least, survive a little longer than you... ☠

Click [here](#) see what happened when we played through a few games of Lost Patrol, and [here](#) for some top tips from us on how to play.



2



3



4



5

- 2 The dreaded dead end tile, complete with face-eating leechworms. Be thankful Genestealers cannot enter the board from this tile.
- 3 Every tile features a unique design. This one clearly shows a pit in the middle of the path with a trail of blood leading into it. It's surrounded by tangleweed: semi-sentient undergrowth that can ensnare unsuspecting Scouts.
- 4 Left or right? It doesn't matter, there are Genestealers waiting in both directions.
- 5 The elusive Dropship containing vital surveillance files. The Scouts must find it to win the game.
- 6 The Space Marine Scouts can also be used in games of Warhammer 40,000. They can be built with shotguns, boltguns or bolt pistols and close combat weapons.



NEW RELEASES

START COLLECTING! MILITARUM TEMPESTUS

12 Citadel miniatures and
a formation datasheet

Within the ranks of the Astra Militarum there are few troopers as tough, skilled or merciless as the Militarum Tempestus Scions. Trained to handle the worst situations the galaxy can throw at them, they enter the theatre of war to deliver the Emperor's justice.



Inside this all-plastic boxed set you'll find 10 Militarum Tempestus Scions, which can be built as regular troopers or a command squad featuring a Tempestor, banner bearer and medic. Each Scion can be armed with a hot-shot lasgun – an over-charged laser rifle with enough punch to smash through power armour – or one of the many special weapons in the kit, including a grenade launcher, meltagun, plasma gun or hot-shot volley gun. You even get a choice of heads – berets or helmets. On top of this, you get a Commissar to lead the force (with a choice of weapons – bolt pistol or plasma pistol) and a Taurox Prime troop transport that includes five weapon systems: a Taurox battle cannon, gatling cannons, autocannons, hot-shot volley guns and a missile launcher. The box even includes a formation datasheet with a special rule that allows you to replace your losses throughout the battle! 📖

START COLLECTING! MILITARUM TEMPESTUS

12 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$85,
Can \$100, AU \$140, NZ \$165, ¥11,500, 500mb,
HK\$680, R310, SG\$120

PRE-ORDER: NOW

RELEASED: 18/06/16

Box contents:

- 1 Officio Prefectus Commissar
- 10 Militarum Tempestus Scions

- 1 Taurox Prime

NEW RELEASES

START COLLECTING! CHAOS SPACE MARINES

12 Citadel miniatures and
a formation datasheet

Chaos Space Marines are the Imperium's darkest secret, Space Marines whose souls have been irreparably tainted by the Chaos Gods. Many were corrupted many thousands of years ago, while others are more recent renegades, disillusioned with a failing Imperium...



Another all-plastic boxed set, this time containing a Chaos Space Marine force to bring about the downfall of the Imperium. Inside you'll find 10 Chaos Space Marines, a Helbrute and a Chaos Lord. The Chaos Space Marines come with a host of weapon options, from boltguns, bolt pistols and chainswords, to a heavy bolter, plasma gun and meltagun. There are also weapon options for the unit champion such as a power fist and power sword. The Terminator Lord, meanwhile, also comes with a selection of weapons and options, enabling you to build him as a Chaos Lord or Sorcerer Lord. The Helbrute offers a wealth of options and no less than 10 weapon choices, including a lascannon, missile launcher, plasma cannon and the reaper autocannon and power scourge shown here. The box also includes a formation datasheet that features the special rule Avatar of Spite. Intriguing... 🐉

START COLLECTING! CHAOS SPACE MARINES

12 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$85,
Can \$100, AU \$140, NZ \$165, ¥11,500, 500mb,
HK\$680, R310, SG\$120

PRE-ORDER: NOW

RELEASED: 18/06/16

Box contents:

- 1 Chaos Space Marine Terminator Lord
- 10 Chaos Space Marines
- 1 Chaos Space Marines Helbrute
- ...and a Chaos Familiar

LOST IN THE JUNGLE

Dropped into the carnivorous jungles of Moraz III, Sergeant Vicconius and his Blood Angels Scouts must recover a lost Dropship containing vital tactical data. But the jungle is an impenetrable, stifling nightmare and the Scouts are not alone...

EQUIPPED FOR BATTLE

Both the Scout and Genestealer models in Lost Patrol come with modelling options. The Scouts can be built with shotguns, bolt pistols and close combat weapons or boltguns. The weapons all have the same effect in the game, so our advice is simply to build them with whatever weapons you like the look of most. The same applies to the Genestealers sprue, which includes scything talons as well as rending claws. Again, just use the parts you think look coolest. We really like the look of the Ymgarl Genestealer head, (affectionately nicknamed 'noodles' by the team).

Long-standing readers may recall the original Lost Patrol game, which came out in 2000. Yes, it really was that long ago! They may also recall that it was one of the easiest games to learn and one of the hardest to win and this new edition, complete with new rules, is no exception – if the Genestealers don't kill your Scouts, the jungle will! Here we run through a game of Lost Patrol to give you an idea of how it's played.

To start the game, the five Space Marine Scouts are placed on the Clearing tile (1), which has six pathways branching out from it. The rest of the deck is shuffled, apart from the Dropship tile (2), which is the goal of the game and therefore placed at the bottom of the deck. The Scouts win if they get just one member of their squad to the Dropship. Sounds simple, right?

Sadly for the Scouts, there are 28 tiles between them and the Dropship that they must explore in order to find it. Many will be revealed straight away when the board is set up, but there will still be plenty more to uncover, no doubt with Genestealers lying in wait.

LOST PATROL TURN SEQUENCE

1. The Scout player takes actions.
2. The Genestealer player removes old Jungle tiles that can't be seen.
3. The Genestealer player places new Jungle tiles that can be seen.
4. The Genestealer player takes actions.
5. The Genestealer player launches assaults.





SETUP

- 1 At the start of the game the Genestealer player places tiles around the Clearing tile. The Scouts can see along straight paths so more tiles are placed until it curves.

- 2 Here the path splits in two. A Scout going this way will be able to reveal more Jungle tiles.
- 3 These two paths curve back in a loop. Genestealers cannot enter the board from a closed loop, which is handy for the Scouts. Sadly, it also gives them less options for exploring the jungle...

TURN 1: SCOUTS

- 4 Each Scout has two action points, and they can use each to move one tile or shoot. Sergeant Vicconius and Scout Aradiel each use one action point to move south, revealing a second loop in the jungle path and a dead end. They will have to turn back.
- 5 Scout Sabbathius stands watch with his heavy bolter. He can support other members of the squad with covering fire so long as he has line of sight to them.
- 6 Scouts Antonius and Pluvius move north along the curving path, which then curves back in the opposite direction, blocking their line of sight. But what lurks around the corner...?



TURN 1: GENESTEALERS

7 The Genestealer player takes three actions a turn, which can be placing a new Genestealer at the end of a path, moving one already on the board or placing an infestation marker. The player places three Genestealers on the north path.

8 Actions taken, the Genestealer player can launch assaults on adjacent tiles. Each Genestealer in a tile has a score of 2 in combat, so three Genestealers have a total score of 6. The Scouts must roll equal to that on a dice to draw, and higher to win. Even with Sabbathius's covering fire (+1), they only score a 5. Antonius is ripped to shreds and Pluvius is forced to retreat.



TURN 2: SCOUTS

9 In the next turn Pluvius runs north, revealing an abundance of Tangleweed. This can dramatically slow down a Scout's advance, but not a Genestealer's!

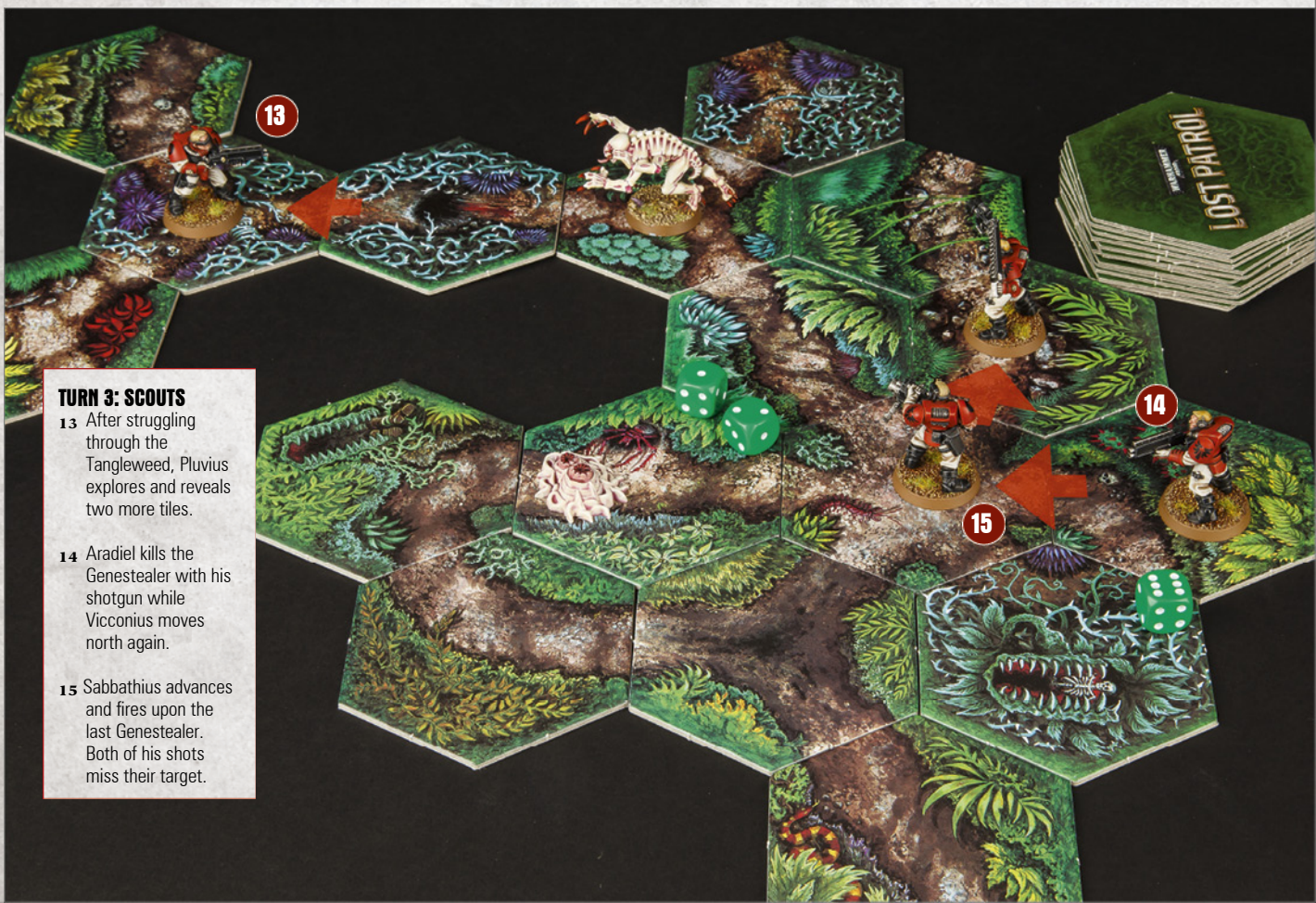
10 Vicconius and Aradiel rejoin Sabbathius and fire upon the three Genestealers. They require 6s to hit but score no hits at all. Sabbathius, however, hoses the jungle with bullets and kills two of the three aliens!





TURN 2: GENESTEALERS

- 11** The remaining Genestealer leaps through the foliage (they don't have to follow the paths) and lays an infestation marker. It doesn't stand much of a chance in combat – the Scouts need a 2 or more to win and they receive +1 because of the Sergeant. They of course roll a 1 and are pushed back.
- 12** Another Genestealer appears near Pluvius – the Genestealer player's third action. It fails to kill him but forces him to retreat.



TURN 3: SCOUTS

- 13** After struggling through the Tangleweed, Pluvius explores and reveals two more tiles.
- 14** Aradiel kills the Genestealer with his shotgun while Vicconius moves north again.
- 15** Sabbathius advances and fires upon the last Genestealer. Both of his shots miss their target.



TURN 3: GENESTEALERS

- 16** Two Genestealers emerge from the infestation marker next to Sabbathius and tear him to shreds in combat.
- 17** The Genestealer player brings on one more Genestealer to kill Pluvius. The Scout needs a 3 or more to kill the Genestealer but is at -1 because he's fighting alone. He scores 3, which is reduced to a 2 – it's a drawn fight. Pluvius is forced to retreat... into the waiting arms of another 'Stealer.



TURN 4: SCOUTS

- 18** Pluvius's death sees several of the jungle tiles disappear in the fog of war.
- 19** Cornered, Aradiel desperately uses both action points to fire twice at the Genestealers next to him. He misses with both shots. In the Genestealer's turn, they tear him limb from limb.
- 20** Sergeant Vicconius advances and reveals two more tiles. The Genestealer player subsequently places three Genestealers at the end of the path. Alone in the jungle, Vicconius prepares to die fighting...

LOST IN THE JUNGLE 2: RETURN OF VICCONIUS

Clearly our first game didn't end too well for the Scouts, Vicconius and his squad still some distance away from finding the Dropship tile.

Undeterred, we picked up all the tiles, shuffled them, put the Dropship tile on the bottom of the deck, and set up a new game. Below you can see the final stages of our second game, where the Scouts had

more success – they stopped rolling 1s in combat for a start – and managed to reveal the Dropship tile (1). Ironically, their goal ended up being near the Clearing tile (see over the page to find out how this can happen). Sadly for the Scouts, this snapshot was taken just before the death of both Sabbathius and Antonius (standing next to the Dropship), leaving Vicconius, once again, alone in the jungle... 🐼

TAKE THREE...

In the third game, the Space Marine player made the cardinal error of leaving the Scout with the heavy bolter near the end of a path. A trio of Genestealers appeared next to him, de-limbed him, and dragged what was left into the jungle.

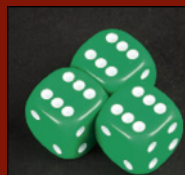


JUNGLE SURVIVAL TIPS

As you can probably appreciate by now, Lost Patrol is a tough gig for the Scouts. Trapped in a jungle, assailed on all sides by Genestealers, it's a baptism of fire for these new recruits. Which is why we've come up with a few handy tips to give you a fighting chance.

THE KEY TO VICTORY

With the Scouts requiring 6s to kill the Genestealers with shooting, we recommend training your dice to roll lots of them. Here's an inspirational picture of three dice all with 6s face up to help your dice roll well.



After your first few games of Lost Patrol, you may think that reaching the Dropship is impossible. Never fear, though, it may be closer than you think...

In the second game we played (shown on the previous page), the Dropship tile appeared very close to the Clearing tile at the end of the game. This was because the Scouts all spread out quickly, moving as fast as they could away from the Clearing tile. This may seem odd, but the Clearing is the tile with the most paths leading off it. If you can move all your Scouts far enough away from it, the jungle will regrow

and the tiles around it will start to be removed. You'll still need to keep line of sight to the Clearing tile with your Scouts or it will disappear, but you could potentially generate four new tiles when you return to it, which is more than any other tile in the game.

When you do get to the bottom of the tile deck, make sure you only provide one place for the Genestealer player to place the Dropship. If you give them too many options they will surely pick the most inconvenient one with the fewest Scouts nearby to reach it.

DIVIDE AND CONQUER

Divide and Conquer – also nicknamed the Scattergun, the Scout Explosion and the One-Man Death Sentence – is a tactic much-loved by White Dwarf's Dan Harden.

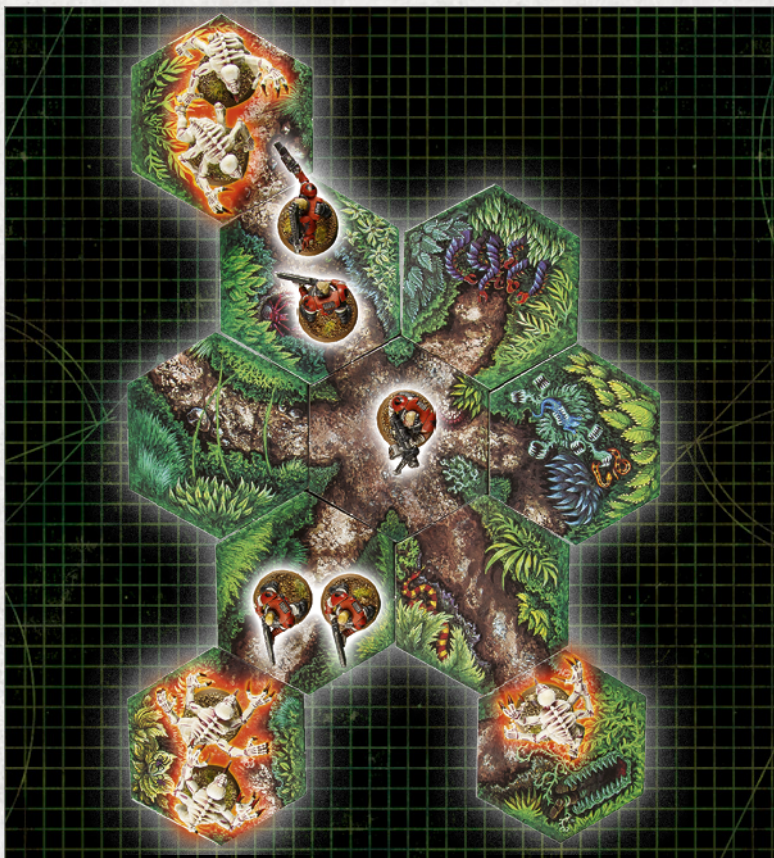
"The advantage of this tactic is that you reveal new tiles really quickly," says Dan. You'll always start with at least seven out of the 30 tiles on the table (the Clearing tile and the six around it), and sending your Scouts out in this way means you'll reveal at least another five – more if you get a few straight paths that they can draw line of sight along." In this example, one tile ended in a dead end so the Scouts branched out along the other five. They didn't reveal any straight paths, but there are now 12 out of the 30 tiles on the table – almost half-way to victory. Of course, the downside of this tactic is that all of the Scouts are now on their own, which means if three Genestealers appear next to them on the path they can't even hope to win the combat. The Scout with the best-looking path always tends to die first.



SUPPORTING FIRE

White Dwarf's Matthew Hutson is a fan of the Supporting Fire tactic – also known as the Two-Man Advance, the Jungle-Blaster and the Middleman Snack.

“Genestealers are so fast, it’s virtually impossible for the Scouts to shoot them,” says Matthew. “That’s why I kill them in combat. A Scout on his own has no chance, so I pair them up in teams of two while the heavy bolter Scout supports both advances.” In the bottom left of the picture a pair of Genestealers have launched an assault on two Scouts. The Scouts need a 5+ to beat the Genestealers, but get +1 to their dice roll because of the heavy bolter’s supporting fire. The other team has an even better chance of killing a Genestealer as they receive an additional +1 for the Sergeant, so only need to roll a 3 or more to win their fight. “It’s slower going, this way, but the Scouts survive longer,” adds Matthew. “That is, except the Scout with the heavy bolter. Genestealers always sneak up on him and take him out.”



ANYONE GOT A MAP?

When playing as the Blood Angels Scouts it’s crucial to be smart with your moves. Here, the path has branched off, giving the Scouts two opportunities to explore. Look carefully, though, and you’ll notice that it’s a cunning jungle trap!

If the Scouts split up and go down each path, they will both need to reveal a new tile in the same place. The Genestealer player chooses where the path branches off from, so they get to pick which Scout uncovers the new path. More than likely, the path will continue straight on, thereby blocking the other route off in a dead end and forcing the other Scout to backtrack – what a waste of a move! Another outcome is that a curve appears in the path and it joins the other branch, the two Scouts meeting each other in the middle. In a way, this is even worse, as then there is nowhere to go. Our advice is to keep the Scouts together and offer up a prayer to Emperor that the next tile is a Y-shaped jungle junction! ☠





GENESTEALER GENEALOGY

The Genestealers have been part of Warhammer 40,000 since the very beginning. Here we chart the evolution of this most sinister of alien predators, from their beginnings as a minor xenos hazard to the revelation of their true nature as the heralds of extinction.

LIFE IMITATING ART

One of the most interesting aspects of the Genestealers' evolution is that their history in the Warhammer 40,000 universe mirrors their development in real life. Originally seen as an isolated alien nuisance, then a terrible menace and a threat to even the Emperor's finest, their true horror was only finally revealed when they were shown to be an aspect of the insidious Tyranid Hive Mind.

Ferocious alien predators who lurk in the dark and nightmarish depths of space hulks, undercities, remote colonies and death worlds, Genestealers are the Tyranid Hive Mind's primary infiltration and sabotage organism, guided to bring down the defences of target worlds before they even realise they are under attack. Yet their most fearsome weapon is what earned them their grisly name.

Genestealers do not reproduce as other creatures do, but infect a host organism, usually a lone explorer or investigator that has stumbled into the lair of a Genestealer

brood. From this infection, the host will fall under the Genestealer's sway, gestating a half-alien monstrosity within themselves. The resulting hybrid will be a nightmare of malformed chitinous limbs and tainted flesh. In time, subsequent generations of human-Genestealer hybrids will become indistinguishable from normal humans, albeit entirely enslaved to the original Genestealer's alien will. The original Genestealer itself will become the core around which a monstrous cult will be built, growing in size and power until it becomes a monstrous apex predator known as a Genestealer Patriarch, an alien

nightmare of prodigious intellect and malice. These titanic abominations will also serve as the conduit through which their ultimate purpose is revealed...

Genestealers were first encountered by the Imperium of Man on the moons of Ymgarl. Originally regarded by the Imperium as another xenos hazard native to those moons, albeit a highly dangerous one, Genestealers were thought to have somehow made it off the moons of Ymgarl aboard merchant and Navy vessels, but the dark truth is that they were already creeping into the heart of the Imperium in ways no one understood long before that.

The Imperium gained a better understanding of the Genestealer threat when Imperial explorators began to encounter nesting Genestealers in their thousands aboard the titanic ghost-vessels known as space hulks. Such vessels are treasure-troves of archaeotech and as such they are the frequent target of Imperial agents who would inadvertently become infected by the Genestealers. Cleansing such vessels became a matter of urgency, with the task falling to the Adeptus Astartes, for only they have the skill and resources to survive in such environs. However, even for lauded veterans clad in Terminator armour the Genestealer is a fearsome foe. Not only can the Genestealer survive in hard vacuum, they possess inhumanly fast reflexes, and four huge arms ending in razor-sharp talons that can shred ceramite as if it were paper. The Genestealer is a brutal and fearless opponent who strikes from the shadows without warning, and if one is visible, there are sure to be a dozen lurking unseen.

It was only after the Battle for Macragge, where the Ultramarines finally overcame the invading Hive Fleet Behemoth, that the Imperium finally came to comprehend the Genestealers' true nature. Finding innumerable Genestealer corpses amongst the slain Tyranid hordes, subsequent autopsies revealed that they were indeed Tyranid organisms, a form produced for infiltration, sabotage and corruption. At last the terrible truth was known: the Tyranid Hive Mind was capable of

despatching broods of Genestealers far and wide to identify target worlds and infect the populace. Once a world has been made ripe for harvesting, its defenders defeated or bound to the will of the Genestealers, the most powerful amongst them – Broodlords and Patriarchs – will relay a psychic beacon to draw the attention of their parent hive fleet to feed, leaving nought but a ball of barren rock, whereupon a fresh brood of Genestealers can be dispatched into the endless void to begin the grisly cycle anew.

1 Not even the blessed Terminator armour of the Adeptus Astartes can withstand a Genestealer in full fury. Reports suggest they can tear through even the hulls of Land Raiders, so combat protocol is to gun the alien fiends down quickly. Not an easy task, as their ridged carapace is as good as Imperial body armour, and they move with a whiplash speed that is almost impossible to track.



1 “The first time that we did these things they were really part of Space Hulk,” explains designer extraordinaire and Games Workshop legend Jes Goodwin, when White Dwarf asked him about the design history of the Genestealers. The first edition of Space Hulk gave players control of a brave band of Space Marine Terminators and a malevolent brood of alien Genestealers. Space Hulk was refined further in subsequent editions in 1996, and later in 2009 and again in 2014, adding the tale of the Blood Angels First Company and the hellish space hulk the *Sin of Damnation*. There were even expansions and additions to include other Warhammer 40,000 races, such as the Imperial Guard, Orks and even Eldar, but it is the Space Marine Terminators and, of course, the Genestealers with which Space Hulk is most closely identified.

THE V FACTOR

Whilst originally thought native to the moons of Ymgarl, the Imperium has long since discovered to their cost that the Genestealers are in fact the infiltration organisms of the Tyranid hive fleets, by which time the Genestealer menace had already spread across the galaxy. Whilst the moons of Ymgarl were purged by the Salamanders Space Marines Chapter in 754.M41, the Ymgarl Genestealers still exist in scattered broods, thrown to the galactic winds. The tentacled head you can find in the modern Genestealer Brood kit was designed as a tip of the hat to these first Genestealers, and the Ymgarl Genestealers also live on in the Ymgarl Factor, a Bio-Artifact of insidious reputation. These first Genestealers as originally envisaged are quite different to today’s Genestealers – and you can turn to page 30 to see them for yourselves.

LURKERS IN THE SHADOWS

The Genestealer’s story begins in the very first edition, Warhammer 40,000: Rogue Trader. The first Genestealer as then envisaged was a hunched, flat and leech-like thing, with a long and powerful tail, its head a writhing, eyeless mass of tentacles (elements of which still appear in the Ymgarl Genestealer, below), although they did possess four rather nasty arms. Whilst prototypes of this design were made, this original Genestealer design was never released as a miniature. It wouldn’t be until 1989 that the Genestealer finally appeared in shops and on tabletop battlefields.

Back then, the Genestealers were not actually linked to the Tyranids, but were yet another entry in a collection of cosmic hazards to be encountered by adventurers and warbands in the early days of Warhammer 40,000. This rather neatly mirrors their history in the archives of the Imperium, where records of first contact with the Ymgarl Genestealers describe

them as isolated and unpleasant aliens, seemingly mere beasts incapable of even the rudiments of civilisation. Unknown at the time, it is now assumed that the Ymgarl Genestealers must have been descended from infiltration organisms left behind by Hive Fleet Tiamet, perhaps as far back as M35, opening the terrifying possibility that Genestealers, and even whole Tyranid hive fleets, may have been quietly operating in the shadows of the galaxy for millennia.

As creatures ‘native’ to the moon of Ymgarl, these early Genestealers infected the local giant leeches, giving them their leech-like appearance, but in theory the Genestealers could infect anything, including humans – a sinister echo of things to come...

But, as far as anyone knew, that was that. To hobbyists, Genestealers were just another troublesome alien in their games of Warhammer 40,000. To the Imperium of Man, they were another minor xenos hazard, one of many in a hostile galaxy, overshadowed by the growing Ork and Eldar menace. Time would show the folly of such thinking.

THE SINS OF DAMNATION

With the release of the original edition of the now classic Space Hulk game in 1989, the Genestealers returned, and this time very much as we know them today. This design shortened and thickened their long tails, and the eyeless mounds of feeder tentacles were replaced with a bulbous head with an unsettling bestial face. “I went six-limbed and animal-legged, rather than human-legged,” explains Jes Goodwin, a Games Workshop legend who, amongst innumerable other ranges and concepts, designed the Genestealer as we know it today. “The head became bulbous, to make it distinct.”

Here, too, it became clear that the Genestealer, far from the primitive alien that threatened to, in the words of Warhammer 40,000: Rogue Trader, “become a real menace” in the future, was in fact a dangerous predator possessed of a powerful intelligence, with broods





1

numbering in their thousands lurking aboard titanic space hulks the galaxy across. This would go some way to explaining how they became a galactic threat when they were originally discovered on a backwater moon with no means of leaving it. No longer seen as mere animals, it became apparent that the Genestealers were driven by terrible goals and an entirely alien intellect that made them impossible to reason with, devoid of pity, remorse or fear. This made them the perfect foil to the squads of Space Marine Terminators who took the role of beleaguered protagonists in the Space Hulk game, seeking to purge the titular craft before it could disgorge its cargo of monstrous alien infiltrators onto innocent and unsuspecting Imperial worlds.

Yet this was not without warning. A handful of months before the release of Space Hulk, hidden away in the White Dwarf issue of February 1989, was a tiny advert for a Space Marine Terminator and the very first Genestealer, looking very much like those we know today, although it

lacking the bulbous head of Jes Goodwin's imminent Space Hulk re-design. This release of Space Hulk brought the very first plastic Genestealers, and a further range of metal Genestealer models, too. A handful of Space Hulk expansions followed, adding more models and missions to the game. One of these, the aptly-named 'Genestealer' supplement, would bring the Genestealer hybrids properly to life in the Warhammer 40,000 universe for the first time.

THE EVIL WITHIN

An instant hit in Space Hulk, the now ubiquitous Genestealers quickly became a fixture in Warhammer 40,000. The Genestealers were not alone, but were surrounded by a vast network of cultists, mutants and thralls who worshipped them as gods. These Genestealer Cultists were in fact human-Genestealer hybrids, a product of the Genestealers' alien life-cycle, wicked and twisted mutants utterly enslaved to the will of their Genestealer masters. A Genestealer Cult army list was introduced across a series of White Dwarf

CULT FASHIONS

It's no accident that the clothes and uniforms that Genestealer Cultists wear resemble their Genestealer masters. "Why would they (the cultists) have a costume – where'd they get them from? Is there a Genestealer Cult tailor somewhere where you get your Genestealer Cult stuff?" Jes Goodwin asked us with a smile, before explaining that "The Genestealer Cult outfits are typically mining uniforms and workers overalls, as outler worlds and asteroid miners would be more likely to be infected." The ribbed leather and reinforced overalls evoke the fleshy, ribbed nature and aspect of the Genestealers, as well as help keep the faction tied to their human roots, but as civilians, entirely distinct from the militaristic Astra Militarum.

1 Even before the revelation that the Genestealers were part of the Tyranid race, people had an inkling that they might share common ancestry, both possessing large, bulbous heads and six limbs. "The Tyranid Termagant had a bulbous head and six limbs, and everybody drew the parallel between them and the Genestealers," Jes Goodwin explains. "Now, the Genestealer is a closer match to the design of the Tyranids, with the shape of their carapace and the five nubs on their heads – a design hallmark that is carried across the range." This level of attention to detail can even be seen in their rending claws, which are carried across the entire Tyranid range. Whilst the design draws on the original Genestealer claws, they also reflect the common ancestry Genestealers share with the Tyranids.

articles in the months following the release of Space Hulk, and introduced a number of concepts key to the Genestealer Cults, such as the Cult Magus and, most terrifyingly of all, the Genestealer Patriarch, the progenitor of the Cult, bloated into a monstrously obese Genestealer seated on a grandiose throne.

HERALDS OF EXTINCTION

A new edition of the Warhammer 40,000 game saw the Genestealer menace spread far and wide. As if they weren't already enough of a threat on their own, the Genestealers were soon to be revealed as heralds of something far worse...

The Tyranids had themselves long existed in the background of Warhammer 40,000, and had steadily expanded into a notable presence – one the Imperium would soon have to pay long overdue attention to. With the advent of the first Codex: Tyranids, Genestealers were revealed to be the vanguard of the Tyranid hive fleets, joining the Tyranid army as the true scale of their threat was finally made plain.

This revelation was reflected in the unfolding background, as Hive Fleet Behemoth fell upon the Imperium and the worlds of Ultramar.

The Genestealer Cults were still around, too. "It always struck me as one of the best ways to do allies for a Tyranid army," Jes Goodwin explains. "Who will Tyranids ally with? Nobody but Genestealer Cults, who they're going to eat anyway. No one in their right mind would willingly join forces with the Tyranids."

Funnily enough, it was the growing popularity of the Tyranids themselves which would start to overshadow the Genestealer Cults. Their Genestealer forebears having been revealed as part of a larger and more terrible threat, the Genestealer Cults were as much fodder for the unceasing appetite of the hive fleets as were the enemies of the Tyranids themselves – although, being enslaved to the Hive Mind through the brood telepathy of their Genestealer Patriarch, Genestealer Cultists would have little time



to realise their mistake (if, indeed, they realised it at all), their fate already sealed as mycetic spores rained down from the skies and the secret purpose of the Genestealers was revealed.

THE TIME OF ENDING

As but one part of the terrible Tyranid menace, parts of the Genestealers' own peculiar, insidious threat disappeared into the shadows for a while, still to be found in Black Library novels like the fan-favourite Ciaphas Cain series (in particular the first novel, *For The Emperor*) and occasionally surfacing in skirmish games like *Necromunda* and *Inquisitor*.

Whilst the Tyranid range underwent a massive redesign in 2001, unifying it in aesthetic and purpose, the Genestealers did not receive much in the way of attention until 2005. That year, after 16 long years of noble service, the original Genestealer plastic kit was retired in favour of a brand-new one, one that not only brought the Genestealers closer to their Tyranid masters in terms of design,

but also included a variety of new parts, such as the feeder-tentacle head that in many ways is the modern interpretation of the very first Genestealer head, now classified as a distinct sub-species of Genestealer, the Ymgarl Genestealer, a highly mutable offshoot that the Hive Mind actively avoids lest that mutability irrevocably taint the Tyranid gene pool as a whole. But that was not all, as broods could be led by the monstrous Broodlords, apex Genestealers who held their fellows in check with their brood telepathy.

The Genestealer Cults, too, have returned in *Deathwatch: Overkill*, bringing with them a variety of hybrids, including the new Aberrants who reference some of the first Genestealer hybrid designs. Terrors which had long lurked in the shadows are revealed once more, and back once again sowing corruption and mayhem across the Imperium. Truly, the threat never vanishes.

And what's next for these timeless terrors of the far future? Only the Hive Mind can answer that for certain... ☠

DID YOU KNOW?

The insidious Genestealers have appeared in a whopping 10 boxed games down the years, starting with their debut in first edition of *Space Hulk*, more than any other faction bar the *Space Marines*.

1. *Space Hulk* 1st edition (1989)
2. *Space Crusade* (1990)
3. *Tyranid Attack* (1992)
4. *Space Hulk* 2nd edition (1994)
5. *Battle for Macragge* (2004)
6. *Space Hulk* 3rd edition (2009)
7. *Space Hulk* 4th edition (2014)
8. *Shield of Baal: Deathstorm* (2014)
9. *Deathwatch Overkill* (2016)
10. *Lost Patrol* (2016)



THE GRIM FUTURE

The Genestealer Cults are perhaps the most troubling aspect of the Genestealers. The very first recorded Genestealer Cult was uncovered by the Ordo Xenos *Deathwatch Kill Team* Cassius, on Ghosar Quintus in 681.M41 (now the subject of *Deathwatch: Overkill*). Yet the true nature of the Tryst Dynasty and their worship of the so-called 'Four-armed Emperor' was only uncovered by random chance, following the disappearance an Inquisitor on a routine investigation, and subsequently raised a troubling question in many Ordo Xenos agents' minds – how many Genestealer Cults have blighted the Imperium down the centuries? Just how far back does this corruption stretch? How many frontier planets and feral worlds have forsaken the Imperial Creed for worship of bloated, four-armed 'Emperors'?

SPOTLIGHT: GARETH NICHOLAS

This week in White Dwarf, we are proud to present the award-winning work of Gareth Nicholas, who lifted the Slayer Sword at Golden Demon: Space Marines in 2015. Here is a selection of his other stunning works.

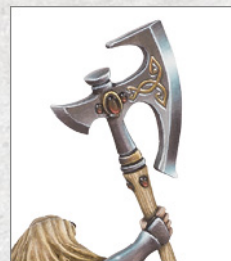
HIGH ELF HERO

Gareth entered this High Elf Hero into Golden Demon UK in 2012, where it netted him silver in the Warhammer Single Miniature category. The miniature was a chance for Gareth to practise both freehand and non-metallic metal techniques. "For non-metallic metal areas, like the armour on this model," he says, "I'll start with a mid-tone basecoat – grey for steel, ochre for gold – and then spend time considering where the light would fall and which of the areas on the model a reflection would form on. I'll imagine four light sources from above, and I'll paint

these areas first using a highlight tone, and then use this to guide the shading before returning to build the highlights up further. It's important to maximise contrast, although extremes must be used sparingly or the illusion is lost. The final step is glazing with very thin paint, and for the steel on this miniature the highlights were glazed with cyan, giving the impression of the sky, while the shadows are glazed with dark red." Note the model has had some minor conversion work done to it, with Gareth electing to swap the model's original axe for a more elaborate one.



1



2

1 "For freehand areas such as this shield I like to spend some time planning the design thoroughly. I'll draw it on paper and refine it until I'm happy. Then I rough the design out on the miniature using very thin paint, being careful to remove any excess from the brush before applying to the model."

2 "I didn't think the standard axe was quite grandiose enough for this miniature, so I replaced it with one from the plastic White Lions kit."



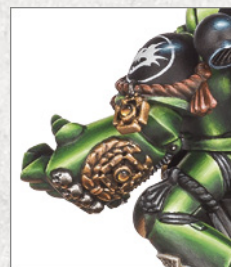
SALAMANDERS SPACE MARINE

Built from the Space Marine Sternguard Veterans kit, Gareth's Salamander is, in his own words, "one of the best miniatures I've painted." It won silver in the Warhammer 40,000 Single Miniature category at Golden Demon 2014. The gleaming green power armour was painted using techniques similar to the non-metallic metals he used on his High Elf hero. Alongside the Chaos Lord you can see overleaf, this Salamander was a test piece for using both non-metallic metals and true metallics on the same model. What's rather striking is the magma base

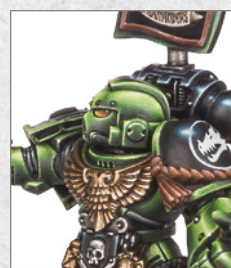
and how the light plays off the armour from below, not above. "Having painted the armour in the usual way, I held the miniature upside down and thought about which of the dark areas not illuminated by the imagined overhead light sources would be illuminated by the glowing lava instead. I then highlighted these areas and glazed over them with a succession of red, orange and yellow glazes until I was happy with the result." The lava itself was painted with a white undercoat, in contrast to Gareth's usual preference for using black or even grey undercoats for his models.



3



4



5

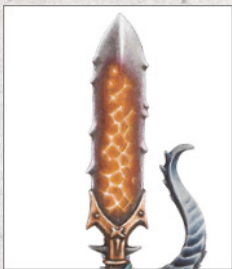
3 "I started from a black basecoat and highlighted up using blue with more white added to the mix, until reaching pure white for the highest points. The blue is important because it's the only cold colour on the model and serves to contrast the warmer tones."

4 Gareth used both non-metallic metals and traditional metallics on the model. "I was playing with the concept of using both effects on the same model. It's not something widely done, but it can increase the overall impact of the miniature."

5 The model features bright, saturated colours and high contrasts. "The lava was painted over white to maximise brightness and I used plenty of bright, yellowy green when glazing the armour, as the eye is particularly sensitive to this wavelength of light."



1



2



3

1 "A combination of cold green and fiery orange or red is often used by fantasy artists and I've seen some great pieces that use this colour scheme. I wanted to see how it would look on a miniature."

2 "I painted the cracks in the blade with pure white before glazing with reds, oranges and yellows, working towards the centre of the blade. Because of the transparency of the paint, the underlying white makes the cracks as bright as they can be."

3 Through careful use of thin lines across painted across the cloak's main highlights, Gareth has achieved a convincing texture effect to suggest the cloak was woven from a coarse fabric.



CHAOS LORD

"I love the pose of this miniature," says Gareth of the Chaos Lord, which won him a finalist's place in the hotly-contested Open Competition at Golden Demon 2014. (The Open Competition is the only category Games Workshop staff can enter, so competition is particularly fierce.) "His stance and the way he's resting his hand on his sword make him seem very imposing. There are some great details on the armour, especially the daemoniac shoulder plate." It was this daemoniac face that inspired Gareth to paint the armour as if it's alive, hence the gradual fade from metallic steel to daemoniac red on the shoulder pad. It also led Gareth to adorn the armour with countless leering faces

("doomed souls and daemoniac visages," he tells us, all painted freehand) to complement the detailing on the model and to show this is no mere suit of armour but an artefact of Chaos. Like the Salamander on the previous page, it was an experiment in using both non-metallic metals and true metallics on the same model. This use of different textures is a key feature of the model, which Gareth took even further on the Lord's cloak. He applied highlights in thin, distinct lines running across the raised areas (rather than along them) to give the impression the cloak is woven from coarse fabrics. Amazingly, the perfectionist Gareth isn't entirely satisfied with the finished model!

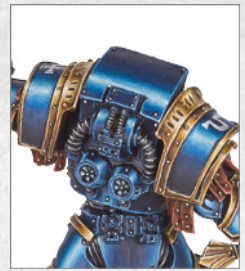


ULTRAMARINES LEGION PRAETOR

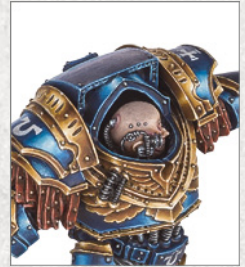
Gareth won the Slayer Sword at Golden Demon: Space Marines at Warhammer World in 2015 with a Blood Angels Diorama, which we featured in White Dwarf 99. Somehow, he also found the time to paint this Ultramarines Legion Praetor from Forge World for the Single Miniature category, where it won bronze.

Having never painted an Ultramarine before, Gareth took the opportunity to produce this Forge World Horus Heresy Cataphractii Legion Praetor in the livery of the XIII Legion. Gareth used a variety of techniques he'd honed on the other pieces shown here, including his careful visualisation of light sources and the

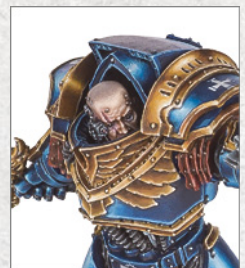
reflections they might create, and his painstaking approach to highlights, building them up slowly. The blue armour, for example, follows the same principles as the green of the Salamanders Space Marine [here](#). For the gleaming gold trim, Gareth took inspiration from an old 'Eavy Metal Masterclass by Darren Latham. "The basic concept is to base with ochre," he says, "shade with a reddish brown, and highlight with a bone colour." Gareth had actually intended to finish the model with weathering and battle damage, but decided the gleaming gold and clean, lustrous blue was a better fit for the model as an exemplar of the Ultramarines, and left the model as you see it here.



4



5



6

4 Seen from above and behind, the large expanses of armour on the Praetor's back and shoulder pads clearly illustrate Gareth's approach to highlighting. Gareth takes great care in trying to visualise where a light source might be, and how the light from it might fall on the model, creating these very precise highlights and equally striking areas of much darker tones.

5 Gareth used a combination of pink and purple glazes around the Praetor's bionic implants to produce the effect of irritated scar tissue where the blessed metal of the bionics meets the flesh of the Praetor.

6 Gareth painted the Praetor's short, stubbly hair by applying glazes in a mixture of greys and flesh tones after finishing the overall highlights on the whole head.



1



2



3

1 Gareth's decision to arm the model with two power fists was inspired by Joe Tomaszewski's Marneus Calgar, which won the Open Competition at Golden Demon UK in 2008.

2 For this model, Gareth stuck to a limited palette of warm, orangey reds and cold blues. "Colour choice is something I often struggle with, but I knew I couldn't go far wrong if I kept it simple and only used these two complimentary colours."

3 For the Space Marine's hair, Gareth painted incredibly fine white lines across the otherwise plain area on top of the head to represent individual strands or locks of hair, before carefully building up tone over the whole of the hair with a series of glazes.



BLOOD ANGELS SUCCESSOR

Contrary to assumptions (including ours here at White Dwarf) this Space Marine is in fact not a Blood Angel but part of an as-yet-unnamed Blood Angels Successor Chapter of Gareth's own devising.

Gareth employed a limited palette in painting the miniature, using the deep red of the Blood Angels and the cold and sinister black of their infamous Death Company. Strikingly absent, though, are the rich golds the Sons of Sanguinius. Gareth opted for this strictly limited palette, contrasting the cool blue-blacks of the wings and shoulder pads against the vibrant orangey-red of the armour, for a darker, moodier feel overall.

The icon atop the jump pack and the insignia on the knee pads and power fists are painted the same dark steel as on the High Elf hero [here](#). This cold, bluish steel fits closely with the black of the wings and shoulder pads, and so keeps to the deliberately limited palette. The miniature was built using parts from a number of different kits, including the Blood Angels Death Company and Sanguinary Guard. Gareth was inspired in part by Joe Tomaszewski's Marneus Calgar, hence the unorthodox selection of weapons. The miniature – deservedly, we're sure you'll agree – won gold in the Warhammer 40,000 Single Miniature category at Golden Demon UK in 2012.



HIGH ELF DRAGON PRINCE

Some of you may recall Gareth's High Elf Dragon Prince, which won gold in the Warhammer Single Miniature category at Golden Demon UK in 2014. "I wanted to tackle a slightly larger piece than I normally would, so a cavalry piece seemed like a good idea. Also, it's an elf!"

As with his other models, Gareth has eschewed elaborate conversions and kitbashes, with the only major change to the model being that he removed the moulded detail from the shield to allow him to add freehand designs instead.

One element that really caught our eye was the sword, which Gareth painted by

carefully darkening the outer parts of the blade to let the glow of the magical runes really catch your attention. It also serves to hint at the fiery, dragon-inspired nature of the enchantments in the blade.

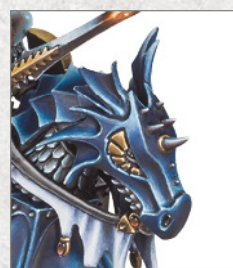
There are obvious jaw-dropping features to this paint-job, such as Gareth's stunning use of non-metallic metals on the armour, but also many extra little details that might be overlooked at first glance, such as the texture of the horse's hair (which Gareth was particularly pleased with), the reflections on the armour, and the elven gemstones that stud the Dragon Prince's armour. We can't wait to see what Gareth produces next. 🐉



4



5



6

4 Gareth carefully removed the original moulded details from the Dragon Prince's shield before painting on the freehand design.

5 Gareth painted reflections from the rich blue of the Dragon Prince's armour and the barding of his steed onto some of the areas of non-metallic silver, such as the Dragon Prince's shoulder armour and breastplate.

6 Well hidden beneath the horse's elaborate barding is a coat of scale-mail, which Gareth painted in non-metallic silver to match that of its rider.

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 play *Lost Patrol*, examine death worlds, revisit Middle-earth and enjoy some Assassins.

DEMISE OF THE 10TH COMPANY

LOST PATROL CHALLENGES

Let's face it, if you win a game of *Lost Patrol* with the Scouts then you're a smarter tactician than we are (or you're using the family pet as your opponent). In our first few games we did so badly we barely got out of the Clearing, which gave us the idea of coming up with a few milestones – little challenges to show how far we'd progressed. How far will you get on the list?

1. For all five Scouts to leave the Clearing tile before they die.
2. Kill a Genestealer by shooting it.
3. Reveal a jungle path more than four straight tiles in length.
4. Kill 12 Genestealers in one game.
5. For the Genestealer player to have all 12 Genestealers in play at the same time.
6. For the Scout player to get the jungle tile deck down to 10 tiles.
7. For the Scout player to get the jungle tile deck down to 5 tiles.
8. Reveal the Dropship.
9. Get to the Dropship and win *Lost Patrol*!

WHEN YOU PLAY LOST PATROL ENOUGH TIMES TO KILL A COMPANY

When *Lost Patrol* arrived in the White Dwarf office we were really keen to play a few games of it. The thing is, the game's so quick to play that a few games turned into a dozen, then a score, then, well... we lost count around 70 games. But *Lost Patrol* is so tough that the Scouts never once won a game. We revealed the Dropship tile maybe a dozen times and managed to get a single Scout into the tile next to it twice. Dan even managed to reveal the Dropship tile with three Scouts still alive. A crowd gathered, party poppers and cake were

hastily mustered; you could smell the hope. Sadly, it was all for nought – his Scouts were soon devoured by Genestealers. Despite this, we kept playing. The charm of *Lost Patrol* is the seeming impossibility of it and the desire to find a way to win, no matter how long it takes. We must have played for hours, every game full of hilarity as Scouts were cornered, chased, split up and, eventually, slain. We estimate around 350 Scouts have died so far – easily more than a Company's worth. Ooops!



WHITE DWARF

WANTED: RED OR ALIVE

What's this, red plastic Space Marine Scouts? No, they haven't been sprayed red, the Scouts in Lost Patrol actually come on a red sprue. We think they look great, and once you've clipped them off the frame and stuck them together you can start playing Lost Patrol straight away. You'll notice that we equipped them with bolt pistols and combat blades, which is one of the three weapon options in the kit (alongside boltguns and shotguns). Just as excitingly, the Genestealers in Lost Patrol come on a blue sprue, a nod to the classic Genestealers that came in the 1990 Space Hulk boxed game.



STOP PRESS: HOPE FOR YOUR SCOUTS!

When **Lost Patrol** was first released, it quickly earned a reputation as an extremely challenging game for the Space Marine Scouts to win, and we've retained that for this version of the game. The following rules allow you to adjust the difficulty level in the game, should you feel the need. Of course, you can continue to use Extreme Mode (the default for the game) for an extra challenge.

ADJUSTING THE DIFFICULTY LEVEL

If the players wish, before deciding who will play each side, they can adjust the difficulty level of the game for the Space Marine Scouts by choosing one of the following four modes:

Easy Mode: Genestealers cannot be placed or move onto the Dropship tile.

Normal Mode: A maximum of one Genestealer can ever be on the Dropship tile.

Hard Mode: A maximum of two Genestealers can ever be on the Dropship tile.

Extreme Mode: A maximum of three Genestealers can ever be on the Dropship tile (this is the default mode for Lost Patrol).



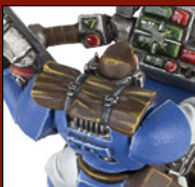
IT'S IN THE GENES

Whilst there was no model of the first design of the Genestealer, Tony Ackland's illustration was included in *Rogue Trader*. Whilst this hideous visage (first image) bears little resemblance to the Genestealer of today, its influence lives on in the Ymgarl breed, and in the Genestealer Brood boxed set, where the feeder tentacles (second and third images) are included as a nod to that original Genestealer design.



BIT OF THE WEEK: CAMO CLOAK

Scout Bikers and Scouts with Sniper Rifles come with a load of little extras on the sprue including rolled up camo cloaks that they tie down to the top of their armour. This one has been painted brown, but you could always try applying a camouflage pattern to it.



READER'S MODEL OF THE WEEK

This week's Reader's Model is this excellent rendition of Commander Shadowsun painted by Dean Lecoq. Dean chose to paint her in urban grey armour with the orange markings of Sa'cea Sept. He went for a more lilac hue to her skin to make it stand out from her armour.

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.



HOW DID THEY DO THAT?

Want to know how to paint Genestealers in their classic blue and purple colour scheme? Here's how.

The carapace is painted Kantor Blue, followed by a wash of Nuln Oil. It is then layered with Kantor Blue followed by highlights of Alaitoc Blue and Lothorn Blue on the edges of the chitinous plates. The pale skin is painted with a basecoat of Daemonette Hide, followed by a layer of Warpfend Grey, a wash of Druchii Violet and then highlights of Slaanesh Grey and Pallid Wych Flesh.



WEAPON OF THE WEEK: FRAG CANNON

Frag Cannons are brutal short-ranged weapons utilised by the Blood Angels Chapter and by members of the alien-hunting Deathwatch. They have two modes of firing: a solid shell that can punch through armour, flesh and bone (much like an autocannon), or a hail of razor-sharp shrapnel. This second mode of firing is normally employed when the user is faced with a horde of densely-packed alien foes. The frag round doesn't so much shred the target as turn it into a fine red mist, body parts reduced to ragged pulp. It's for this reason that the frag cannon has been nicknamed the portable enemy blender.



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

A RETURN TO MIDDLE-EARTH

Fans of *The Lord of the Rings* and *The Hobbit: Strategy Battle Game* will be overjoyed to hear that a number of classic models have made a reappearance on the Games Workshop website, including Boromir, Gothmog, Saruman and Grima and the Ruins of Osgiliath. Not only that, but all five of *The Lord of the Rings* Sourcebooks – Moria &

BROTHERLY LOVE

Dear Grombrindal, my question is this: why does Tzeentch possess such a hatred of Nurgle, when Nurgle also appears to be a god of corruption and change? Aren't their aims and methods quite similar in some ways? So why do they hate each other?

- Trixie 'Tricksy' McGuffin

GROMBRINDAL SAYS

Theology at this time in the morning? I haven't even combed my beard yet...

The main reason for this hatred is not how their powers are manifested – all the Chaos Gods corrupt and change – but how their power is gained. Nurgle's strength comes from hopelessness and despair, from mortals accepting their miserable fate and slow decay.

Tzeentch's power comes from ambition, avarice and a desire to prevail, no matter the cost. That's why the two don't get on, because they seek to harness different emotions and desires from mortal souls.

- Grombrindal

Angmar, Mordor, The Fallen Realms, The Free Peoples and Kingdoms of Men – are also available again. There will be plenty more models coming out in the near future (including some new ones), so keep your eyes peeled for more information:

www.games-workshop.com/the-hobbit



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous Scouts.

TORIAS TELION

Sergeant Telion of the Ultramarines 10th Company is the greatest marksman in the Chapter and a renowned tutor, having trained four of the current Ultramarines Captains since their induction. He holds at least 40 battle commendations, including two Marksman's Honours earned on the world of Pallia, where he killed a Tau Commander and a Tau Ethereal with two consecutive shots.

VETERAN SERGEANT NAAMAN

Naaman was a member of the Dark Angels Chapter, famed for his actions and bravery in the Piscina IV campaign against the Orks. He was the only survivor from those who faced Warboss Nazdreg's advance, later leading a Scout force behind enemy lines to set up teleport homers for a Deathwing assault. It's said he was killed by an Ork Deff Dread while preventing the Orks from overrunning the teleport site.

CVRUS

Cyrus is a Veteran Scout Sergeant of the Blood Ravens Chapter and a former member of the Deathwatch. His service with the Deathwatch lasted almost two centuries, during which time he developed valuable (if unorthodox) tactics to combat the Tyranids. When the Blood Ravens were called to the world of Calderis his knowledge proved invaluable in ensuring their defeat.

LYSANDER

A Blood Angels Scout, Lysander followed Captain Leonatos into exile to recover the legendary Blade Encarmine. He returned to Baal many years later to recount the harrowing events of their quest.

WHITE DWARF'S REGIMENTS OF RENOWN

This week's Regiment of Renown is James Perry's Execution Force Dagon. Whilst the black synskin is standard issue for all Officio Assassinorum operatives, regardless of their Temple, James decided to use different highlights for each Assassin to help emphasise their role, and to keep each of them distinct. The Culexus designated 'Dread Sagittar' was highlighted with a mix of Naggaroth Night and Xereus Purple, the metal of his animus speculum washed with Druchii Violet for a strange, sinister feel. The Eversor,

designation 'Imperator Irae', was given a highlight of Khorne Red and Abaddon Black, before a final highlight of Khorne Red. The Callidus, designation 'Furcifer', was given a highlight of Caliban Green and finally Warpstone Glow. And, finally, the Vindicare, Operative XXIV, was given a highlight of Eshin Grey and Dawnstone. With just a simple choice of colours, James has breathed distinct personality into each Assassin. We pity any heretic or alien who has to face them on the battlefield! 🦶



NEXT ISSUE: THE PATHS OF THE ELДАР, READERS' MODELS, AND THE ARMY OF DEATH!

Copyright © Games Workshop Limited 2016 excepting all materials pertaining to the New Line theatrical productions. The Lord of the Rings: The Journey, The Hobbit, The Desolation of Smaug, The Hobbit: The Battle of the Five Armies, which are © 2016 New Line Productions, Inc. All rights reserved. The Lord of the Rings, The Fellowship of the Ring, The Lord of the Rings, The Two Towers, The Lord of the Rings: The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. © Warner Bros. Entertainment, Inc. All rights reserved. "THE HOBBIT: THE JOURNEY" and "THE HOBBIT: THE DESOLATION OF SMAUG" are trademarks of The Saul Zaentz Company d/b/a Middle-earth Enterprises under license to New Line Productions, Inc. (s16)

All quotations from J.R.R. Tolkien's literary trilogy "The Lord of the Rings" (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966.

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

Please be aware that Games Workshop products are usually sold unpainted and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. In accordance with applicable laws, Games Workshop products are not intended for children under the age of 16. Games Workshop products may be dangerous if used improperly and Games Workshop does not intend them to be used by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, blades, equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and current Games Workshop prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

Editor: Ies Bickham

Publisher: Paul Lyons

Produced by Games Workshop in Nottingham

Email: team@white dwarf.co.uk

Games Workshop Limited

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

Registered in England and Wales

Company No. 01467092

ISSN: 0950-8712 / Product code: 606599991/24

