

WHITE DWARF

GAMES WORKSHOP'S
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 125

18 JUNE 2016



THE ELDA'R RISE!

CHILDREN OF ASURYAN

INSIDE: A NEW START COLLECTING! BOX, ART AND THE EVOLUTION OF THE ELDA'R



WHITE DWARF

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18 JUNE 2016

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We ferreted deep into our inbox to bring you the very best miniatures painted by you, our glorious readers. Enjoy!

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THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings. Plus! A lovely Celestant-Prime.



THE DYING RETURN

This week sees something of a celebration of one of Warhammer 40,000's most enduring and enigmatic races: the Eldar. These ancient survivors of a once-great empire that spanned the galaxy are the recipients of not one but two terrific new Start Collecting! boxes, one for the Eldar themselves and one for their cruel cousins, the Dark Eldar. We took their arrival as an auspicious omen and so seized the opportunity to take a good look at some of the most fantastic art from our Eldar and Dark Eldar Codexes in

Illuminations [here](#) – but before that, our Stuart talks to Mr. Eldar himself, the one and only Jes Goodwin. You can read what he had to say about the development of the Eldar over the last 30 years from [here](#) onwards.

Elsewhere in the issue you'll find a wealth of Readers' Models, a good look at Andy King's fabulous Death army for Warhammer Age of Sigmar, and a lovely Celestant-Prime. Enjoy the issue! ↗

NEW RELEASES: ELDAR

START COLLECTING! ELDAR

5 Citadel miniatures and
a formation datasheet

Masters of high technology and swift assaults, the Eldar often spearhead their offensives with jetbikes and grav-tanks, using their speed to confuse and outmanoeuvre the enemy before delivering the killing blow. Could there be a better way to start a new collection?

START COLLECTING!

ELDAR

5 CITADEL MINIATURES

WARHAMMER 40,000

Start Collecting! Eldar is an all-plastic boxed set containing three units to start an army (or add to an existing one). Inside you'll find three Windriders, swift-moving jetbikers that run rings around the enemy while shredding them with shuriken fire. They come armed with shuriken catapults, but you can upgrade all three with scatter lasers or shuriken cannons. To lead them you get a Farseer Skyrunner, a powerful and mobile psyker who can rain down a barrage or psychic powers upon your opponent's army. Alternatively you can build the model as a Warlock, who can join the Windriders in battle. Last but not least is the Fire Prism, a powerful grav-tank that is equally effective at obliterating tanks and infantry with its prism cannon. The box even comes with an exclusive formation datasheet that makes the Fire Prism's firepower even more devastating when the Farseer is nearby to direct it.

START COLLECTING! ELDAR

5 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$85,
Can \$100, AU \$140, NZ \$165, ¥11,500, 500mb,
HK\$680, RM310, SG\$120

PRE-ORDER: NOW **RELEASED: 25/06/16**

Box contents:

- 1 Farseer Skyrunner (can also build a Warlock Skyrunner)
- 3 Windriders
- 1 Fire Prism (can also build a Night Spinner)

DARK ELDAR

START COLLECTING! DARK ELDAR

15 Citadel miniatures and
a formation datasheet

The Dark Eldar are cruel and sadistic creatures who revel in the pain and misery of others. From their shadowy realm of Commorragh they launch devastating attacks into RealSpace, wreaking havoc and terror before disappearing once again into the ether.

START COLLECTING!
DARK ELDAR

15 CITADEL MINIATURES

WARHAMMER 40,000

This Start Collecting! boxed set represents a Dark Eldar Purge Coterie, a small strike force led by an ambitious Archon wielding a huskblade. Inside you'll also find 10 Kabalite Warriors equipped with a variety of weapons, all of them tailored to inflict the most pain possible before their victims finally succumb. They ride into battle on a Raider, a sleek transport craft that can be outfitted with either an anti-tank weapon (the infamous dark lance) or an anti-infantry weapon (the disintegrator cannon). The Kabalites are accompanied by a trio of Reavers, who race into battle on bladed jetbikes, slicing down at the enemy as they race past. Many of the components in these kits (such as heads and weapons) are interchangeable, giving you even more options when building your models. The set also includes a formation datasheet with exclusive rules for using models in the box.

START COLLECTING! DARK ELDAR

15 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl, USA \$85,
Can \$100, AU \$140, NZ \$165, ¥11,500, 500mb,
HK\$680, RM310, SG\$120

PRE-ORDER: NOW RELEASED: 25/06/16

Box contents:

- 1 Archon
- 3 Reavers
- 10 Kabalite Warriors
- 1 Raider

NEW RELEASES: THE HORUS HERESY

ANGELS OF CALIBAN

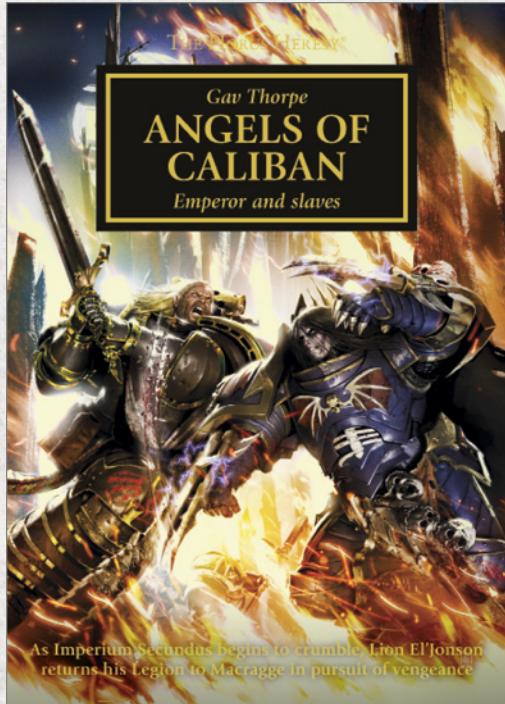
ANGELS OF CALIBAN

480 pages, hardback

£20, €25, 200dkr, 240skr,
240nr, 100zl, USA \$30,
Can \$35, AU \$45, NZ \$50,
¥2,600, 220mb, HK\$272,
RM124, SG\$48

PRE-ORDER: NOW

RELEASED: 25/06/16



In the great realm of Ultramar, the Lord Protector hunts his prey, while on Caliban, angels fall...

Angels of Caliban is the 38th novel in the Horus Heresy series and the first full novel for the Dark Angels since *Fallen Angels*.

The book follows two storylines, one set around Ultramar, the Imperium Secundus, the other on Caliban, homeworld of the Dark Angels. While Lion El'Jonson, Primarch of the I Legion and Lord Protector of Imperium Secundus, turns the Ultramar system upside-down in search of Konrad Curze, things finally come to a head on Caliban when Luther – Grand Master of the Order – finally learns of the unfolding heresy. His actions in this book, whether you regard them as justified or otherwise, shape the future of the Dark Angels and their successors forever. 

AVAILABLE THIS WEEK

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

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

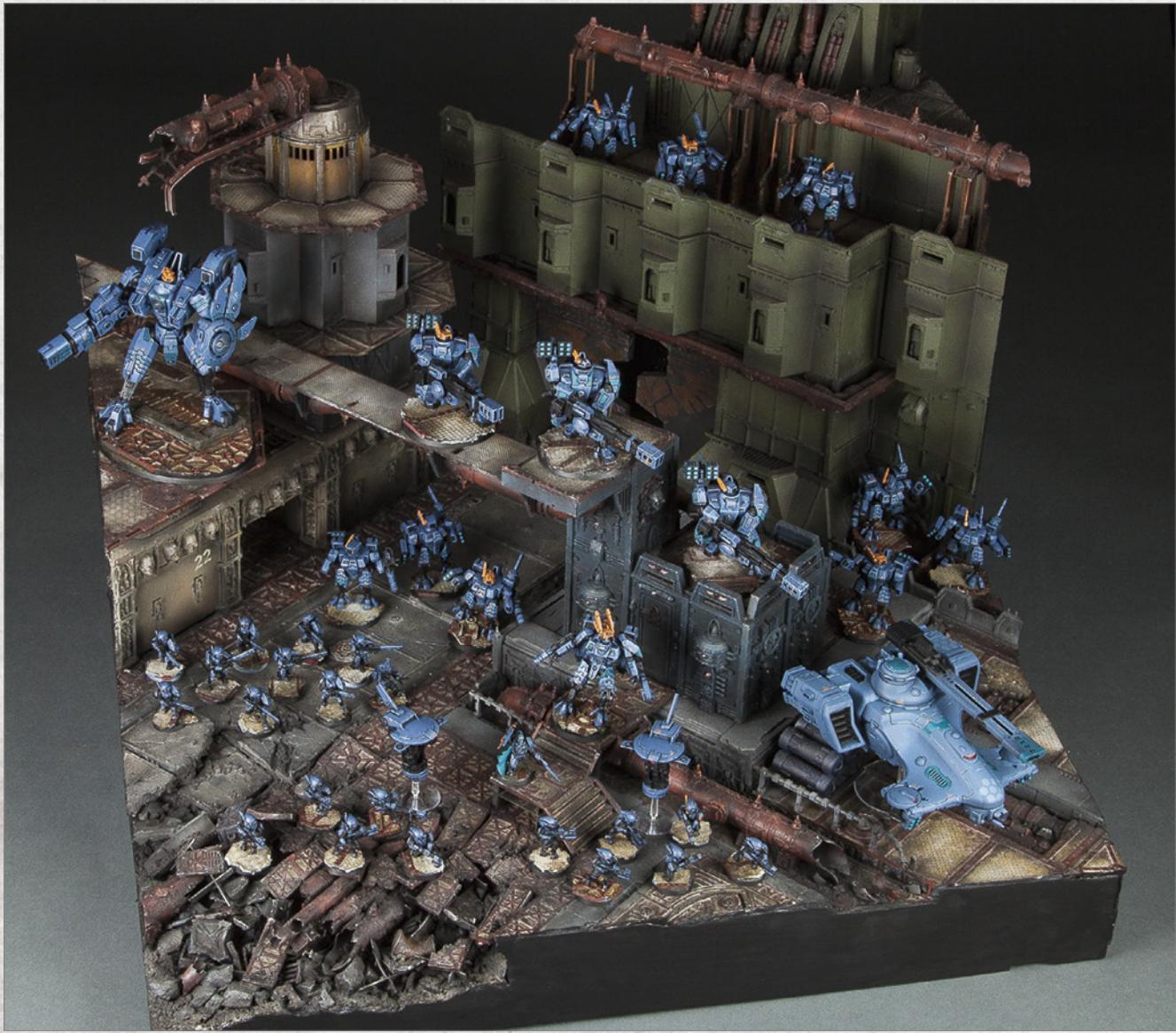


FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

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ARMIES ON PARADE 2016

Ready your plastic glue, prepare your brushes and clear your painting schedule because Armies on Parade is back for 2016! We'll be bringing you more information over the coming weeks in the pages of White Dwarf, on the Games Workshop website and in our stores.



SO WHAT IS ARMIES ON PARADE?

Armies on Parade is a celebration of collecting and painting Citadel miniatures, your opportunity to build and paint a new army and present it on a beautiful display board of your own making.

Anyone can take part in Armies on Parade. All you need to do is paint an army that

fits in an area no larger than 2' by 2'. It's that simple! Every Games Workshop store will be running a competition to find their Armies on Parade champion, the winners voted for by you, our eager hobbyists. We'll let you know more about the dates for this year's competition very soon, but in the meantime, why not grab some models and get painting! ☺

Above: This Tau army was painted for last year's Armies on Parade by Owen Patten. Owen is an exceptional scenery-builder and painter, and he pushed his skills to the limit when creating this force and the display board it sits on. We're looking forward to seeing what he creates for Armies on Parade 2016.



PATHS OF THE ELDAR

This week White Dwarf sits down with Games Workshop legend Jes Goodwin and takes a very close look at the origins of another of Warhammer 40,000's most iconic and popular alien races – the fey and mercurial Craftworld Eldar.

JES GOODWIN

Essex-born Jes Goodwin has had a long and distinguished career with Games Workshop as an artist, designer and sculptor, and you'd be hard-pressed to find a range or race he hasn't had a hand in at some point down the years. Amongst these, Jes has long been associated with the Eldar, from the early days of lead troopers, right up to the present day's titanic plastic war-engines.

Ancient, technologically puissant and immeasurably arrogant, the Eldar are the remnants of a great and powerful empire that once bestrode the galaxy like living gods. Through their decadence and hubris they wrought the Chaos God Slaanesh, whose birth-screams ripped the very heart out of their empire, and left the survivors scattered, each reacting in their own way to try and survive in a hostile universe. Some fled deep into the webway port-cities, and in time would become the Dark Eldar. Some fled to the maiden worlds and led a hard life shorn of comforts and distractions and became the Exodites.

Finally, many fled the impending cataclysm aboard vast space-arks known as Craftworlds, and became, appropriately enough, the Craftworld Eldar.

The Eldar are one of the cornerstones of the Warhammer 40,000 universe, and one of its most enduringly popular races, whether they are the original Craftworld Eldar, their twisted Commissar kin, or the capering Harlequins. Although, as we would discover when delving through the Games Workshop archives, the Eldar race in Warhammer 40,000 didn't begin aboard the Craftworlds...

RAIDERS, CORSAIRS AND ROGUES

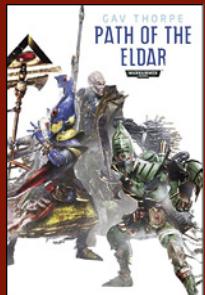
The Eldar, like much of Warhammer 40,000, trace their design history back to the first edition of the game, *Rogue Trader*. From this venerable tome the ancestry of much of Warhammer 40,000 as we know it can be glimpsed, albeit through the lens of 30 years and many a revision. Much in the way that Orks were originally Space Orcs, Eldar were originally Space Elves.

The very first model that could be construed as Eldar, the Dark Elf Space Trooper, appeared in the White Dwarf of March 1987 as part of a selection of Warhammer 40,000 models that were released as a taste of things to come. "The very first Space Elf model was a bloke in a chainmail catsuit with a hoover," laughed Jes Goodwin, alluding to the first model's rather strange and elaborate firearm, when we asked him about the design history of the Eldar race. Jes is certainly the man to ask, as he has had a hand in the design and development of the Eldar race since the very beginning. Starting with a set of

models dubbed RT04, a dozen named Space Elves. "I tried out a combination of different types of armour, using chainmail to denote the mesh armour," Jes continued, "and played around with a version of power armour shaped to the body. We went slightly punk with the haircuts," he added, by way of explaining the rather distinct hairstyles of those original models.

The original incarnation of the Eldar lacked many of the trappings of the Eldar of today, with those who interacted with the galaxy at large being mercenaries and rogues, having far more in common with today's outcast Corsairs or even the debased Dark Eldar. These early Eldar, in time, received an army list in Chapter Approved – The Book of the Astronomican, dubbed Eldritch Raiders, for Eldar Pirates. However, there were the seeds of what would be nestled within, such as references to the Craftworlds and what would, in time, become the webway.

FURTHER READING



If you're hungry to learn more about the Eldar, a great place to start is the *Path of the Eldar* omnibus by Gav Thorpe. Collecting *Path of the Warrior*, *Path of the Seer* and *Path of the Outcast*, the trilogy gives a rare look at the universe from an Eldar outlook, following a trio of Eldar as they walk their Paths. A single event sends each on wildly different paths, setting events in motion that may spell doom for the Alaitoc Craftworld. It's a fantastic read for Eldar fans both new and old.

KISS OF THE HARLEQUIN

"The Harlequins predate Aspect Warriors," Jes Goodwin informed us. "In fact, back in the early days of *Rogue Trader*, there were more models for Harlequins than Guardians or any other type of Eldar."

It's true. The Harlequins first strode onto the Warhammer 40,000 stage in September 1988, making them arguably the first distinct Eldar faction, years ahead of the Craftworlds. The Harlequin troupes as they were are very recognisable to modern fans, with elements such as the Solitaires and the infamous Harlequin's Kiss represented.

Today, like their Craftworld and Commorrite brethren, the Harlequins are a distinct and separate force, but their equipment and vehicles echo their kin, in part to keep the faction distinctly Eldar, but it could also hint at common ancestors of equipment, ur-weapons and patterns of vehicle from before the fall of the great Eldar Empire.



THE CRAFTWORLDS

The Craftworlds have always been alongside the Eldar, even mentioned in the original edition of Warhammer 40,000, dubbed Rogue Trader. Here, they were little more than mysterious world-ships, and it wasn't until 1990 they were refined into the remains of Eldar civilisation following its destruction by the birth of Slaanesh.

Vast beyond imagining, each was the remnant of an Eldar home world before the Fall of the Eldar Empire, the last home of many flora and fauna now extinct. Each are the heirs to a particular strand of Eldar culture, sovereign and an entity unto itself. Because of this, whilst each Craftworld is broadly in accord with others, there are rivalries and feuds, and it is not unheard of for Craftworlds to go to war with another.

CRAFTING WORLDS

The two pieces of art on the right in many ways neatly capture and explain the Eldar in two single images.

The first on the right, by Jes Goodwin and dating back from around the time of the very first Codex Eldar in Warhammer 40,000 Second Edition, neatly encapsulates the Eldar race in a single picture. Contained within is an Aspect Warrior and with him the Path system, the Craftworlds, their wraithbone structures, and even the Eldar pantheon (that statue of Asurmen would show up years later in the Dire Avenger set as an optional piece of base decoration).

The second is by John Blanche, another Games Workshop legend whose influence can be felt across the entire range of products. It is a rare depiction of the Eldar Craftworlds from the outside, showing off the vast worldships, eerie and alien when compared to the hard angles of Imperial vessels.

THE COMING OF THE CRAFTWORLDS

It was in White Dwarf of July 1990 that the Eldar would undergo a momentous transformation, from space elf brigands into something far more, something distinctly Warhammer 40,000, something unique. It was in that article that so many core concepts and ideas of the Eldar race were brought into being, many of which will be recognisable to fans and hobbyists today. It described the tragic history of the Eldar race, from the fall of the Eldar empire (known amongst the multifarious Eldar factions simply as 'The Fall') and its role in the birth of Slaanesh, the Path structure the race embarked upon to counteract such an event happening again, the Warrior Aspects Shrines and their place in the Path structure, the great and terrible Avatar of Khaine that sat at the heart of every Craftworld, the very first description of the Eldar myth cycle and their multifarious pantheon of gods (Although the Laughing God made his appearance alongside his capering subjects in 1988), and even things like



Wraithbone. All of these had their start in this fateful article. As Jes Goodwin explained to us as we discussed the evolution of the Eldar, "That all started there, bringing in the Aspect Warriors, and the original Space Elves became the Guardians." Even the Eldar's dedicated psyker caste (dedicated as every Eldar is highly psychic), the Warlocks and Farseers, were introduced here. "The Warlocks and Farseers were added as a wizard caste, which is very elven, and appropriate for a older race than humanity," Jes continued, explaining the seed of the concept.

Indeed, these core fundamentals of the race remain in place after all this time, expanded out in exciting and inspiring ways, but still building on that strong foundation. For example, wraith-constructs and Warrior Aspects have remained true to their original incarnations, but have expanded to encompass a variety of new units, weapons and characters that have been added over 26 years.





ASPECTS OF THE PATH

Every Craftworld Eldar's life is dictated by the Path structure, which serves as a method of keeping the Eldar in check against the sloth and debauchery that brought about the end of their empire. When on a Path, an Eldar will take upon that role. Throughout their lifetime, an individual can change their Path, so any given Eldar may have walked dozens of Paths, so a meek artist may become a great and terrible warrior, then in turn become a caring healer.

The Warrior Path is an addictive one, and those who don the war-mask of an Aspect shrine risk becoming lost on that Path, becoming an Exarch, one of the high priests of the Eldar god of War, Khaine. Above the Exarchs are the founders of the Aspect Shrines, the six Phoenix Lords of Eldar legend.

FROM CORSAIR TO GUARDIANS

At a glance, one can see the link between Jes Goodwin's original RT04 Space Elves and the Eldar Guardians of today, although the Dark Elf Space Trooper's chainmail catsuit and weaponised vacuum cleaner have been left behind. However, tracing the design from then to now, you can see the evolution from 1987 to the present day as a gradual refinement rather than a leap from one to the other.

Starting with the original RT04 Space Elves, eight of the 12 had the distinct coned helmets that have become as much an Eldar signature as gems and shuriken catapults. They each had mesh undersuits (harking back to the Dark Elf Space Trooper's chainmail) but over that was body armour that was distinctly of an Eldar style, kin to the modern armour worn by the current Guardians. These Space Elves were still unformed in background, being the rogues and mercenaries as described [here](#), and their equipment shows this, with selections of meltaguns, lascannons and

autoguns, even if a few wielded shuriken weapons. Following the fleshing out of the Eldar race in 1990, these models would be re-branded as Guardians, and supplemented in time with models purposely designed as Eldar Guardians, including lasgun-wielding plastic Guardians. "As they were in plastic, there were limitations to the technology at the time," Jes Goodwin explained when we asked why there was the move from the original mesh armour and undersuits to something more akin to the modern style, "Hence why they don't wear chainmail any more. This led to the bodysuit, which in design functions a lot like biker leathers, with the armour as part of the suit itself."

The Guardians would be revised as a multi-part plastic set, all wielding the signature shuriken catapults the Eldar are now famed for. This set, which you can buy today, is the latest stop in a journey of carefully honing and refining a design, true to the original ideas and concepts.

SHURIKEN CATAPULTS



The signature weapon of the Eldar, the Shuriken Catapult was originally intended to be used by anyone in Warhammer 40,000, much like every other weapon in Rogue Trader. Elegant and silent, they were a natural fit for the nascent Eldar, slicing into enemies with storms of monomolecular shards.

Shuriken weapons have a solid core of ammunition rather than a clip like other solid ammunition weapons, and each molecule-thick shuriken is sliced off this block. An Eldar warrior can let off hundreds of these in a heartbeat, reducing a foe to bloody ribbons.

PRECIOUS STONES



The gemstones on Eldar models have become an integral part of the look of the race, tied to the Fall, the birth of Slaanesh and how they cheat death.

Not all the bumps and lumps on Eldar technology is, in fact, a gemstone though. Some are simply blisters of electronics and hardware, as Jes Goodwin explains: "Every blip on an Eldar model doesn't have to be painted like a gem – they're not all gems. If it's got a setting around it, it's a gem. If it's hasn't, it's a blip." But painters who adore a challenge fret not, "It's not a hard and fast rule."

MAGICAL MATERIALS



Wraithbone is another hallmark of the Eldar race, a psychoconductive plastic that almost all Craftworld technology incorporates. It is crafted by Bonesingers, who shape it to their whim, from the smallest trinket to the largest Void Stalker battleship. "Vehicle frames are wraithbone," Jes Goodwin tells us, "The rest is just resins and plastics."

That being said, the Eldar do make extensive use of it, from the mighty forms of the Wraithlords to the razor-sharp blades of their swords and the ornate frames of their shuriken catapults.

GHOSTS IN THE MACHINE

Like many races in the past of Warhammer 40,000, Eldar had access to Dreadnoughts and battle robots, although they had a distinctly Eldar twist. They were split into two categories, the towering Spirit-Warriors who were based on the Dreadnought, and the man-sized Ghost-Warriors. Instead of an artificial brain or punch-cards they were driven by the souls of dead Eldar, a concept that would form the basis of the Eldar constructs as the race and the faction began to take on its own distinct identity.

As the Eldar's background began to be fleshed out, one part was the nature of spirit stones, Slaanesh and the Infinity Circuit. Every Craftworld Eldar has a spirit stone that traps their soul upon death, for to vanish into the warp would be to fall into the ravenous maw of Slaanesh, and the eternity of suffering that the Prince of Chaos set aside especially for the Eldar race. Spirit stones are also installed into the Infinity Circuit of a Craftworld, the artificial limbo where the Eldar's dead

reside. From here, in a time of dire need, the Craftworld's Spiritseers can rouse the dead in warrior-forms of wraithbone, but to do so is regarded as akin to necromancy.

The Ghost-Warriors would in time become the Wraithguard, and the Spirit-Warriors became the mighty Wraithlord. This would later be expanded to include the fierce Wraithblades, the Hemlock Wraithfighter and finally the colossal Wraithknight.

The mighty Wraithknight in turn can also trace its ancestry to the introduction of the original Imperial Knights in White Dwarf of June 1990. Here, they were simply the Eldar equivalent of the clopping Imperial constructs, built with the grace and finesse intrinsic to the Eldar. They were subsequently re-imagined as kin to the wraith-constructs, albeit with the dead pilot aided by their living twin, to create a fighting machine far more deadly and graceful than the wildest dreams of the Adeptus Mechanicus' arcane science.

WILD RIDERS AND THE ENGINES OF VAUL

The very first Eldar vehicle was the classic Jetbike, released all the way back in October 1988, with its Harlequin variant (with the iconic grotesque canopy which lives on after a fashion atop the Harlequin Skyweaver) hot on its heels the following month. Its distinctive shape would inform the Eldar vehicle design, and would carry on in its plastic descendant, released in 1994, who would in turn serve with distinction in many an Eldar army until the updated Eldar Jetbike in 2015. Even then, the common design hallmarks between the Craftworld Windriders, Dark Eldar Reavers and Harlequin Skyweavers nod toward their shared ancestry.

The Falcon Grav-tank did not appear until 1997, being the first plastic vehicle bigger than a Jetbike or Vyper. In time, the Falcon was followed by the Fire Prism, the Nightspinner and the long-awaited Wave Serpent. "We opted for organic shapes from wasps and things – lethal looking shapes," Jes Goodwin explained, when he

talked to us about the design philosophy behind the Eldar vehicle range. "These guys [the Eldar] would benefit from the sleek curves offset with the sharp angles and axes. Blocky, boxy shapes may say 'tank', but also feel too Imperial. How do you keep each range different? That became an abiding thing for us as we expanded the ranges, and how we looked at whole range design rather than individual model design."

The latest additions to the Eldar armoury are the two flyers, the Hemlock Wraithfighter and the Crimson Hunter. Each represent the distinct strands of Eldar warfare in the 41st Millennium. The former represents the growing use of the Eldar dead, and the latter represents the Eldar Aspect Shrines and the Path of the Warrior, being an Aspect Shrine dedicated entirely to aerial warfare.

Who knows where the Eldar will be in another 30 years?





ILLUMINATIONS: THE ELDAR

The Eldar are an enigmatic race desperately struggling for survival in a galaxy of endless war. Here we take a closer look at the illustrations that bring this mysterious race to life, be they noble warriors of the craftworlds or dark denizens of the webway.

THE ROLE OF COLOUR

One of the strongest aspects of Eldar artwork is colour. While each craftworld has its own colour scheme (red, blue, yellow), their psychic powers and weapon effects also have a signature colour. For the Eldar it's a bright pastel blue, while for the Dark Eldar it's a sickly green. This helps differentiate them from the traditional fiery explosions used for other armies.

In a galaxy riven by brutal warfare, carnage and destruction, the Eldar are an anomaly, a shining beacon of hope, elegance and mysticism amongst the darkness.

Illustrations of them at war frequently show a glittering host resplendent in the bold colours of their craftworld homes, an army of purity, clean lines and perceived simplicity in stark contrast with the alien horror, corruption and darkness prevalent in the galaxy; the eldritch amidst the gothic. Though the Dark Eldar have a different look to their craftworld cousins – leaning toward the dark desires,

obsessions and cravings of their tortured race – their artwork still depicts the lithe agility and sleek battle prowess of the Eldar race, which is always in contrast to whoever they're fighting. Something the Eldar and Dark Eldar have in common, though, is that they're normally depicted wearing a battle helm. This represents, them, both literally and metaphorically, donning their war mask, preparing their souls for battle. It also serves to preserve their anonymity, making them appear more mysterious and inscrutable and, most importantly, less human.



2



3

1 The Eldar of Iyanden reserve a special hatred for the Tyranids of Hive Fleet Kraken, who almost annihilated their craftworld. As a result, many of the craftworld's inhabitants are now ghost warriors, dead souls who take up arms to fight as Wraith Constructs.

2 The cover of Codex: Eldar (the previous edition of the codex) features an Eldar Farseer casting a psychic power. The Eldar codex has had five editions and not one of them has ever featured an Eldar face – they all wear battle helms.

3 Continuing the theme, Codex: Craftworlds also features a psyker on the front cover, this time a Warlock. Ray Swanland illustrated both those pieces (2 & 3), capturing perfectly the psychic aura and mysterious nature of the Eldar.

1 The Eldar make extensive, almost flippant use of hard-light laser and anti-grav technology. Artwork often shows them floating, almost magically, above the battlefield, firing out blasts of concentrated laser energy. It's a clear representation of their superior technology.

2 Artwork depicting the Eldar and the Orks is always a clash of colours, textures and themes. The Eldar are clean, tidy and vibrant, while Orks are dirty, ramshackle and covered in gore. You couldn't get a more obvious clash of ideologies.

3 The awakening of the Avatar of Khaine following the sacrifice of an Eldar Exarch. Statues of the Phoenix Lords stand either side of a colonnade to represent the noble warriors of the Aspect Shrines.



1



2





1



2



3

1 The Dark Eldar are a stark contrast to their craftworld kin. Gone are the clean lines, spirit stones and smooth convex curves, replaced by barbs, hooks and sickle-like crescents. The dark side of excess is clearly present in the art.

2 Where the Eldar are masters of psychic chicanery, the Dark Eldar are masters of science, combining it with their innate barbarism and obsession with suffering to create truly horrific weapons and wargear.

3 Though cruel and sadistic, the Dark Eldar are no less elegant than their craftworld cousins when they go to war.

4 The cover of the previous Dark Eldar codex features an Archon surrounded by his warriors, an explosion of Raiders emerging from a Webway portal behind him like shards from a splinter rifle.



READERS' MODELS

Recently the **White** Dwarf inbox has been inundated with pictures of miniatures painted by you, our readers. We did consider hoarding them like an avaricious dragon, but in the end decided to share them. Enjoy!



1 Nagash, Supreme Lord of the Undead painted by Geraint Hasting-Evans. Geraint used parts from the Garden of Morr scenery set to detail Nagash's base, making it look as though he's looming over a ruined mausoleum. A couple of Zombies on the base give you an idea of just how massive Nagash really is.





5



6

2-4 Kevin O'Connor converted a box of plastic Ogres into a Blood Bowl team that he used at Warhammer World's Bugman's XXXXX League Cup in May. Kevin used parts from across the Ogre range, including armoured Ironguts heads and arms so they looked ready for a serious game of Blood Bowl. The Goblin being roughly handled by one of the Ogres is one of the team's unfortunate throwees...

5 Thilo Engels is a regular contributor to the Reader's Model section of the magazine. His last project was an Adeptus Mechanicus army for Armies on Parade, but he's since added to the force with this converted Command and Control Servitor, which was build by combining a Taurox with a couple of Kataphron Battle Servitors. The antennae array on the back comes from the Imperial Bastion kit. Thilo painted the model in the colours of his army, using Khorne Red mixed with Mephiston red for the basecoat with Bestigor Flesh and Fire Dragon Bright for the highlights.

6 This rendition of Vulkan, the Salamanders Primarch, was painted by Richard Burdett. Richard has gone to incredible lengths painting this model, even going to far as to paint each of Vulkan's teeth individually!

1 Gus Hughes has recently started work on a Sons of Sanguinius army that will include the Blood Angels plus a few of their Successor Chapters. One of the first models he painted was this Chaplain, who will no doubt lead his Death Company into battle.

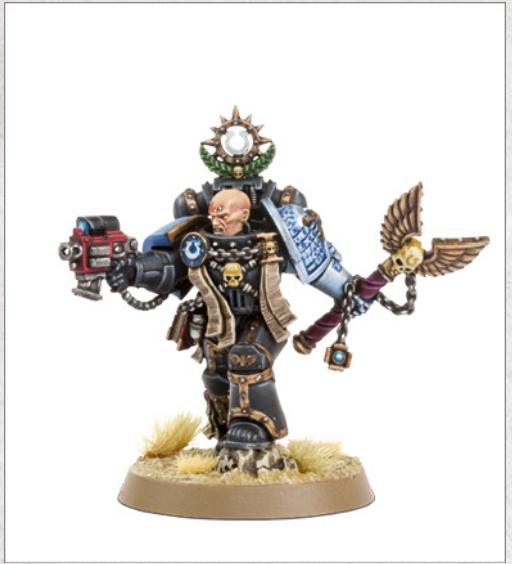


2 Gus then painted this Sanguinary Priest, who looks much like the character Lamentarios from the Sons of Sanguinius painting guide. Gus converted the model using a spare plasma pistol and helmet from the Blood Angels Tactical Squad boxed set.



3 More Blood Angels, this time a Thunderhawk Gunship painted by Raúl Rodríguez Martín. Raúl has a huge Blood Angels collection that he has painted over many years and this Thunderhawk is undoubtedly the centrepiece. It features Forge World doors on the hull, plus a Blood Angels icon on the nose taken from the Baal Predator. To get such smooth red armour, Raúl undercoats his models with Corax White, then uses an airbrush to apply his basecoats so they're really smooth. A wash of Agrax Earthshade in the recesses helps define the armour panels. Sadly Raúl won't have much time to paint soon as (at time of print) he now has a two-week-old son. Congratulations, Raúl and family! Commiserations Blood Angels...





4



5

4 This model of Chaplain Ortan Cassius was painted by Gareth Etherington. For the black armour, Gareth made a glaze of Eshin Grey mixed with Lahmian Medium and applied it to the upper areas of the armour panels to represent where light would naturally fall. He then used the Fang in the same way, the Lahmian Medium making the paint more translucent so it blends into the colours beneath. A highlight of Russ Grey gives the armour a hard, reflective quality, followed by a light wash of Nuln Oil to help tie all the colours together. Gareth's final stage was an thin edge highlight of Administratum Grey at the highest points of the armour where the light would catch it the most.

5 But one model does not a Kill Team make. Gareth painted Vael Donatus, also from the Deathwatch Overkill boxed game, at the same time as Cassius. Gareth favours a really bold blue for his Ultramarines and so used Caledor Blue as the basecoat followed by a glaze of Kantor Blue and Lahmian medium to shade it. He then used Hoeth Blue and Fenrisian Grey to highlight it.



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



THE UNQUIET DEAD

White Dwarf loves to show off great-looking armies and collections of the world's most enthusiastic and talented hobbyists. This week, Andrew King shows us his ever-growing force of the restless Undead for Warhammer Age of Sigmar.

Andrew King is no stranger to the pages of White Dwarf, having first graced its hallowed pages in White Dwarf 7 back in March 2014 with his fantastic The Hobbit Strategy Battle Game Goblin King. Since then, the indomitable Andrew has thrown himself wholeheartedly into Warhammer Age of Sigmar, with his sinister Mortis Engine and its Spirit Host allies having appeared in Regiments of Renown in White Dwarf 122. Now, Andrew has heeded the Great Necromancer's call and forged a great and terrible host of the Undead.

"The core of the army is a trio of the Start Collecting! boxes," Andrew explained to us when White Dwarf sat down with him to find out the dark secrets of his army. "A pair of Start Collecting! Malignants boxes, and a Start Collecting! Skeleton Horde box. Each by itself is a great core of a force, and together, they make up the heart of my army." Andrew had chosen his army primarily to be a force for gaming in the Age of Sigmar, as he'd not had a Warhammer Fantasy Battles army since 2004, a Warriors of Chaos army inspired by

the Storm of Chaos summer campaign. However, Andrew found himself drawn to Warhammer Age of Sigmar after a long stretch in the war-torn future of Warhammer 40,000. "The army is intended to be a learning mechanism, in a way. I'm especially enthralled by the way you can build your armies in the Age of Sigmar – I love the sheer freedom of it. With Undead before, I'd have to take vast mandatory blocks of Skeleton Warriors, Zombies and Ghouls before I could get into the best parts of the army, which is a bit of a daunting task for a painter. Now, I can pick and choose exactly what I want, and really theme the army exactly the way I want to."

Indeed, Andrew's army does have a theme, based around the coterie of servants, flunkies and slaves of the perfidious Mortarch of the Night, Mannfred von Carstein. Andrew is quite the fan of Mannfred, loving the vampire's scheming, double-dealing and treacherous ways. The inspiration, in part, comes from the Age of Sigmar audio drama series The Realmgate Wars: Volume One by Josh Reynolds,

1 Andrew is quite the speed painter, combining a deft skill with a speed that would make most hobbyists green with envy. For example, Andrew bought, built, painted and based his Cairn Wraith, the Harvester of Man, in just a single lunch break! Also featured are his Skeleton Warriors, the Forgotten Host, and Andrew's sinister Tomb Banshee, Mistress Threnody. "A threnody is a song of lament and mourning," Andrew told us when explaining the choice of name, "Which seemed a rather apt choice for a banshee." Andrew intends to include all of the plastic Grand Alliance Death heroes in the army at some point, with the Wight King with Baleful Tomb Blade in particular catching his eye, alongside a unit Grave Guard. "The Necromancer won't be too far behind."





One of Andrew's key inspirations for his army was the audio drama series, the Realmgate Wars: The Hunt for Nagash. Mannfred von Carstein plays a key role in this series, and how Andrew has chosen to paint the Mortarch of Night's Dread Abyssal, Ashigaro (known throughout the Mortal Realms as Gorger Upon the Meek), was inspired by the description of the unholy terror. Andrew's army is also accompanied by a terrifying Mourngul, the Ever-Hungry. This ravenous spectral horror has been painted like the rest of the ethereal Nighthaunt creatures in Andrew's collection.

► collecting stories such as The Bridge of Seven Sorrows, where a band of noble Stormcast Eternals embark on a quest of great import, 'aided' by Mannfred.

"The other core theme of the army is a focus, in part, on more martial units," Andrew continues, explaining his choice of units. "I did build one unit of Hexwraiths, the Eternal Reapers, but the majority were built as a vanguard of mighty Black Knights. The Silent Templars are a big part of sticking to this martial theme, instead of having units like Zombies or Dire Wolves as fodder." Andrew intends to expand the army in this direction in the future, adding more Skeleton Warriors, units of Grave Guard, and possibly even a selection of units from the Flesh-eater Courts, "If Mannfred can stand them," Andrew laughs.

The other big centrepiece model Andrew intends to add to the army, to complement Mannfred and his Mortis Engine, the Reliquary of Erasmus, is a colossal Terrorgheist, currently on Andrew's painting desk. "It's well on the way, but what's taking the time is highlighting the bone. There's quite a lot of bone," Andrew grins, informing us that the method is exactly the same as his Skeleton Warriors.

Andrew makes use of similar techniques across his army, linking each aspect with similar styles to bind it into a cohesive force. For example, the ethereal glow of the Spirit Hosts is exactly the same as the Hexwraith steeds, which are painted in exactly the same fashion as the ghostly skulls and spirits that make up the core of Mannfred's Dread Abyssal mount.

"When it comes to painting," Andrew explains, "The key thing I strive for in my paint-jobs is neatness. A neat and clean basecoat will give you a strong foundation to build upon, and are easy to do. They just take time and a little patience." As Andrew has painted the army primarily for playing games of Warhammer Age of Sigmar, he went on to tell us that the goal was not only to get the army painted quickly, but to have it look good on the tabletop as well.

"The trick to that was using strong, vibrant basecoats. I tried to paint every model so that ultimately it would only need a single wash of, for example, Agrax Earthshade after basecoats. With the Skeleton Warriors, for example, this would give depth to the bone colour, but also make the metal armour and weapons look rusty and worn down by time, and any cloth would look as dirty and filthy as you'd expect clothing on a skeleton would be. Then, I'd go for clean, sharp highlights with a lot of contrast to the base colours, so not only would they stand out, they'd stand

out across a table. They've gotten more than a few admiring glances from other hobbyists at Warhammer World too."

Andrew is being modest here, as his Undead have received far more than compliments from fellow hobbyists. At the Warhammer World event The Call of Gold, Andrew picked up a nomination for Best Painted Army. Looking at the force together on the tabletop, it's no great secret why.

What was quite interesting, when we had a chance to talk to Andrew, is just where his hobby journey started. "My very first Games Workshop product was a gift from an uncle, who bought it from Games Workshop Blackpool over 20 years ago. It was a box of Skeleton Warriors, with the bone-coloured plastic. It's funny how it comes back around." Another interesting little nugget was the very first White Dwarf Andrew picked up, 191, included the launch of the distinctly Undead-themed Catacombs of Terror expansion for the original Warhammer Quest, another early

2 The Blood Furies are Andrew's trio of Vargheists, adding another faction from the Death Grand Alliance whilst still keeping to a broadly martial theme, as well as keeping to the theme of Mannfred's acolytes, henchmen and servants. "Like all Vargheists, the Blood Furies are semi-feral Vampires who have given into their base hungers and dark appetites," Andrew tells us, "and whilst Mannfred may make use of them in his army, ultimately they're as much pawns to him as the rest, no more important to him than the Skeleton Warriors or Hexwraiths." The Vargheists are also one of the more visually distinct units of the army, their darker flesh still striking and distinct on the tabletop, thanks to Andrew's careful use of contrasting colours and neat, clean and sharp edge highlights.





IThe Eternal Reapers, Andrew's unit of Hexwraiths, are a combination of a variety of different elements that are spread throughout the force. Their steeds have the ethereal glowing effect that is shared amongst the Nighthaunt elements of the army (such as the Mourngul, the Spirit Hosts and the spectres of the Mortis Engine), but they are covered in the ethereal green flames that appear on the Mortis Engine, to further reinforce their spectral, necromantic nature. Furthermore, their black robes have more of a blue-green tinge than the dustier grey-black of Andrew's Black Knights, the Silent Templars. This helps tie each part of the army into separate factions in the Death Grand Alliance. It works quite well, as you can instantly tell at a glance whilst they might be part of the same army, they're a separate unit.

► nudge towards the Great Necromancer's service. Enamoured with Ray Harryhausen's inspirational special effects, in particular the skeletons of Jason and the Argonauts (a key component of many a childhood nightmare), Andrew was hooked by his first box of Skeleton Warriors and dove straight into the Games Workshop hobby, finally settling comfortably into the Warhammer 40,000 universe.

Andrew has quite a growing collection of Inquisitorial warbands and henchmen, and tells us "I'm a huge fan of the darker side of the Warhammer 40,000 universe, primarily the works of John Blanche, and Dan Abnett's Inquisition trilogies from Black Library," Andrew enthused, "I'm also an avid reader of the Blanchitsu articles in Warhammer Visions, they're a great source of inspiration." Andrew went on to explain that this particular branch of the hobby scratched a different itch from his Warhammer Age of Sigmar forces. "This side of the hobby is about really pushing myself as a painter and builder, letting me experiment with sculpting, painting and

converting. It's another reason why I opted to start up my Undead army for Warhammer Age of Sigmar, because I could focus on painting a good-looking army in a relatively short amount of time, getting it on the table and playing some games."

Looking to the future, Andrew does intends to expand the army as he mentioned earlier, but also wants to go back to his first love, Warhammer 40,000, and do some further work with his Astral Claws Space Marines. A pair of his Dreadnoughts and a squad of Devastator Centurions can be found in Warhammer Visions 29, out this month.

Beyond that, Andrew is always trying out new things and is now moving on to a number of new projects for Warhammer Age of Sigmar. When White Dwarf pressed him for his future plans, Andrew only gave us an enigmatic smile and told us "These things always go in cycles," leaving a curious rune of three circles on the table as he left. Only time will tell what he could possibly mean... 



THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we look at Corsairs, pirate princes, tanks, a fine hat and a really big sword.

PRINCE YRIEL



Prince Yriel rose to prominence in 840.M41 when he took command of Craftworld Iyanden's starfleet against Hive Fleet Naga. Impulsive and arrogant, he soon became the High Admiral of Iyanden's fleet and led many hit-and-run attacks against the fleet of Chaos Lord Kallorax. However, in his desire to defeat the Chaos Lord, Yriel left Iyanden defenceless and many thousands of Eldar were killed in Kallorax's final attack. As a result, Yriel was stripped of his rank and he left Iyanden in self-imposed exile along with many of his ship crews. They became known as the Eldritch Raiders, the deadliest pirates and raiders in the galaxy. When Iyanden came under attack from Hive Fleet Kraken, Yriel returned with his vast fleet to save his home, but in doing so damned his own soul by drawing the fabled Spear of Twilight to slay the swarm's Hive Tyrant.

SAILING THE SOLAR TIDES

ELDAR CORSAIRS AND PIRATES – THE PATH OF THE OUTCAST

All Craftworld Eldar follow a path, be it the Path of the Warrior, Path of the Seer, Path of the Artisan or one of the many myriad paths established by craftworld society to focus the minds of the Eldar and limit their excessive, obsessive desires. However, some Eldar, like Prince Yriel of Iyanden, are naturally rebellious and rail against conformity and strict rules. Ironically, their reluctance to follow a path leads them to following one of the most dangerous paths of all, the Path of the Outcast. Many become Rangers and Pathfinders for their craftworld, travelling far out into the galaxy on quests that are physical, mental and spiritual. It is hoped that one day they will

return enlightened and tempered by their experiences and finally tread a more accepted path.

Other outcasts become pirates, reavers and Corsairs, sailing across the galaxy to their own mysterious ends. Some love the thrill of battle, while others seek to bring about the downfall of other races. Many ally themselves to their dark kin and fall into depravity and damnation. In this sense, Eldar Corsairs are sometimes regarded as the middle ground between the light and dark aspects of the Eldar race, untamed souls that will return stronger, or be lost for all time.



WHITE DWARF

TALISMAN: THE HORUS HERESY

Talisman has a new face and it looks suspiciously like the Warmaster Horus. That's because Talisman: The Horus Heresy is out now on Steam for PC and Mac as well as iOS and Android.

In this new edition of our classic game, you get to play as one of the eight major characters in the Horus Heresy (Roboute Guilliman and Angron among them), commanding legions of Space Marines, vast tank battalions and fleets of starships in your military campaign. Up to four players can play in this multi-player game although, in a unique twist, you can form alliances with each other to conquer not just a planet or a star system, but the entire galaxy. But who will you declare your allegiance to?

MAN O' WAR: CORSAIR

Yaaargh, me hearties! The tactical seafaring action adventure game Man O' War: Corsair is out now on Steam for PC and Mac.

In Man O' War: Corsair, you play the role of a ship captain, sailing the seas of the Warhammer World in search of plunder. As you amass vast treasure troves of bounty,



you can build your own fleet to terrorise the seas, engage enemy fleets in naval battles and board them to steal their loot. There are over 50 ports to visit in the game and vast tracts of open sea to explore. But beware, for treacherous seas and monsters from the deep can pop up at any time and enemy captains will be watching your every move.



OTHER LICENSED PRODUCTS

Did you know that we have an entire website dedicated to Licensed Products, from computer games to T-shirts? You didn't? Then you need to head over to: licensing.games-workshop.com.

There you will find a host of products including dozens of computer games available on a range of platforms, board games such as Talisman and Relic, card games like Conquest and Death Angel and role-playing games such as Dark Heresy and Deathwatch. You'll also find exclusive T-shirts and hoodies for both men and women, with many more to come in the near future.

CARNAGE: CHAMPIONS



The popular side-scrolling shooter Carnage: Champions returns on Steam with upgraded graphics and improved playability. In the game you play as a Space Marine from one of five different Chapters, battling against the enemies of Mankind. This update, however, also enables you to play as a Sister of Battle, with her own wargear and abilities on top of the hundreds already in the game. The perfect distraction for a short bus ride to work.

READER'S MODEL OF THE WEEK

RUN, SHOOT, SHOOT, RUN

The Eldar benefit from the Battle Focus special rule, meaning that many of their units can run and shoot. You'll have to be a cunning general to anticipate their moves.

MORE SPEED!

Jetbikes can move in the Assault Phase even if they don't charge, enabling them to shoot then nip into cover. Use weapons that ignore cover saves to pick them off.

MUNITORUM REPORT: ELDAR

HEAVY ARMOUR

Bright lances and dark lances reduce all vehicle armour above 12 down to 12. Keep your tanks in cover and a mech nearby to repair them.

TOUGHNESS

Aside from Wraith Constructs and Haemonculi experiments, Eldar aren't that tough. Large blast templates and flamers are a perfect solution. If they have the Ignores Cover special rule, all the better!

BIT OF THE WEEK: BERET HEADS

Everyone loves a good beret and the Tempestus Scions are no exception. The set includes nine heads wearing berets and some even have moustaches, too, like the Tempestor Prime below. Perfect heads for Astra Militarum conversions.



Our Reader's Model of the week is this impressive Sydonian Dragoon painted by Tech-Priest Magos Stephen Flack.

Stephen has been working on an Adeptus Mechanicus/Mechanicum army recently, using kits from both the Citadel miniatures and Forge World ranges in his force. His Skitarii hail from the smog-choked forge world of Achlys III and are known as the Dust Dogs, their colour scheme a dark and gritty grey. To keep his colour palette to a minimum, Stephen used a lot of cold colours on his Skitarii, from the blue-grey armour and robes and cold steel metalwork to the glowing blue weapons and power nodes. The only touch of warmth are the few brass details.

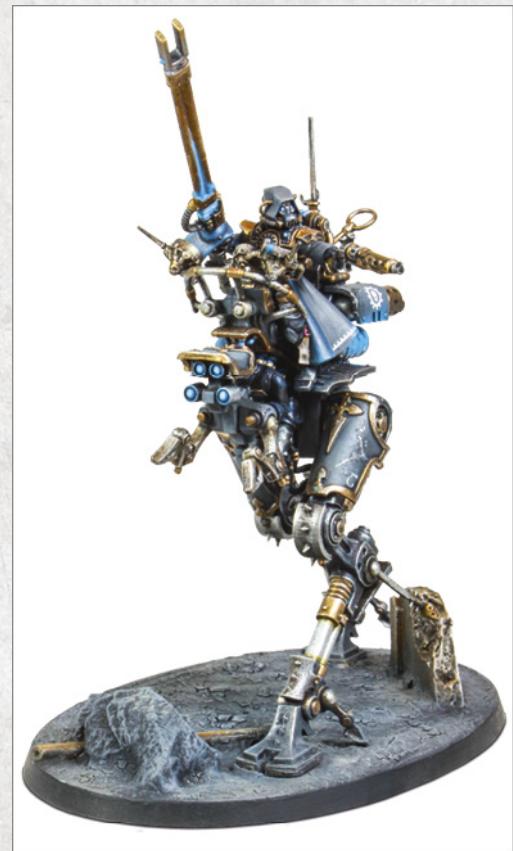
If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

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

WEAPON OF THE WEEK: GHOSTGLAIVE

The **ghostglaive** wielded by the Eldar Wraithknight is the longest sword we've ever put on a plastic kit. It also comes in one piece, which is pretty incredible – a marvel of Eldar technology, some might say. It features a falchion-like blade for serious chopping, a guard for catching and snapping other blades and a long, curved hilt with enough space for two hands to hold it should the Wraithknight need to hit something really, really hard.



Yet the ghostglaive is no mere sword, housing within its hilt a spirit stone that contains the souls of long-dead warriors. These souls commune with the Wraithknight's twin pilots (one also dead, the other alive), guiding the blade to the enemy's weak spots and vital organs. That the Eldar will stoop to such necromantic technology is surely a sign of their desperate bid for survival. None can deny, though, it's very effective.



BRING OUT THE BIG GUNS

This month the Games Workshop web team are celebrating tanks in all their glory, be they transport vehicles, battle tanks, super-heavies, grav-tanks or any combination of the above. The What's New Today blog will be featuring loads of tanks painted by you, our dedicated fans, and offering up tips and suggestions on how to

use your tanks in battle. They might even have a special collections available if one tank isn't enough to sate your armoured needs. Make sure you keep your eye on Webstore Blog to see what's going on throughout June or head on over to games-workshop.com/tank-squadrons to see what they have up their sleeves!



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

PUTTING THE WIND UP THEM

Do the Winds of Magic still exist in the Age of Sigmar? Do wizards still tap into them and use their power?

- Luke 'Blowin' a Gale' Davies

GROMBRINDAL SAYS

What, no hello? No nice comments about my beard? You youngsters these days... As you well know, I'm not keen on magic in any form, but here's what I found out.

The Winds of Magic were part of the world-that-was, powerful ethereal energy that wizards could use to cast their spells. Following the world's destruction, the Winds of Magic became the eight loci around which the Mortal Realms were born and the physical manifestations of them. The Realm of Fire, for example, is the manifestation of Aqshy. The Winds of Magic no longer blow, as such, but the eight realms are steeped in their power and wizards can tap into and channel that power to their own, often nefarious, ends. Devious, sneaky wizards...

- Grombrindal

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: Mannfred von Carstein's most infamous treacheries.

THE DEATH OF VLAD

It's suggested that Mannfred's sire, Vlad von Carstein, was defeated at Altdorf following a dubious tipping-off by Mannfred. Though Mannfred didn't claim the von Carstein crown following Vlad's death, he did gain significantly from the power vacuum.

GEHEIMNISNACHT 2524

As Mannfred and Arkhan the Black prepared to resurrect Nagash at the Nine Daemons, Mannfred sought to usurp the ritual and bind Nagash to his will. The intervention of Eltharion the Grim ruined his plan and Nagash was resurrected.

MANNFRED BETRAYED

The boot was on the other foot when Mannfred was offered up to the Council of Incarnates as the murderer of Aaliathra the Everchild. In fact, it was Arkhan the Black...

A NEW MASTER

Having been abandoned by Nagash, Mannfred offered allegiance to Archaon. This, of course, was another feint as he had no intention of kneeling to the Everchosen.

THE GREATEST BETRAYAL

As the Incarnates tried to stop Archaon's destruction of the world, Mannfred slewed Balthasar Gelt, whose death, in turn, led to the death of Teclis, then the failure of the ritual and, finally, the implosion of the entire world.

LORDS OF HELSTONE

Even the destruction of the world wasn't enough to stop Mannfred's treachery. In the Mortal Realms he betrayed the Hallowed Knights in their quest to find Nagash and soon found himself hunted by an entire Stormhost...

WHITE DWARF'S REGIMENTS OF RENOWN

Our Regiment of Renown this week is not one model but three, a trio of Stormcast Eternals painted by James Karch for his Astral Templars army. In the centre you can see his Celestant-Prime flanked on the left by a Knight-Heraldor and on the right by a Knight-Azyros.

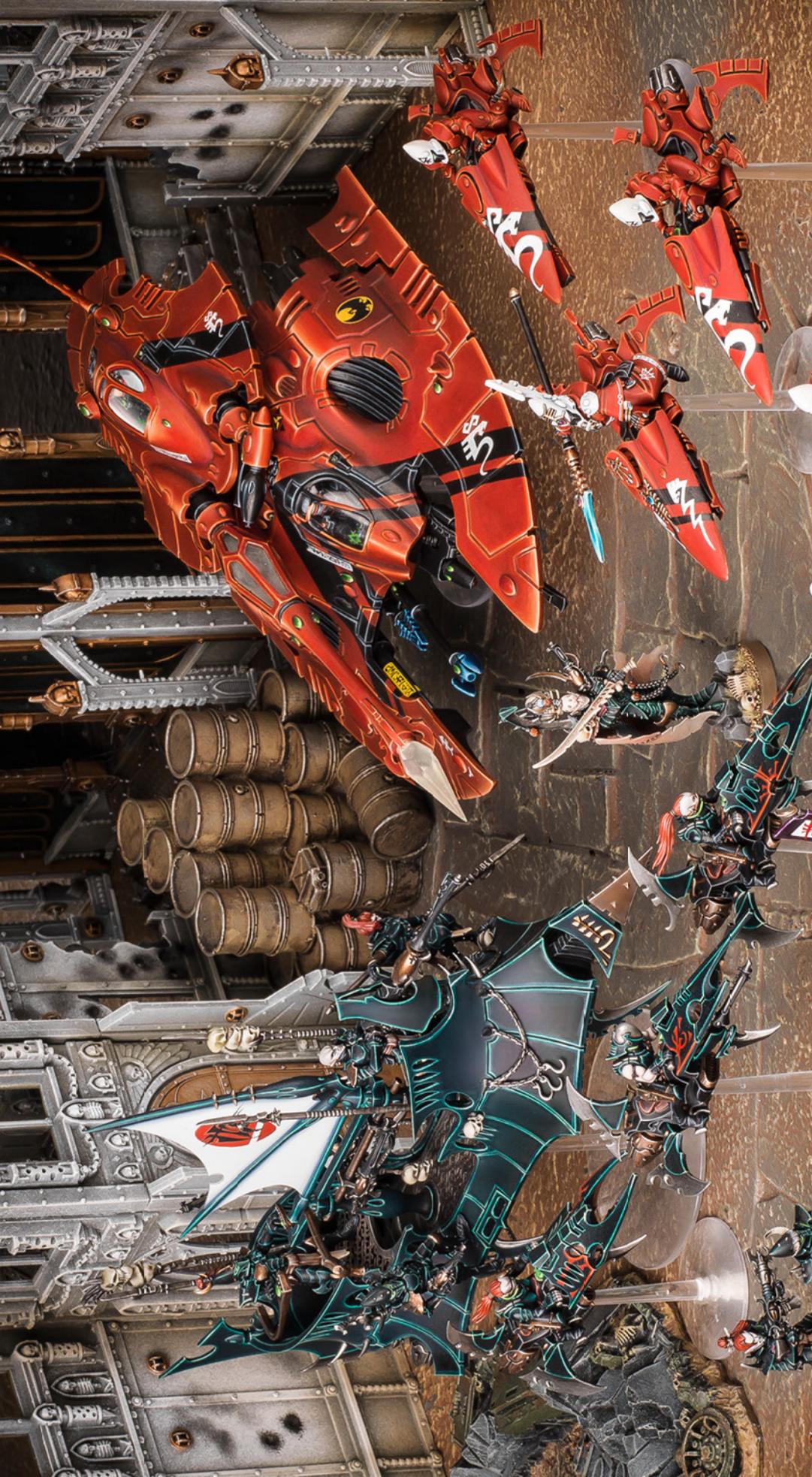
James likes the dark, brooding colours of the Astral Templars and painted his Celestant-Prime to match them. His armour, like all of James's Astral Templars, was painted with a mix of Khorne Red and Abaddon

Black, followed by highlights of Screamer Pink, then Screamer Pink mixed with Ushabti Bone. The comets flying around the Celestant-Prime were drybrushed Kantor Blue straight over the Chaos Black undercoat, followed by a second drybrush of Fenrisian Grey.

So far the Celestant-Prime has proven his worth in several battles, including killing Archaon at a Throne of Skulls event followed by an entire unit of 15 Bloodletters. Not bad for his first outing! 



NEXT ISSUE: MORE POINTY EARS AND FLYER ACES. THE SKY'S THE LIMIT!



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