

WHITE DWARF™

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WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 126

25 JUNE 2016

FIGHTER
ACES
RULES
INSIDE!



LOOK TO THE SKIES

STORMCLOUD ATTACK

FLYERS DUEL TO THE DEATH IN THREE BRAND-NEW BOXED GAMES!



WHITE DWARF

ISSUE 126
25 JUNE 2016

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NEW RELEASES

There is death not only from the skies but indeed in the skies this week, with the arrival of Stormcloud Attack, the game of dogfights in the war-torn skies of the 41st Millennium – and in more flavours than perhaps any game before it! All that plus a new Start Collecting! set for the Blood Angels, a new Warhammer Visions and all the latest from Black Library.

A CHANCE ENCOUNTER

Stu and Dan play through the first of Stormcloud Attack's many missions. But who will come off the big dog in the fight?

THE KABAL OF THE BLACK MYRIAD

Martin Waller, a past Golden Demon winner and Army of the Month star, shows us his Dark Eldar.

HEROES OF THE SKIES

You can use your flyer models from Stormcloud Attack in your games of Warhammer 40,000, too, of course (and vice versa!), so what better opportunity for us to bring you the rules for flyer aces to use with them?

THE WEEK IN WHITE DWARF

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



SKIES OF FIRE

The war-torn skies of the Dark Millennium have always been deadly, and never more so than this week, with the arrival of Stormcloud Attack, the game of dogfighting in the 41st Millennium. This brand-new boxed game is available in a choice of three different sets, each pitting classic adversaries against one another in a battle for aerial supremacy. You can read all about the new game over the page, plus we give it a playthrough [here](#). There's much more than that to Stormcloud Attack, though, as rules for using any of

the flyers from the Warhammer 40,000 range will be available from www.games-workshop.com. With aerial shenanigans in mind, we thought what better time to bring you rules for fighter aces in Warhammer 40,000 – and duly we did. Click [here](#) to read them now. And [here](#) we've got the Dark Eldar army of Golden Demon winner Martin Waller. Enjoy the issue and, remember, we'd love to hear what you think, so why not write to us and let us know: team@whitedwarf.co.uk. See you next week! 📧



STORMCLOUD ATTACK

FAITH & HERESY

From the depths of space to the storm-lashed skies of death worlds, flyers do battle the length and breadth of the galaxy. Take to the skies in Stormcloud Attack: Faith & Heresy, and do battle with Daemon Engines and flying aces for glory and honour.



Stormcloud Attack is the brand-new game of aerial combat in the war-torn skies of the 41st Millennium, and it comes in three distinct varieties. Each boxed set contains two flyers, a Flight Manual loaded with all the rules you need to play the game, along with a reference sheet, an exclusive transfer sheet and dice. The first box is Faith & Heresy, which contains a Space Marine Stormtalon Gunship and a Chaos Space Marine Helderake. In addition to the rules for using these flyers in your games of Stormcloud Attack, Faith & Heresy also

includes details of the War in the Ordramar Maze and follows the intense conflict between the Black Legion Helderake known in Imperial records as *Abomination* and the Stormtalon *Vindictor*, piloted by the gallant Ultramarines Techmarine Caeus. You can even recreate this battle of wits and wills between man and Daemon with the four missions exclusive to Faith & Heresy. 🦁

To see how Stormcloud Attack works, click [here](#), where the White Dwarf team play through the game's first mission, A Chance Encounter.

STORMCLOUD ATTACK: FAITH & HERESY

Stormtalon Gunship, Helderake, rulebook, reference sheet, transfer sheet and dice.

£60, €80, 600dkr, 720skr,
660nkr, 300zl, USA \$100,
Can \$120, AU \$165, NZ \$200,
¥13,800, 600rmb, HK\$815,
R370, SG\$145

Available in English, French and German language editions.

PRE-ORDER: NOW
RELEASED: 02/07/16



STORMCLOUD ATTACK

THE ELDRITCH & THE BEAST

The war in the heavens isn't restricted to the Imperium of Man and their turncoat sons. Stormcloud Attack: The Eldritch & The Beast pits the peerless flying skills and psychic might of the Eldar against the brute strength and low cunning of the Orks.



The **second** of the Stormcloud Attack boxed sets, The Eldritch & The Beast is the very same game as Faith & Heresy, but instead of a Stormtalon Gunship and Heldrake, it contains an Eldar Hemlock Wraithfighter and an Ork Dakkajet. So, should your tastes twist toward the flowing curves of the Eldar or the flying scrap heaps of the Orks, we've got you covered. The Eldritch & The Beast also contains rules for Hemlock Wraithfighters, Crimson Hunters, Dakkajets, Burna-Bommers and Blitza-Bommers, so no matter what way

you choose to build the flyers in the box, there's rules to use them in your games of Stormcloud Attack.

Furthermore, there's a quartet of missions exclusive to The Eldritch & The Beast, allowing you to recreate the Occulum Mistwar, and the duels between the Ork Flyboss Skardakka and the Eldar Crimson Hunter Exarch Thaelenar. That not enough? There's even an exclusive transfer sheet for helping your flyers stand out from the squadron. 🦾

STORMCLOUD ATTACK: THE ELDRITCH & THE BEAST

Hemlock Wraithfighter,
Dakkajet, rulebook, reference
sheet, transfer sheet and dice.

£60, €80, 600dkr, 720skr,
660nkr, 300zł, USA \$100,
Can \$120, AU \$165, NZ \$200,
¥13,800, 600rmb, HK\$815,
R370, SG\$145

Available in English only.

PRE-ORDER: NOW
RELEASED: 02/07/16



STORMCLOUD ATTACK

THE ANCIENT & THE GREATER GOOD

Who will win when the bleeding-edge science of the Tau Empire clashes with the aeons-old power of the Necron Dynasties in the skies of Blackfathom? Stormcloud Attack: The Ancient & The Greater Good gives you the chance to decide the victor and the vanquished.



The third choice for Stormcloud Attack is The Ancient & The Greater Good, pitting a Necron Night Scythe against a Tau Empire AX3 Razorshark Strike Fighter. The Flight Manual in The Ancient & The Greater Good includes the same core Stormcloud Attack rules and missions as the other two sets, plus four missions exclusive to this particular box. With these, you can re-enact the tumultuous events of the Battle of Blackfathom, pitting the Tau Empire, technologically puissant newcomers to the galactic stage, against the re-awakening

might of the Necron Dynasties, who ruled the galaxy millions of years ago. Here, as battle rages, Kor'el Kassen of the Tau Empire faces the Scythes of Hamanekkh.

The box also includes a reference sheet, dice and an exclusive transfer sheet featuring both Tau and Necron insignia. Best of all, the Flight Manual also includes rules for using Necron Doom Scythes and AX39 Sun Shark Bombers in Stormcloud Attack, too, so you can build the kits in the box however you like. 🐼

STORMCLOUD ATTACK: THE ANCIENT & THE GREATER GOOD

Razorshark Strike Fighter, Night Scythe, rulebook, reference sheet, transfer sheet and dice.

£60, €80, 600dkr, 720skr,
660nkr, 300zt, USA \$100,
Can \$120, AU \$165, NZ \$200,
¥13,800, 600rmb, HK\$815,
R370, SG\$145

Available in English only.

PRE-ORDER: NOW
RELEASED: 02/07/16

NEW RELEASES: WARHAMMER 40,000

START COLLECTING! BLOOD ANGELS

12 Citadel miniatures and
a formation datasheet

The **Blood Angels** Chapter is made up of many proud and noble warriors, every one of them a scarlet-clad angel of death ready to bring death to the Emperor's foes. Yet beneath their divine countenances lurks a terrible taint that could one day be their downfall...



This all-plastic **Start Collecting!** box is the perfect way to start a Blood Angels army (or add to an existing collection). Inside you'll find a Blood Angels Captain in Terminator Armour wielding a thunder hammer and storm bolter, a Baal Predator and a Tactical Squad. The Baal Predator comes with a choice of weapon systems, including a flamestorm cannon and a pair of heavy flammers (for incinerating the enemy) or twin-linked assault cannons and a pair of heavy bolters (for blasting them to bits). The 10-man Tactical Squad, meanwhile, includes one of every special weapon (plasma gun, meltagun, flamer and grav-gun), an arsenal of weapons for the sergeant and two heavy weapons – a heavy flamer and a heavy bolter. The set also comes with an exclusive formation datasheet, the Carmine Host, in which the Captain urges his battle-brothers to fight harder in Sanguinius's name. ☠

START COLLECTING! BLOOD ANGELS

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: 02/07/16

Box contents:

- 1 Blood Angels Captain in Terminator Armour
- 10 Blood Angels Tactical Marines
- 1 Baal Predator (can be armed with assault cannons or flamestorm cannon)

NEW ISSUE!

WARHAMMER VISIONS ISSUE 30

Every issue of Warhammer Visions is packed full of features showcasing beautifully-painted Citadel miniatures. Issue 30 is no exception and it's available to pre-order now from our website. Read on to find out what's inside.

This month's Warhammer Visions is packed full of beautiful armies. Alongside our Army of the Month – a stunning Ultramarines collection – this issue also includes four other armies: a traitorous Alpha Legion force and a loyalist World Eaters army, a Skitarii maniple fresh from the Throne of Skulls and a Sylvaneth force based on the ongoing war in the Realm of Life. Add to these five collections all the latest releases, such as Stormcloud Attack, a couple of Parade Grounds, a gallery of entries from Golden Demon: Space Marines, model madness in Blanchitsu, four flyer painting guides in Paint Splatter, an article on the Angels of Death and loads of Readers' Models and you've got one jam-packed magazine. 📖

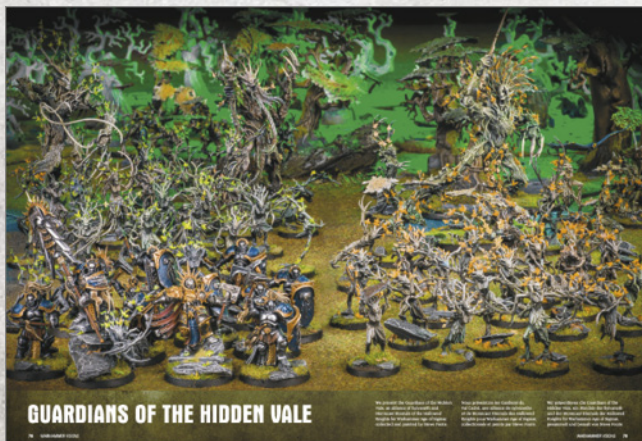
WARHAMMER VISIONS ISSUE 30

188 pages

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

PRE-ORDER: NOW

RELEASED: 02/07/16



NEW RELEASES

FLYERS OF THE DARK MILLENNIUM

Don your leather flying jackets, **jack in your neural inputs** and **power up your turbo-thrusters** for **Flyers of the Dark Millennium**, a detailed guide to the liveries, heraldry and insignia of the aircraft of the 41st Millennium.

Flyers of the Dark Millennium is the perfect companion to the Stormcloud Attack boxed sets on pre-order this weekend, an 80-page landscape book packed with over 300 colour profiles showing off colour schemes and insignia for every Warhammer 40,000 flyer.

The book collates all the colour profile sections from the three boxed sets (Faith & Heresy, The Eldritch & the Beast and The Ancient & the Greater Good) and adds to it new colour schemes and markings for the Dark Eldar, Aeronautica Imperialis and Dark Angels. Every faction has its own section featuring an almost bewildering array of colour schemes – perfect inspiration when you're painting your flyers ready for the battlefield. Alongside the colour schemes you'll find markings and insignia unique to each race, such as Space Marine campaign markings, Dark Eldar kabal icons, craftworld symbols and Ork clan glyphs, plus the many ways they show their kills, from geometric patterns for the Tau and Eldar, to crude tallies and blood splatters for the Orks and Chaos. All in all, the book is a worthy addition to any collection of Warhammer 40,000 literature, every page packed with information that will have sticklers for detail poring over the pages for hours and eager painters pondering their next colour scheme within minutes of picking it up. 🛩️

FLYERS OF THE DARK MILLENNIUM

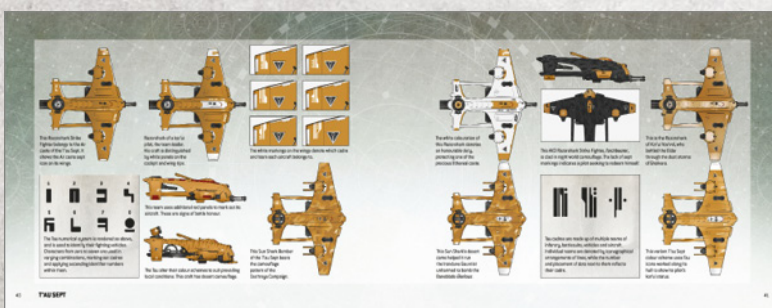
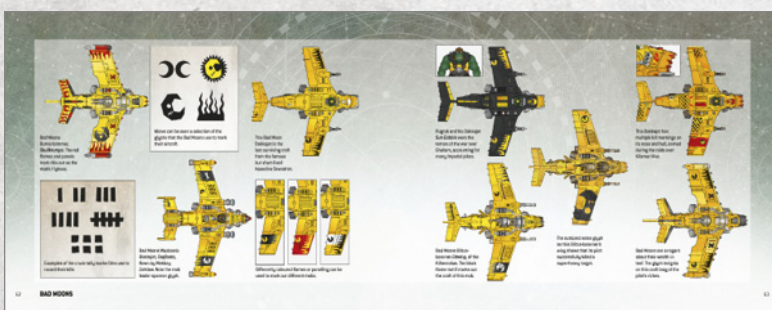
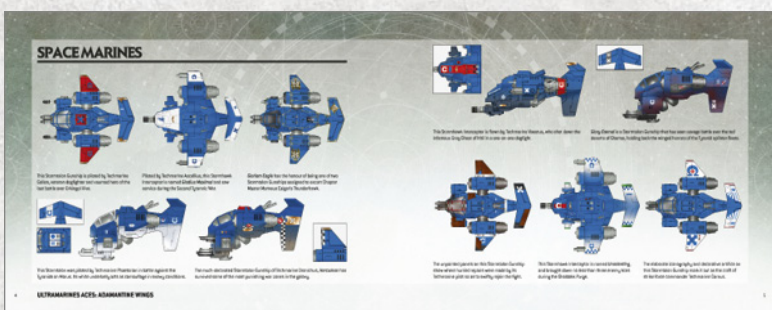
80 pages, softback

£20, €26, 200dkr, 240skr, 220nkr, 100zl, USA \$33, Can \$40, AU \$55, NZ \$65, ¥4,600, 200rmb, HK\$270, SG\$125, R50

Online only

PRE-ORDER: NOW

RELEASED: 02/07/16



BLACK LIBRARY

ONLY THE FAITHFUL

By David Guymer
Audio Drama | 75 minutes



ONLY THE FAITHFUL

Audio drama, 75 minutes

£12, €17.50, 135dkr, 160skr, 160nkr, 60zt, USA \$17.50, Can \$20,
AU \$25, NZ \$28.50, ¥1,560, HK\$163, SG\$74, R29

PRE-ORDER: NOW

RELEASED: 02/07/16

In the final story of the Realmgate Wars audio series, the Hallowed Knights finally come to blows with Mannfred, Mortarch of Night.

Mannfred, Mortarch of Night, is in deep trouble. Of course, that's nothing new, for he is undoubtedly the most treacherous, untrustworthy and conniving character in the Mortal Realms and retribution is never far away. In *Only the Faithful*, the eighth and final audio drama in this series, Mannfred finds himself battling two Stormhosts and their brutal orruk allies. The story is excellently narrated with additional voice actors for all the characters and the sounds of battle ever-present in the background. The orruks in particular are superbly presented, their gruff, guttural roars complementing the nobility of the Stormcast Eternals perfectly. 🦒

IRON WING

Also available to pre-order this week is the novel *Iron Wing*, which sees the Iron Hands Chapter of Space Marines take to the skies against the Orks. The main character is the stoic, almost emotionless Atraxii, a newly-ordained Techmarine and pilot of the fabled Ironhawk, whose first mission is to travel to the Adeptus Mechanicus world of Halitus Four to protect its promethium refineries from Ork raiders. The fighting is, as you'd expect from aerial combat, fast and furious, though wonderfully tempered by the logic and pragmatism of Atraxii and his Iron Wing pilots.

AVAILABLE THIS WEEK

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



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM
blacklibrary.com | forgeworld.co.uk



A CHANCE ENCOUNTER

With **Stormcloud Attack** available to pre-order this week, we decided to put the game through its paces. Dan Harden and Stuart Edney took to the skies in their magnificent flying machines and duked it out for aerial supremacy.

AIR SUPERIORITY

The three Stormcloud Attack boxed sets are only the start for this great new game. There are rules available for every flyer in the Warhammer 40,000 range, from the lightning-quick Razorwing Fighter to the unstoppable hulk of the Stormfang Gunship. Rules for all of these are available in the Stormcloud Attack app and to download from games-workshop.com.

Stormcloud Attack features 12 core missions (plus four exclusive to each of the three sets), covering the full gamut of skyborne conflict, from aerial duels between lone heroes, to full-blown air wars between whole wings of fighters. For this playthrough, we opted for a classic dogfight to show off what Stormcloud Attack has to offer and so decided to play through the very first Stormcloud Attack mission, A Chance Encounter.

The conditions of the mission are nice and simple – set up on opposite corners of the table and duke it out until a flyer leaves

the combat area and refuses to return (boo!) or one of the combatants has been blasted out of the sky!

We decided to play the game using the flyers from the first of the three sets available, Faith & Heresy, with Dan choosing the Stormtalon Gunship and Stuart the Chaos Space Marines Heldrake. So decided, we retired to the White Dwarf hobby room and set up the flyers ready to begin. Who would be the victor and who the vanquished in this clash of wills in the war-torn skies of the 41st Millennium? Read on to find out...

TURN 1: RISING ACTION

Dan, First Impulse: My plan was simple – get the Stormtalon close enough to the Helderake to shoot it, but stay firmly out of the way of its talons. With the Stormtalon Cruising, I kept it on Level Flight towards the Helderake, but wasn't quite in range to shoot. I settled on accelerating, determined to outmanoeuvre the slower Daemon Engine.

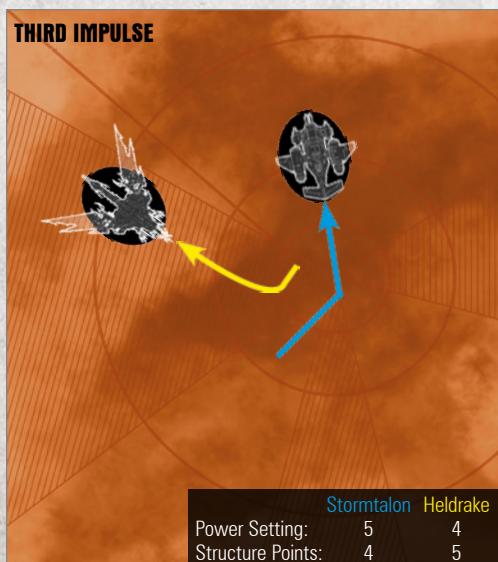
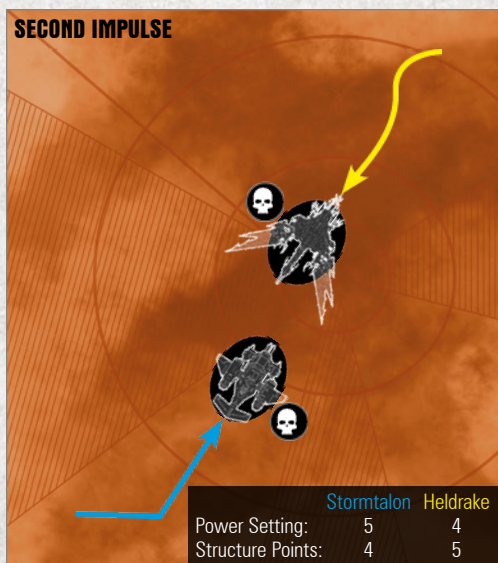
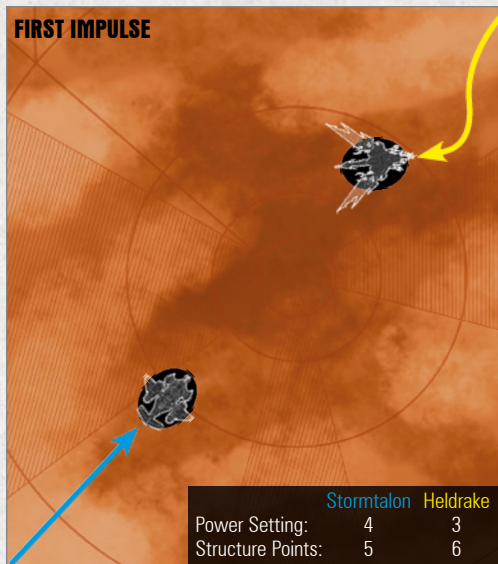
Stuart, First Impulse: My plan was equally simple – to get the Helderake right on top of the Stormtalon and rip it to pieces with the Daemon Engine's Raking Claws. To this end, I set the Helderake to Bank, moving the same distance as the enemy flyer, but turning at the end, to set up a fly-pass in a subsequent turn.

Dan, Second Impulse: With the Helderake bearing down fast, I used the Stormtalon's Vector Thrust to flash sideways across the Helderake's path and catch it unawares. The manoeuvre enabled me to line up a shot on the Helderake with the Stormtalon's lascannons, which caused the loss of one structure point. I finished up by accelerating to power setting 5.

Stuart, Second Impulse: I set the Helderake into a Snap Turn, angling back around to face the Stormtalon head on before moving in and firing, stripping a structure point off the Stormtalon. Opening fire head-on is risky, as not only does your accuracy drop by -1 but your opponent can also respond with Snap Shots, but Dan's missed. I finished the Impulse by boosting the Helderake's power setting to 4.

Dan, Third Impulse: The Helderake was close, but I reckoned I could pull off another Vector Thrust and get a few shots in. I was wrong. The Stormtalon overshot the Helderake, though fortunately did not collide with it as it roared overhead. At least I was away from those claws...

Stuart, Third Impulse: The Stormtalon had fled, and all I could do was turn the Helderake as quickly as I could with a Wing Over, and head after the Stormtalon to try and rip it apart.



IMPULSE CONTROL

A game of Stormcloud Attack is split up into Turns, which in turn are split up into three Impulses, with the order of play dictated by the power settings of the flyers. Depending on the power setting of your flyer, you're locked into a number of manoeuvres you must make in a given Impulse. Typically, a craft with a high power setting will be Zooming (they *must* perform two manoeuvres in a given turn) whereas craft with a lower setting will be Cruising (they *must* perform one manoeuvre in a given turn).

MANOEUVRES

Each flyer in Stormcloud Attack moves using manoeuvres, and each flyer has a particular set unique to them. Each manoeuvre dictates a series of actions that *must* be performed (in the case of the Helderake's Wing Over, for example, you *must* Turn, Move, Turn, then Move, in that order, and you cannot skip any part of it). Some manoeuvres are easier to perform than others, and most are safer at lower power settings, but you can attempt them at high speed if you dare take a danger roll. A danger roll depends on the difficulty of the manoeuvre and the speed of the aircraft. Fail it, and the craft loses a structure point as g-forces begin to pull it apart. You do get to perform the manoeuvre, though – assuming that losing the structure point doesn't send your flyer spiralling earthward...

MORE POWER!

Every flyer has a power level, which dictates whether the flyer is Zooming or Cruising (and by extension how many manoeuvres the flyer has to make), and how dangerous it is to undertake particular manoeuvres, indicated on the flyer's manoeuvre chart. A flyer can increase or decrease their power level by boosting or braking at the end of an Impulse with a successful acceleration or braking roll, the score of which is indicated on their datasheet. A failure to speed up or slow down doesn't have any penalties, beyond leaving your flyer stuck at their present power setting. This is arguably punishment enough, potentially leaving your flyer trapped at a high power level, and forced to make ever-more dangerous manoeuvres as you try to slow down.

DAKKADAKKADAKKA!

Shooting is usually the penultimate action of an Impulse, and you simply roll a given number of dice for a particular weapon if it's in range and has a target in its fire arc. Repeat for every gun you have that can fire, and add up the total damage.

Depending on whether you score less than, equal to or greater than the target's toughness, you'll either simply roll on the Damage Table for the target, strip off a structure point and roll on the Damage Table, or possibly even cleave off two structure points and roll on the Critical Damage table!

You do get a -1 modifier for shooting at each other head-on (as in Turn 1) but get a +1 to hit if you're tailing your target – a tricky proposition, but it's the best way to shoot down your opponents!

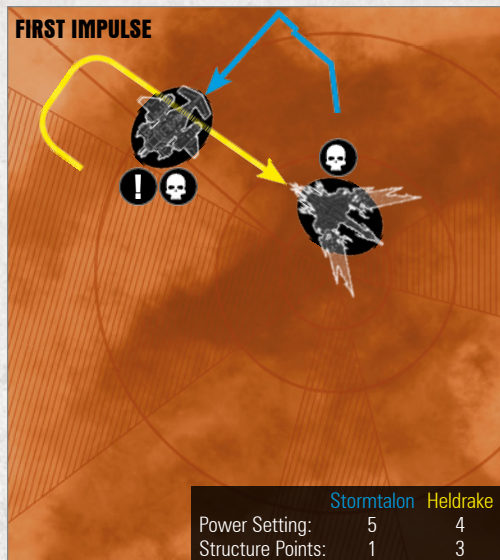
TURN 2: ESCALATION

Dan, First Impulse: With the Stormtalon flying faster than the Heldrake, I got to move first in the first Impulse of Turn 2. While this did give Stuart a chance to react to my manoeuvres, it would hopefully give me the chance to shoot first. Because the Stormtalon was Zooming, I had to make two manoeuvres, the first being a Turn to intercept the Heldrake. The move was completed without incident but was followed up by a particularly poor Vector Thrust that caused a point of structural damage against my flyer, but this small sacrifice enabled me to line up the Stormtalon for a round of shooting. The lascannons and assault cannons blasted a chunk off the Heldrake and the Daemon Engine was forced to break left.

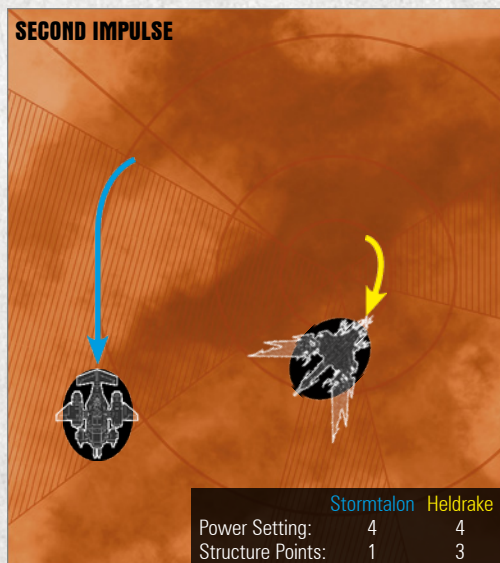
Stuart, First Impulse: Whilst not quite as swift as the Stormtalon, the Heldrake was Zooming as well, and had to make two manoeuvres. I started with a Wing Over, only for Dan's poor luck with Danger Rolls to rub off on me, and lost another point of structure as the Heldrake careened dangerously back around. Despite the damage mounting up on the Heldrake, I decided to carry out another Wing Over, bringing the Heldrake over the Stormtalon and finally getting a chance to use the Heldrake's Raking Claws. Its only gun may not be up to much, but its talons managed to rip chunks out of the Stormtalon's hull, doing two damage, but also crashed the Heldrake's hull against the Stormtalon, doing a point of damage to both flyers. A huge risk, but one that might just pay off...

Dan, Second Impulse: I hadn't expected Stuart to take so many risky manoeuvres, so I was totally blind-sided by his attack. Not only that, but the Stormtalon was now in a critical state, with only a single structure point remaining. I had to get away from the Heldrake. I opted for a Bank, followed by Level Flight, two safe moves that would get me away from those claws. I also chose to decelerate at the end of the Impulse, as the high power setting I'd picked (too eagerly) was making tight manoeuvres virtually impossible without damaging the Stormtalon.

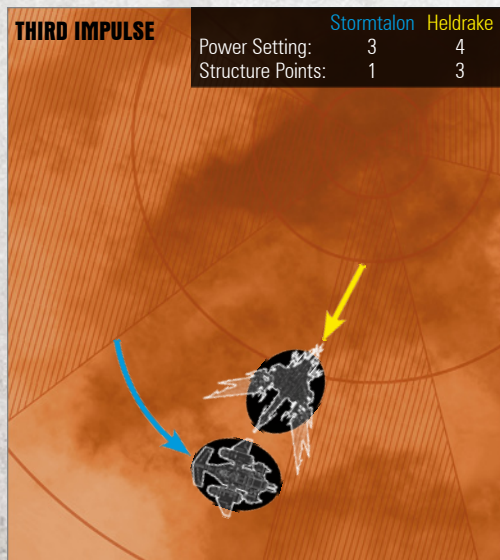
FIRST IMPULSE



SECOND IMPULSE



THIRD IMPULSE



Stuart, Second Impulse: With the Stormtalon on the ropes, I spun back around and let the Heldrake give chase, banking back around with a simple Wing Over. The Heldrake is by no means the fastest or the toughest flyer in the game, but it's almost never going to hurt itself, even when it undertakes the most gruelling manoeuvres on offer. My plan now was to get the Heldrake to move in behind the Stormtalon in the final Impulse and hopefully blast it out of the sky with my Hades autocannon – if I couldn't close the gap and tear it apart with the Heldrake's Raking Claws, that is.

Dan, Third Impulse: Just stay out of trouble, that was my primary goal! Now only Cruising, I put the Stormtalon into a Turn, hoping to bring it round before the Heldrake caught up. I also decelerated again. It would help me preserve the Stormtalon in difficult manoeuvres, but it might also enable the Heldrake to steal the initiative in the first Impulse phase of the next turn. It was a gamble, but one that might save the Stormtalon's chassis.

Stuart, Third Impulse: With the prey getting away from me, I needed to keep the Stormtalon close, as the Heldrake's Hades autocannon is short-ranged. I executed a Snap Turn, angling around to face the Space Marine flyer, and opened fire. There was a lot of sound and fury, but the Heldrake only managed to make a single Hades autocannon shot connect, which sadly failed to finish the Stormtalon off. Rolling on the Damage Table, I rolled the result 'Zoom Forward', forcing Dan to make an acceleration roll. On a fail, he'd have lost a structure point and would crash and burn. But the dance was to continue as he passed comfortably, and shot off, well out of the range of the Heldrake's Hades autocannon.

Dan: I was lucky, very lucky. At the end of the Impulse, both myself and Stuart rolled to repair our aircraft. The Space Marine pilot fortunately repaired his craft, though so too did the Daemon pilot of the Heldrake. With both Flyers still in the air and taking on serious damage, the dogfight continued...

DAMAGE CONTROL

At the end of each turn, after every flyer has moved in the Third Impulse, the players undertake Damage Control. This represents the pilot trying to do rapid repairs to keep the craft in the air, whether that be re-routing systems, a Daemon Engine healing rends in its hull, or Grot repair crews holding bits down. You make a roll against the Damage Control score on your datasheet – beat it and you can either regain a single structure point or remove a Critical Hit effect. The Heldrake is particularly resilient, with its 2+ Damage Control score compared to the Stormtalon's 3+, thanks to the Daemon residing in its iron heart. The Necron Night Scythe stands above both, able to roll two dice for Damage Control and potentially healing a pair of structure points each turn.



RATHER SMASHING

For most flyers in Stormcloud Attack, ramming into each other is something to be avoided, as even the flying junk-heaps of the Orks and the indomitable flyers of the Space Marines can come off badly from a mid-air collision. If you find yourself crashing into a flyer as part of your manoeuvre, you complete the move and then roll a D6. On a 1, both flyers lose a structure point, so avoid it!

The one partial exception to this sage advice is the Heldrake, which can run its massive talons over the hull of an enemy flyer. After it's flown over, roll a D6 and compare that to the target's toughness as if it were a normal attack that automatically hits. Now you can see why Stuart was so terribly keen to have the Heldrake get up close!

BLOWN OFF

There's quite a few dice to keep track of in Stormcloud Attack, as each flyer has their power dice (which indicates the current power setting), a damage dice to track any structure points lost, and if you're very unlucky, a critical hit dice to indicate any critical damage the flyer is currently afflicted with. As such, it's wise to have your different coloured dice for manoeuvres, shooting and so on, because using one of the three 'main' dice by mistake results in a Blow-out as a penalty. With a Blow-out, you automatically suffer the worst possible result for that roll (usually a 1), before putting the dice back as you found it. Dan and Stuart managed to avoid this by keeping their combat dice away from the combat, saving themselves a potentially fatal embarrassment!

TURN 3: DÉNOUEMENT

Stuart, First Impulse: As Dan had decided to slow the Stormtalon down, the Heldrake was now acting first. I celebrated with a Snap Turn, taking the Heldrake over the Stormtalon and lashing out with its Raking Claws. They failed to cause any obvious damage, and merely resulted in the damage table result 'Falling Leaf'. Dan now had a choice between going into a Spin or losing a structure point, so wisely chose to roll on the Spin Table. Luckily for him, he only had to spin to the flyer's left once, before bringing the Stormtalon back under control. I then opted for a Wing Over to prepare to swing back around and attack again with Raking Claws, hopefully to finish the Stormtalon at last.

Dan, First Impulse: Stuart thought he had the fight in the bag, but I knew better. The Stormtalon's spin had actually left me in a good position to tail the Heldrake and a Vector Thrust brought me in right behind it. Between the lascannons and the assault cannons I managed to cause seven points of damage – three more than the Heldrake's toughness of 4 – causing the Chaos war machine to lose two structure points and take a Critical Hit. A roll of a 5 saw the Daemon pilot wounded, which could cause it to black out at any moment.

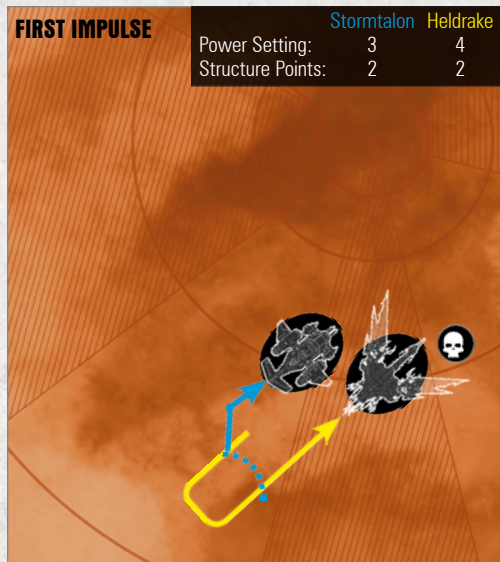
Stuart, Second Impulse: Oh dear, the wheels were rather coming off my plan. I needed to shift out of the arc of the lascannons and get ready to try and do another sweep over and hope the Heldrake's Raking Claws would be up to finishing it. Steeling myself, I swung back around with another Wing Over.

Dan, Second Impulse: The Stormtalon was unable to bring any of its guns to bear, so I initiated a Turn, but the Heldrake was very close. If Stuart could pull off another blasted Wing Over I would be in deep trouble. If not, he'd crash and burn.

Stuart, Third Impulse: Executing a Wing Over, the Heldrake managed to strip the last structure points off the Imperial flyer, leaving it to careen down into the ground below. Victory to the Dark Gods!

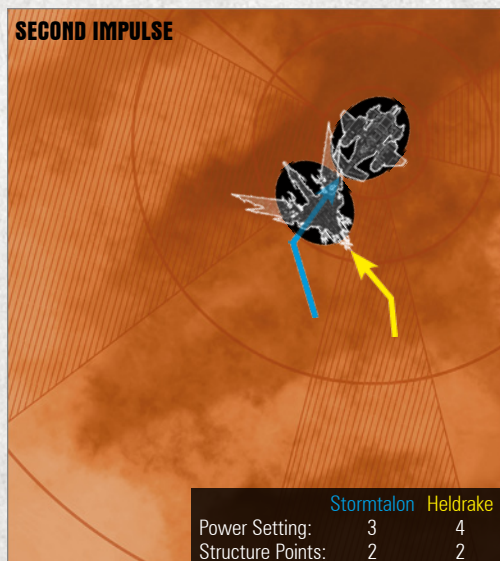
FIRST IMPULSE

	Stormtalon	Heldrake
Power Setting:	3	4
Structure Points:	2	2



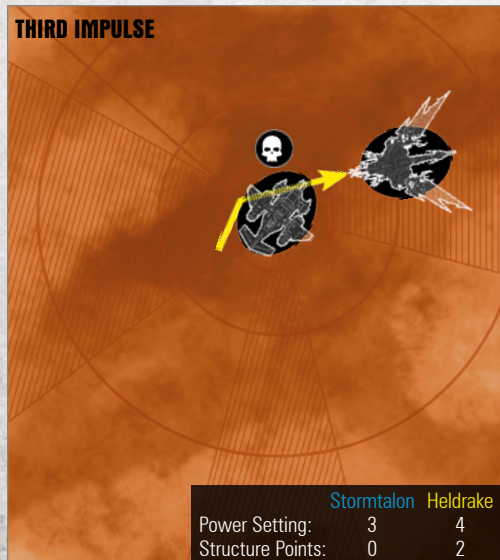
SECOND IMPULSE

	Stormtalon	Heldrake
Power Setting:	3	4
Structure Points:	2	2



THIRD IMPULSE

	Stormtalon	Heldrake
Power Setting:	3	4
Structure Points:	0	2



PILOTS' DEBRIEF

Dan: Now that was an incredible dogfight! Every turn – every Impulse – in fact, threw up new challenges and difficult decisions, with both of us constantly trying to outwit and outmanoeuvre each other.

The charm of Stormcloud Attack is that the rules are really simple to pick up, but there are so many things that can happen during a battle that you'll never end up playing the same game twice. In just three turns myself and Stuart used almost every manoeuvre available to us, finding which ones worked well and which ones to avoid (particularly when flying at full speed). Of course, as with any dice-based game, there is an element of luck involved. Stuart was unlucky not to finish me off with the Helderake's Raking Claws in Turn 3, but I was incredibly lucky to bring the Stormtalon out of a spin directly behind the Helderake. Sadly I just couldn't quite damage it enough to bring it down. I'm keen to try out all my other flyers now to see what they can do.

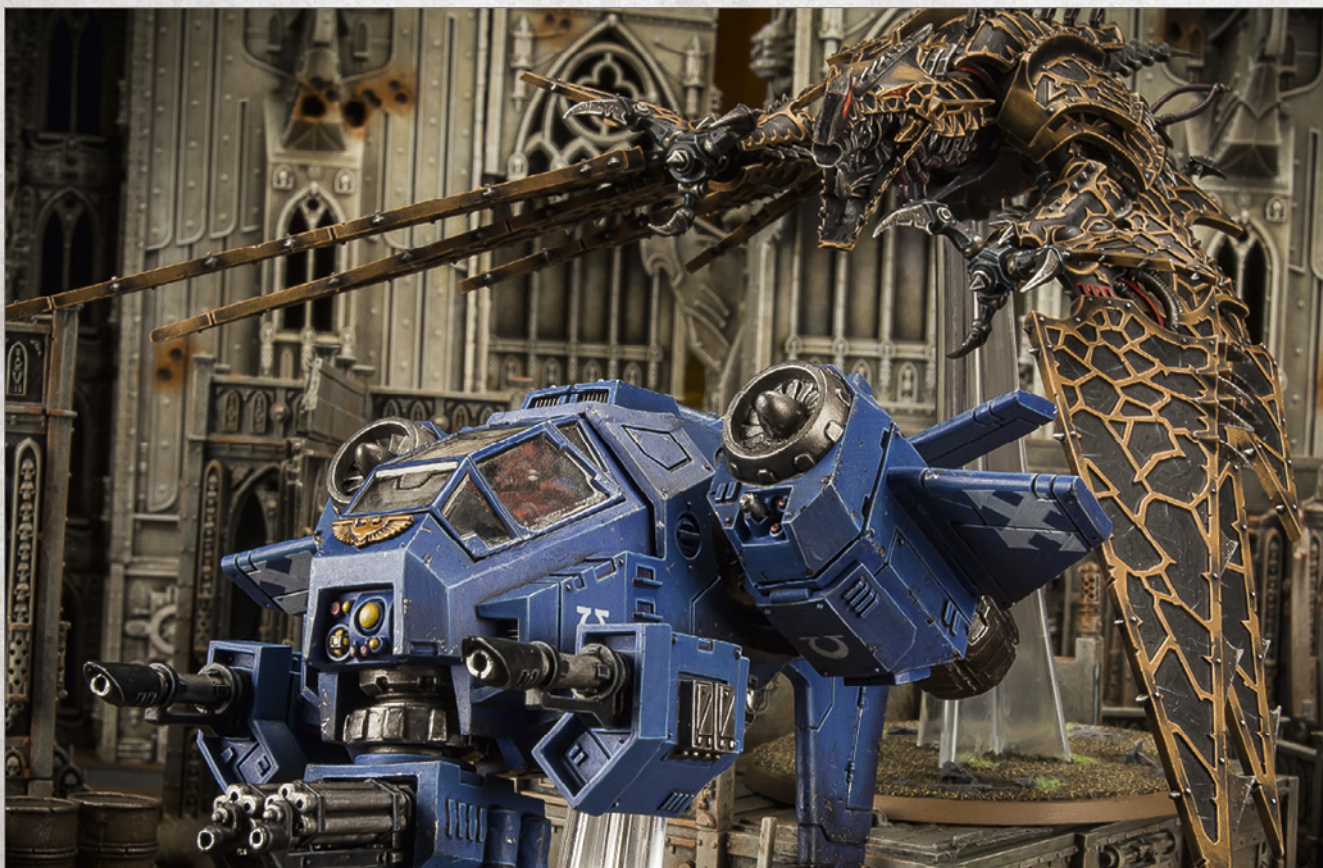
Stuart: If I had to describe Stormcloud Attack in a word, it'd have to be 'tense'. As Dan said, every Impulse can change the game as the circumstances can transform, and one miscalculation can turn your carefully-planned tailing into a flyover.

As it's such a simple game to get to grips with, and a dogfight between two flyers can last around half an hour, I can see Stormcloud Attack becoming a lunchtime gaming favourite. And whilst it may be a very easy game to get to grips with, the depth is such that you're going to spend a long time trying to master it. With so many potential variables in a given Impulse, from the variety of manoeuvres your opponent will undertake to the potential chaos thrown up by the Damage Table, trying to play a few Impulses ahead is not going to be an easy task.

Still, I'm eager to try out something a little nippier, like the Razorwing Jetfighter, should Dan ever fancy a rematch... 🛩

OFF INTO THE SUNSET

As you'll be playing Stormcloud Attack on a finite surface, like a gaming board, kitchen table or hobby desk, there are going to be times the flyers will leave the combat area. They can opt to loop back around, and will return where they exited when they next take an action, if they survive the storm of anti-air batteries, falling meteors, aerial Daemon Engines and other hazards that potentially surround the combat area. Sometimes a flyer will be forced to leave the table, such as an Overdrive from a Spin, but in that particular case they'll crash and burn. Finally, a flyer that has chosen to leave the combat zone can simply not return and live to fight another day like a filthy coward, should they be able to live through the shame of such craven and gutless behaviour.





THE KABAL OF THE BLACK MYRIAD

Cower in fear, petty humans, for the Dark Eldar have come to claim your souls! Well, not quite, but we do have an excellent Dark Eldar army to show you – the Kabal of the Black Myriad painted by Golden Demon winner Martin Waller.

Regular readers may well recognise Martin Waller's name as, not only did we feature his Blood Angels back in issue 12 of Warhammer Visions, but he also won a Golden Demon award in 2011 with his large-scale Death Company Marine. Now Martin is back with a new army, a sinister Kabal of Dark Eldar. Let's find out what he has to say about them.

"When it comes to painting and playing games I normally stick to power armoured forces," says Martin, referring to his Blood Angels collection. "I've kind of neglected the xenos races over the years so I decided to challenge myself and paint something completely different to my Blood Angels. I looked on the Games Workshop website and, totally by accident, stumbled upon the Incubi. I must admit that I'd never noticed them before, but I instantly fell in love with them. It was at that point that I decided to start a Dark Eldar army with the goal of painting a 1,500-point force for a gaming weekend at Warhammer World that me and my friends had planned. The more I looked into the

background of the Dark Eldar, the more I liked the torturous, sinister nature of them. Codex: Dark Eldar and the Haemonculus Covens supplement were both excellent source materials, as was the Path of the Dark Eldar trilogy by Black Library. Those books definitely spurred me on."

Curiously, though, the Incubi weren't the first Dark Eldar models Martin painted. "I actually painted the Archon model a while back for a job interview with the 'Eavy Metal team," continues Martin. "As you can imagine, I pushed myself well out of my painting comfort zone trying to get it to a standard I was satisfied with. I gave myself a deadline of three days to really push myself. After seeing the Incubi, I decided to expand my collection and give the Archon the bodyguard he deserved. They were soon followed by the Scourges – my favourite unit in the army. They have so many modelling options and so much painting potential. My army had begun!

"So far it's taken me approximately 11 months to paint the collection you see

1 Martin's Archon and Incubi are a great example of how a simple colour scheme can be turned into an exceptional paint-job. Like many painters, Martin spends a little extra time on his leaders to make him really stand out from the crowd (namely his klaive-wielding bodyguards), though the colours he used are the same as those on the rest of his models. We think you'll agree, his Archon is a work of art.



1 Martin's Kabal is supported by a contingent of Reavers riding jetbikes and a host of Venoms to carry his Kabalite Warriors into battle. Though he relies on a lot of small, fragile units, Martin's army is ferociously fast on the battlefield and can run rings around most foes.

► here. I'm a bit of a hobby butterfly and I'm constantly being sidetracked by new releases and, more recently, Golden Demon projects, which have slowed my progress a little."

So how did Martin, an award-winning painter, go about painting his Dark Eldar? What tricks did he have up his sleeve? "I follow the Citadel colour chart," says Martin, simply. "I use Incubi Darkness as a basecoat followed by a heavy wash of Coelia Greenshade. Once that's dry I use Kabalite Green as an initial edge highlight to help delineate the armour panels, then I use Sybarite Green as the main edge highlight, ensuring it's painted carefully outside the previous highlight and on the tops of the armour and spikes where light would naturally fall. The final colour is the Edge paint Gauss Blaster Green, which I use as a final highlight to make the armour panels on the models look like they're really reflective. A thinned-down glaze of Coelia Greenshade helps to tie all the colours together and smooth the transition between the brighter highlights. I used the

same colours on my vehicles, but with the colours applied using an airbrush to get the smooth transition of colour across the armour plates and the bright highlights on the raised curves.

"When painting the skin of my Dark Eldar, I wanted them to look deathly pale, like they'd come from the lightless depths of Commoragh," continues Martin. "I basecoat all the skin areas with Rakarth Flesh, which I then wash with watered-down Reikland Fleshshade. I then paint the eyes so I don't accidentally paint over any of the highlights. Once I'm happy with the eyes I reapply Rakarth Flesh to the raised areas and highlight prominent features such as noses and brows with Pallid Wych Flesh. I use a final touch of White Scar as the very last highlight. I use the same colour scheme to paint the helmet masks of my Incubi, which helps them fit in with the rest of the army. The only real exception to my army's colour scheme are the Kabalite Trueborn, who wear blood red armour. There's a story behind that, though..."





- 2 "The Wracks were painted using the same skin colours as the rest of my army," says Martin, "but with a deeper shade in the recesses to emphasise the striations in their flesh."
- 3 Martin's vehicles all feature the symbol of the Black Myriad, a bladed spire featuring an inverted triangle – the symbol of the trinity that guides the Craftworld Eldar in their daily lives. Inverted, it represents the Kabal's renouncement (and hatred) of virtue, honour and selflessness.





1

- 1 Martin's Trueborn wear the masks of fallen Harlequins. The conversions are a simple head-swap, fitting Harlequin heads onto Dark Eldar Kabalite Warriors. A different colour scheme makes them stand out from the rest of the army.
- 2 "I've only played four games with my Dark Eldar so far, but somehow I've won all of them," says Martin. "Unlike the painting aspect of the hobby, which I take very seriously, I'm a really casual gamer and winning isn't my primary objective. I just like to have fun. That said, it is very satisfying to see my defeated opponents cowering at my feet – or laid out on my Haemonculus's operating table – like the primitive wretches they are."

► "The conversions I did for my Kabalite Trueborn actually led to the story behind my army," adds Martin. "I really like the masks on the Harlequin models and wanted to use them in my army somehow. The story goes that my Archon was enjoying a performance by a Harlequin Troupe in his audience chambers, surrounded by his court and associated entourage. However, he couldn't take his eyes off one of the cast, and he was sure this particular Player was returning the favour by paying him extra attention. Suspicious attention..."

"During the dramatic closing moments of the performance, the Player's true identity was revealed – a Callidus Assassin! Shedding the chequered holo-suit she'd worn throughout the performance, she morphed back into her human form and bounded towards her target – the Archon – with her phase sword drawn, ready for the kill. Having already sensed the Assassin's intentions, the Archon clicked his fingers as the Callidus leapt forward, activating a small puzzle box by his side

and freezing the Assassin in mid-air, her phase sword inches from the Archon's jagged features. With a grin, he trapped her soul in the puzzle box and signalled the Dracon of the Trueborn contingent to his throne, giving him the order to slaughter the Harlequins as punishment for their lack of judgement and awareness. Since then the Trueborn have worn their masks as trophies, their armour painted a gory red to remind those who would oppose the Archon that treachery will be met with swift and bloody revenge."

So what's Martin planning to paint next?

"Once I finish my Golden Demon entries I reckon I'll add a few more units to my Dark Eldar force," he says. "I love the Mandrake models and I'm definitely going to add more tank-busting Scourges to the army. Urien Rakarth might also make an appearance to lead my Wracks into battle, along with a few Grotesques. Apart from the Dark Eldar, I'm also planning to paint a few models for display purposes to push my painting skills and techniques. Archaon Everchosen is definitely on the cards!" 🐉





HEROES OF THE SKIES

As wars rage on countless worlds across the galaxy, fighter planes, attack craft and bombers do battle in the skies above. Many pilots do not survive, but those with enough skill, determination and luck may live to become a veteran of the skies, a Fighter Ace.

THE SKY'S THE LIMIT

Black Library novels are a great source of inspiration when it comes to creating your Fighter Aces. The classic graphic novel *Deff Skwadron* is a must-have for fans of the Orks, while *Double Eagle* (by Black Library veteran Dan Abnett) follows the Imperial fighter pilots of the Phantine XX as they battle against Chaos. You can find these books, and more besides, on the Black Library website: www.blacklibrary.com.

There's a distinctly aerial feel to this week's White Dwarf, which is why we've plundered the Studio's archives to bring you the rules for Fighter Aces in Warhammer 40,000 which, up until now, were only available in the Shield of Baal: Leviathan campaign supplement.

These extra rules are not essential to play a game of Warhammer 40,000, but they are a brilliant way to add a little extra spice to your battles, whether you're playing a pre-arranged narrative game based around Flyers and flying units (such as the Skywar of Aeros mission in the Shield of Baal:

Leviathan book, which is fought in the upper atmosphere), a casual game at your local gaming club or even a campaign in which your Flyers can gain experience by shooting down other enemy craft.

To the right and over the page you'll find skill charts for every Faction in Warhammer 40,000 that has access to Flyers or Flying Monstrous Creatures. Simply roll on the chart and see what skill your Fighter Ace has learned. Alternatively, if you're playing a campaign, why not ask your gaming group what skill would be most fitting for your pilot. The choice is yours!

FIGHTER ACES

Fighter Aces are upgrades for Flyers in Warhammer 40,000. In any mission that has the Fighter Aces special rule, immediately after rolling for Warlord Traits, each player can select one model with the Flyer or Flying Monstrous Creature type, and upgrade that model to be a Fighter Ace. Roll on the appropriate table for the Faction the chosen model belongs to in order to determine the special rule the Fighter Ace receives.

USING FIGHTER ACES IN OTHER MISSIONS

If you wish you can upgrade any model to a Fighter Ace in missions that do not have the Fighter Aces special rule. Using a Fighter Ace in such a mission follows exactly the same rules as for a mission that has the Fighter Ace special rule, except that the upgrade increases the points cost of the upgraded model by +35 points.

USING FIGHTER ACES IN CAMPAIGNS

If you are fighting a campaign, then you can use the following rules to determine which models in your army are Fighter Aces instead of using the rules above. Keep track of the number of enemy Flyer or Flying Monstrous Creature models that are removed as casualties by attacks made by each of your own Flyers or Flying Monstrous Creatures. Record each of your model's scores separately, and reset the score to zero if the model is itself removed as a casualty. Each of your Flyer or Flying Monstrous Creature models that starts a mission with a score of 5 or more enemy Flyers and/or Flying Monstrous Creatures destroyed is considered to be a Fighter Ace, and you can roll on the appropriate table to see which special rule they have for the mission without having to pay any points for doing so. 🛡️

SIGNS OF AN ACE



The Flight Manuals that come in each of the three Stormcloud Attack boxed sets shown earlier in the issue all feature great examples of how to mark out your Fighter Aces, like this Tau one from The Ancient & The Greater Good. All Flyers have flat armour panels – the perfect place to show off kill markings, ranks, pilot names and suchlike, either with hand-painted symbols or the transfers that come in the box.

ASTRA MILITARUM AND MILITARUM TEMPESTUS

D6 Result

- 1-2 **Covert Deployment:** The Fighter Ace can move on from any table edge when arriving from Reserves.
- 3-4 **Defensive Flyer:** Add +1 to the Fighter Ace's front Armour Value.
- 5-6 **Inspiring Presence:** All friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace have the Fearless special rule.

CHAOS DAEMONS

D6 Result

- 1-2 **Guided by the Gods:** The Fighter Ace must re-roll failed To Wound and failed armour penetration rolls when making Vector Strikes.
- 3-4 **Unholy Fortitude:** Add 1 to the Wounds characteristic on the Fighter Ace's profile.
- 5-6 **Blessed by the Gods:** The Fighter Ace's invulnerable save is improved by 1. This is cumulative with any other modifiers to the Fighter Ace's invulnerable save.

BLOOD ANGELS

D6 Result

- 1-2 **Angel of Vengeance:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Grace of Angels:** The Fighter Ace can pivot up to 180° before moving in the Movement phase each turn.
- 5-6 **Wrath of Sanguinius:** One use only. At the start of one of your turns declare you are using this rule. For this turn, the Fighter Ace and all friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace have the Preferred Enemy special rule.

CHAOS SPACE MARINES

D6 Result

- 1-2 **Arcane Targeting System:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Terror of the Skies:** The Fighter Ace must re-roll failed To Wound and failed armour penetration results when making Vector Strikes.
- 5-6 **Lord of Chaos:** All friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace have the Relentless special rule.

DARK ANGELS

D6 Result

- 1-2 **Hunter of Heretics:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Expert Redeployment:** The Fighter Ace can move on from any table edge when arriving from Ongoing Reserves.
- 5-6 **Homing Beacon:** All friendly units that are from the same Faction as the Fighter Ace and that Deep Strike within 12" of the Fighter Ace will not scatter.

GREY KNIGHTS

D6 Result

- 1-2 **Third Eye:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Mental Challenge:** The Fighter Ace improves any cover save it is entitled to by 1 (up to a maximum cover save of 3+).
- 5-6 **Psychic Pilot:** The Fighter Ace has the Psychic Pilot (Mastery Level 1) special rule and generates psychic powers from the **Daemonology (Sanctic)** discipline.

ELDAR/DARK ELDAR

D6 Result

- 1-2 **Dance of the Dawn:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Dance of the Dusk:** The Fighter Ace can pivot up to 180° before moving in the Movement phase each turn.
- 5-6 **Symbol of Khaine:** All friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace have the Hatred special rule.

NECRONS

D6 Result

- 1-2 **Firing Protocols:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Repair Subroutines:** The Fighter Ace has the It Will Not Die special rule.
- 5-6 **Resurrection Vessel:** Friendly units within 12" of the Fighter Ace that have the Reanimation Protocols special rule receive a +1 bonus to their Reanimation Protocols rolls. This is cumulative with any other modifiers to Reanimation Protocols rolls, but cannot improve them beyond 4+.

ORKS

D6 Result

- 1-2 **Flyboss:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Shiny Armour:** Add +1 to the Fighter Ace's front Armour Value.
- 5-6 **Idol of Gork:** All friendly units within 12" of the Fighter Ace and that are from the same Faction as the Fighter Ace, have the Feel No Pain (6+) special rule.

SPACE WOLVES

D6 Result

- 1-2 **Alpha of the Skies:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Beast Hunter:** The Fighter Ace has the Monster Hunter special rule.
- 5-6 **Blessing of the Iron Wolf:** The Fighter Ace has the It Will Not Die special rule.

SPACE MARINES

D6 Result

- 1-2 **Auto-targeting System:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Vectored Retro-thrusters:** The Fighter Ace can pivot up to 180° before moving in the Movement phase each turn.
- 5-6 **Wrath of the Emperor:** One use only. At the start of one of your turns declare you are using this rule. For this turn, the Fighter Ace and all friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace have the Preferred Enemy special rule.

TAU EMPIRE

D6 Result

- 1-2 **Targeting Array:** The Fighter Ace has +1 Ballistic Skill.
- 3-4 **Stealth Shielding:** The Fighter Ace improves any cover save it is entitled to by 1 (up to a maximum cover save of 3+).
- 5-6 **Marker Plane:** The Fighter Ace can add D3 markerlight counters to a single enemy unit within 12" instead of shooting any weapons in its Shooting phase.

TYRANIDS

D6 Result

1-2 **Lone Hunter:** The Fighter Ace automatically passes any Instinctive Behaviour test. If the Fighter Ace has the Synapse Creature special rule, it instead increases its synapse range by 3".

3-4 **Adapted Resilience:** Add 1 to the Wounds characteristic on the Fighter Ace's profile.

5-6 **Sudden Escape:** If the Fighter Ace is within 12" of a table edge, it can enter Ongoing Reserves at the start of the enemy Shooting phase, before any shooting attacks are carried out.

ANY OTHER FACTION

D6 Result

1-2 **Crack Shot:** The Fighter Ace has +1 Ballistic Skill.

3-4 **Evasive Manoeuvres:** The Fighter Ace improves any cover save it is entitled to by 1 (up to a maximum cover save of 3+).

5-6 **Inspiring Aircraft:** The Fighter Ace, and all friendly units within 12" of the Fighter Ace that are from the same Faction as the Fighter Ace, have the Fearless special rule.



THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we take a look at Flyers, anti-aircraft guns, flying beasts and multi-flyer madness.

TAKE TO THE SKIES FOR BATTLE!

ACES HIGH

Stormcloud Attack includes a campaign system with which you and your friends can forge legends for each of your pilots. Here are our favourite features:

SKILLS FOR KILLS

One way for flyers to gain an advantage over their fellow pilots is simply surviving. If they've flown two or more missions, they gain a Skill Point, which they can use to make an extra Move or Turn at the end of a Manoeuvre, halve the damage they suffer from an attack, or use to re-roll to hit, danger, acceleration, braking, damage control or survival rolls.

ACE ABILITIES

Rack up enough kills and your flyers can unlock all sorts of awesome Ace Abilities. Keep one eye out for any Helderakes with Death Incarnate, which adds +2 to their Raking Talon attacks!

SURVIVAL

Of course, your flyers will get shot down at some point, and on the roll of a 1 after the game they're properly dead. No doubt their squadron mates will mourn their loss, and be out for bloody revenge in the next game!

THREE'S A CROWD - USING SQUADRONS IN STORMCLOUD ATTACK

Stormcloud Attack is great for small games between individual flyers, and these can fill a lunch hour. But if you and your friends crave something on a larger scale for a whole evening at your friendly local gaming group, you can play larger games with whole squadrons of aircraft duking it out for aerial dominance.

You may want to paint squadrons of flyers in a particular way, with matching markings and colours, and maybe ways of distinguishing squadron leaders and legendary aces, if only so you know who has particular Ace abilities! There is plenty of information available, as the Flyers of

the Dark Millennium book features the icons and heraldry of the aerial assets for all the major factions in Warhammer 40,000. So, if you feel like recreating the flying aces of the far future (or coming up with your own), there's plenty of inspiration. Alongside the exclusive transfer sheets in each Stormcloud Attack box, you're spoilt for choice when it comes to ways of personalising your flyers.

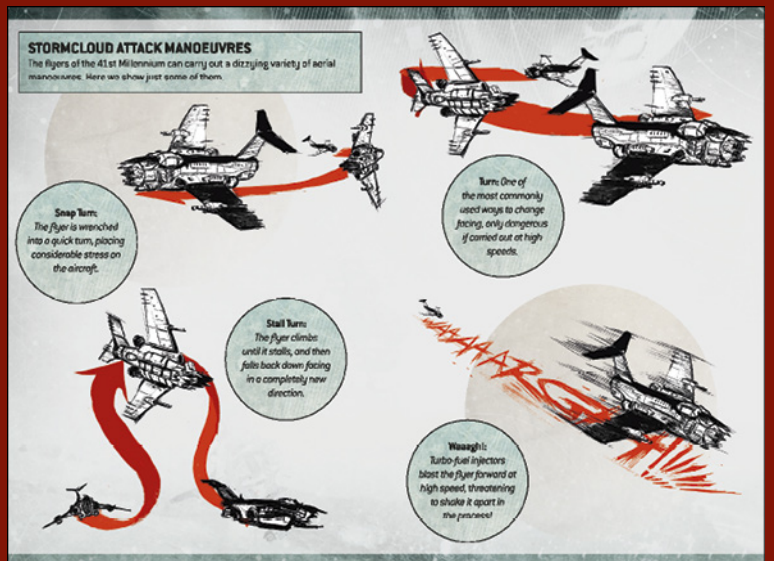
Here at White Dwarf, we particularly like the Ork flyer markings, with the Evil Sunz Clan's stark black and white icons and blazing yellow flames finding special favour. Simple, striking, and proppah orky!



WHITE DWARF

VISIONS OF WAAAGH!!!

Each Stormcloud Attack Flight Manual features brilliant illustrations of the Manoeuvres each aircraft can undertake, with a different set of pictures in each one. Competition for a favourite is tight, but here in the White Dwarf bunker, we have to say the Dakkajet, from The Eldritch & The Beast, undertaking a tricky WAAAGH!!! Manoeuvre clinches it for us. Not only is it a great piece of art capturing the spirit of an Orky Flyboy, it's also a perfect representation of the noises some members of the White Dwarf team (naming no names) have been making during our own games of Stormcloud Attack...



FLYING THE UNFRIENDLY SKIES

Not only is Stormcloud Attack great for one-on-one duels, it also includes rules for multiplayer games, with each side having multiple flyers under the control of separate players. The aptly-titled Air War has the two sides lining up at opposite table edges, while Dawn Patrol has one side setting up in the centre of the playing area, surrounded on all sides by hordes of enemy flyers.

Of course, there's nothing to stop you playing multiplayer games where it's every pilot for themselves, leading to absolute airborne carnage, with alliances made and broken in the blink of an eye (or the flash of a lascannon). To really add chaos and pandemonium to the proceedings, try out the mission The Big Show. The play area is divided into six, and each player sets up in a randomly selected area. It's an absolute blast (as you can see from this shot of Dan and Ben in full flight).



RISKY MANOEUVRES

Why turn or bank when you can perform a much more impressive wingover or a vector thrust. Just make sure you're not going too fast when you attempt them...

FLYING NOISES

Mraaaaaooooow! Dakka dakka dakka! Kapew, pew, pew! Vraaaaaooooowwww! These are just some of the many noises you'll enjoy making while playing Stormcloud Attack.

MUNITORUM REPORT:

STORMCLOUD ATTACK

SURVIVAL RATES

Don't be surprised if your fighter aces start dropping like flies – when you're not getting shot down, you'll be performing unnecessarily dangerous manoeuvres. Those flyboys, eh?

ACCURACY

In Stormcloud Attack you have to be an exceptional pilot to make your shots count. Try tailing the enemy for better accuracy.

BIT OF THE WEEK: FLYING BLIND

The Warlock from the Hemlock Wraithfighter may look like he's got no eyes, but they're hidden behind his mirrored ghosthelm, enabling him to fly, shoot and commune with the dead all at the same time. Some multi-tasking skills!



READER'S MODEL OF THE WEEK

Shifting the focus from the lightning-fast pace of air-to-air combat, our Reader's Model of the Week is a little something for the treadheads out there.

Aurélie Schick's superbly painted Space Marine Whirlwind has some gorgeous hand-painted scratches and battle damage, alongside careful use of dust and muck on the lower flanks of the hull to show that this tank isn't fresh from the Chapter forges. We're particularly

enamoured with the soft yellow glow of the headlights, and Aurélie's careful transitions of blue across the tank's hull.

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

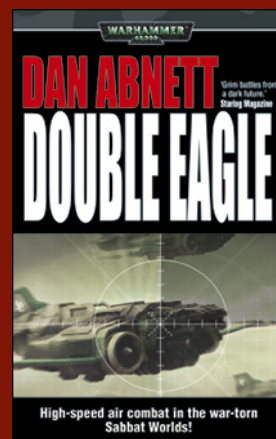
If it's something we can use, we'll be sure to get in touch.



DOUBLE EAGLE

Set in the Sabbath Worlds Crusade, *Double Eagle* is a shining example of aerial combat in Black Library fiction, pitting the flyers of the Imperial Navy and the Phantine Air Corps against the Blood Pact's massed air wings.

Penning by Black Library superstar Dan Abnett, it's all the compelling characters and white-knuckle action you expect from Warhammer 40,000, set against a backdrop of brutal, lightning-quick aerial warfare. If you're looking for inspiration for your own Stormcloud Attack campaigns, it's a cracking place to start. It's available now as an eBook from the Black Library website, www.blacklibrary.com.



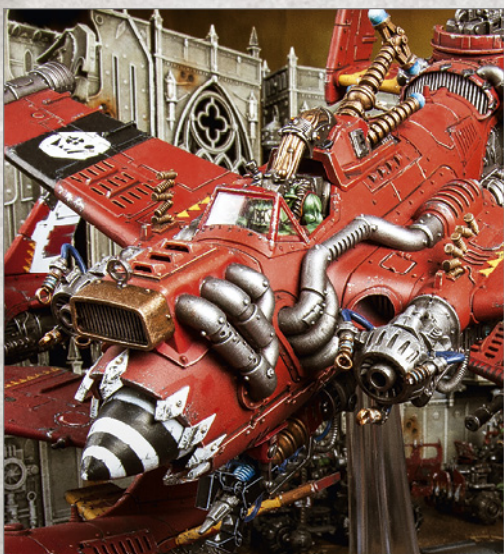
WEAPON OF THE WEEK: INTERCEPTOR QUAD-GUN

With the skies of the 41st Millennium thick with flyers this week, now is the perfect time to celebrate the lynchpin of many an army's anti-air defences, the humble Interceptor quad-gun.

With its four linked autocannons, the Interceptor quad-gun can put out an impressive level of firepower, capable of ruining the day of any flyer foolish enough to fly into its sights. Typically deployed as part of an Aegis Defence Line, the Interceptor quad-gun has been the backbone of Imperial defensive lines since the days of the Great Crusade, with the emplacements shooting down everything from Traitor Xiphon Interceptors at the Siege of Terra to Tau Razorsharks in the Damocles Gulf Crusade.

STORMCLOUD ATTACK: THE APP

With *Stormcloud Attack* on pre-order this week, there's also a dedicated companion app available for both iOS and Android from the App Store and Google Play. The app includes complete rules for the game, plus rules for every flyer in the range, so if you've already got a few flyers in your collection and can't wait to get started, you can grab it now. What's more, you can create pilots and track their abilities as they complete missions and become aces. So, all in all, the ideal companion app for all budding fighter aces!



HOW DID THEY DO THAT?



Most aircraft in Warhammer 40,000 have jet thrusters or afterburners and making them look heat damaged is actually pretty easy. Here's how Dan went about painting them on his Dakkajet. "I started by painting the engine Warplock Bronze and Brass Scorpion, followed by a heavy wash of Agrax Earthshade to give it an oily look. I then washed the end of the jet nozzle with Drakenhof Nightshade and Guilliman Blue to make it look heat damaged, followed by a heavy drybrush of Abaddon Black to give it a scorched appearance."

CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: terrors of the war-torn skies.

HARRIDANS

The largest Tyranid flying creature yet encountered, whilst the Harridan may not be as fast as even the super-heavy bombers of the Imperial Navy, it's terrifyingly nimble for something so vast. These dragon-winged nightmares even act as living carriers for swarms of Gargoyles, who usually hook on to the abomination's torso.

MAW-KRUSHAS

Mountains of muscle and bloody-minded belligerence, it confounds and confuses the learned and the wise of the Mortal Realms that Maw-krushas are capable of flight at all. Yet fly they do, on their stubby wings and in defiance of gravity. The sight of this would be comical, were they not almost always found at the forefront of rampaging Ironjaw warclans.

KHREL KAS OBARKON

The infamous 'White Bat' of Enothis, so named because of his distinctive pearl-white Hell Razor fighter, Obarkon was a fighter ace of the infamous Blood Pact, a Khornate warrior-cult. Reaping a bloody tally of kills against the Imperial Navy during the Sabbat Worlds Crusade, Obarkon earned a terrifying reputation amongst Imperial forces.

BALE TAURUS

Bale Taurus once made their homes in the volcano-wracked Dark Lands of the world-that-was. Unstoppable beasts of fire and fury, the Bale Taurus was akin to a colossal bull with great, bat-like wings. They would swoop down from the ash-choked skies to descend on prey like a monstrous comet. However, some say creatures kin to these still dwell in the Realm of Fire...

WHITE DWARF'S REGIMENTS OF RENOWN

With all the aerial action this week, it felt only appropriate to end with one as a Regiment of Renown. Matthew Hutson painted this Stormhawk Interceptor as part of his vast Black Templars collection, which is currently on display in Warhammer World.

Matthew painted the Stormhawk in the traditional black of his Chapter, using the Chaos Black undercoat as the main colour with highlights of Mechanicus Standard Grey and Administratum Grey. The red

stripe on the cockpit was inspired by the artwork in the Faith & Heresy book. "That book's got so many great colour profiles in it," says Matthew. "You'd be hard-pressed not to find a colour scheme for your models in there. You also get loads of transfers in the boxed game to customise your aircraft, making it really easy to apply insignia and warning symbols." The red and white shield on the hull of Matthew's Stormhawk is a campaign marking, showing that his Stormhawk was present during the Purging of Lastrati. ☠



NEXT ISSUE: WAR CONTINUES IN THE MORTAL REALMS – PLUS 'EAVY METAL

