

CITADEL 145 BRAND-NEW PAINTS REVEALED INSIDE!

WHITE DWARF

WD388 April 2012

GAMES WORKSHOP'S MONTHLY MAGAZINE



WARHAMMER THE EMPIRE



**BATTLE MISSIONS:
DEATH WORLDS**

**HOW TO PAINT
CITADEL
MINIATURES**

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GAMES WORKSHOP

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THIS MONTH:
THE EMPIRE



IN THIS ISSUE:

This month we launch the brand-new Citadel Paint range. You can take a look at it over the coming pages, starting on page 4. All of the new Empire models shown here were painted with the new range!

The greatest nation of the Old World, the Empire, prepares for war. This month a host of new models are unleashed, led by Karl Franz, the Emperor riding Deathclaw. You can find out more from page 54.





This month is a great month, with so many exciting new releases I don't know where to begin. Not only are we releasing a host of amazing miniatures for the Empire, but we're launching an entirely new Citadel paint range including 145 brand-new paints and a new *How to Paint Citadel Miniatures* book.

The all-new Citadel paint range really is very exciting, doubling the number of paints available as well as introducing entirely new paint types. Ever since the Citadel goblins delivered our very own set of paints to the White Dwarf bunker, we've been busy getting stuck in. I'm rather fond of Balthasar Gold as it provides a great basecoat for metallics. Kris likes Screamer Pink, whilst Matt's having a hard time deciding between all the various orange tones for his Eldar army, and Phil is marvelling at how easy Texture paints make basing his miniatures.

So it's out with the Chaos Black, in with Abaddon Black along with 144 more paints. Our industrious Hobby Team have provided a guide to using the new paints, and we've included a handy chart to help you match old and new.

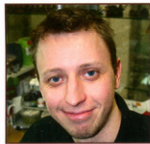
But of course that's not all – as well as a look at the new Empire miniatures, we've got the final part of the Civil War Expansion, the next instalment of *A Tale of Four Gamers* and a set of exclusive new Battle Missions for fighting on a death world, courtesy of Phil Kelly.

Finally, I'm sad to say that this is Tom Hutchings' last issue, as he's off to more exotic climes. Well, London. He's been with us for the last couple of years but has yet to win a battle report, so we thought we'd give him one last try. But we're not making it easy – not only are we pitching him against Simon, but they're using one of the new Battle Missions. Good luck Tom – you'll need it!



Andrew Kenrick, Editor

THIS MONTH'S FEATURED CONTRIBUTORS



As one of the Studio's dedicated painters, Duncan Rhodes knows better than most how to quickly and effectively paint an army.



As the author of *Codex: Space Wolves*, Phil Kelly knows all about the inhospitable death worlds of the 41st Millennium.



This month, army painter Steve Bowerman has been busy painting an army of Space Wolves, sharing his expert advice with us.



Robin Cruddle is the writer of *Warhammer: The Empire* and a stalwart defender of the men of the Old World.

White Dwarf: Phil Cowey, Simon Grant, Andrew Kenrick, Andy Hall, Tom Hutchings, Matthew Hutson, Jim Shadlow, Kris Shield. **UK Team:** Rick Turner. **Contributors:** Dave Andrews, Steve Bowerman, Robin Cruddle, Matthew Hedges, Jervis Johnson, Phil Kelly, Mark Latham, Glenn More, Chad Mierzwia, Chris Peach, Duncan Rhodes, Adam Troke, Jeremy Vetsch, Sarah Wallen, Matthew Ward. **Citadel Design Team:** Mike Anderson, Giorgio Bassani, Samir Battistotti, Steve Boddie, Trish Carden, Juan Diaz, Martin Footitt, Michael Fox, Colin Grayson, Jez Goodwin, Mark Harrison, Alex Hedström, Nick Ho, Matt Holland, Israel Laborda, Neil Langdown, Darren Latham, Aragon Marks, Aly Morrison, Brian Nelson, Gavin Newton, Oliver Norman, Seb Perbet, Alan Perry, Michael Perry, Edgar Ramos, Dale Stringer, Dave Thomas, Tom Walton. **Tasty Metal:** Simon Adams, Neil Green, David Heathfield, Matt Kennedy, Kornel Kozak, Joe Tomaszewski, Anja Wettergren, Tom Winstone. **Art:** John Blanche, Alex Boyd, Kevin Chin, Paul Dainton, Mark Holmes, David Gallagher, Neil Hodgson, Nuala Kinrade, John Michelbach, Pedro Nuñez.

CITADEL PAINTS

Introducing the most comprehensive and expansive Citadel Paint Range we have ever produced. This issue we are launching 145 brand-new paints, specially formulated for the techniques used to paint your Citadel miniatures.

TURN TO PAGE 34 TO LEARN MORE

BASE

Citadel Base comprises 34 colours each of which has been designed especially for basecoating your models. Citadel Base paints contain a high level of pigment, allowing them to be applied straight over a white or black undercoat, offering a clean and solid layer in just one application. This gives the painter a good foundation to work from – whether that's layering up with lighter colours, applying shades or changing the tone with glazes.



Citadel Base:
Averland Sunset
99189950001



Citadel Base:
Jokero Orange
99189950002



Citadel Base:
Mephiston Red
99189950003



Citadel Base:
Khorne Red
99189950004



Citadel Base:
Naggaroth Night
99189950005



Citadel Base:
Daemonette Hide
99189950006



Citadel Base:
Kantor Blue
99189950007



Citadel Base:
Macragge Blue
99189950008



Citadel Base:
Caledor Sky
99189950009



Citadel Base:
Stegadon Scale Green
99189950010



Citadel Base:
Incubi Darkness
99189950011



Citadel Base:
Caliban Green
99189950012



Citadel Base:
Waagh! Flesh
99189950013



Citadel Base:
Castellian Green
99189950014



Citadel Base:
Deathworld Forest
99189950015



Citadel Base:
Zandri Dust
99189950016



Citadel Base:
Steel Legion Drab
99189950017



Citadel Base:
Bugman's Glow
99189950018



Citadel Base:
Ratskin Flesh
99189950019

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Citadel Base:
Mournfang Brown
99189950020

Citadel Base:
XV-88
99189950021

Citadel Base:
Rhinox Hide
99189950022



Citadel Base:
Dryad Bark
99189950023

Citadel Base:
Mechanicus Standard Grey
99189950024

Citadel Base:
Abaddon Black
99189950025



Citadel Base:
Celestra Grey
99189950026

Citadel Base:
Rakarth Flesh
99189950027

Citadel Base:
Leadbelcher
99189950028



Citadel Base:
Balthasar Gold
99189950029

Citadel Base:
Screaming Bell
99189950030

Citadel Base:
Warlock Bronze
99189950031



Citadel Base:
The Fang
99189950032

Citadel Base:
Screamer Pink
99189950033

Citadel Base:
Ceramic White
99189950034



The range of 12 Citadel Shades have been designed to wash over solid colours, applying a darker hue and adding definition to your models. When applied, Citadel Shades will naturally flow and pool into recesses, giving you a great effect for minimal effort. And with 12 shades to choose from, all manner of effective combinations are available.



Citadel Shade:
Casandora Yellow
99189953001

Citadel Shade:
Fuegan Orange
99189953002

Citadel Shade:
Carroburg Crimson
99189953003



Citadel Shade:
Druchii Violet
99189953004

Citadel Shade:
Drakenhof Nightshade
99189953005

Citadel Shade:
Coelia Greenshade
99189953006



Citadel Shade:
Biel-Tan Green
99189953007

Citadel Shade:
Athonian Camoshade
99189953008

Citadel Shade:
Seraphim Sepia
99189953009



Citadel Shade:
Reikland Fleshshade
99189953010

Citadel Shade:
Agrax Earthshade
99189953011

Citadel Shade:
Nuln Oil
99189953013

AVAILABLE IN STORES FROM APRIL 7TH - £2.30 EACH €3, 30dkr, 35skr/nkr, 25rmb, 11.25el

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At the core of the new paint range are 70 Citadel Layer paints. These paints have been designed to paint over basecoats and other layer paints whilst still leaving some of the underlying pigment showing, creating a huge variety of mid-tones and highlights. A lot of development has gone into creating natural pairs and colour groupings in the same spectrum, so you have no need to mix any paints, and with minimal watering down needed, these colours can be applied straight onto the models.



Citadel Layer:
Yriel Yellow
99189951001



Citadel Layer:
Flash Gitz Yellow
99189951002



Citadel Layer:
Troll Slayer Orange
99189951003



Citadel Layer:
Fire Dragon Bright
99189951004



Citadel Layer:
Evil Sunz Scarlet
99189951005



Citadel Layer:
Wild Rider Red
99189951006



Citadel Layer:
Wazdakka Red
99189951007



Citadel Layer:
Squig Orange
99189951008



Citadel Layer:
Xereus Purple
99189951009



Citadel Layer:
Genestealer Purple
99189951010



Citadel Layer:
Warpfiend Grey
99189951011



Citadel Layer:
Slaanesh Grey
99189951012



Citadel Layer:
Alaitoc Blue
99189951013



Citadel Layer:
Hoeth Blue
99189951014



Citadel Layer:
Aldorf Guard Blue
99189951015



Citadel Layer:
Calgar Blue
99189951016



Citadel Layer:
Teclis Blue
99189951017



Citadel Layer:
Lothorn Blue
99189951018



Citadel Layer:
Sotek Green
99189951019



Citadel Layer:
Temple Guard Blue
99189951020



Citadel Layer:
Kabalite Green
99189951021



Citadel Layer:
Sybarite Green
99189951022



Citadel Layer:
Warptime Green
99189951023



Citadel Layer:
Moot Green
99189951024



Citadel Layer:
Warboss Green
99189951025

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Citadel Layer:
Skarsnik Green
99189951026



Citadel Layer:
Loren Forest
99189951027



Citadel Layer:
Straken Green
99189951028



Citadel Layer:
Nurgling Green
99189951029



Citadel Layer:
Elysian Green
99189951030



Citadel Layer:
Ogryn Camo
99189951031



Citadel Layer:
Ushabti Bone
99189951032



Citadel Layer:
Screaming Skull
99189951033



Citadel Layer:
Tallarn Sand
99189951034



Citadel Layer:
Karak Stone
99189951035



Citadel Layer:
Cadian Fleshstone
99189951036



Citadel Layer:
Kislev Flesh
99189951037



Citadel Layer:
Bestigor Flesh
99189951038



Citadel Layer:
Ungor Flesh
99189951039



Citadel Layer:
Skrag Brown
99189951040



Citadel Layer:
Deathclaw Brown
99189951041



Citadel Layer:
Tau Light Ochre
99189951042



Citadel Layer:
Balor Brown
99189951043



Citadel Layer:
Zamesi Desert
99189951044



Citadel Layer:
Doombull Brown
99189951045



Citadel Layer:
Tuskgor Fur
99189951046



Citadel Layer:
Gorthor Brown
99189951047



Citadel Layer:
Baneblade Brown
99189951048



Citadel Layer:
Dawnstone
99189951049



Citadel Layer:
Administratum Grey
99189951050



Citadel Layer:
Eshin Grey
99189951051



Citadel Layer:
Dark Reaper
99189951052

MORE LAYERS >>

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Citadel Texture paints provide a swift, effective solution to basing your miniatures, allowing you to forgo the use of sand and PVA glue on your bases. The six Citadel Texture paints are formulated with both fine and coarse grit to give a more natural and less uniform finish. Once applied to the base,

the paint will dry quickly and can then be drybrushed with a complementary colour and decorated with tufts of static grass to give you a nicely textured base in no time at all. While primarily designed for basing, the opportunities to use this textured paint in other areas of modelling are many and varied.



BUY ALL OF THESE PAINTS AND A FIGURE CASE TO STORE THEM IN.



DRY

Citadel Dry is not just a collection of new colours but is a new kind of formulation, designed specifically for drybrushing. These paints have a very thick consistency that adheres to the raised surface of a model, creating an effective highlight over large areas.



CITADEL[®]
DRY
HEXOS
PALESUN[™]

Citadel Dry:
Hexos Palesun
99189952001



CITADEL[®]
DRY
KINDLEFLAME[™]

Citadel Dry:
Kindelflame
99189952002



CITADEL[®]
DRY
LUCIUS
LILAC[™]

Citadel Dry:
Lucius Lilac
99189952003



CITADEL[®]
DRY
PRAXETI
WHITE[™]

Citadel Dry:
Praxeti White
99189952004



CITADEL[®]
DRY
ETHERIUM
BLUE[™]

Citadel Dry:
Etherium Blue
99189952005



CITADEL[®]
DRY
SKINK
BLUE[™]

Citadel Dry:
Skink Blue
99189952006



CITADEL[®]
DRY
HELLION
GREEN[™]

Citadel Dry:
Hellion Green
99189952007



CITADEL[®]
DRY
UNDERHIVE
ASH[™]

Citadel Dry:
Underhive Ash
99189952008



CITADEL[®]
DRY
ELDAR
FLESH[™]

Citadel Dry:
Eldar Flesh
99189952009



CITADEL[®]
DRY
TYRANT
SKULL[™]

Citadel Dry:
Tyrant Skull
99189952010



CITADEL[®]
DRY
TERMINATUS
STONE[™]

Citadel Dry:
Terminatus Stone
99189952011



CITADEL[®]
DRY
LONGBEARD
GREY[™]

Citadel Dry:
Longbeard Grey
99189952012



CITADEL[®]
DRY
NECRON
COMPOUND[™]

Citadel Dry:
Necron Compound
99189952013



CITADEL[®]
DRY
GOLDEN
GRIFFON[™]

Citadel Dry:
Golden Griffon
99189952014



CITADEL[®]
DRY
CHANGELING
PINK[™]

Citadel Dry:
Changeling Pink
99189952017



GLAZE

The four Citadel Glazes can add richness and depth to an existing colour, and are also useful for toning down stark highlights and blending paint layers together.



CITADEL[®]
GLAZE
LAMENTERS
YELLOW[™]

Citadel Glaze:
Lamenters Yellow
99189954001



CITADEL[®]
GLAZE
BLOODLETTER[™]

Citadel Glaze:
Bloodletter
99189954002



CITADEL[®]
GLAZE
GUILLIMAN
BLUE[™]

Citadel Glaze:
Guilliman Blue
99189954003



CITADEL[®]
GLAZE
WAYWATCHER
GREEN[™]

Citadel Glaze:
Waywatcher Green
99189954004



TECHNICAL

The four Citadel Technical pots consist of a black undercoat, a medium, a gloss varnish and a liquid filler – perfect for preparing and finishing a model.



CITADEL[®]
TECHNICAL
IMPERIAL
PRIMER[™]

Citadel Technical:
Imperial Primer
99189956001



CITADEL[®]
TECHNICAL
LAHMIAN
MEDIUM[™]

Citadel Technical:
Lahmian Medium
99189956002



CITADEL[®]
TECHNICAL
ARDCOAT[™]

Citadel Technical:
Ardcoat
99189956003



CITADEL[®]
TECHNICAL
LIQUID
GREEN STUFF[™]

Citadel Technical:
Liquid Green Stuff
99189956004

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HOW TO PAINT CITADEL[®] MINIATURES



This indispensable painting guide is a 136-page book and DVD set. The book has been designed with all the practicalities of painting while you're reading in mind. A strong ring-bound spine and a concertinaed rear cover that expands out to become a stand allows you to view the simple-to-follow guides hands-free, so as not to interrupt your painting.

Both the 90 minute DVD and book are crammed full of informative techniques, allowing you to exploit the new Citadel paint range to its full potential. The book also includes eight Army Projects, each of which is a complete guide to painting an army from start to finish.

HOW TO PAINT
CITADEL MINIATURES
60049999106
€39, 300dk, 380dk/nkr, 300mb, 150zl

ON SALE APRIL 7TH

FOLLOW AN EXCLUSIVE ARMY PROJECT FROM PAGE 94

Press Play!

How to Paint Citadel Miniatures includes a feature-length DVD covering the same topics as the book, allowing you to read the book, watch the DVD and follow along at home – it's the perfect companion to the book. Extensive

chapter menus allow for quick navigation, so you can go directly to the technique you need to view in no time at all.



STAGES 4-7

4 JOINTS AND MOUTH

1 Base
Adept Earthshale
Wash Brush

5 TEETH

1 Layer
Pallid Wyck Flesh
Standard Brush

6 EYES

1 Base
Flash Gitz Yellow
Detail Brush

7 BASE

1 Texture
Astrogranite
Large Brush2 Drybrush
Longheard Grey
Medium Drybrush3 Wash
Noble Oil
Wash Brush4 Layer
Steel Legion Drab
Basecoat Brush

HOBBY STARTER SET



This set contains nine Citadel paints, 1 tub of static grass, 1 tub of sand, 1 Starter Brush, a pair of Plastic Cutters, a bottle of PVA Glue and a bottle of Plastic Glue Thick.

HOBBY STARTER SET £32.50
99229999119
£42, 330dks, 360dks/rnk, 330mb, 162.5ozf

ON SALE APRIL 7TH

THE LORD OF THE RINGS PAINT SET



In this paint set you get 12 plastic Moria Goblins, eight Citadel paints (including five Base, one Layer, one Shade and Imperial Primer), a Starter Brush and painting guide.

THE LORD OF THE RINGS PAINT SET £20
99171499011
£26, 200dks, 230dks/rnk, 200mb, 100zf

ON SALE APRIL 7TH

WARHAMMER 40,000 PAINT SET



The Warhammer 40,000 Paint Set includes five plastic Space Marines, a Starter Brush, a painting guide and eight Citadel paints (four Base, two Layers, one Shade and Imperial Primer).

WARHAMMER 40,000 PAINT SET £20
99170199011
£26, 200dks, 230dks/rnk, 200mb, 100zf

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WARHAMMER PAINT SET



Within the Warhammer Paint Set you'll find five plastic High Elves, a painting guide, eight Citadel paints (two Base, four Layer, one Shade and Imperial Primer) and a Starter Brush.

WARHAMMER PAINT SET £20
99170299011
£26, 200dks, 230dks/rnk, 200mb, 100zf

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The Dark Angels included in the Warhammer 40,000 Paint Set are new plastic miniatures featuring sculpted shoulder pad icons.

CITADEL PALETTES

This set contains two reversible and dimpled plastic palettes that slot into the Citadel Paint Station. The palettes are hard-wearing and easy to wash for many years of constant usage.

CITADEL PALETTES £4
99229999122
£5, 40dks, 45dks/rnk, 40mb, 20zf

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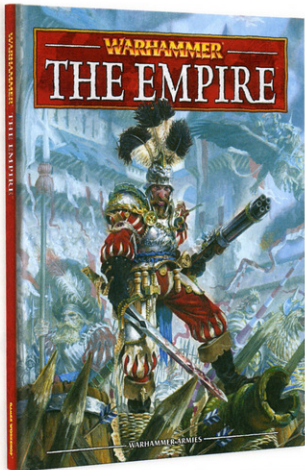


WARHAMMER®

THE EMPIRE

You can advance order all new releases seven days before launch.

Advance order by Sunday 1st April to guarantee your Empire orders being available to collect on **Saturday 7th April** from your local Hobby Centre.



WARHAMMER: THE EMPIRE

The greatest of all the nations of the Old World, the Empire has endured despite two and a half millennia of constant turmoil. It is beset on all sides by ferocious beasts and the threat of invasions from Man's myriad enemies. Yet, even in these dark and perilous times the Empire survives thanks to the bravery and discipline of its soldiers, its resplendent knights, deadly artillery and wizardry.

Warhammer: The Empire is the definitive guide to collecting an army of the Empire. The hardback book contains 96-pages packed with full-colour art, background and rules. Within you'll find the troubled history of the realm from its founding by Sigmar to the present Age of Karl Franz. The book also includes full bestiary entries for every troop type, a gallery of the forces available and the new army list.

WARHAMMER: THE EMPIRE £25

Product code: 60030202004

Written by Robin Cruddace.

£33, 250ds, 310sk/ink, 250mb, 125fl

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KARL FRANZ ON DEATHCLAW

Deathclaw is the mightiest of the Imperial Griffons, a creature of ferocious majesty and the personal mount of the Emperor Karl Franz. This huge new plastic kit builds not only the Emperor but a choice of two extra riders as well.



The Emperor Karl Franz is available in plastic for the first time, wielding the legendary warhammer, Ghal Maraz, and wearing his baroque plate armour.

This multi-part plastic kit is a fantastic army centrepiece model depicting the Emperor Karl Franz, riding his faithful Imperial Griffon, Deathclaw. The imposing model is 6" high and has a mighty 9" wingspan when assembled. The Griffon stands proud, its head back and right claw raised, referencing the heraldic devices that appear on the crests of many Empire models. As if to emphasise this, Karl Franz's personal seal can be added to Deathclaw's elaborate barding, mounted across the Imperial Griffon's broad chest. The Emperor sits grim-faced and proud in an ornamental saddle on Deathclaw's back.

The kit is packed full of options covering many areas of the Empire army list, so you have the choice of arming the Emperor with either the mighty hammer of Sigmar, Ghal Maraz, or the Reikland Runefang.

And while Karl Franz is a prominent option of the kit (for who wouldn't want the Emperor in their army?) he is far from the only one. The box set includes three riders in total, three Griffon head variants, and three crests for the armoured chest plate. So, instead of assembling Deathclaw, you can make an Imperial Griffon ridden by a General of the Empire or a Wizard Lord – turn the page to see more.

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The kit has the option of arming Karl Franz with the Reikland Runefang, for he is also an Elector Count.



Deathclaw wears a specially fashioned and spiked helm covered in livery and laurels, as befits the majestic and fearsome steed that carries the Emperor into battle and has saved him from harm on many an occasion.



The armoured chest plate has a choice of three heraldic crests that come with the kit. Karl Franz's personal crest is the natural choice when assembling the Griffon as Deathclaw.

TURN THE PAGE TO SEE TWO MORE IMPERIAL GRIFFONS.

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NEW RELEASES

Instead of assembling the kit as Karl Franz on Deathclaw, you can build it as an Imperial Griffon with a choice of a General of the Empire or Amber Wizard Lord rider. Even these two choices lead to further options for you to consider. You can give the regal beast a single unarmoured head, or assemble it with a pair of heads to represent the twin-headed upgrade in the army list. And if you decide to assemble the rider as a General of the Empire, he also has two heads available to choose from – one with a stylised helm, the other wearing a large feathered hat. You can then equip your Lord with a shield and either a lance or a sword.

This kit also adds a plastic Amber Wizard Lord to the Empire range, albeit atop a large Imperial Griffon. The Amber Battle Wizard Lord is garbed in a feathered hood, congruent to the monster he's riding to war.

No matter which rider you choose, the kit comes with suitable heraldry to be placed on the Griffon's chest plate including a traditional coat of arms for the General and a crest laden with animalistic symbols for the Wizard Lord.

GENERAL OF THE EMPIRE ON IMPERIAL GRIFFON



Although 'Eavy Metal have painted the coat of arms in the colours of Talabheim, you can, of course, paint the device to match any province you wish. The scroll is blank and so can be lettered with a name of your choice.



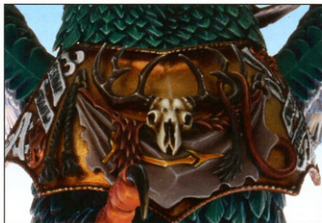
The General of the Empire also comes with a variant head and a sword arm, if you don't wish to arm him with a lance.

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AMBER BATTLE WIZARD LORD ON IMPERIAL GRIFFON



This Imperial Griffon has been assembled to be ridden by the Amber Battle Wizard Lord. The beast has been given two heads – a hint that no matter how noble the creature, its origins remain with Chaos.



The Amber Battle Wizard's heraldic device is a collection of skulls, totems, and other bestial fetishes that best symbolise the magical wind of Ghur, the Lore of Beasts.



KARL FRANZ ON DEATHCLAW £33
 Product code: 99120202030
 Sculpted by Brian Nelson, Seb Perbet
 and Neil Langdown.
 #43, 3308k, 4108k, 3308k, 162, 50d

ON SALE APRIL 7TH

FIND OUT MORE ABOUT THE IMPERIAL GRIFFON ON PAGE 59.

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CELESTIAL HURRICANUM/LUMINARK OF HYSH

The Colleges of Magic have several ancient arcane battle altars at their disposal. A Patriarch will never grant their use lightly, as they are valuable and incredibly powerful relics. This kit creates one from a choice of two eldritch war engines.

CELESTIAL HURRICANUM

The Celestial Hurricanum is an arcane battle altar of the Celestial Order. The top of the carriage is dominated by the orrery, a great metal contraption that houses the Celestial orb of sorcery that powers the machine. Pulled by two warhorses, the altar's chassis is bedecked in Celestial symbols and ornamentation.

The kit has been ingeniously engineered so the orrery can be rotated on its axis and pivoted at a dramatic angle. The central cage can also be assembled to freely revolve, even when painted. The kit includes ten planets (or nine

planets and a sun for all you pedants!) that can be slotted into the orbital array in any order you wish.

In front of the orrery, the pulpit leans out over the steeds, and additional parts such as a telescope can be mounted on the railing. From here, either a Battle Wizard Lord or Acolyte can channel the energies generated by the Hurricanum. The kit allows you to build three figures to crew the altar, one Celestial Wizard Lord and two Acolytes. This means you have the option of using the model both as a Rare choice and a mount for a Battle Wizard Lord.



The Celestial Wizard can be placed on a separate base, and so you're able to use him both off and on the Celestial Hurricanum.

The Celestial Hurricanum is not only a powerful divinatory tool, but can even summon meteors to strike the foe.

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The orrery is the wondrous device mounted atop the Celestial Hurrucanum. This can be assembled in a variety of positions and even be built in a way to let it spin and freely tilt once the model has been painted.



There is enough room in the carriage to place an Acolyte – this one has been placed as if fetching scrolls and grimoires from the packed shelves of the interior.



The carriage walls are covered in ornate details and further parts can be added to tailor the kit to its role of a Celestial arcane battle altar.



The carriage has a fully detailed interior – the inner walls are crowded with books, bottle, phials and scrolls, whilst the windows are surrounded by arcane symbols.



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LUMINARK OF HYSH



There are plenty of places on the model where the Luminark's crew of two Acolytes and/or Battle Wizard can be placed. This Acolyte has been put to the fore of the carriage.

A Luminark of Hysch is an arcane battle altar of the Light Order. The same plastic kit that makes the Celestial Hurricanum can instead be assembled as a Luminark.

The Luminark is characterised by the array of prisms and lenses that focus the enchantment cast by a Battle Wizard Lord or Acolyte into a deadly flaming bolt that can scour through ranks of infantry or skewer the toughest of monsters. The platform is placed on the rear of the chassis, so the magic user stands behind the lens array. The Luminark itself is mounted to the altar by a pivot, allowing you to position it at various degrees, or even leave it unattached so it can be swivelled to an extent.

Just as the Light Wizard looks significantly different from the Celestial Mage, there are plenty of parts on the kit to make the two Light Acolytes differ from their Celestial counterparts, such as their goggles. The kit also contains a host of arcane symbols and shields for you to adorn the altar and make it belong even more to the Light College.



Just as when assembled as a Celestial Battle Wizard Lord, the Light Battle Wizard Lord can be assembled on a 20mm base giving you the option to use the model on foot instead of mounting him on a Luminark of Hysch.

FIND OUT MORE ABOUT THE WIZARDS OF THE EMPIRE ON PAGE 60.

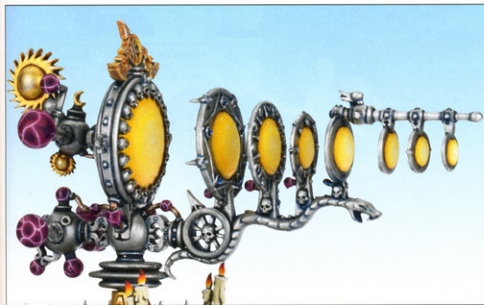
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As well as painting the horses in Light Order livery, a shield bearing the symbol of Hyth has been placed on the barding. Note also the extra seals, all additional components found on the frame.



Instead of a Light Wizard Lord, an Acolyte can be placed on the platform to conjure the spell that turns the Luminark into a destructive weapon.



MULTI
PART
PLASTIC
KIT



EMPIRE
CELESTIAL HURRICANUM/
LUMINARK OF HYTH
Product code: 99120202031
Sculpted by Colin Crayson,
Neil Langdown & Michael Fores.
€39, 300dk, 330dk/rsk, 300mb, 150f

£30

ON SALE APRIL 7TH

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VOLKMAR THE GRIM ON THE WAR ALTAR OF SIGMAR

When the Grand Theogonist goes to war he often does so atop the mighty War Altar of Sigmar, a colossal chariot and embodiment of the Sigmarite creed. This plastic kit includes both the War Altar and Volkmar the Grim himself.

The War Altar is a large plastic kit that is resplendent in the imagery of the Empire and the Cult of Sigmar in particular. Mounted on the top of the war altar is the blessed Golden Griffon statue, which gives the model real presence as it stands an impressive 7" high. The pulpit extends from the front of the altar, and this is where the Grand Theogonist, Volkmar the Grim, or one of his Arch Lectors will preach holy fervour and utter powerful battle prayers. Hung on the side of the pulpit is the Horn of Sigismund, another arcane heirloom that grants additional power to the War Altar on the tabletop.

To the rear you can place a pair of lavish standards whose design echoes the rampant griffon, and there is a host of extra components – hanging parchments, seals, candles and spy glasses – that can be placed optionally on the main chassis to make the War Altar even more distinctive to your collection. Furthermore, you get both a complete plastic Volkmar the Grim special character and an Arch Lector, a Lord choice, on the packed frame.



Volkmar the Grim can be mounted on the War Altar or kept separate to lead the brave state troops of the Empire on foot.



The interior of the War Altar is finely detailed. Each step on the stairs leading to the pulpit has a parchment scroll or the inscription of Sigmar sculpted on.



The Arch Lector can be used separately or as part of the War Altar.

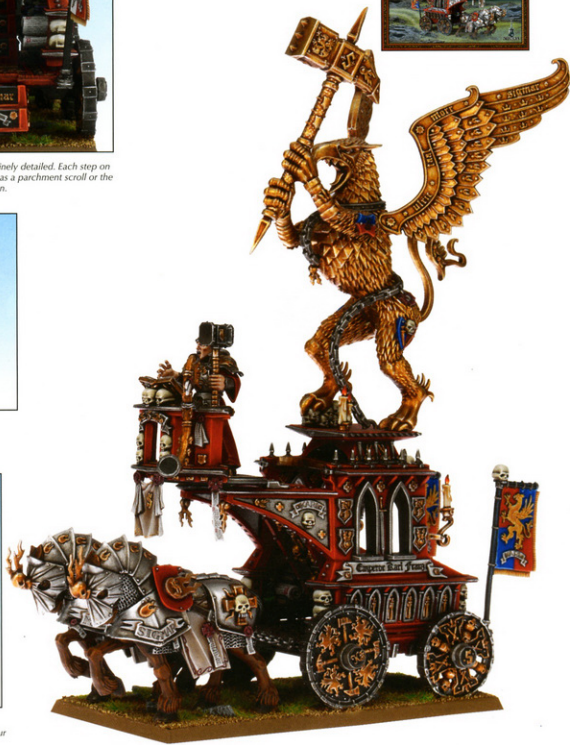


The pennants can be easily painted in colours to match your own collection.

MULTI
PART
PLASTIC
KIT

**VOLKMAR THE GRIM
ON THE WAR ALTAR OF SIGMAR** £30
Product code: 99120202033
Sculpted by Colin Grayson,
Neil Langdown & Michael Fores.
€39, 300skic, 330skic, 300mb, 130d

ON SALE APRIL 7TH



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DEMIGRYPH KNIGHTS

Only Inner Circle Knights are deemed worthy enough to ride fearsome Demigrlyphs, monstrous mounts that share a heritage with the noble Griffons. You can build three of these monstrous cavalry models with every kit.



The standard of the Knights Griffon.



A knight's baroque, winged helm.



Demigrlyph Knight standard bearer



The musician has an open-faced helm.



Demigrlyph Knight musician

Demigrlyph Knights are an elite monstrous cavalry unit. The kit allows you to build three complete Demigrlyph Knights and, as you would expect, the frames are packed with options.

As well as three 'rank-and-file' Inner Circle Knights, the kit allows you to build a full command group including a Preceptor, a musician – with innovative use of a horn combined with his shield – and a standard bearer. Even with the fluttering standard, you have a further choice whether to fly the banner adorned with the design of the Knights Griffon – the most famous Knightly Order to have Demigrlyphs in their stables – or to use the blank banner, allowing you to paint your own design.

The knights are all interchangeable between the three different Demigrlyphs to add even more variety, but the kit goes even further, providing you with both weapon options in the army list. This way you can arm your Demigrlyph Knights with a traditional shield and lance or with a lengthy cavalry halberd, giving the riders a more sustained bout of strength, in keeping with their mounts.



The creature's barding is ornately designed.



This knight has the look of a grizzled veteran.



Demigrlyph Preceptor

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**MULTI
PART
PLASTIC
KIT**



EMPIRE DEMIGRYPH KNIGHTS £33.50
Product code: 99120202032
Sculpted by Mike Anderson
£43, 1300k, 4100k/rkz, 3300k, 1650k

ON SALE APRIL 7TH



The kit includes three distinct Demigryph heads.



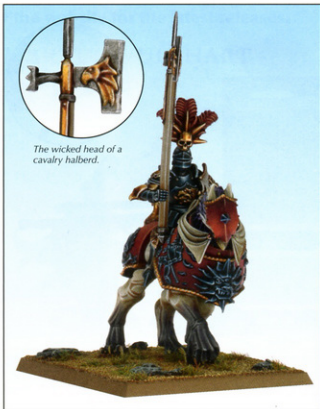
There are five different helmet designs in the kit.



Demigryph Knight armed with cavalry halberd



The wicked head of a cavalry halberd.



Demigryph Knight armed with cavalry halberd



Six fearsome Demigryph Knights form up ready to launch a devastating charge.

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As well as the massive plastic kits released this month, we're also introducing two new plastic characters as well. A Master Engineer and Captain of the Empire join the ranks of a small-but-growing range of plastic character kits.

MASTER ENGINEER



This suitably eccentric Master Engineer can be armed with a Hochland long rifle and a selection of pistols, a pair of which are holstered on his back. The long rifle can instead be swapped for a spy glass.

EMPIRE MASTER ENGINEER £8
Product code: 99070202002
Sculpted by Alan Perry.
€10.50, 80dks, 100dks/rmk, 80rmb, 40st

ON SALE APRIL 7TH



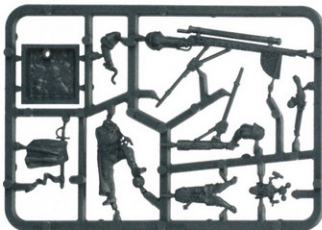
CAPTAIN OF THE EMPIRE



The plastic Captain is set in a dramatic pose, lunging forward with his sword while a flowing cloak hangs off his left shoulder. The model comes with a choice of two heads, both following the fashion for ostentatious plumage.

CAPTAIN OF THE EMPIRE £8
Product code: 99070202001
Sculpted by Michael Perry.
€10.50, 80dks, 100dks/rmk, 80rmb, 40st

ON SALE APRIL 7TH



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CITADEL FINECAST™

Citadel Finecast is our range of exceptionally detailed resin miniatures, designed to offer crisp quality and to be quick and easy to assemble. The range grows each month, so visit your Hobby Centre or the website for the latest releases.

WITCH HUNTER



CITADEL FINECAST

EMPIRE WITCH HUNTER £10

Product code: 99800202004

Sculpted by Dave Thomas.

£13, 100die, 115skrine, 100mb, 50st

ON SALE APRIL 7TH

The Empire Witch Hunter is a forboding figure, armed with all manner of arcane accoutrements. The model comes with two backpacks, including a greatsword variant, and a brace of pistols to cover every option in the army list.

MARKUS WULFHART



CITADEL FINECAST

MARKUS WULFHART £10

Product code: 99800202005

Sculpted by Mike Anderson.

£13, 100die, 115skrine, 100mb, 50st

ON SALE APRIL 7TH

Markus Wulfhart, Huntsmarshal of the Empire, is a new special character who excels at slaying monsters in all their forms. He is armed with a magical monster-killing bow, and is posed in the midst of taking an arrow from his quiver.

AMBER BATTLE WIZARD



CITADEL FINECAST

EMPIRE AMBER BATTLE WIZARD £10

Product code: 99800202006

Sculpted by Matt Holland.

£13, 100die, 115skrine, 100mb, 50st

ON SALE APRIL 7TH

This Amber Wizard has been designed as if in the throes of spellcasting or summoning some bestial servant. The outstretched left hand can be replaced with one wearing a bear claw instead.

WARRIOR PRIEST



CITADEL FINECAST

EMPIRE WARRIOR PRIEST £10

Product code: 99800202007

Sculpted by Darren Latham.

£13, 100die, 115skrine, 100mb, 50st

ON SALE APRIL 7TH

This Warrior Priest is armed with two warhammers and has taken up an aggressive fighting stance, ready to deal out death to Sigmar's enemies. The model is heavily armoured, and so can take blows as well as strike them.

In addition to the new Citadel Finecast models, we're re-releasing some classic miniatures from the Empire range in resin form. The icon on the right denotes models only available to order from our website.



WARRIOR PRIEST WITH GREAT WEAPON



This priest of Sigmar will strike down foes with his mighty double-handed warhammer.

CITADEL FINECAST



EMPIRE WARRIOR PRIEST WITH GREAT WEAPON £10
Product code: 99800202022
Sculpted by Mike Anderson.
£13, 1000bk, 115skrink, 100mb, 50ft

ON SALE APRIL 7TH

WARRIOR PRIEST WITH HAND WEAPON AND SHIELD



This Warrior Priest is posed reading out litanies even as he holds his warhammer aloft.

CITADEL FINECAST



EMPIRE WARRIOR PRIEST WITH HAND WEAPON & SHIELD £10
Product code: 99800202023
Sculpted by Mike Anderson.
£13, 1000bk, 115skrink, 100mb, 50ft

ON SALE APRIL 7TH

LUTHOR HUSS, PROPHET OF SIGMAR



Luthor Huss is a special character, a mounted Warrior Priest who knows an additional battle prayer.

CITADEL FINECAST



LUTHOR HUSS, PROPHET OF SIGMAR £18
Product code: 99800202025
Sculpted by Michael Perry.
£23, 1800bk, 200skrink, 180mb, 90ft

ON SALE APRIL 7TH

MASTER ENGINEER WITH HOCHLAND LONG RIFLE



A classic Master Engineer figure who is priming his long rifle, with a mewling 'assistant' at his feet.

CITADEL FINECAST



EMPIRE MASTER ENGINEER WITH HOCHLAND LONG RIFLE £10
Product code: 99800202018
Sculpted by Alan Perry.
£13, 1000bk, 115skrink, 100mb, 50ft

ON SALE APRIL 7TH

MASTER ENGINEER WITH REPEATER PISTOL



This Master Engineer has a bird on his shoulder that can be painted as artifact or as a real creature.

CITADEL FINECAST



EMPIRE MASTER ENGINEER WITH REPEATER PISTOL £10
Product code: 99800202019
Sculpted by Alan Perry.
£13, 1000bk, 115skrink, 100mb, 50ft

ON SALE APRIL 7TH

MASTER ENGINEER WITH REPEATER HANDGUN



As well as an impressive tool belt, this Master Engineer has a repeater handgun strapped across his back.

CITADEL FINECAST



EMPIRE MASTER ENGINEER WITH REPEATER HANDGUN £10
Product code: 99800202020
Sculpted by Alan Perry.
£13, 1000bk, 115skrink, 100mb, 50ft

ON SALE APRIL 7TH

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MASTER ENGINEER ON
MECHANICAL STEED

MARIUS LEITDORF



The Empire is full of wonders and a mechanical warhorse is certainly one of them. The Master Engineer on its back can be armed with a grenade launching blunderbuss, repeater handgun or long rifle.

CITADEL FINECAST

EMPIRE MASTER ENGINEER
ON MECHANICAL STEED £25
Product code: 99810202013
Sculpted by Dave Thomas
£13, 25000, 29000, 32000, 12500

ON SALE APRIL 7TH

Marius Leitdorf is the Elector Count of Averland and a special character in Warhammer: The Empire. The resin model is covered in lots of detail from ornate barding, to a finely-crafted suit of plate mail.

CITADEL FINECAST

MARIUS LEITDORF £25
Product code: 99810202012
Sculpted by Dave Thomas
£13, 25000, 29000, 32000, 12500

ON SALE APRIL 7TH

HEROES OF THE EMPIRE – VALTEN

Valten is the chosen of Sigmar, prophesied by Luthor Huss to save the Empire. The set includes three versions of this classic hero: one on foot, one on horse and one on his Elven steed, Althandin.



CITADEL FINECAST

HEROES OF THE
EMPIRE – VALTEN £40
Product code: 99810202026
Sculpted by Alex Hedström
£12, 40000, 44000, 48000, 20000



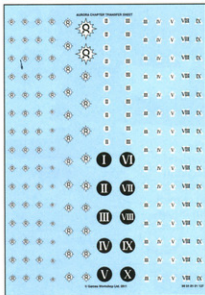
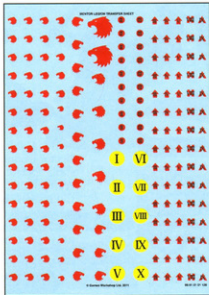
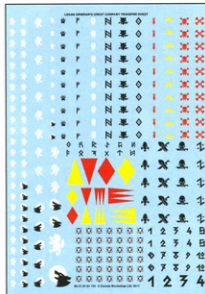
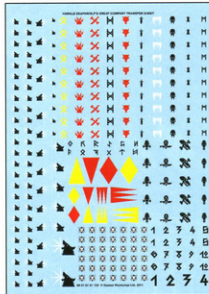
ON SALE APRIL 7TH

FOR THE FULL EMPIRE RANGE VISIT THE WEBSITE:
GAMES-WORKSHOP.COM

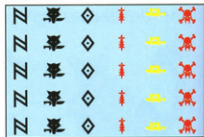
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SPACE MARINE CHAPTER TRANSFERS

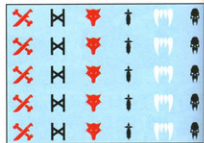
These transfer sheets measure 148mm x 210mm and are designed for army collectors, featuring a wide selection of icons and duplication of the most prominent symbols so you have enough for your squads. The transfers are printed on a thinner, stronger film so applying transfers to curved surfaces such as shoulder pads is easier.

AURORA
CHAPTER TRANSFERSMENTOR LEGION
CHAPTER TRANSFERSSALAMANDERS
CHAPTER TRANSFERSLOGAN GRIMNAR'S
GREAT COMPANY TRANSFERSHARALD DEATHWOLF'S
GREAT COMPANY TRANSFERS

ACTUAL SIZE



There are lots of different pack markings on both of the Great Company transfer sheets. If you buy both then you'll have enough icons for twelve entire Space Wolves packs.



AURORA
CHAPTER TRANSFERS
Product code: 99510101127
£5, 40dk, 45sk/rnk, 40mb, 20af

SALAMANDERS
CHAPTER TRANSFERS
Product code: 99510101129
£5, 40dk, 45sk/rnk, 40mb, 20af

LOGAN GRIMNAR'S
GREAT COMPANY TRANSFERS
Product code: 99510101131
£5, 40dk, 45sk/rnk, 40mb, 20af

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CHAPTER TRANSFERS
Product code: 99510101133
£5, 40dk, 45sk/rnk, 40mb, 20af

RAVEN GUARD
CHAPTER TRANSFERS
Product code: 99510101134
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CHAPTER TRANSFERS
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DEATH SPECTRES
CHAPTER TRANSFERS
Product code: 99510101130
£5, 40dk, 45sk/rnk, 40mb, 20af

HARALD DEATHWOLF'S
GREAT COMPANY TRANSFERS
Product code: 99510101132
£5, 40dk, 45sk/rnk, 40mb, 20af

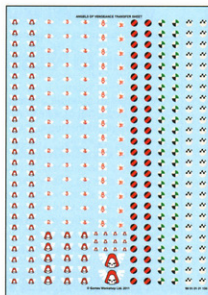
FLESH TEARERS
CHAPTER TRANSFERS
Product code: 99510101135
£5, 40dk, 45sk/rnk, 40mb, 20af

ANGELS OF VENGEANCE
CHAPTER TRANSFERS
Product code: 99510101136
£5, 40dk, 45sk/rnk, 40mb, 20af

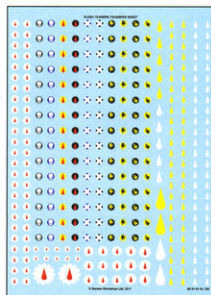
DEATH SPECTRES CHAPTER TRANSFERS



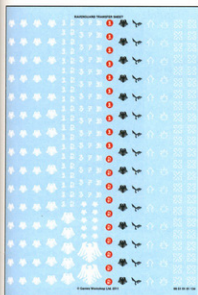
ANGELS OF VENGEANCE CHAPTER TRANSFERS



FLESH TEARERS CHAPTER TRANSFERS



RAVEN GUARD CHAPTER TRANSFERS



ACTUAL SIZE



Each sheet provides you with symbols for both left and right shoulder pads.



The Iron Hands transfer sheet includes the clan markings for Clan Raukaan.

IRON HANDS CHAPTER TRANSFERS



THE BLACK LIBRARY

BRINGING THE WORLDS OF WARHAMMER AND WARHAMMER 40,000 TO LIFE

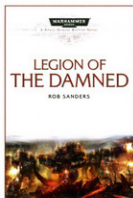
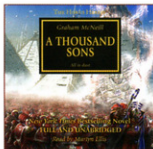
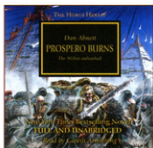
Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black Library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

www.blacklibrary.com

RETURN TO PROSPERO

Relive the brutal battle of Prospero, and the tragic fall of a Legion, with two massive audio books released in stores this month: *A Thousand Sons* and *Prospero Burns*. The first unabridged Black Library audio books to be available on CD, both of these Horus Heresy novels were New York Times best sellers when they were first released. With a dozen discs and over 13 hours of audio each, you can experience these two great sagas in a whole new way. Listen while you paint, and immerse yourself in these two epic tales of battle and tragedy. Both of these audio books, along with dozens of other titles, can also be downloaded in MP3 format from:

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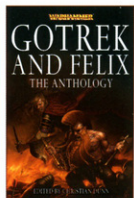
The Excrutors seem powerless to protect the world of Certus Minor from the World Eaters, but their salvation soon comes from an unexpected quarter...

Legion of the Damned £8.99
ISBN: 978-1-84970-142-6
€12.50, 100dk, 115sk/nkr, 85rmb, 44.95zl



The Soul Drinkers stand on trial. But darker forces have their eyes set on this gathering of might, and the Soul Drinkers may yet have battles to fight.

Phalanx £7.99
ISBN: 978-1-85970-146-4
€10.50, 85dk, 100dk/nkr, 65rmb, 39.95zl



A compilation of stories featuring the infamous slayer, Gotrek and his reluctant companion, Felix, by some of Black Library's best new authors.

Gotrek and Felix: The Anthology £7.99
ISBN: 978-1-84970-144-0
€10.50, 85dk, 100dk/nkr, 65rmb, 39.95zl

OUT THIS MONTH

PAINTING A NEW DAWN



On Saturday 7th April the brand new range of Citadel Paints hit Games Workshop Hobby Centres, and there has never been a better time to begin a new painting project!

In preparation for the big day, every Games Workshop store will have the complete range of new Citadel Paints in stock ready for you have a go, and the staff at your local store will be on hand to give free help and advice. You'll also be able to pick up a handy army painting card (while stocks last) to help you paint many of the armies and colour schemes found across the Old World, 40K universe and Middle-earth.

It is also a great day to choose a hero miniature that you can enter into

our painting competition on the 28th April. So, if there has ever been a model you've always wanted to paint, now is your perfect opportunity!

Hero Painting Competition – Saturday 28th April

Whether it's the captain of your new army, the leader for your Armies on Parade board or that hero miniature you've been eyeing up and really fancy painting, this is the day to show off and enter it into your local Hobby Centre's Hero Painting Competition.

Your entry can be any single hero from Warhammer, Warhammer 40,000 or The Lord of the Rings. Winners for each game system will be chosen in every store, and they will each receive a certificate celebrating

“There's never been a better time to begin a new painting project.”

their painting prowess. Not only that, but your choice of miniature will have an effect in an epic competition between the forces of Good and Evil, beginning in stores next month – full details of which can be found in next month's White Dwarf.

So, good luck and get painting!

HERO'S CALL



Hero's Call is an epic supplement for Warhammer Fantasy Roleplay that takes your campaign to the peaks of power! Hero's Call provides characters with tremendous new ammunition to face the challenges before them: twelve new high-powered careers, twelve regional options for men and Dwarfs from outside Reikland, two new player races, action cards for each new trait, and (for the first time ever) new spells and blessings for Ranks four and five! And these powerful new abilities will prove immediately useful; Hero's Call explores the daily obstacles of the Old World's greatest heroes, including epic new challenges and enemies.

www.fantasyflightgames.com

Games Workshop Warsaw Now Open

We're proud to announce that Games Workshop's first Hobby Centre in Poland is now open, located in the heart of Warsaw:

Games Workshop Warsaw
Unit No. 215
Złote Tarasy
ul. Żłota 59
00-120 Warsaw.

Our new store will have gaming and painting tables for use, and support Warhammer, Warhammer 40,000 and The Lord of the Rings.

Check out GW Warsaw's Facebook page regularly to find out more details!

www.facebook.com/GWWarsaw



THE ALL NEW CITADEL® PAINT RANGE



Elsewhere this Issue:

- From page 42, the Hobby Team showcase 18 stage-by-stage guides explaining how to apply the new Citadel Paints.
- Steve Bowerman presents the Space Wolves of Harald Deathwolf's Great Company in this month's Army Project from page 94.
- On page 120, we've included a handy paint conversion chart to help you match old paints to new.

It is an exciting time to be a hobbyist, as this month we unveil our most expansive paint range to date – 145 paints designed to redefine the way we paint our miniatures.

There has never been a more momentous occasion in the history of painting Citadel miniatures. The release of the new Citadel paints heralds our highest quality and most complete range of paints yet. The formulas of the 145 new Citadel paints have been specially designed to work in conjunction with one another, providing a superb finish that is consistent throughout the entire range.

Separated into seven categories – Base, Shade, Layer, Dry, Glaze, Texture and Technical – each paint is designed to specialise in a particular painting

role making them especially suited for a specific technique, from basecoating to drybrushing. The Technical paints encompass even more specialised roles, consisting of a primer, medium, varnish and Liquid Green Stuff.

The new paints were designed specifically to paint Citadel miniatures (as many of their names imply), filling in any gaps to create a comprehensive range that caters for new and experienced painters alike. The consistency of each paint enables whole armies of miniatures to be painted swiftly and with a high quality finish.

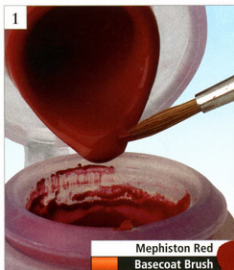
BASE

A good, even basecoat is the starting point for almost every paint job. Not all basecoats must be in the colour of the finished model, but they are essential for providing a solid foundation upon which washes or additional layers of paint can then be applied. This is where Citadel Base paints come in.

The high levels of pigment in Base paints are integral to their effectiveness as basecoats, for they provide excellent coverage over either black or white undercoats. Even lighter Base colours – shades that have traditionally been much weaker in pigment – will readily provide a strong, smooth basecoat in a single application. Base paints also work well in conjunction with the Citadel Spray Gun to swiftly basecoat large numbers of models.

The foundation to painting a great miniature is a smooth, clean basecoat, and Citadel Base paints have been designed with this in mind.

Base paints display such strong coverage that even lighter shades can be applied over a black undercoat.



This Space Marine has been painted with a single coat of Mephiston Red over a Chaos Black Spray undercoat.



Ceramide White will provide a solid coat of white in a single application even over a black undercoat.



The yellow areas on the Empire Swordsman above display visibly clean coverage with a single coat.

DUNCAN RHODES

Army painter Duncan Rhodes is the proud owner of the hands featured in the How to Paint Citadel Miniatures DVD.

Duncan: There are a great variety of Base paints to choose from and the colour choices are simply fantastic, with plenty of natural, earthy tones. The consistency of the paints is very smooth, and their coverage is also excellent – everything you could hope for in a paint designed for basecoating your models. Even the lighter colours cover a black or white undercoat in a single coat.



SHADE

Citadel Shades exist to provide a quick and straightforward way to darken colour, define details and accentuate recesses. Once applied, they dry to provide a very effective, matt shading for your models, onto which coats of Citadel Dry or Layer paint can be applied to great effect.

Shades can even be used as an alternative method of applying a basecoat. A wash of Shade over an undercoat of Skull White Spray will provide a striking effect, essentially bypassing the need for further highlighting or shading – a laudable result achieved with the utmost simplicity!



Areas of armour plating and chainmail links can be shaded and defined by a liberal wash of Nuln Oil, as the liquid will pool to dry in the recesses and stain the flat areas.

CHRIS PEACH

Chris Peach painted the Hive Fleet Kraken army featured in the *How to Paint Citadel Miniatures* book and in our battle report.

Chris: The new Shades are enormously effective for painting armies. I painted my Tyranid army in five stages, three of which were washes of a Citadel Shade.



Citadel Shades are thin, watery paints that run freely over surfaces to pool and settle into recesses, providing a quick and effective way to shade models.

BEFORE



Painting each area of a model with Citadel Base provides a great basecoat over which to wash.



Armies that consist of large numbers of models can be effectively batch painted by liberal use of Shades.



By applying a wash of the appropriate Shade, the muscles of this Wrack's chest can be defined.



Shades can also be applied over a white undercoat, where they will dry to stain and shade the model.

AFTER



This Mordor Orc has been transformed by a wash of Agrax Earthshade and looks all but finished.



The Skaven Clanrat above has received an overall wash, again with Agrax Earthshade.



A wash of Reikland Fleshshade has dramatically altered the model's skin tone and shaded its flesh.



The armour of this Eldar Guardian has been heavily washed with Casandra Yellow.

LAYER

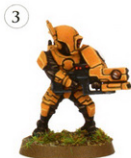
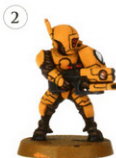
Layer paints are at the heart of the new range, the core around which the other paints are designed to work.

The range consists of 70 Layer paints, designed to enable highlighting across your miniatures with easy transition from one colour to the next. They can be painted over Base paints (either before or after Shades have been applied) or other Layer paints without any mixing, and minimal watering down. Whilst you can easily paint models without using Layer paints, the huge range of colour tones – all designed to work together in a variety of combinations – means that Layer paints are where you'll find most of the colours you use and the type of paint you'll use the most.

With a huge palette of colour tones to choose from, Layer paints are designed to work in concert with each other to create natural blends and highlights.



The Chaos Marauder on the left has had a Base and Shade applied at Stage 1. The next example depicts the same model after each area has been highlighted with a Layer paint, leaving some of the darker tone showing underneath. At Stage 3, the model receives a second highlight of Layer paints and is then based to finish it off.



This Tau Fire Warrior has also received a Base and Shade at Stage 1. The next stage sees the first wave of Layer paints developing the tones of the armour and highlighting the darker colours of the fabric and gun stock. At Stage 3, the armour has received an edge highlight using a second, lighter Layer paint and has been fully based.

MATT HUTSON

White Dwarf designer Matt Hutson is a renowned painter of Space Marines, but is currently painting an army of Eldar as well.

Matt: The Layer paints are so numerous that there is no need to blend paints anymore. The structured sequence of colour tones from dark to light shades make it very quick and easy to paint natural highlights. The lighter tones are especially good, and even orange, yellow and white colours are easy to achieve. In fact, it was this aspect that encouraged me to try such a bold colour scheme on my Eldar army. Just make sure you shake the pot before you start painting – sometimes they separate out.



TEXTURE

Basing your miniatures properly is an essential part of helping them to look more at home on the battlefield (and often gives a clue to a specific environment, such as frozen tundra or sandy desert). Citadel Texture paints provide a quick and effective way to achieve this look. Gone are the days where basing a miniature meant applying a layer of PVA Glue, dipping it in sand, then waiting for it to dry before it could be painted. Texture paints need but a single application, and can then be washed or drybrushed to shade or highlight the base.

When it comes to basing a miniature, Texture paint is in a league of its own, providing a coarse surface and solid basecoat colour in a single application.



CHAD MIERZWA

'The Chad', as his Hobby Team colleagues call him, has been building and painting scenery for longer than he can remember.

Chad: The Texture paints have revolutionised the way hobbyists will base their armies. They are superb for basing your miniatures quickly and, drying times aside, you can fully base a model in about a minute from start to finish. However, having built a lot of scenery over the years, I'm a real sucker for making suitably detailed bases. Texture paints make this easy to achieve, as with minimal effort you can add nice touches such as small craters, pot holes, wheel grooves, thick mud on tank tracks or even footprints to bring a bit of extra character to your army.



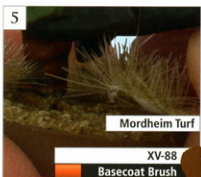
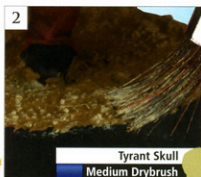
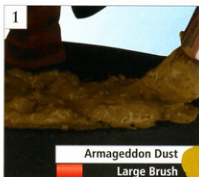
This Khorne Berserker was based with Astrogranite and Citadel Dead Grass.



The Wood Elf above had Blackfire Earth applied before Static Grass was added.



Armageddon Dust and Static Grass were used to texture this Horror of Tzeentch's base.



DRY

Citadel Dry compounds are of a much thicker consistency than Base or Layer paints. However, this aspect of Dry compounds makes them perfect for drybrushing and, combined with their formulation, ensures they provide excellent coverage. The Citadel Dry range contains 15 colours, each of which can be painted directly over an undercoat or basecoat. But as their name suggests, these paints are supposed to be dry, so be sure not to water them down or use a brush that is still damp.



STEVE BOWERMAN

Steve joined the Hobby Team last year and has recently been using the new paints for his armies.

Steve: The first thing I noticed when I gave the Dry compounds a go was the fact that you barely waste any paint when wiping the brush on a tissue in preparation for drybrushing. The reason for this was that there was hardly any excess paint to wipe off! Such is the thickness of the Dry compound that, as long as you don't completely submerge the bristles in the pot, the brush won't pick up much more paint than you need to drybrush with.

The Dry compounds actually complement the Base paints so well that in some cases a quick drybrush and a shade will achieve a very similar result to neatly and painstakingly applying two Layer paints. Drybrushing Praxeti White over a base of Zandri Dust and a shade of Seraphim Sepia makes painting Skeleton Warriors a doddle!



Dry compounds may at first seem quite unusual in appearance, but they have been specially designed to make drybrushing easier and more effective.



The models displayed here have all been undercoated with Chaos Black Spray and drybrushed with an appropriate Dry compound. The paint has gradually been built up onto the raised areas without affecting the recesses, which remain shaded. Dry compounds work in a similar way to other paints – the more you apply to an area, the more defined the colour, such as on the Bestigor below.



The Bestigor's armour has been heavily drybrushed with Necron Compound.



This Dryad has been lightly drybrushed with the aptly named Dryad Bark.



The fur of the Orc's boar mount has been drybrushed with Terminatus Stone.

GLAZE

A Glaze is a kind of wash or ink that is specially formulated to intensify colour, emphasise strong colours or restore the overall appearance to an area that has been highlighted a little too much, pulling the effects together more smoothly.

Essentially, glazing stains the colours of your models with an effect that is similar to looking through a colour filter on a camera. With this theory in mind, it is understandable that there are only four Citadel Glazes – Lamenters Yellow, Waywatcher Green, Guilliman Blue and Bloodletter – as each of these primary colours will have the most dramatic effect on the complete colour spectrum.

Citadel Glazes provide a translucent layer across the colours beneath them and alters the original colour with a new hue.

MATT KENNEDY

Multiple Golden Demon winner and 'Eavy Metal painter Matt Kennedy has become obsessed with painting green-skinned models of late.

Matt: Applying a Glaze to the right areas is an excellent way of adding nuance to a model, subtly altering the colour without the effect being too overpowering (like around my Goblin Shaman's eyes). However, an overall wash of Glaze can have the complete to opposite effect, radically changing and enriching the colour. There is no best way to apply a Glaze though, as it depends entirely on what effect you're seeking to achieve. Often, experimentation is the best way to find out – all the more reason to paint a test model first.



This is a completed Bloodletter model prior to receiving a wash of Citadel Glaze.



With an application of the appropriately named Bloodletter Glaze, the model is transformed.

USING DIFFERENT GLAZES TO ACHIEVE DIFFERENT EFFECTS

NO GLAZE



This Chaos Warrior is completed, save for a Glaze which...

WAYWATCHER GREEN



...if green could show his allegiance to Nurgle...

BLOODLETTER



...or with a red coat might suggest being aligned to Khorne...

GUILLIMAN BLUE



...or a coat of blue glaze could imply a follower of Tzeentch.

TECHNICAL

Citadel Technical paints encompass four specialist formulas that have each been designed to perform a specific painting or modelling role.

IMPERIAL PRIMER

There are times when using a spray undercoat might not be convenient (when it's raining outside, for example, or when undercoating a fiddly component). In such circumstances, undercoating by hand is a worthy alternative – in fact, hobbyists have been doing it for years!

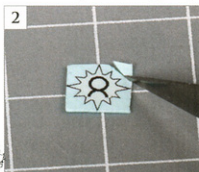
Imperial Primer is designed to undercoat by hand. Whereas most paints will pool and slide off bare metal or plastic surfaces when applied, Imperial Primer has no such issues, creating a smooth, even undercoat. The paint's high concentration of pigment also ensures a strong coverage.



'ARDCOAT AND LAHMIAN MEDIUM

Effectively a gloss varnish and a paint with no pigment respectively, 'Ardcoat and Lahmian Medium have a number of uses. Both can be used to great effect when applying transfers: a layer of 'Ardcoat provides the perfect surface on which to slide a transfer (as in the example below), whilst Lahmian Medium will help to matt the area down and seal the transfer.

As a pigmentless paint, there are many other uses for Lahmian Medium. Layer paints can be thinned down to make improvised glazes when mixed with Lahmian Medium. Alternatively, its matt properties can be used to dull layers of paint, enabling hobbyists to precisely refine their paintwork.



LIQUID GREEN STUFF

A viscous modelling filler, Liquid Green Stuff is usable straight out of the pot, with no preparation or mixing required. When you glue models together, you might find fine seams where the joins are. Using any paintbrush, Liquid Green Stuff can be 'painted' into recesses, minor joins and other tiny imperfections to give a smoother finish. Once dry and set, Liquid Green Stuff is as solid as its modelling putty counterpart and can even be filed down for better results using a Citadel Emery Board in the same way as any plastic or Citadel Finecast components.



CITADEL MINIATURES PAINTING GUIDE

	HIGH ELVES	ULTRAMARINES	BLUE	DAEMONETTES	DARK ELVES	HORRORS	KHORNE	BLOOD ANGELS	FIRE DRAGONS	YELLOW
1 Basecoat	 Caledor Sky	 Macragge Blue	 Kantor Blue	 Daemonette Hide	 Naggaroth Night	 Samar Pink	 Khorne Red	 Mephiston Red	 Jokaero Orange	 Averland Sunset
2 Wash	 Drakenhof Nightshade	 Drakenhof Nightshade	 Drakenhof Nightshade	 Drachii Violet	 Drachii Violet	 Carroburg Crimson	 Carroburg Crimson	 Carroburg Crimson	 Reikland Fleshshade	 Canadara Yellow
3 Layer	 Tectis Blue	 Abdrey Guard Blue	 Alabio Blue	 Waryfend Grey	 Xerxes Purple	 Pink Horror	 Wizakka Red	 Evil Sun; Scarlet	 Troll Slayer Orange	 Troll Yellow
4 Layer	 Lethern Blue	 Calgar Blue	 Hoeth Blue	 Slasresh Grey	 Genestealer Purple	 Emperor's Children	 Squig Orange	 Wild Rider Red	 Fire Dragon Bright	 Flash Gitz Yellow
5 Drybrush	 Ethereal Blue	 Ethereal Blue	 Ethereal Blue	 Praxii White	 Lucias Lilac	 Changeling Pink	 Kindleflame	 Kindleflame	 Kindleflame	 Heasn Palean
6 Glaze	 Gulliman Blue	 Gulliman Blue	 Gulliman Blue				 Bloodletter	 Bloodletter		 Lamenters Yellow
	KHAKI	BONE	CAMO	GHOULS	CADIANS	ORKS	DARK ANGELS	DARK ELДАР	LIZARDMEN	SPACE WOEVES
1 Basecoat	 Steel Legion Drab	 Zandri Dust	 Death World Forest	 Cattorian Green	 Cattorian Green	 Waaagh! Flesh	 Calthian Green	 Innals Darkness	 Shaggoth Scale Green	 The Fung
2 Wash	 Reikland Fleshshade	 Seraphim Sepia	 Aethonian Camoshade	 Aethonian Camoshade	 Aethonian Camoshade	 Biel-Tan Green	 Biel-Tan Green	 Coelia Greenshade	 Coelia Greenshade	 Nah Oil
3 Layer	 Tallarn Sand	 Ushabi Bone	 Elysian Green	 Straken Green	 Loren Forest	 Warboss Green	 Warstone Glow	 Kabalite Green	 Sotek Green	 Razn Grey
4 Layer	 Karak Stone	 Screaming Skull	 Ogryn Green	 Nurgling Green	 Straken Green	 Skarzak Green	 Moot Green	 Sybarite Green	 Temple Guard Blue	 Fenrisian Grey
5 Drybrush	 Terminator Stone	 Praxii White	 Underhive Ash	 Underhive Ash	 Underhive Ash	 Underhive Ash	 Underhive Ash	 Hellion Green	 Slak Blue	 Ethereal Blue
6 Glaze							 Waywatcher Green	 Waywatcher Green		

	BLUE/BLACK	SHEER BLACK	GREY	GREY/BROWN	URUK-HAI	YELLOW BROWN	TAU ARMOUR	WARM BROWN	FLESH	FLESH
1 Basecoat										
2 Wash										
3 Layer										
4 Layer										
5 Drybrush										

	BRASS	BRONZE	GOLD	STEEL	DARK ELDER SKIN	WHITE	DIRTY BLACK
1 Basecoat							
2 Wash							
3 Layer							
4 Layer							
5 Drybrush							

BASING COMBINATIONS

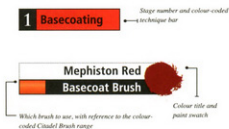
	DESERT	RUINS
1 Texture		
2 Drybrush		

	JUNGLE	EARTH
1 Texture		
2 Drybrush		

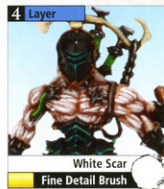
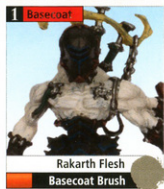
	SNOW	MUD
1 Texture		
2 Drybrush		

USING THE PAINTING GUIDE

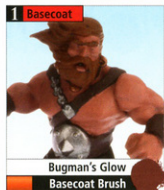
Over the last few pages we've shown you the various different types of paint and the techniques that they lend themselves to. The matrix above suggests how you might use these techniques to achieve a variety of textures and paint effects. Turn the page to see the Hobby Team put this into practice and show even more ways to use the paints. Of course, this is by no means prescriptive – try out different combinations on your own miniatures!



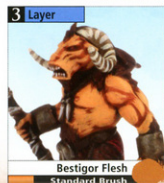
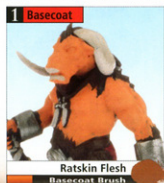
DARK ELDAR WRACK - PALLID FLESH



CHAOS MARAUDER - HUMAN FLESH



BEASTMEN GOR - TANNED FLESH





FIRE DRAGON - ORANGE ASPECT ARMOUR



ELDAR GUARDIAN - YELLOW ARMOUR



BLACK TEMPLAR - BLACK POWER ARMOUR



WOOD ELF - GREY CLOAK



HIGH ELF ARCHER - WHITE ROBE

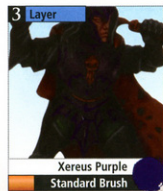




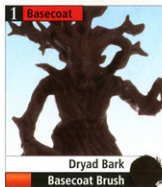
ULTRAMARINE - BLUE POWER ARMOUR



BLACK ARK CORSAIR - PURPLE ARMOUR



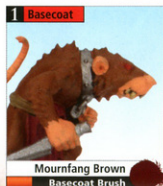
DRYAD - DARK WOOD



SKELETON WARRIOR - BONE



SKAVEN CLANRAT - BROWN FUR



GALADHRIM ELF - BRONZE



WARRIOR OF MINAS TIRITH - STEEL



KHORNE BERZERKER - BRASS



HOW TO PAINT CITADEL MINIATURES

How to Paint Citadel Miniatures explains how to use each type of paint by introducing six fundamental painting techniques – many of these will be familiar to experienced painters, but to others a new concept. The theory behind each of these techniques is explained in detail in the book, with high quality close-up photos that depict a painter's eye view of each technique being applied. By following these techniques, anyone can learn to paint great miniatures.

The book itself is hardback and the rear cover unfolds so that you can prop the book up next to your paintstation for easy reference. The ring-bound pages are of the highest quality, and can be flipped over so that you can always display the page that is most useful to you whilst you are painting.

But far from just being a detailed painting guide, *How to Paint Citadel Miniatures* is all-encompassing in its modelling wisdom. The expansive range of Citadel tools are introduced at the beginning of the book, and each is explained in full. No stone is left unturned when it comes to explaining every aspect of painting a miniature, from how to properly clip a component from its frame in the first place down to the optimal temperature and weather conditions for undercoating your miniatures outdoors!

How to Paint Citadel Miniatures culminates in eight Army Projects painted for the book. Incorporating words of wisdom from the army's painter and detailed stage-by-stage photography, each Army Project teaches you everything you need to know in order to paint your own army. You can see one such example, Chris Peach's Empire army of Reikland, opposite. If that's not enough, White Dwarf will feature new Army Projects in issues to come, starting with Steve Bowerman's Space Wolves army later this issue.

TEST FITTING

Having a test fit of the parts for your Citadel Forward miniature is more important than with plastic models. Forward models are glued with Super Glue and the bond is very strong and permanent. Only after the glue has cured should you have moved them out and into the glue.



GLUING LARGE PARTS

Think Super Glue makes a mess or too strong to bond them. The Super Glue actually gives you a few seconds of 'waggle time' to adjust the part before it sets. For maximum strength, use a thin layer of glue on the surfaces to be joined. It also helps to use a small amount of glue on the edges of the parts to be joined. The glue will be very strong.



GLUING SMALL PARTS

Think Super Glue makes a mess or too strong to bond them. The Super Glue actually gives you a few seconds of 'waggle time' to adjust the part before it sets. For maximum strength, use a thin layer of glue on the surfaces to be joined. It also helps to use a small amount of glue on the edges of the parts to be joined. The glue will be very strong.



1 SUPER GLUE

Super Glue reacts with the minute moisture particles on the surface of

CITADEL BASE PAINTS

Citadel Base paints are specially formulated for modelling your models. Designed to give clear coverage with a single layer, they are an army painter's dream come true and offer the first paint you apply to any given model.

PROPERTIES

What sets the Base paints apart from other colours is their higher concentration of pigments. This gives them exceptional coverage even when used in a single application. For best results, be sure to coat down your colour with your paintbrush before applying it to your miniature, and wash your brush regularly throughout.

BASE RANGE

The Base Range includes the following colours: Citadel Base range – each gives you a clear, vibrant colour that is perfect for your model.



THE DVD

Designed as a visual guide to complement the *How to Paint Citadel Miniatures* book, you can watch and learn from our hobby experts as they guide you through the process of painting miniatures. The DVD includes many demonstrations that show the painting techniques actually being applied to the models featured in the book itself, including two Army Projects models being painted from start to finish. You can skip to the painting technique that you wish to employ and see exactly how it is done before attempting it for yourself.



ARMY PROJECTS



CHRIS PEACH

Chris Peach painted the army displayed above and certainly knows a thing or two about painting lots of miniatures quickly.

Chris: The new paint range dramatically speeds up the process of painting armies for a number of reasons. Firstly, the simple painting techniques make it much easier to work out which colours to use and how to apply them. Secondly, there is no need to mix colours when painting armies as the choice of colours is so wide and varied. Thirdly, the colours are so well suited to painting Citadel miniatures specifically, that you often don't need to use more than a handful of paints at a time. Finally, the Texture paints heavily reduce the time it takes to base your miniatures which, for me, is absolutely priceless!

Arry Projects are a complete set of painting guides that enable you to replicate a painted army as accurately and easily as possible using the new Citadel paint range. The six painting techniques and matching categories of paint are an integral part of these guides. Each stage is clearly captured by zoomed-in pictures of the area to which paint has been applied, and the attached quick reference guide indicates which brush, paint and technique was used to do so. Each Army Project teaches the principle methods for painting the army as a whole. Each stage-by-stage guide has been carefully selected to ensure that the techniques can be carried

across to any other models that the painter may wish to add to their own army, even if opting to use a different colour palette.

The Hobby Team's dedicated Army painters, Duncan Rhodes, Steve Bowerman and Chris Peach, are the painting masters responsible for the Army Projects, and they explain what inspired them to paint each army from the outset. Certain armies can be painted more swiftly by using tools such as the Citadel Spray Gun, or by batch painting certain models at the same time. Any additional methods or techniques that were employed to paint the army are described in full, making it even easier for you to replicate at home.

CITADEL

THE PERFECT PAINT STATION

A hobbyist's painting area is his castle (unless he has a Warhammer Fortress, of course). Below is a recommended selection of products that are available to buy now in store and online, as well as some useful tips from our hobby experts:

CITADEL WATER POTS

Designed to fit in the pre-cut slots of the Citadel Paint Station, Citadel Water Pots have six grooves for holding your brushes and removable lids for easy filling and cleaning.

“Use two Water Pots – one for metallic paints and one for non-metallic paints, as this will prevent any cross-pollination of metal paint particles.”

Steve Bowerman

CITADEL BRUSHES AND TOOLS

There is a wide selection of brushes and modelling tools to help you assemble and paint your miniatures, from a Hobby Knife to Plastic Cutters and a choice of nine Citadel brushes.

“Look after your brushes and modelling equipment properly and they will look after you!”

Chris Peach

CITADEL PALETTES AND CUTTING MAT

The Citadel Palettes and Cutting Mats have been custom-designed to fit neatly together on the Citadel Paint Station. They can be easily removed for cleaning as required.

“Keep your Paint Station clean. Dust or Hoover it regularly to avoid your paints or painting water being contaminated with dust, static grass or sand.”

Chris Peach

CITADEL PAINT STATION

The Citadel Paint Station is the perfect size for working on a selection of miniatures whilst the pre-cut circular grooves keep the paints for your current project neatly in one place.

“Paint a test model and keep the paints you've just used to hand so you can use them on your other models.”

Duncan Rhodes

HOW TO PAINT CITADEL MINIATURES

The consummate guide to painting your miniatures, the hardback cover of this book unfolds to make a stand for easy reference whilst you paint.

“Keep some painting inspiration to hand, be it your test model, 'Eavy Metal Masterclasses or your How to Paint Citadel Miniatures book.”

Chad Mierzwa

EMPIRE SWORDSMAN

1 BASECOAT 1



From the left of the sword the basecoat is applied with the brush. This creates the gold to come well from the sword.

Don't worry about washing the face with the Citadel washes going to paint time it will look vibrant later.

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Chad Mierzwa

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WARHAMMER

SIGMAR'S HEIRS



Set at the heart of the Old World lies the Empire, the largest of all nations. Over the next few pages we discover more about its military might, its myriad, wondrous weaponry and how its citizens deal with the perils of the Warhammer world.



The Empire is the greatest and most powerful nation in the Old World. It has endured for over two and a half millennia against many enemies from without and within, and yet it remains a nation of contradictions. Although united under the rule of the Emperor Karl Franz, the Empire is actually a loose confederation of provinces and city-states that often sit at odds with one another. The lands of the Empire are vast, its cities defended by high walls, its armies well trained and equipped; and yet to say the realms within its borders are tamed would be folly. Beyond the great cities lie league upon league of dark, monster-filled forests, vast tracts of perilous terrain haunted by bandits, Beastmen and nameless things. Indeed it is said that the Empire is akin to a series of islands amidst a dark, perilous sea of forest.

The Cursed
Marshes

Altdorf, City of Wonders

The capital of the Empire is Altdorf, seat of Karl Franz, the reigning Emperor, and home to many famous institutions. The Colleges of Magic, the Reiksport, the Imperial Engineers School and the Imperial Zoo are just a few of the wonders to be found in the most cosmopolitan and bustling of the Empire's cities.



Provinces of the Empire

Far from being a country, the Empire is a collection of regional states, known as provinces. Each province is led by an Elector Count and it is from these noble men that an Emperor is chosen. The provinces vary widely in culture, idiosyncrasies, dialects and expertise. These differences have caused various disagreements and outright war on many occasions throughout the Empire's history. And so it is no great surprise that to a Middenlander, an Ostlander will be seen as much a foreigner as a Bretonnian.



The Gunnery School of Nuln

The Imperial Gunnery School is a gigantic complex of forges and workshops. Nearly every artillery piece in the Empire is cast there.



THE EMPIRE

During the reign of Karl Franz, 2522

The Knights of Taal's Fury

The Knightly Orders of the Empire are gallant brotherhoods of highly trained warriors scattered throughout the realm. The Knights of Taal's Fury are an order located in the heart of Talabecland. Every member is a worshipper of Taal, the god of nature and the wild.



The Empire was founded in war, when the tribes of man rose together to cast out the greenskin menace and reclaim the forests, rivers and mountains under the first Emperor, the warrior-god Sigmar. Ever since, the Empire has had a tumultuous history, risen by battle and constant invasion. What hasn't helped the nation's cause is that for long periods the Empire has been blighted by ineffective, incompetent or outright corrupt figureheads. Or, even worse, when the nation has been bereft of any kind of leader at all.

However, in times of greatest need, Sigmar has seen fit to bless the Empire with a worthy champion. Someone who can unify the disparate provinces under one rule and channel the might of the Empire's armies against the invaders. Magnus the Pious was one such man, bringing together Men, Dwarfs and Elves to banish the dread hordes of Asaor Kul in the Great War Against Chaos. Two hundred years later, another great Emperor has ascended the throne. This is the Age of Karl Franz, a skilled leader, statesman and warrior – everything the Empire needs in the dark and perilous times ahead.



The People of the Moot

The Moot lies to the south of Stirland and is populated by Halflings. Despite their diminutive stature, they are proud to raise regiments for the Emperor's armies.



THE STATE TROOPS

At the core of every Empire army are its state troops – professional, disciplined soldiers, drilled in all manner of weaponry, from halberds to handguns. State troops are raised by the province or city they hail from to stand ready in its defence.

The mainstay of the army of the Empire are its state troops. These are professional soldiers employed by the province or city-state as a standing army, always ready to defend against the ravaging hordes that invade or raid through the Empire's lands.

Over generations, the Men of the Empire have learned at great cost that to survive they must work together as large, coordinated regiments. Discipline is the key, for while a Man lacks the speed and grace of an Elf, the brutal strength of an Orc or the tough predisposition a Dwarf, they do possess a tenacious demeanour and are recipients of a back-breaking training regime that makes them an implacable force when arrayed for battle. Drilled night and day by the constant barking of ferocious sergeants, state troops operate on the battlefield like a well-greased machine. Regimented soldiers stand ready with halberds or spears raised, as detachments of Handgunners fire black powder shot into the enemy ranks. On the flanks, the flamboyant Swordsmen, expert fencers all, can best the enemy, forcing them back into the waiting blades of the Free Companies. These regimental units are supported by smaller detachments, who lend blade and shot to support their parent unit.



Hold the Line!

You'd struggle to find a true Empire citizen who disagrees with the notion of a standing army. The soldiers of the Empire are drilled and battle-trained to the highest standards. As a result, an experienced commander can rely on his men to obey his bellowed orders to stand firm, even in the direst of predicaments. To represent this, any regiment that is required to take a Break test with a Captain or General of the Empire in the unit rolls 3D6 and picks the two lowest.



Captain of Talabheim

Imperial Griffons

There are many types of Griffon in the world and the ones favoured by the Empire will most likely have been reared at the Imperial Zoo in Altdorf. These beasts have been specifically bred to be larger and even more ferocious than those encountered in the wilds. Griffons are said to be noble and loyal beasts, two qualities that resonate with the rulers and warrior classes of the Empire.



Imperial Griffon

M	WS	BS	S	T	W	I	A	Ld
6	5	0	6	5	5	4	4	7



THE COLLEGES OF MAGIC

The Colleges of Magic were founded over two hundred years ago in the wake of the Great War Against Chaos, repealing an ancient law that had forbidden the use of witchcraft. Never again would the Empire be without its own magical capability.

The Colleges of Magic are centres of magical lore and learning renowned throughout the Old World and beyond. Founded by Archmage Teclis himself at the bequest of Emperor Magnus, who was adamant that the Empire would no longer be at the mercy of sorcerers, renegade warlocks and the magic-users of enemy races.

Located in Altdorf, there are eight Colleges of Magic in total. Each trains its students in one lore – mirroring the eight magical winds that blow from the north. Battle Wizards are often seen as dangerous eccentrics, with the accoutrements, ornamentations and demeanour to match the magical lore they practise.

The vaults of the Colleges of Magic contain many wondrous artefacts that, in times of dire need, Battle Wizards might wield. Amongst the most powerful are the Arcane Battle Altars, such as the Celestial Hurricanum and Luminark of Hysh.



'EAVY METAL'



Kornel Kozak: For this Light Wizard I wanted the robes and white staff to be distinct. And so I painted the staff with a marble effect, as if it was something he fashioned using magical means.



Dave Heathfield: I've painted this Amber Wizard in earthy tones, then used turquoise as spot colours. These can be found on the beaks of skulls and on the phial dangling from his belt.



Anja Wettergren: The globes on the model were painted in the same way as those on the Celestial Hurricanum to show an alignment between the contraption and its 'operator'.

WARRIORS OF SIGMAR

The Empire is a realm whose people worship many gods, the most prevalent of which is Sigmar. In life, Sigmar was a fearsome warrior who founded the Empire in blood and battle, so it is fitting that his clergy can oft be found steeped in both.

The Empire is populated by the entire gamut of Mankind – the rich, the poor, the villainous, the vainglorious, the caring and the exceptional. It is well that there are those who fall into the latter, who can don the garb of a Witch Hunter and track down the necromancers, monsters, warlocks and, of course, witches that blight the lands. That there are men of unshakeable faith in Sigmar, and the other gods of the Empire, who will go to war to fight the enemy with martial feats as well as faith. In this way, they not only directly confront the enemy but bolster the resolve of those around them, ministering the spiritual well-being of those loyal to Sigmar.

Of the pantheon worshipped in the Empire, Sigmar is most ubiquitous and powerful. The cult is led by the Grand Theogonist, but his will is interpreted by the two Arch Lectors. They are grim men and imposing figures in the extreme, who also have the honour of riding the War Altar of Sigmar to war from whence their battle prayers are greatly enhanced.

When the armies of the Empire and its Warriors Priests gather, so too do the doom-mongering Flagellants. As battle is joined, bands of the crazed rush the enemy oblivious to their own survival; mollified in knowing they have chosen their own fate – to die in battle, in sight of their god.



Volkmar the Grim

Based in Altdorf, the Cult of Sigmar is led by the Grand Theogonist, Volkmar the Grim, a pious and forbidding man utterly devoted to the destruction of Chaos in all its forms. When the Grand Theogonist accompanies the army of the Empire into battle, he typically rides atop the powerful War Altar of Sigmar. From the pulpit, Volkmar will utter battle prayers to Sigmar evoking holy fervour in the men around him while striking at the foe from his lofty perch with a strength beyond that of a mere mortal.



Witch Hunters

Judge, jury and executioner combined, a Witch Hunter will use any means to burn out heresy. Once they have the scent of their prey, they are relentless in their pursuit. Witch Hunters are equipped with all manner of mundane and arcane weaponry, making them highly useful allies for any Empire general. A Witch Hunter is an adept character-killer as he gains Sniper and Killing Blow against his quarry. Vampires and Chaos Lords may be beyond his ken, but enemy Heroes, Wizards and Battle Standard Bearers are perfect fodder!



THE KNIGHTLY ORDERS

Scattered throughout the Empire are the chapter houses of the Knightly Orders; heroic brotherhoods of warriors who ride into battle atop mighty barded warhorses as well as more exotic and deadly steeds.

While the state troops are mustered from the commonfolk of the Empire, the Knightly Orders are formed from its noble sons. It is considered a great honour to be inducted into a Knightly Order; to train as a knight, don full plate armour and ride to war, thundering across the battlefield to spit the enemy through with steel-tipped lances or cleave heads with a cavalry hammer.

There are many of these brotherhoods throughout the Empire. They range in size and strength from great orders with a long and storied history and chapter houses in every province, to smaller and even more specialist orders who may only operate out of a single temple. Each keeps with its own traditions and creeds, which will often influence their preferred heraldic designs, ritual behaviours and even their fighting styles. Some orders may even restrict their membership to devout worshippers of a particular god. In any case, when the Empire goes to war, the common soldiery are cheered to have knights riding beside them, for they know that they have the greatest warriors in their midst.

Demigryph Knights

Only a few knights, those of the Inner Circle, are found worthy to ride Demigryphs into battle. And even then, it is a minority of Knightly Orders that can field these ferocious mounts in battle.

When a Demigryph attacks, it strikes with razor-sharp claws and lunges out with an iron-hard beak, able to slice through flesh, bone and armour with ease.





THE ARTILLERY SCHOOLS

The Engineers and gunners of the Empire are keen to prove their worth. Only the Dwarfs can rival the Empire in the art of black powder weaponry and even then, it is said, the ingenuity of Man can outshine – and outrange – the Dwarfen smiths of old.



Located in Nuln is the Imperial Gunnery School, a sprawling network of forges and smelteries where veteran gunsmiths manufacture and maintain the Imperial artillery trains. While Nuln and Altdorf have the greatest concentration of Engineers, these eccentric and obsessive individuals can be found throughout the Empire. Determined to invent the next 'great' contraption and have their name used with it in perpetuity, Master Engineers have a carefree attitude to experimentation and the safety of those around them. Occasionally, the risks will pay off and through the oft-insane ingenuity of its greatest Engineers, the Empire can field some of the most devastating war engines to ever grace the battlefield. The Steam Tank, the Helblaster Volley Gun and the Helstorm Rocket Battery have all come from the minds of the most brilliant, and deranged, Master Engineers.

Outriders and Pistoliers

Armed with the latest in repeater technology, Outriders can deliver a devastating fusillade. Pistoliers are also apt at firing into the enemy, but are more manoeuvrable than Outriders.



Master Engineers

Engineers are always keen to field test their contraptions in battle, be it a clockwork steed or the latest scope for their long rifle.



WARHAMMER

THE REIGN OF KARL FRANZ

Karl Franz is the Emperor and a warrior and statesman supreme. In this article we present an extract of his bestiary page from *Warhammer: The Empire*, as well as take a closer look at one of his greatest battles, the Third Battle for Black Fire Pass.



KARL FRANZ

The Emperor

The incumbent Emperor is Karl Franz, Prince of Altdorf and Elector Count of Reikland. Karl Franz is said to be the greatest statesman the Old World has ever seen. He is also a military genius and a valiant general. The Emperor frequently takes personal command of his soldiers, wielding Ghal Maraz, the fabled hammer of Sigmar, like the warrior god of old, smiting enemies of the Empire with every blow.

The Emperor has earned a magnificent record of conquests. It was Karl Franz who led the charge of the Reiksguard that finally broke the Bretonnian Knights at the Battle of Norduin. On the Field of Blood, it was the Emperor's courage that steadied the Imperial line against the charges of Waaagh! Spleenrippa. Against the Chaos horde of Morkhal-hai the Savage, Karl Franz led the Reikland Greatswords into the heart of the enemy army, where he crushed the Champion's skull with a single strike of Ghal Maraz. There is little doubt that Karl Franz is one of the greatest generals of his age. He stands at the forefront of the battles against those that would see his beloved realm torn asunder, and it is a responsibility that weighs heavily upon his shoulders.

Karl Franz often rides to battle on the back of Deathclaw, reputed to be the mightiest Imperial Griffin that ever lived. A powerful bond exists between the beast and its master, one forged in countless battles and many adventures. During the Battle of Blood Keep, Deathclaw stood over the prone form of the wounded Emperor for three hours, slaying any who came near until the Reiksguard could hack a path to their

fallen lord. Deathclaw frequently flies freely above Altdorf, returning dutifully to his cage come nightfall, much to the relief of the capital's citizens.

	M	WS	BS	S	T	W	I	A	Ld
Karl Franz	4	6	5	4	4	3	6	4	10
Deathclaw (Griffon)	6	6	0	6	5	5	4	5	8

TROOPTYPE: Infantry (Special Character).

Deathclaw (Monster): Karl Franz may be carried into battle by his loyal Imperial Griffin.

SPECIAL RULES (Karl Franz):

Hold the Line!, Immune to Psychology.

Leader of Men: Karl Franz must be your General. His Inspiring Presence special rule has a range of 18", unless he is mounted on Deathclaw or the Imperial Dragon, in which case it is increased to 24".

SPECIAL RULES (Deathclaw):

Fly, Large Target, Terror.

Bloodroar: Enemy units must roll an additional D6, discarding the lowest result, for Leadership tests caused by this beast's Fear or Terror special rules.

Loyal Beast: Deathclaw always passes any Monster Reaction test he is required to make. In addition, if Karl Franz is killed, Deathclaw has the Hatred special rule when attacking the unit that killed him for the rest of the game.

MAGIC ITEMS:

Ghal Maraz: *Ghal Maraz is the legendary hammer of Sigmar and one of the most potent magical artefacts in the entire world. This rune-encrusted weapon has been the symbol of the Emperor's office ever since the founding of the Empire.*

Magic Weapon. Hits from Ghal Maraz wound automatically with no armour saves allowed. In addition, Wounds caused by Ghal Maraz have the Multiple Wounds (D3) special rule.

The Reikland Runefang: *As the Elector Count of Reikland, Karl Franz has the right to wield his Runefang in battle. When he does so, it is almost always to make a political statement, namely that his actions are done in his capacity as the ruler of his province, and not the Empire as a whole.*

Magic Weapon. All hits from the Reikland Runefang wound automatically with no armour saves allowed.

The Silver Seal: *The warrior mage Fredrik von Tarnus crafted this artefact for Magnus the Pious following the Great War Against Chaos. It wards away harmful blows and evil sorceries.*

Talisman. The Silver Seal grants Karl Franz a 4+ ward save and the Magic Resistance (2) special rule.



THE THIRD BATTLE OF BLACK FIRE PASS

The Battles of Karl Franz's Reign

2502

Accession of Karl Franz, the reigning Emperor, whose first act is to lead an army to the aid of the Elector Count of Nordland to repel a massive invasion of Norse barbarians. Aided by the wizards and war machines of the Celestial College, Karl Franz predicts where and when the northern marauders plan to attack. With this knowledge, Karl Franz prepares a well-executed ambush that devastates the Norse forces before they even realise they are under attack. The Emperor personally leads the Reiksguard in the final charge against the Norse shield wall, and in doing so, establishes a reputation as a brilliant and courageous leader.

2507

The Battle of Broken Pillars. Karl Franz leads the Reiksguard through the Underway to aid the Dwarfs of Zhufbar against a subterranean Skaven attack.

2510

The Battle of Blood Keep. Karl Franz's loyal Griffon, Deathclaw, defends the prone body of the wounded Emperor for three hours, slaying any enemies who come near until the Reiksguard can forge a path to their fallen lord.

2516

At the behest of Karl Franz, Supreme Patriarch Balihasar Gelt intervenes in the dispute between the Counts of Nordland and Hochland, averting the threat of civil war.

2517

Battle of Bloodpine Woods. Karl Franz leads an army into the heart of the Reikswald to eradicate the Spiderclaw tribe of Forest Goblins.

In the year 2520, Orcs and Goblins streamed through Black Fire Pass in numbers not seen since the time of Sigmar. Thankfully for the citizens of the Empire, Marius Leitdorf, the Mad Count of Averland, had sent word to Karl Franz warning him that the provincial army of Averland would not be able to hold them back alone.

Realising the grave danger to the Empire's southern provinces, Karl Franz gathered to him a huge army with which to defend Black Fire Pass. The Emperor marched south with the combined military might of Reikland and Altdorf behind him, including a trio of Steam Tanks. With such forces at his command, the Emperor reinforced Leitdorf's beleaguered army and stemmed the tide of Orcs before they could spill through into the open lands of the Empire beyond.

The battle lasted for much of the day, the greenskins repulsed time and time again by the disciplined Empire soldiery as the Steam Tanks and artillery continued to inflict terrible damage on the tightly packed horde. Karl Franz made an early impact on the battle, swooping down on Deathclaw to crush the skull of a towering Giant with Ghal Maraz before it could break through the Empire lines.

However, just when it seemed that the host of the Empire might yet stand firm against the successive waves of greenskin assaults, the Orc Warlord made his presence felt at last. Bursting from the woods on the Empire flank at the head of a host of Boar Boyz, Vorgaz Ironjaw routed the artillery batteries stationed there before ploughing into the side of the Empire battline to devastating effect. But it was then that Karl Franz also made his move...





Marius Leitdorf leads his army in a stalwart defence of Black Fire Pass until reinforcements arrive.



N





Troll Hunter

Lars Holt, the Count of Averland's Champion, broke ranks to engage a monstrous Troll that was threatening to tear through the Greatswords and attack Marius Leitdorf himself. After a brave duel that cost Holt two of his fingers to the creature's rancid vomit, the Greatsword champion finally cut the vile beast down.

The Death of Marius Leitdorf

Orc Warlord Vorgaz Ironjaw parried Leitdorf's Runefang with his battleaxe and let the Count stab him with the long poignard he was wielding in his left hand. The blade buried itself in the thick skin and muscles of the creature, which ignored the

wound altogether and grasped the neck of the Count in its powerful left claw. After a few seconds of struggle, the man's strangled snarl was cut short by the chilling noise of bones snapping and the body of Marius Leitdorf relaxed in the grip of the Orc, lifeless.



Emperor Victorious

Though the Emperor arrived too late to prevent Marius Leitdorf's death, he was not too late to seek vengeance. An unnatural silence fell on the battlefield, all eyes turning towards the two champions, each representing the epitome of their race's fighting prowess. Ghal Maraz struck home on the Orc's forehead with a thunderous crack. The green giant fell, life quickly abandoning his crushed skull. The Orc stared through his own blood at the enemy that had vanquished him and raised a claw in a last attempt to fight back, but his arm fell back, powerless.

The battle was over. Their leader defeated, the Orcs scattered and kept fleeing until they were back in their bleak territories. From that day on, the name of Karl Franz was heard pronounced in the Empire with ever greater pride, for all heard tales of his victory in that duel.

WARHAMMER

Forth, Men of the Empire!



IN-STORE THIS MONTH

This month the greatest nation in the Old World receives reinforcements, and your local Hobby Centre is the place to find out how to use them in your army.

Celestial Reinforcements

This month, the Empire is awash with brand new miniatures you can include in your army, from the immense Imperial Griffon to the fierce Demigryph Knights and three new Arcane Battle Altars. Get down to your local Games Workshop today and find out how you can add these amazing new miniatures to your Empire army.

The Civilisation of Man

Garbed in fine panoply and proudly displaying the crests of each province, the Empire is a diverse and colourful nation, drawing upon eldritch magic and all manner of mechanical contraptions. Have a chat with the staff in your local store about starting your new Empire army, and how you can paint them using the amazing new Citadel paints.

Defeating the Empire

During its two and a half thousand year history, the Empire has had more than its fair share of enemies, and today is no exception. Visit your local Hobby Centre where you can learn all the tactics and strategies you need to defeat the Empire on the field of battle.

An Age of War

All this month your local Games Workshop will be holding battles set across the Old World. Bring along your armies and declare you allegiance to the Empire or join the Forces of Destruction and bring the World of Men to an end!



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RULES

WARHAMMER

CIVIL WAR

In the final part of the Civil War Expansion we present the tables for the three remaining races – the Empire, the Dwarfs and the Skaven. First we start with a closer look at the Empire's most infamous era of civil war, the Age of the Three Emperors.



This is the final part of the Warhammer Civil War Expansion, which began in January's White Dwarf. To ensure you have the complete Expansion, you'll also need February and March's White Dwarf.

War is rife in Warhammer, when armies muster the only thing guaranteed is that blood will be spilt. But it is not always the blood of some enemy creature or rival nation. Throughout the Warhammer world's storied history the swords and spells of one force have been turned against their own. Civil wars have ever been the most bitter and destructive, the consequences of which can rip whole kingdoms asunder.

This serialised Warhammer Expansion started in January's issue of White Dwarf, providing a simple set of rules for preparing a Warhammer Civil War battle, including rules for factions and the Civil War table. Following issues have published racial civil war tables, which you roll on in addition to the general chart. On the following pages we conclude the Expansion with Civil War tables for the last three races remaining: Skaven, Dwarfs and the Empire.

The Age of the Three Emperors

Although the higher political classes in Aldorf would strenuously deny it, the Empire has often been afflicted with internecine fighting. This is because it is a loose confederation of states separated along tribal borders set down since the realm's founding. The Elector Counts who rule the provinces are political animals in many cases, manoeuvring and making decisions based on their own ambitions, desires and personal wealth over the good of the nation or the common folk they are meant to protect. There have been numerous occasions where this has caused the realm – or the parts thereof – to be consumed with civil war.

The most infamous period of unrest started in 1547 when the Count of Middenheim proclaimed himself Emperor, beginning the Age of the Three Emperors. Although the truth of it was the Empire



had already suffered several hundred years of infighting, since the death of Emperor Mandred Skavenslayer – who was, in turn, murdered by a Clan Eshin Assassin.

Without an Emperor or another worthy candidate for the Elector Counts to back, the Empire was sent into a vicious and self-destructive cycle. The provinces increasingly became sovereign states in all but name. This in turn made the Elector Counts even more reluctant to name one of their own as Emperor, fearing a loss of power and a refusal to bow down to a bitter rival. Such rivalries played out in more than just the courts. Armies took to the battlefields as generations-old prejudices – barely hidden when the Empire was united – came to the fore. The longtime rivalry between Stirland and Talabecland was particularly acute and resulted in outright invasion as Stirlanders crossed the border. The Count of Stirland was desperate to

assert his authority after Countess Otilia had disputed his claim to the Imperial throne. Even for a civil war the Battle of the Talabec was a particularly nasty affair and highlighted the Empire's troubled fate over the following centuries.

It wasn't until the Great War Against Chaos, almost a thousand years later, that the Empire would find its Emperor. The warlord Asavar Kul led a great Chaos horde south. Within a year Magnus the Pious of Nuln had done the unthinkable and unified the Empire's armies, and successfully petitioned the aid of both the Dwarfs and the magical might of the High Elves. With the might of the Empire behind him, Magnus was triumphant and the most powerful realm in the Old World had an Emperor once again. If anything, Kul's mistake had been to invade in the first place, as this forced the bickering provinces to stand together under one standard.

The Age of the Three Emperors

1152

Emperor Mandred Skavenslayer is slain, plunging the Empire into a secessionist crisis.

1359

The Grand Duke of Stirland is elected Emperor amid allegations he bribed the Electors.

1360

Countess Otilia of Talabecland, the new Emperor's fiercest rival, gains the backing of the Cult of Ulric and declares herself Empress.

1360

Stirland invades Talabecland but is humiliatingly defeated by Empress Otilia's army.

1375

The Count of Nordland tries to broker a peace at Salzemund, but the gathering is attacked by Klorne Daemons and the envoys are slaughtered. Each side blames the other for the violence.

1547

Count Siegfried of Middenheim proclaims himself Emperor. There are now three Emperors, none commanding much loyalty beyond their state.

1979

The Grand Theogonist refuses to accept the infant Countess Magritta of Marienburg as Emperor, effectively ending the Imperial electoral system.

1865

The army of Middenland lays siege to Carroburg.

2100

The warring factions unite to stop Konrad von Carstein's army.

2301

Magnus, a noble man of Nuln unites the warring states of the Empire in the face of Asavar Kul's Chaos invasion.

2304

The Age of Three Emperors is ended with the coronation of Magnus the Pious.

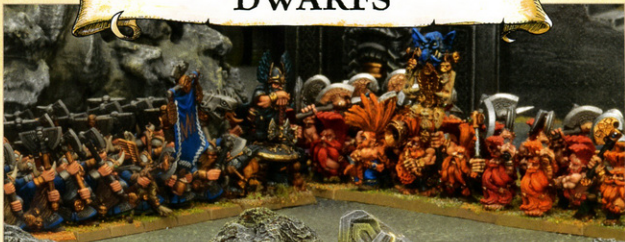
THE EMPIRE



Roll once on this table if you are fighting a Civil War between two Empire armies.

- 2 **An Order without Honour:** Each side in this dispute has backed a different Knightly Order. All models on each side gain Hatred against any opposing knights, while the knights themselves gain +1 Attack.
- 3 **We'll Use Your Banners as Rags:** Each side has vowed to do terrible things to the symbols of their foes! Each standard adds an additional +1 to combat resolution over and above its normal bonuses. Whichever side can seize more standards than the other, at the end of the game, will receive an additional 250 victory points.
- 4 **Your Baron is a Bandit, Your Magistrate a Mutant!** The heritage of local leaders and officers on both sides of the border has been brought into question. All Core troops (except Knightly Orders) and any champions in their units can re-roll failed To Hit and To Wound rolls against characters (not champions) on the other side.
- 5 **Artillery Duel:** Both sides claim the better artilleryists. After deployment, each player can, in proper turn sequence order, take a pre-game shot with each Great Cannon and Mortar. During the battle, any roll on any Misfire chart can be re-rolled, although the results of the second dice must be kept, even if they are worse.
- 6 **Border Dispute:** A long-simmering border dispute has boiled over. After deployment, divide the table into two equal halves with an imaginary line marking the border. You can divide the table in any manner, as long as there are two equal halves. Any units with any part of their models in their foe's table half gain Frenzy (so if a unit moves across the border they will gain Frenzy the instant they do). Additionally, all friendly units gain Hatred against any foe that has crossed onto their table half (with any part of their unit across the border).
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for decades. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Rival Regiments:** Each side has a regiment that is famous for its battlefield prowess while also being infamous for its local misdeeds. After deployment, but before the first turn, each side must pick a single Core unit as the elite formation. It can have either +1 WS or +1 BS and gain Hatred against the enemy elite formation. Triple victory points are awarded if the rival regiment is slain, is fleeing at the end of the game or has fled off table.
- 9 **We Drill, you Parade!** All Core troops (with the exception of Free Company Militia and Knightly Orders) are always considered to have passed their test to march and Detachments can re-roll misses from their Support Fire or gain the Devastating Charge special rule during a Counter Charge.
- 10 **College Rivalry:** Sometimes the rivalry between the different Colleges of Magic passes well beyond mere bragging rights! Each side takes it in turn to choose which Colleges of Magic support his side – rivals cannot use Wizards that support an opponent's College. Roll off to see who selects first. All Wizards in your army gain +1 level for free (so a Level 1 Battle Wizard goes to Level 2). Although Level 4 Wizards do not go up a level, they do receive a further +1 on their attempts to cast spells. All Wizards channel on rolls of 4+. Double victory points are awarded for each Wizard slain or fleeing at the end of the battle.
- 11 **I Challenge you to a Duel:** In this particular neck of the woods, duelling between nobles has become all the rage. At the start of each Combat phase, starting with the challenger, models in a challenge can choose either +1 WS, +1 Initiative or +1 Attack. Any model slain in a challenge is worth an additional +100 victory points.
- 12 **Favoured of the Gods:** There is nothing that sets off a good soldier like seeing the fools on the other side claiming that Sigmar likes 'their side' better! Roll off before each game turn, with the winner receiving D3 re-rolls to be used anytime during his player turn (unused rolls are lost).

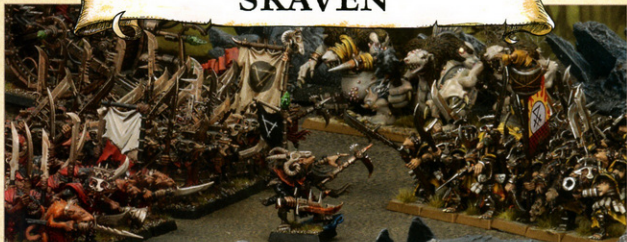
DWARFS



Roll once on this table if you are fighting a Civil War between two armies of Dwarfs.

- 2 **Death Wish:** The grim fate of those who face a Slayer is well known throughout Dwarf society. Bringing back a group of wandering Slayers to fight against their fellow Dwarfs is an effective tactic. Spreading rumours amongst their foes on the eve of battle about the deeds of their own Slayers makes facing them in battle all the more terrifying. All Troll and Giant Slayers from both sides have the Fear special rule. All Dragon and Daemon Slayers from both sides have the Terror special rule.
- 3 **Bound by Honour:** The two sides have come to blows over a minor grudge, but they can see there is reason enough for this conflict not to end in blood, as such weapons have been blunted. As a result all shooting and close combat attacks are at +1 to hit (with the exception that 1s always miss), but all shooting and close combat attacks are at -1 to wound (with the exception that 6s always wound).
- 4 **Bugman's XXXXXX:** News has arrived that the last shipment of Bugman's XXXXXX for several weeks has just arrived at the local tavern. Both sides are determined to make sure they are the first ones there. Place a piece of terrain representing the tavern in the centre of the table. The first unit to enter the building gains the Immune to Psychology, Regeneration (6+) and Extra Attack special rules for the rest of the game. Every unit in the opposing army gains Hatred of that unit for the rest of the game. In addition, the side with a non-fleeing unit that is closest to the tavern at the end of the battle receives 250 bonus victory points.
- 5 **Tunnels:** These tunnels are well known to the Dwarfs. Any units of Miners making an Underground Advance roll from the start of their first turn to see if they arrive. This means they will arrive on Turn 1 on the roll of 4+, Turn 2 on a roll of 3+ and so on.
- 6 **Engineered to Perfection:** Both sides' Engineers are out to show that their war machines are of the highest quality. Every war machine adds +1 to the first roll on its Misfire chart.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Fortified Positions:** Both sides may place up to D3 sections of wall in their own deployment zone for each Engineer in their army.
- 9 **Tunnel Fighters:** The equipment of the Dwarfs is eminently suited to tunnel battle. The Thanes have picked a battle site to maximise this advantage, allowing the famously stoic Dwarf shield walls to better protect their bearers. The parry save from fighting with a hand weapon and shield is increased to 5+ for this battle.
- 10 **Master Craftsmanship:** Each side's Runesmiths are determined to prove that their craftsmanship is superior to their opponents. They have laboured long into the night on the eve of battle to produce additional runes. Both sides' Generals can spend up to 100 additional points on runes. Whilst this may take them above their normal points limit for runes they must still follow the rules of the runes.
- 11 **Cave-in:** This section of tunnels is extremely unstable. Roll a D6 for each unit in your army at the end of each of your Shooting phases, adding +1 to the result if you fired any war machines that turn. On a result of a 6+ a small part of the tunnel roof has collapsed. If that unit is not in combat it takes D6 Strength 6 hits, distributed as for shooting. If the unit is in combat, then every unit in the combat takes D3 Strength 6 hits instead.
- 12 **Grudge of Ages:** The battle is being fought between two clans with long-standing grudges and the final insult has been thrown! All models have the Hatred (Dwarfs) special rule for this battle.

SKAVEN



Roll once on this table if you are fighting a Civil War between two Skaven armies.

- 2 **The Slaves are Revolting:** The Skavenslaves are riled and ready to attempt a breakout for freedom. The range of the Cornered Rats special rule is extended from 6" to 12" and the damage increased to D6 Strength 3 hits, with two additional hits added for every rank of slaves after the first.
- 3 **The Warlord Clans Reign Supreme!** The Warlord clans have supplied their finest and most able warriors to the fray. All Skaven Stormvermin, Chieftains and Warlords gain +1 Strength, while all Clanrats gain +1 Initiative.
- 4 **Warpstone for the Taking:** Gather the warpstone before the enemy does! Each player takes it in turns to place D6+1 warpstone tokens. No token can be placed within 6" of another. Each warpstone token controlled by one or more of your own models within 6" and closer than any enemy, gains you an extra 100 victory points.
- 5 **Empty the Lair!** Units of Clanrats, Giant Rats, Skavenslaves or Stormvermin that are destroyed or flee the table return at full strength (including any weapon teams, but no characters) as reinforcements in the next turn. They enter play during the Remaining Moves sub-phase, coming on anywhere on their own table edge.
- 6 **Uncertain Loyalties:** The Clanrats wish to remain on the winning side! At the start of each player turn, the player may nominate a single enemy unit of Clanrats not pushing a Screaming Bell. Roll a D6, on a 6, that unit (including any attached weapon teams and characters) now count as part of the controlling player's army for the rest of the battle, or until its loyalties are tested again!
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for years. Roll twice on this table, re-rolling any duplicate rolls, and counting any further rolls of 7 as the dreaded 13th result.
- 8 **Marked for Death:** Clan Eshin have offered their deadly aid to both sides. Each player can choose a single Core unit and upgrade them to have the Poisoned Attacks special rule.
- 9 **Beasts Amok:** Clan Moulder is field testing particularly ferocious creatures. All Giant Rats have the Poisoned Attacks special rule, all Rat Ogres gain +1 Attack, and all Hell Pit Abominations gain +1 WS.
- 10 **Virulent Vermin:** The vile poxes of Clan Pestilens give further unnatural vitality to those who spread disease. For the upcoming battle all Plague Monks and Plague Censer Bearers gain +1 Attack.
- 11 **Experimental Weapons:** Clan Skryre is experimenting... All Poisoned Wind Mortars will wound on a 3+. All Warpfire Throwers, Ratling Guns and Doom-flayers are +1 Strength, while Warp Lightning Cannons and Doomwheels have +1 Toughness. However, should any of the upgraded inventions misfire, the owning player must roll twice on the Misfire chart with their opponent choosing which one of the two rolls to keep.
- 12 **Secret Tunnels:** Both sides have been grinding out secret entrances to the battlefield from which to surprise their foe. Each player can hold two units in reserve. They emerge from their tunnels from the second turn. Roll separately for each unit and on a roll of 4+ it will enter play, coming on during the Remaining Moves sub-phase from any table edge. Units not brought on roll again at the start of each subsequent turn.
- 13 **The Power of the Great Horned Rat:** The Horned Rat has taken an interest in proceedings... All Grey Seers channel on a roll of 4+ and add +1 to all their casting attempts, however, if they roll a Miscast they are immediately whisked into the nether realm of the Great Horned Rat – remove the model as a casualty and do not roll on the Miscast table. Additionally, due to the Great One's malevolent presence, any Skaven unit attacking an enemy's flank or rear can re-roll all failed To Hit and To Wound dice rolls.

WARHAMMER
40,000

DEATH WORLDS



WARHAMMER 40,000 BATTLE MISSIONS

WARHAMMER
40,000
EXPANSION

DEATH WORLDS OF THE IMPERIUM

“We’ve run into scorpions the size of battle tanks, three men died from Eyerot in the night, an insect’s bite will kill and you better keep an eye on the trees – they move closer when you’re not looking... Emperor help me. I love this place!”

The Imperium of Man spans the galaxy from end to end, a grand sprawl of a million worlds capable of supporting life. But wherever there is life there is also death, and some of those planets taken in the Emperor’s name are lethal beyond measure. Amongst the dizzying variety of planets that comprise the realm of Mankind there are those worlds so hostile, so inimical to existence, that they have been classified as death worlds. Woe betide those who make war upon such a world, for they fight the planet itself just as much as the forces of the enemy. Only the truly heroic can hope to join battle upon a death world and survive.

It is almost impossible to imagine how vast the Imperium is, and how thinly spread the planets claimed and inhabited in the Emperor’s name are. And yet each world is dutifully codified and placed into one of several classifications. These broad categories represent the merest hint of what a planet’s climate, environment, population and cultural outlook are like; although its classification will be enough for a savant of the Administratum to set half a galaxy away to apportion the correct tithe grade.

All planets in the Imperium fall under one of the main categories, or even a sub-classification. From forge worlds to agri worlds and the many in between: cardinal worlds, garden worlds, ghost worlds, feral worlds and feudal planets. Then, of course, there are the death worlds.

IMPOSSIBLE PLANETS

Death worlds are planets deemed too dangerous to support widespread human settlements. Such worlds are nearly impossible to colonise, but have some intrinsic value – either strategic or mineral – that necessitates the provision of outposts or other facilities. The exact nature of a death world’s threat varies from planet to planet. Catachan is infamous for its continent-spanning jungles and myriad forms of carnivorous life, while Praxeti is a barren and blasted rockscape, riven with ion storms that strike with enough force to shatter rocks.

Other death world threats are stranger still – the living planet of Croatoa, the psychic storms of Sycorax or Kragadam’s indestructible crystalline fauna, to name but a few. From the endless deserts of Luther McIntyre to the burning sulphur fields of Jjojos, any population able to scratch out an existence on a death world will have to overcome threats far beyond the imagination of most Imperial citizens. Such hard-bitten folk are ideal recruits for the Imperial Guard, a detail that justifies the settlement of a death world regardless of other factors.

Unfortunately, the very same reasons that lead Mankind to a death world will often lure in other threats as well. Resources are few and far between in the vast pall of the galaxy. And so when a planet – no matter how inhospitable – is found to have substantial wealth, whether that is in mineral form or some other commodity, then conflict is inevitable.



IMPERTUS DOMINATUS

ADMINISTRATUM AUDIT OF PROMINENT 8^T-CLASS PLANETS

FENRIS

Orb. Dist. 0.4AU - 5.4AU

Adeptus Astartes Chapter Planet

Tithe Grade: Aptus Non

Aestimare: D400

Population: Survey Failed

Comments: Chapter planet of the Space Wolves. Noted for its highly unusual elliptical orbit that will take the planet close to its parent star in one season, and then far from it during the next prolonged period. Either season is punishing to the planet's population, whether it's a permafrost winter, or the dreaded Season of Fire.

Fenris, maximum orbit



Fenris, minimum orbit

SYCORAX

Orb. Dist. 3.2AU

Adeptus Astra Telepathica Training Planet

Tithe Grade: Aptus Non

Aestimare: G30

Population: Approx. 360,000

Comments: A planet riven with psychic storms. Any psykers on the planet's surface act as a literal lightning rod. The psyker will need to wield his talents to bend the storm around himself or die. An Adeptus Astra Telepathica training facility has been installed on this planet to take advantage of the extreme environment.



LUTHER MCINTYRE

Orb. Dist. 0.8AU

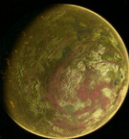
Imperial Planet

Tithe Grade: Solutio Tetrius

Aestimare: D120

Population: Approx. 16,000

Comments: A planet-wide desert, raked by sand storms known to have flayed the skin off those caught on the surface. It is also the home world to some extremely dangerous subterranean fauna, including burrowing ambulls and razor-toothed mica-dragons.



CATACHAN

Orb. Dist. 1.2AU

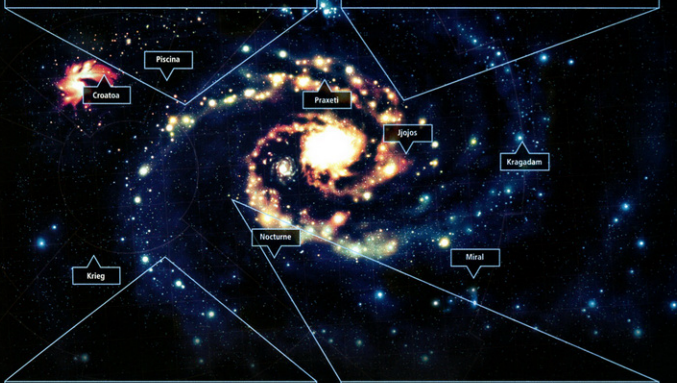
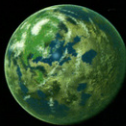
Imperial Guard Recruiting Planet

Tithe Grade: Solutio Primus

Aestimare: D10

Population: Approx. 12,000,000

Comments: Infamous for its inhospitable and aggressive flora. Permanent structures need constant maintenance or be consumed by the encroaching undergrowth. The people of Catachan are hardy and resourceful. Those that survive to adulthood make excellent Imperial Guardsmen.



BATTLE MISSIONS: DEATH WORLDS

“Tread carefully, brother, for here even the battlefield itself is your enemy.”

Fighting a battle anywhere in the 41st Millennium is no easy thing, but to successfully execute a well-honed strategy on a death world is a different matter entirely. For you are not just fighting the enemy but the environment itself. Acid rain, fire storms, earthquakes and widening chasms can all reduce your squad numbers before you've even encountered your foe. But it's not just the elements, as the flora and fauna on a death world are highly aggressive and dangerous, treating the visiting armies as prey and an opportunistic chance to feed. As force commander be wary, for they are not called death worlds without reason...

WHERE ANGELS FEAR TO TREAD

Phil Kelly: In a death world mission, your army will almost certainly suffer casualties from the world itself as well as from the actions of enemy troops. Games set upon death worlds are not for the faint of heart – only the most hard-core of 40K players need apply!

Still, if you're brave enough, you should have a lot of fun – you will get to inflict all manner of horrible fates upon your opponent's troops as you roll on the Death World Hazards tables and apply the effects. Everything from eruptions of lava to deadly monsters to gravitic anomalies that can hurl units into the sky are represented here. Canny use of the death world hazards can tip a game your way at a critical point – it's a lot of fun to take a bite out of your opponent's HQ with a giant carnivorous plant, for example.

Each Hazard table has a specific theme – these give you the rules you need to represent a hostile planetary environment. If your opponent agrees, you can use the Hazard tables in conjunction with any of the standard missions in the main Warhammer 40,000 rulebook. Alternatively, when choosing a scenario to play from the Battle Missions book, you can opt to use the Death World Hazard tables in addition to whatever mission you roll up.

Lastly, if you want the full death world experience, you can play one of the three special Battle Missions presented over the next few pages. If you are using the random selection method, these missions occupy the following 'slots' on the Random Battle Mission Table:

- 1.1 Search and Rescue
- 1.2 Breakthrough
- 1.3 Weather the Storm

USING THE DEATH WORLD HAZARD TABLES

When playing a death world mission, at the beginning of each of your turns, roll a D6 and consult the following table to see which Hazard table you will use for that turn.

HAZARD RANDOMISER TABLE

D6 Hazard Table used:

- 1 Your opponent chooses which table is used.
- 2 Environmental Hazards
- 3 Indigenous Hazards
- 4 Seismic Hazards
- 5 Hellscape Hazards
- 6 You choose which table is used.

SCORING UNITS

Death worlds are planets so inimical to life that every soldier, regardless of rank, does whatever necessary to get the job done. Because of this, all infantry, jump infantry, cavalry and bike units are scoring units in any mission that uses the Death World Hazard tables or the Death World Battle Missions.



CHOOSE YOUR POISON

Different Hazard tables have different effects, so you'll want to choose the one that will have the greatest impact. The Environmental Hazards table affects the entire battlefield – it's deadly against lightly armoured troops, but not such a big deal for those in power armour. The Seismic Hazards table usually affects troops in the open, whereas the Indigenous Hazards table affects those in cover – that's where the death world's beasties like to hide! The Hellscape Hazards table has the nastiest results of all, though uniquely it has a couple that may actually end up benefiting the opposing army, so it's a bit of a gamble. As you become familiar with your hostile environment, you'll learn how best to use the death world's own unique brand of carnage as another weapon in your arsenal. It's a simple evolutionary principle common to such deadly planets – adapt or die!

ENVIRONMENTAL HAZARDS

D6 Effect

- 1 Playstorm:** The razorhail pelts down with such fury it flays skin from bone. All non-vehicle units are treated as being in difficult terrain this turn. If a unit makes a difficult terrain roll and the combined total of the dice is less than 7, that unit takes 3D6 S1, AP - hits.
- 2 Deathly Miasma:** A suffocating fog drifts up from the earth. All units in play take 2D6 S1, AP4 hits.
- 3 Rain of Oil:** Oily rain falls from the sky. Non-vehicle models treat the board as difficult terrain this turn. Immobilised vehicles may move as if not immobilised.
- 4 Suffocation:** The air itself suddenly becomes thin and unbreathable. All units with a majority saving throw of 4+ or worse treat the entire board as difficult terrain this turn, and both difficult and dangerous terrain next turn.
- 5 Rain of Vitriol:** Acid rain falls from the skies. All units that are not inside buildings or transport vehicles take 2D6 S1, AP5 hits. Units in open-topped buildings or transport vehicles also suffer these hits.
- 6 Seeker Lightning:** The glowering skies spit out a great lance of electrical force. The model closest to the ceiling (factor in banner poles, wings, flying stands, terrain and so forth) takes 2D6 S8, AP 5 hits.

SEISMIC HAZARDS

D6 Effect

- 1 Ground Collapse:** The ground gives way. Choose an unengaged infantry model. That model must pass an Initiative test or be removed from play. If the Initiative test is failed, choose another model within 2" and repeat. Continue until an Initiative test is passed.
- 2 Treacherous Footing:** The earth shifts underfoot. Place a counter next to D3 terrain pieces. These terrain pieces are treated as dangerous terrain.
- 3 Gnashing Earth:** The ground gnaws like a living thing. Choose an unengaged infantry unit with none of its models in terrain. All models must pass an Initiative test or take a S3 AP - hit.
- 4 Tectonic Shift:** The planet's tectonic plates convulse. Choose one deployment zone. All non-vehicle units in that zone must take a Pinning test.
- 5 Magma Eruption:** Red hot lava fountains into the air. Choose an unengaged infantry unit with none of its models in terrain. Roll a D6 for each model in that unit - on a 4+ it takes a S4 AP5 hit.
- 6 Acid Geyser:** A great column of boiling acid bursts forth. Choose a single point on the battlefield that is not within terrain. All models within D6" of that point take a S2 AP3 hit.

INDIGENOUS HAZARDS

D6 Effect

- 1 Self-Detonating Fauna:** An indigenous lifeform turns out to have an explosive defence mechanism. Centre the blast marker over an unengaged model that is wholly in area terrain. All models touched by the marker take a S8 AP3 hit.
- 2 Carnivorous Flora:** Alien foliage wraps its tendrils around the intruders. Choose a terrain piece. All models at least partially in the terrain piece must pass an Initiative test or take a S4 AP - hit. If the terrain is a wood, these hits are resolved at S6 AP 5 instead.
- 3 The Swarm:** A swarm of mind-eating psychoneuins stirs into action. All psykers on the battlefield suffer D3 S3, AP2 hits (roll separately for each psyker).
- 4 Deadly Spores:** Puffballs disgorge choking spores. Choose a terrain piece. All models at least partially in the terrain must pass a Toughness test or take a S1 AP3 hit. Models from Codex: Orks ignore this result.
- 5 Indigenous Beast:** A great predatory beast attacks. Choose an unengaged model that is at least partially in a terrain piece. That model takes D6 S5 AP - hits.
- 6 Lasher Nest:** Lasher tendrils grasp the trespassers. Choose a terrain piece. All models that are at least partially in that terrain piece take a S2 AP - hit.

HELLSCAPE HAZARDS

D6 Effect

- 1 Haven of Sanctity:** Safe ground has been found. Choose a fleeing unit. That unit automatically rallies. You must choose a fleeing unit, even an enemy.
- 2 Meteor Strike:** A fiery meteor strikes. Centre the blast marker over an enemy model and scatter it 2D6". All models at least partially under the marker's final position take a S7 AP2 hit. All models within 3" of the template take a S3 AP - hit.
- 3 Gravitic Anomaly:** A pocket of low gravity appears. Choose an unengaged infantry unit and roll a D6. On a 1-3, that unit may move as Jump Infantry this turn. On a 4-6, it is placed in reserve and will re-enter play by Deep Strike in its next turn.
- 4 Burning Skies:** The skies themselves burst into flame. All units that enter play by Deep Strike this turn are treated as being deployed in dangerous terrain.
- 5 Ghastrly Hallucinations:** The toxic atmosphere plays tricks on the mind. Choose D3 units without the Fearless rule. Those units must take a Pinning test.
- 6 Meteor Storm:** A shower of meteors rains down. Apply the Meteor Strike result, though you may choose D3+1 units to be affected. The same unit may not be chosen more than once.

SEARCH AND RESCUE

“What does ‘retrieval imperative, subsequent redeploy at officer’s discretion’ mean?”

It means grab the goods and get out of this hellhole, that’s what it means!”

Despite being the most dangerous planets, death worlds are often the most valuable, the source of great mineral wealth or exotic goods. Many are the operations that have scoured the face of a death world for a priceless artefact or person, just as the death world itself is trying to scour them from existence. Such search and rescue missions often end in conflict, for truly valuable resources have a nasty habit of already being claimed.

OBJECTIVES

The objective of the game is to capture as many objectives as possible. Before deciding deployment zones, the players must place D3+1 objectives. The winner of a roll-off chooses a point on the table and places an objective upon it. Then the opponent does the same, and the players alternate until the position of all the objectives has been determined. These objectives may not be in impassable terrain or within 12" of a table edge or another objective.

DEPLOYMENT

Split the table into halves and roll off to see which player chooses the table half they will deploy in. The opposing player deploys in the opposite half. Next, the player that chose table half deploys one of his units. Then his opponent deploys one of his own units, alternating placement until all units are deployed. No unit may be deployed within 18" of an enemy.

RESERVES

Players may place any number of units in reserve.

FIRST TURN

The players roll off to see who takes the first turn.

GAME LENGTH

The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS

At the end of the game, the player controlling the most objectives wins. If the players control the same number of objectives, the game is a draw.

SPECIAL RULES

Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

Mobile Objectives: Any infantry model can pick up an objective by moving into base contact with it during the Movement phase. From that point on, move the objective marker with the model. If the model falls back, or is removed as a casualty, the objective is dropped. Note that an objective cannot be brought aboard a transport vehicle. If an objective is dropped in impassable terrain, place it as close as possible to the point where it was dropped that is not impassable terrain.

ALFROST

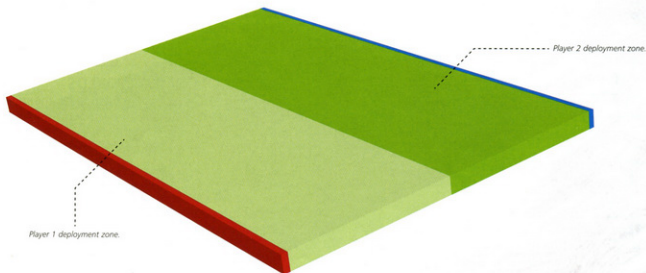
The death world of Alfrost was rightly named. A planet far from its feeble star, it is a world sheathed in thick ice. The weather can shift from an icy chill to a hail storm of frozen boulders in an instant. The surface of the world is criss-crossed with deep chasms, many of which are hidden, covered by a thin glacial layer. The Valhallans discovered this at great cost, losing several Leman Russ squadrons – the only warning was the ominous cracking of ice before the tanks plunged into the misty chasms below.

Nevertheless, the Valhallans continued to strengthen their defences, even as the greenskins landed. Like the Imperium, the Orks were drawn to Alfrost for the mineral known locally as starglass. This unique and valuable element could be found in clusters strewn across the chasmed surface of Alfrost. With the greenskin invasion, the Imperial harvesting operation was halted and the Valhallans were sent forth to wrest control of the quarries from the Orks. The Valhallan 74th regiment advanced on the greenskin horde, taking the fight to the eager foe. That’s when the berserker ice bears joined the fray, and the slaughter really began in earnest.



The Valhallan 74th leave the protection of their bunkers to face both the Ork horde and the freezing elements of the death world's surface.

SEARCH AND RESCUE DEPLOYMENT MAP



Set-up Summary

- Take it in turns to set up D3+1 objective markers at least 12" from a table edge or another objective.
- Roll-off for deployment areas.
- Players alternate placing units in their table half, more than 18" from any enemy model.
- Any number of units may be placed into reserve.

BREAKTHROUGH

“Mission accomplished? Holy Emperor, we’ve been waiting for this vox for days!

Shame it’s too late for the rest of the 122nd...”

For the ground-pounders stranded planetside, the nightmare is almost over. High command has sent through the orders to advance toward a drop site where the withdrawal can be made in earnest. The strike force receives the news with elation; every hour on the planet has claimed the lives of those dispatched to it, and not one of the soldiers fighting on-planet wishes to spend another minute there.

Unfortunately, there remains the small matter of the enemy forces locked in combat with those who remain. If anything the foe seem to be doing everything in their power to force their way through enemy lines, relocating to a target site of their own. Will there be anything left of the two forces once they’ve fought their way across the death world’s last reaches?

OBJECTIVES

The objective of the game is to get as many units into the enemy deployment zone as possible.

DEPLOYMENT

Split the table into halves and roll off to see which player chooses the table half they will deploy in. The opposing player deploys in the opposite half.

Next, the player that chose a table half deploys one of his units at least 12" from the centre line. Then his opponent deploys one of his own units, alternating placement until all units are deployed.

RESERVES

Players may place any number of units in reserve.

FIRST TURN

The players roll off to see who takes the first turn.

GAME LENGTH

The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS

At the end of the game, each player totals the number of units he has in the opponent’s deployment zone (any unit, whether scoring or not). Troops units count double towards this total – hence a player with one Fast Attack unit and one Troops unit in his opponent’s deployment zone would score three points. The player with the highest total is the winner. If the totals are the same, the game is a draw.

SPECIAL RULES

Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

Frayed, Fragged and Frazzled: The two armies have been stranded on the death world for far too long, and the constant barrage of trauma is leading to a breakdown of discipline, nerves or synaptic interference. All units have a negative modifier to their Leadership equal to half the current turn number (rounding up). For instance, on Turn 5, all units will have a -3 modifier to their Leadership.

Furthermore, those whose frayed nerves finally break will run pell-mell for their target site. To represent this, units that flee will make their flee move towards the enemy table edge instead of their own table edge.

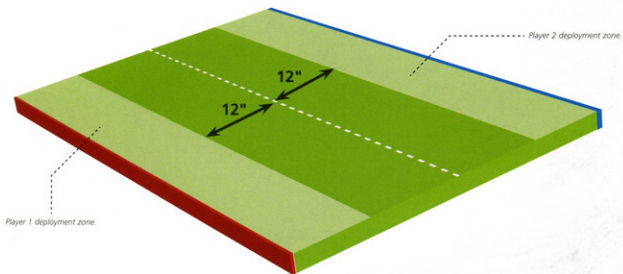
TYRANNOFORMED WORLDS

In the wake of a Tyranid invasion, even the most idyllic of maiden worlds can become akin to a death world. As it first approaches a prey world, a bio-fleet seeds the planet with billions of alien spores, spurring the native flora into unnatural growth to maximise the potential biomass. As the Tyranids invade, the world is transformed into a nightmarish landscape as the world itself begins to turn into a bioform. In the latter stages of invasion, as the last of the defenders are defeated, the process of consumption begins, as acidic digestion pools are bored into the planet’s crust to render the bodies of the fallen down into biological gruel to feed to the descending hive ships. Finally, as the hive fleet departs for another world, the planet is left barren and utterly lifeless.



Stranded planetside as the hive fleet begins to digest the world itself, Ragnar Blackmane leads his Space Wolves in a spirited breakout.

BREAKTHROUGH DEPLOYMENT MAP



Set-up Summary

- Roll-off for deployment areas.
- Players alternate placing units in their table half more than 12" away from the centre line.
- Any number of units may be placed into reserve.



WEATHER THE STORM

“Stuck on this Emperor-forsaken hell of a planet, right in the middle of a blazin’ electrical storm? Something tells me the top brass don’t want us around no more...”

The storms that ravage death worlds are a class of their own. The skies rage and growl, the atmosphere boils, and thunderheads hang low in the skies. As armies clash on the heaving ground below, the planet itself writhes with the titanic forces exerted upon it. Deadly lightning arcs down to ground itself on the troops below.

Abandoned on the surface of an exceptionally violent death world, the two armies have been laying into each other with every weapon at their disposal. The battle lines have become confused in the carnage and both sides form coherent battle lines more through luck than design. Each soldier secretly believes it can’t get any worse; that is, until the skies darken and an electrical storm of unprecedented magnitude rolls in.

OBJECTIVES

There are no objectives in this mission, other than to survive the hostile environment!

DEPLOYMENT

Split the table into six equal sections as shown in the deployment map (this is very easy to do if you have a Realm of Battle board, as it is already divided into six such zones). Then divide the board lengthwise, and roll off to see which player chooses the table

half they will deploy in. The opposing player deploys in the opposite half. Next, the player that chose a table half deploys one of his units. Then his opponent deploys one of his own units, alternating placement until all units are deployed. No unit may be deployed within 18" of an enemy.

Before deploying a unit, roll a D6. That unit must be deployed wholly within the section of their deployment that corresponds to the D6 result (see deployment map).

RESERVES

Players may place up to half of their units in reserve.

FIRST TURN

The players roll off to see who takes the first turn.

GAME LENGTH

The player that chose deployment zones rolls a dice at the end of game turn 4. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the same player rolls a D6 again at the end of game turn 5; this time the game ends immediately on the roll of a 1-3, and continues for another turn on the roll of a 4+. The game ends automatically at the end of game turn 6.

VICTORY CONDITIONS

At the end of the game, each player counts up the number of units he has left in play, and adds one to the result for each enemy unit he has destroyed. The player with the highest total is the winner. If the totals are the same, the game is a draw.

SPECIAL RULES

Death World Hazards: This mission uses the Death World Hazard tables as described earlier.

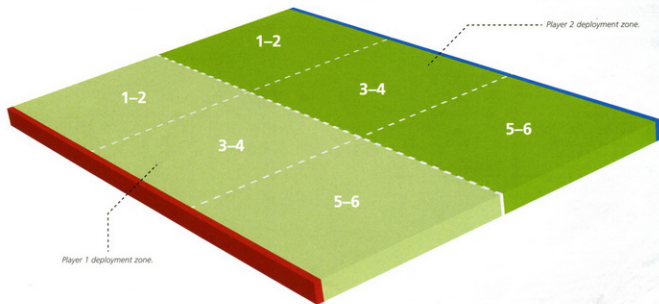
Deafening Thunder: Due to the shrieking gales and rumbling thunder that constantly rolls through the clouds above, communication is all but impossible. Morale tests must be taken using the majority Leadership of the unit, not the highest Leadership in the unit. For instance, a unit of five Grey Hunters (Ld 8) joined by a Wolf Lord (Ld 10) must use the Grey Hunters' Leadership of 8 for Morale tests.

Lightning Strikes Twice: Once you have resolved the usual roll on the Death World Hazards tables at the beginning of the turn, roll a separate D6. The Seeker Lightning result is triggered at the beginning of the turn on the roll of a 4+. See the Environmental Hazards table for details.

CONTEXTUALISING DEATH WORLDS

There are many types of death world scattered across the stars so you may want to interpret the Death World Hazard results to fit with your own battlescape. In the sub-zero temperatures of an ice planet, for instance, the Magma Eruption might be a fountain of freezing liquid – adapted to fit that style of death world, but no less deadly for it. On a jungle world, the Indigenous Beast might be a many-legged Catachan Devil, whereas on a lava world it might be a flame-skinned salamander. Some players may wish to go one further, customising the Hazard Randomiser table to their own needs. The ice world of Fenris may not use the Hellscape Hazards table (it's absolutely freezing, but at least it obeys the laws of physics) but could instead replace it with another Seismic Hazards result to represent the shifting, cracking ice floes underfoot. Conversely, a mechanical Daemon world might have two Hellscape Hazards results on the table, one of which replaces the Indigenous Hazards result – even predatory fauna doesn't stand a chance!

WEATHER THE STORM DEPLOYMENT MAP



Set-up Summary

- Roll-off for deployment areas.
- Players alternate placing units in their table half, rolling a D6 for each unit and placing it in the corresponding table area more than 18" from any enemy model.
- Up to half the units may be placed into reserve.

BATTLE REPORT THE WOLF AND THE KRAKEN

Blood will flow on the frozen tundra as Harald Deathwolf's Space Wolves engage the Tyranids of Hive Fleet Kraken. Can one side emerge victorious whilst battling amid tectonic upheaval, meteor showers and indigenous hostiles?



Army Projects

Both of the armies featured in this battle report form the basis for an Army Project. Chris Peach shows you how to paint the Tyranid army in *How to Paint Citadel Miniatures* whilst Steve Bowerman's guide to painting the Space Wolves army can be found later this issue. Each Army Project shows you how to paint the army through clear stage-by-stage guides that can be applied to all of the models in the army. If you're looking to start a Tyranid or Space Wolves army yourself, these are great places to start.

Simon: The new Death World Battle Missions enable players to fight battles amid the most lethal environments. Death worlds have long been an integral part of the game's background, and there are many planets classified as such in the galaxy-spanning Imperium of Man. Indeed, the Space Wolves' Chapter Planet of Fenris is a death world – the tectonic upheavals, hostile wildlife and extreme weather conditions so severe as to be inhospitable to all but the hardest folk. Fighting in such treacherous conditions was too exciting an opportunity to miss, so I grabbed a copy of the rules as soon as Phil had finished writing them to play a game.

It has been a good while since I last unleashed my Space Wolves in battle, so when Steve Bowerman finished this month's Army Project (see page 94), I was eager to lead them to battle in their inaugural game. Steve has even painted the illustrious leader of his army's Great Company, Wolf Lord Harald Deathwolf, to command them.

My canny opponent for this venture into a death world's lethal embrace is none other than veteran Tyranid player Tom Hutchings, White Dwarf's resident vassal of the Hive Mind's will. He will be using the army of Hive Fleet Kraken painted by the Hobby Team's Chris Peach.

An interesting detail about this game (other than the fact that we'll be battling over terrain that is as likely to kill our troops as the enemy army!), is that we'll be fielding armies centred around the contents of a Battleforce, but with a few choice additions such as a pack of Thunderwolf Cavalry and a Trygon. These two armies conveniently added up to 1000 points apiece, so the size of the game was all but decided for us.

With our armies in place, Tom and I shook hands and prepared to face nature's ultimate wrath. The Space Wolves and Tyranids may be used to fighting on death worlds in the Warhammer 40,000 universe, but we certainly weren't!



HARALD DEATHWOLF'S GREAT COMPANY

HQ

Harald Deathwolf
Wolf Lord with Saga of the Wulfkin, frost axe, storm shield, wolftooth necklace, wolf tail talisman, mounted on a Thunderwolf and accompanied by two Fenrisian Wolves. 250 points

ELITES

Asger's Murder-makers
5 Wolf Guard with frost axe, pair of wolf claws and 3 boltguns, mounted in a Drop Pod. 175 points

Skarin's Silent Hunters
5 Wolf Scouts with plasma gun, plasma pistol and two boltguns. 105 points

TROOPS

Torvald's Warbringers
5 Grey Hunters with power sword, plasma gun and 3 boltguns. 100 points

Wolfgar's Berserkers
10 Blood Claws with plasma gun and plasma pistol. 175 points

FAST ATTACK

The Riders of Morkai
3 Thunderwolf Cavalry with storm shield and plasma pistol. 195 points

Total: 1000 points



HIVE FLEET KRAKEN

HQ

The Swarmlord 280 points

TROOPS

Tyrant Warrior Brood
3 Tyrant Warriors with deathspitters, scything talons and toxin sacs. 120 points

Termagant Brood
16 Termagants with toxin sacs. 96 points

Hormagaunt Brood
16 Hormagaunts with toxin sacs. 128 points

Genestealer Brood
8 Genestealers with toxin sacs. 136 points

Ripper Swarm Brood
3 Ripper Swarms. 30 points

HEAVY SUPPORT

Trygon
with adrenal glands. 210 points

Total: 1000 points

FIRST BLOOD

URNS 1-2

As Tom prepared to make his opening moves, the thoughts of both players turned towards who would claim the first kill: the Tyranids, the Space Wolves or perhaps even the death world itself?

The Skald's Account:

- (A) One of the Wolf Scouts is dragged beneath the ice by Carnivorous Flora.
- (B) The Termagant brood claims the southern objective as they begin their advance.
- (C) The Wolf Guard arrive via Drop Pod to reinforce the western flank.
- (D) Torvald's Warbringers hold position with the second objective on the Skyshield landing pad.
- (E) Wolfigar's Berserkers burst from cover to launch a devastating assault on the Termagant brood and proceed to slaughter them all.

Simon's roll for scenario resulted in a Search and Rescue Death World Battle Mission with two objectives. One was placed in the north on the Skyshield landing pad, and the other further south by the crashed shuttle. Simon then won the roll for deployment, opting to take up a position amid the ruined buildings. Tom set up as far forwards as possible opposite him.

Tom won the roll-off for the first turn, but even before the Tyranids could close on their prey, a Wolf Scout succumbed to some Carnivorous Flora – a malignant strain of blood-hungry crystalline weed called Vitae Vine unique to the planet's icy plateaus. First blood to the death world!

Tom's army was out of effective shooting range, so he opted to make run moves this turn, but managed to only roll a 2 for this bonus movement on every roll.

Simon's turn began with some deadly seismic activity, in the form of Gnashing Earth, claiming the lives of two Hormagaunts. Hoping to inflict as much damage on these diminutive but dangerous creatures as possible, Simon deployed his Drop Pod to bring the Wolf

Guard into the fray and reinforce his right flank. Ever willing to take the fight to the enemy, the Blood Claws sprinted forwards to engage the Termagants that had claimed the southern objective. The cunning Wolf Lord, however, held back with his Thunderwolf Cavalry in the shelter of the ruins, to act as a mobile reserve.

The Space Wolves' Shooting phase left the Tyranids reeling as five Hormagaunts were cut down by the Wolf Scouts and newly arrived Wolf Guard. Meanwhile, the plasma and bolter fire of the Grey Hunters hammered the Ripper Swarm brood, leaving them with but one Wound remaining. The over-eager Blood Claws forsook their chance to shoot by unleashing a Berserk Charge. Despite the Termagants managing to slay four of their number, the overmatched Tyranids were wiped out by the frenzied Space Wolf youths, who consolidated to claim the abandoned objective marker.

Another Wolf Scout died at



the start of Tom's second turn, also falling victim to the Vitae Vine. The Genestealer brood Tom had held in reserve then arrived exactly where he wanted them – right behind the Wolf Guard. The Tyranids advanced as one, swarming forwards in preparation to launch their assaults.

Tom's Shooting phase was poor for the most part, though his Tyranid Warriors managed to slay Harald Deathwolf's Fenrisian Wolves. The Assault phase, however, was devastating. The Trygon suffered a single wound from the Blood Claws but slew them all in response, even as the Genestealers tore the Wolf Guard apart with six Rending hits. Harald Deathwolf fared better, butchering all the Hormagaunts, though his Thunderwolf Cavalry each suffered a wound in doing so.

The Wolf Lord responded by charging straight into the jaws of Hel. The Grey Hunters and Wolf Scouts lent supporting fire, blasting another wound from the Trygon and cutting down two Genestealers. Charging into combat with the Tyranid Warriors, two Thunderwolf Riders fell in the vicious struggle, though they were soon avenged by the rampaging Wolf Lord.



Wolfgar's Berserkers, the pack of Blood Claws, emerge from cover to throw themselves at the enemy.



The Tyranid horde converges upon the outnumbered Space Wolves, threatening to overwhelm them.

ONE SHALL FALL...

TURNS 3-4

Having butchered his way through the Tyranid Warriors, Harald Deathwolf now stood face-to-face with the murderous form of the Swarmlord. Taking position atop a fallen symbol of the Allfather's invincible might, Deathwolf roared his challenge.



The stage is set for an epic confrontation between the Swarmlord and Harald Deathwolf.



KILLER INSTINCTS

The Genestealers had already made their brutal presence felt on the battlefield by slaughtering the Wolf Guard last turn. They now turned their attention to the Wolf Scouts nearby, deftly clambering up the building and tearing the lightly armoured Space Wolves to pieces.

As if the death world itself was heralding the imminent clash between the two mighty warriors, a Meteor Storm came crashing about them. Thankfully for both players, the two comets scattered wildly away from the combatants below. As it closed on its chosen quarry, the Swarmlord attempted to cast *Paroxysm* on Harald Deathwolf. However, such was not the Wolf Lord's wyrd, and the debilitating power was resisted by his wolf tail talisman.

In the east, the Trygon threw itself at the Grey Hunters, but it fell short of their elevated position. The Genestealers leaped upon the Wolf Scouts, weathering their blows and slaying them without mercy.

But the prize fight was in the middle of the battlefield, as the Swarmlord charged Harald Deathwolf. Simon's vaillant Wolf Lord landed three mighty blows on the deadly bioform, wounding the creature twice, but he simply could not withstand the lethality of the Swarmlord's bonesabres and was cut down in spite of his defiance. One Thunderwolf Rider remained and, though he knew that he could not prevail against such a terrible foe, he bravely held his ground, seeking a warrior's death.



Defiant to the Last

Never ones to retreat whilst even the slightest chance of victory remained, the Space Wolves stubbornly held their ground.

Despite his determination to die hard, Simon's luck let him down in a final act of spite. All he could achieve in his final turn was to blast another wound from the approaching Trygon with his Grey Hunters' plasma gun, but even then, he only just survived the volatile weapon overheating in the process.

Turn 4 saw Tom ruthlessly hunting down the last of the Space Wolves and securing victory. For the second time in the game, the Trygon scythed down Simon's squad with huge sweeps of its scything talons as the Swarmlord smashed the Drop Pod apart in the distance.

VICTORY AND DEATH



Tom: Mwahaha! Victory for the swarm! It was a pleasure to use Chris' Hive Fleet Kraken army, and even more of a pleasure to finally win a battle report. Even though the army list didn't

include some of the units that I would normally take, two monstrous creatures proved a near insurmountable obstacle for Simon's army.

I did find that the Space Wolves were able to deal with my infantry with relative ease, so I soon found myself forced to try and wipe them out and claim a default victory instead. If Simon had chosen discretion as the better part of valour with his Grey Hunters, it may have ended up as a different game. That is, unless the death world got them first...

Speaking of death worlds, that game was a lot of fun, and the hazard rules brought a whole new aspect to the game. I will definitely be looking to make some death world scenery for games at home.



Simon: Well, my Space Wolves may have died to the last, but not all honour was lost. Harald Deathwolf and his Thunderwolf Cavalry, perhaps unsurprisingly, performed brilliantly. As did the Grey

Hunters, stoic in the defence of their objective, though they too met a grisly end. Oh well, you can't win them all, I guess!

The Swarmlord was nothing short of unstoppable. Even if my Thunderwolf Cavalry hadn't already been weakened by two previous combats, I'm still not confident that they could've brought it down in a fair fight. You really have to shoot it dead before it reaches your lines or you're in serious trouble. I normally field more Grey Hunters and some Long Fangs or a lascannon-toting Predator, so would've mercilessly pummelled it until it stopped twitching. Steve's army, however, is far more aggressive than what I'm used to, so I should've played accordingly. I shall ponder this over a tankard of Fenrisian mead.

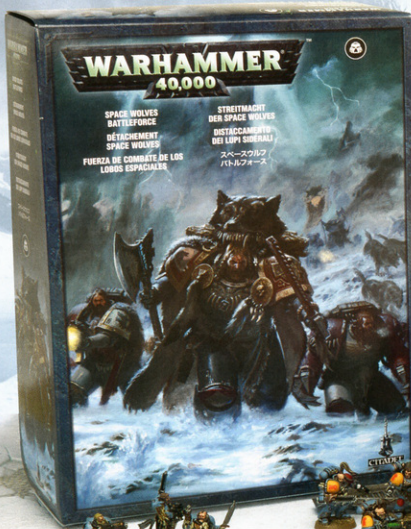
NEXT MONTH

Next issue, we will be showcasing the awesome ice world terrain featured in this battle report, as well as suggesting how you might go about making your own.



WARHAMMER
40,000

SPACE WOLVES



The most savage and barbaric of all the Space Marine Chapters, the Sons of Russ are proud, noble and fierce. This Battleforce contains 25 plastic Space Wolves models and a plastic Drop Pod kit. The Army Project you can see overleaf uses this Battleforce as its core.

SPACE WOLVES BATTLEFORCE £60
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FOR THE FULL SPACE WOLVES AND TYRANID RANGE VISIT THE WEBSITE.

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WARHAMMER
40,000

TYRANIDS

The Tyranids are a ravenous race of aliens that seek to devour the galaxy. Within the Tyranid Battleforce you'll find 43 multi-part plastic miniatures. The Hive Fleet Kraken army featured in the battle report is built around the Tyranid Battleforce.

TYRANID BATTLEFORCE

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HARALD DEATHWOLF'S GREAT COMPANY

Last month, Steve Bowerman showed us how to paint Thunderwolf Cavalry. In this Army Project he explains how he painted a Space Wolves Battleforce to accompany them.

INSPIRATION

Steve: The Space Wolves have always appealed to me. Space Marines are cool enough as it is, but when you add in a healthy mix of axe wielding and an endless quest to earn a heroic death in battle worthy of a saga, you can't go wrong. Even looking at the artwork on the cover of *Codex: Space Wolves*, there are three main characters and only one of them seems concerned with using his boltgun! The other aspect of the Space Wolves I appreciate is their individuality, both in their background and in how they look – replete with furs, pelts and fetishes – as it makes them a lot of fun to model and paint.

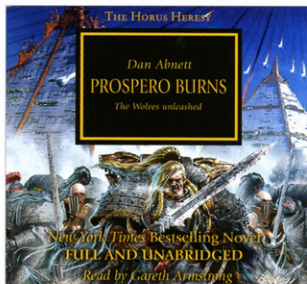
Last month, I painted three Thunderwolf Cavalry models belonging to Harald Deathwolf's Great Company for the Painting Workshop. I enjoyed painting them so much that I have since painted a Wolf Lord on Thunderwolf model to represent Harald Deathwolf himself (see below). I wanted to take the opportunity to expand these four models into an army whilst demonstrating how to paint Space Wolves using the new paint range and the painting techniques described in the *How to Paint Citadel Miniatures* book.

A Space Wolves Battleforce was the natural choice to provide a solid core for this new army, whilst providing plenty of opportunity to showcase these techniques. In order to showcase the Battleforce's diversity and provide as many different painting opportunities as possible, I assembled the two Space Wolf Packs included in the Battleforce as three different squads (see opposite).

Steve has already painted a Wolf Lord on Thunderwolf, who he uses to represent Harald Deathwolf, the Wolf Lord of his Great Company.



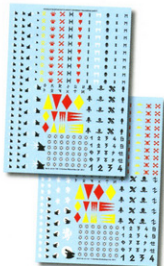
LISTEN WHILE YOU PAINT



If you feel the need for further inspiration, why not listen to an audio drama or book from Black Library whilst you paint? *Prospero Burns*, an exciting tale of the Horus Heresy featuring the Space Wolves, is a perfect example, but there are plenty of other titles available online.

BLACKLIBRARY.COM

The Space Wolves have little regard for the teachings of the Codex Astartes, choosing to structure their iconography on Fenrisian tribal traditions. When a new Wolf Lord is elected to lead a Great Company, he adopts a symbol chosen from among the ancient legends of Fenris as his symbol. Two transfer sheets are released this month specifically for the Great Companies of Logan Grimnar and Harald Deathwolf.



THE SPACE WOLVES BATTLEFORCE

A Battleforce is the perfect way to kickstart, or even to bolster, a collection of Space Wolves. Steve decided to split the box set's two Space Wolf Packs into a large squad of ten Blood Claws and two smaller, five-man packs of Grey Hunters and elite Wolf Guard. This provided the army with a nice balance of different squads and, when combined with the more lightly armoured Wolf Scouts, a number of different painting challenges.



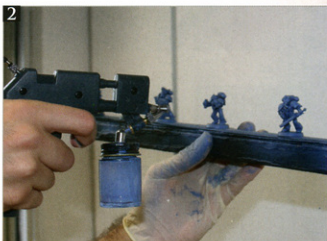
TECHNIQUES

Steve: To get the lion's (or should that be wolf's?) share of the basecoats finished in a single hit, I decided to assemble all of the models in the Battleforce in one go before starting to paint them. Having completed this stage, I undercoated them all with Chaos Black spray at the same time. Whilst this stage was drying, I mixed a large batch of The Fang into my Citadel Spray Gun to apply the basecoat. I applied this basecoat to all of my models in one fell swoop, mounting a handful of Space Wolves at a time on a spray stick with double-sided sticky tape to speed up the process. When this stage was dry, I repeated the same method with Russ Grey to build up a lighter overall shade. By basecoating all of my models in this way at the same time, I ensured that all of my base colours were consistent throughout the Battleforce. Having reached this stage, I then focused on painting one squad (or the Drop Pod) at a time so that the task wasn't quite as daunting as tackling the entire army in one go.



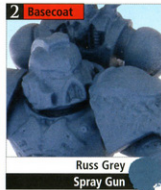
1. By applying a basecoat of The Fang using the Citadel Spray Gun, Steve was able to achieve a smooth, even finish in preparation for the next stage.

2. Having applied a second basecoat, this time with Russ Grey, Steve had reached a stage where he could now focus on painting smaller batches of models.

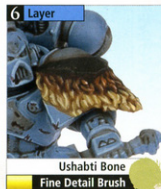
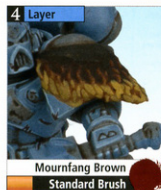


BLOOD CLAW (STAGES 1-2)

1 POWER ARMOUR

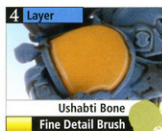
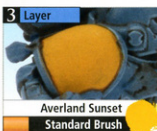


2 FURS

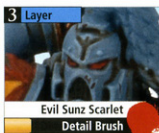
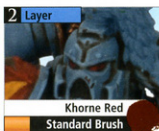


STAGES 3-6

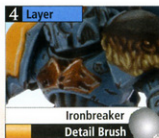
3 YELLOW/RED SHOULDER PADS



4 EYES



5 GOLD



6 METAL



WOLF SCOUT

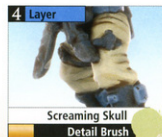
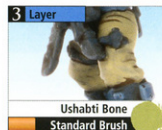
SKIN



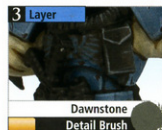
HAIR



FATIGUES



LEATHER



GREY HUNTER

POWER SWORD



2 Layer



Sotek Green
Detail Brush

4 Glaze



Guilliman Blue
Wash Brush

1 Basecoat



Stegadon Scale Green
Basecoat Brush

3 Layer



Temple Guard Blue
Fine Detail Brush

5 Layer



Fenrisian Grey
Fine Detail Brush

BASE

1 Basecoat



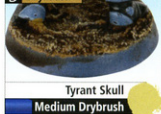
Armageddon Dust
Large Brush

2 Wash



Agrax Earthshade
Wash Brush

3 Drybrush



Tyrant Skull
Medium Drybrush

4 Basecoat



Steel Legion Drab
Basecoat Brush

VEHICLES

ARMOUR

1 Basecoat



The Fang
Spray Gun

3 Wash



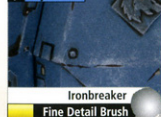
Agrax Earthshade
Wash Brush

5 Drybrush



Etherium Blue
Large Drybrush

7 Layer



Ironbreaker
Fine Detail Brush

2 Basecoat



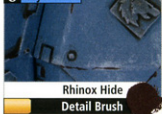
Russ Grey
Spray Gun

4 Layer



Russ Grey
Basecoat Brush

6 Layer



Rhinox Hide
Detail Brush





SPACE WOLVES SHOWCASE

BLOOD CLAWS PACK



Steve wanted to represent the wild, reckless nature of the Blood Claws by giving all but one of them paired chainswords or bolt pistols. He used the new Harald Deathwolf transfer sheets to designate their allegiance to their Wolf Lord's Great Company.



GREY HUNTERS PACK

As older and more experienced warriors, Steve opted to assemble all of his Grey Hunters wearing a helmet.



WOLF SCOUT PACK

The cream-coloured combat trousers of the Wolf Scouts offsets the blue-grey of their armour perfectly.



THE LORD OF THE RINGS STRATEGY BATTLE GAME

A TALE OF FOUR GAMERS

Having kicked off their new armies last issue, our four intrepid gamers return this month with their armies expanded to 500 points and news of their first faltering steps on the battlefield.

A Tale of Four Gamers is a classic White Dwarf series that challenges four hobbyists to collect and paint a new army in monthly increments and use it to engage in several battles with their fellow gamers. Each month, points are awarded for hitting painting deadlines and performing on the battlefield. All the while, you, the reader, can keep up with their individual developments, trials and tribulations as our gamers lay their hobby reputations on the line. What's more is you can join in at home and match yourself against your friends and gaming group, or just compare your efforts with our motley foursome of gamers. Either way, be sure to check out last issue if you missed out on part one of the series to catch up with each gamer's plans for their army.

This month, with our participants having increased the size of their armies to a respectable 500 points apiece, it was time for them to engage in their first skirmish. Army lists were written and battlelines drawn – there were valuable series points up for grabs, after all! We thought it only right to pit the regional enemies against one another for this opening bout, so Simon's army of Gondor would clash with Dan's

host of Mordor in an impromptu refight of the defence of Osgiliath. Meanwhile, Dom's Rohirrim would be looking to defend their homeland by riding down Nick's marauding Uruk-hai.

However, this month's game is but a prelude of things to come. Next month, in the third and final part, our four gamers team up to play a big battle. Not only will we find out which of our hobbyists is king of the battlefield hill, but they can also earn some all important points in a bid to be declared A Tale of Four Gamers series champion. But that's not all – each gamer will also be painting an army centrepiece for their collection. Check out next issue to see what these mysterious additions will be. Will they choose to paint a mighty hero, fiendish villain or perhaps a fell creature? For the time being though, let's see how our gamers got on in their first battle...

Remember that Dan is also monitoring the What's New Today inbox for those of you joining in at home. Send in photos of your monthly painting exploits to: whatsnewtoday@games-workshop.co.uk

MONTH TWO CHALLENGE:

Expand your force to a fully painted 500 point army including:

- An army list.
- Any unnamed Heroes to be given appropriate names.

Arrange and play your first 500 point game using one of the sourcebook scenarios.

Points will be awarded as follows:

- 500 point army painted on time:
- Victory in battle:
- A draw in battle:
- A loss in battle:

- +5 points
- +3 points
- +2 points
- +1 point

Maximum points on offer this month:

8 points

The Chosen Four:



Simon Grant claims to be a Lord of Gondor and distant cousin to Angbor the Fearless of Lamedon.



Dan Harden has painted an army of Mordor, the better to crush the lands of Men. How mean.



Dom Murray, the unofficial fourth Marshal of the Mark, leads his own Eored of Rohirrim.



Nick Bayton is rumoured to be an Uruk-hai in disguise. He's not very good at subtlety though.



Simon (Gondor) vs. Dan (Mordor)

Simon and Dan would be contesting the Reconnoitre scenario, where escaping off their opponent's board edge was key to victory. Both players advanced full speed, but a clash in the centre of the battlefield was inevitable. Faramir and his Rangers had already slain four Morannon Orcs at range before combat

was joined in earnest, and Simon spent all of Boromir's Might in short order to hew through Dan's battleline. Gothmog led the Mordor Troll and Black Guard in a flanking manoeuvre, breaking through and making for the Gondor table edge, but Boromir leapt at the Troll as it retreated, and cut it down to secure victory.



Nick (Isengard) vs. Dom (Rohan)

Dom and Nick rolled up To the Death! for their scenario. Nick deployed as far forward as possible, and Dom's infantry were soon in a vicious battle for survival, though their throwing spears took a steady toll. The Rohan cavalry arrived shortly after the lines had clashed, attacking from both flanks in a pincer

movement, but the ferocity of the Uruk-hai kept them at bay. Despite Dom's infantry bravely leaping from buildings into combat, throwing spears as they did so, the Rohan army broke. Moments later, the game was all but over when Théoden King fled the field – evidently, he knew the battle was lost.

The War Host of Mordor

Warband 1: Mordor
Leader – Gothmog,
Lieutenant of Morgul,
with warg.

145 points

12 Morannon Orcs with
6 spears and 8 shields.

98 points

Warband 2: Mordor
Kragor, Captain of the
Black Guard.

60 points

6 Black Guard of Barad-dûr
with banner.

97 points

Mordor Troll.

100 points

TOTAL: 500 points

MONTH 2 SCORE:
500 points painted + a loss

6

Uruks of the White Hand

Warband 1: Isengard
Leader – Lurtz

60 points

12 Uruk-hai Scouts,
8 with shields.

104 points

Warband 2: Isengard
Mauhûr

60 points

12 Uruk-hai Marauders with
4 shields and 4 Orc bows.

116 points

Warband 3: Isengard
Hurtz, Uruk-hai Captain
with two-handed weapon
and shield.

60 points

8 Feral Uruk-hai.

96 points

TOTAL: 496 points

MONTH 2 SCORE:
500 points painted + a win

8



MONTH 2 SCORE:
500 points painted + a win

8

The Defenders of Osgiliath

Warband 1: Minas Tirith

Leader – Boromir, Captain of the White Tower, with shield.

180 points

10 Citadel Guard with spears.

90 points

Warband 2: Minas Tirith

Faramir, Captain of Gondor, with bow.

75 points

7 Rangers of Gondor, 4 with spears.

60 points

Warband 3: Minas Tirith

Lord Baranor, Knight of the White Tower.

55 points

5 Warriors of Minas Tirith with shields.

40 points

TOTAL: 500 points



MONTH 2 SCORE:
500 points painted + a loss

6

Théoden's Royal Host of Rohan

Warband 1: Rohan

Leader – Théoden, King of Rohan, with armoured horse, heavy armour and shield.

90 points

Son of Eorl

22 points

3 Rohan Royal Guard with horses.

48 points

Warband 2: Rohan

Erkenbrand, Captain of Rohan, with horse.

75 points

5 Westfold Redshields with throwing spears.

80 points

Warband 3: Rohan

Brytta, Captain of Rohan with heavy armour

50 points

10 Warriors of Rohan with shields, throwing spears, banner and war horn.

135 points

TOTAL: 500 points

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CONVERSION CHART

To use this chart, simply look up the old Citadel Colour in the top bar and you'll get the best match from the new paint range shown on the accompanying swatch.

This conversion chart allows you to get a good match between colours from our old and new paint range – especially useful if you're mid-project and you need to restock your paint supply. Be aware that as the new paint range comprises brand-new formulations we can suggest close, but not exact comparisons. While we're comparing old and new, it's worth noting the new Citadel Paint range is far larger. In fact, it's doubled in size, with over 70 additional colours to expand your palette and further enhance your models.

 Sunburst Yellow Flash Gitz Yellow	 Dark Angels Green Caliban Green	 Codex Grey Dawnstone	 Iyanden Darksun Averland Sunset
 Golden Yellow Yriel Yellow	 Snot Green Warpstone Glow	 Chaos Black Abaddon Black	 Macharius Solar Orange Jokaero Orange
 Blazing Orange Troll Slayer Orange	 Goblin Green Warboss Green	 Skull White White Scar	 Mechrite Red Mephiston Red
 Blood Red Evil Sunz Scarlet	 Scorpion Green Moot Green	 Burnished Gold Auric Armour Gold	 Tausept Ochre Balor Brown
 Red Gore Wazdakka Red	 Rotting Flesh Nurgling Green	 Shining Gold Gehenna's Gold	 Calthan Brown Mournfang Brown
 Scab Red Khorne Red	 Camo Green Elysian Green	 Dwarf Bronze Hashut Copper	 Khemri Brown Baneblade Brown
 Dark Flesh Doombull Brown	 Catachan Green Castellan Green	 Tin Bitz Warplock Bronze	 Tallarn Flesh Cadian Fleshtone
 Dwarf Flesh Ratskin Flesh	 Graveyard Earth Steel Legion Drab	 Boltgun Metal Leadbelcher	 Dheneb Stone Rakarth Flesh
 Elf Flesh Kislev Flesh	 Scorched Brown Rhinox Hide	 Chainmail Ironbreaker	 Gretchin Green Deathworld Forest
 Warlock Purple Screamer Pink	 Bestial Brown Mournfang Brown	 Mithril Silver Runefang Steel	 Knarloc Green Loren Forest
 Liche Purple Xereus Purple	 Vermin Brown Skrag Brown	 Baal Red Carroburg Crimson	 Orkhide Shade Caliban Green
 Regal Blue Kantor Blue	 Snakebite Leather Balor Brown	 Asurmen Blue Drakenhof Nightshade	 Fenris Grey The Fang
 Ultramarines Blue Aldorf Guard Blue	 Bubonic Brown Zamesi Desert	 Leviathan Purple Druchii Violet	 Hormagaunt Purple Daemonette Hide
 Enchanted Blue Caledor Sky	 Vomit Brown Tau Light Ochre	 Devlan Mud Agrax Earthshade	 Mordian Blue Macragge Blue
 Shadow Grey The Fang	 Desert Yellow Tallarn Sand	 Ogryn Flesh Reikland Fleshshade	 Charadon Granite Stormvermin Fur
 Space Wolves Grey Fenrisian Grey	 Kommando Khaki Karak Stone	 Gryphon Sepia Seraphim Sepia	 Necron Abyss Kantor Blue
 Ice Blue Lothorn Blue	 Bleached Bone Ushabti Bone	 Thraka Green Biel-Tan Green	 Adeptus Battlegrey Mechanicus Standard Grey
 Hawk Turquoise Sotek Green	 Fortress Grey Administratum Grey	 Badab Black Nuln Oil	 Astronomican Grey Celestra Grey

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NEW STORM OF MAGIC SCENARIO, SPELLS AND MORE!

