

WHITE DWARF™

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WARHAMMER 40,000

WARHAMMER

CITADEL

THE HOBBIT:

AN UNEXPECTED JOURNEY™

SEPTEMBER 2013



WARHAMMER 40,000 SPACE MARINES

WHITE DWARF

SEPTEMBER 2013

Editor:
Jes Bickham
jes@whitedwarf.co.uk

Deputy Editor:
Andrew Kenrick
andrew@whitedwarf.co.uk

Senior Staff Writer:
Adam Troke
adam@whitedwarf.co.uk

Staff Writer:
Daniel Harden
dan@whitedwarf.co.uk

Photo Editor:
Glenn More
glenn@whitedwarf.co.uk

Digital Editor:
Bethan Beynon-Hughes
beth@whitedwarf.co.uk

Lead Designer:
Matthew Hutson
matt@whitedwarf.co.uk

Designer:
Kristian Shield
kris@whitedwarf.co.uk

Photographer:
Erik Niemz
erik@whitedwarf.co.uk

Publisher:
Paul Lyons
paul@whitedwarf.co.uk

This Month's Contributors:
Nick Bayton, Mark Bedford, Chris Bilewicz, Alan Bligh, Kevin Chin, Ed Cottrell, Robin Cruddace, Carl Dafforn, Eddie Eccles, Jamie Farquhar, Jon Flindall, Gareth Hamilton, Jes Goodwin, Nick Ho, Jervis Johnson, Phil Kelly, Darren Latham, Ian Matthewson, Dominic Murray, Owen Patten, Chris Peach, Keith Robertson, Dan Seymour, Edgar Skomorowski, Dale Stringer, Phil Stutcinkas, Dave Thomas, Jeremy Vetock, Tom Walton, Mark Wildman, Rik Turner and Louise Wolstenholme

'Eavy Metal and Studio Hobby Team: Simon Adams, Steve Bowerman, Doug Cameron, Aiden Daly, Neil Green, David Heathfield, Chris Innes, Chad Mierzwa, Chris Rhodes, Dave Perryman, Duncan Peahos, Joe Tomaszewski, Anja Wettergren and Tom Winstone.

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MEET THE WHITE DWARF TEAM

A new month brings with it a host of fresh releases and news from the Games Workshop hobby. The White Dwarf team is on hand to guide you through what's new and exciting once again.



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Photo Editor



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Lead Designer



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Designer



Erik Niemz
Photographer

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NEW LINE CINEMA
A Time Warner Company



**WHITE
DWARF**

OPENING SALVO



Jes Bickham
Editor

This month is a very special occasion indeed, as the most iconic faction in Warhammer 40,000 gets reinforced with a host of new miniatures and a brand-new (and jaw-droppingly big) Codex. The Space Marines go to war once more, and now more than ever there is cause for the heretic and alien alike to fear their unstoppable wrath.

The excitement in the White Dwarf team on seeing the new miniatures has been palpable; Matt, our chief Space Marines fanatic, almost fainted at the sight of the terrific new Centurion warsuits (and you can see just how deadly they are in the Battle Report), while the new Tactical squad kit ensnared the rest of the team's hobby desire with its sheer amount of options. It's also completely compatible with the new Sternguard and Vanguard Veterans kits – themselves reason enough to start collecting a Space Marine army – and can be combined with existing kits

and upgrade sprues to allow for an almost infinite variety of different builds. The ramifications for Space Marine collectors are enormous, and we've started exploring them with a Tactical squad-based Kit Bash that shows the versatility of the kit. Andrew also explores the history of power armour over on page 90 so you can pinpoint exactly what all those different bits of armour in the box are.

Along with two new dedicated anti-air tanks in the Stalker and Hunter (debate has raged in the office over preferences to each), and some stunning new plastic characters, September is nothing less than a month of explosive hobby excitement. For enemies of the Imperium, nothing will ever be the same again. The Angels of Death have returned; all hail the Emperor!



NEW RELEASES



NEW RELEASES

SPACE MARINES

CENTURION DEVASTATOR SQUAD



A **Centurion Devastator Squad** combines thick ablative armour with an arsenal of heavy weapons. Any foe who earns their ire must hope to withstand a torrent of firepower able to reduce battle tanks to slag.



There are certain missions that require the Space Marines to bring exceptional levels of firepower to bear, such as besieging enemy fortifications or bringing the destructive fury of a battle tank into confined spaces. Such duties require select battle-brothers from the Devastator Company to don Centurion warsuits and arm themselves with the heaviest of weapons.

This kit contains three plastic Centurions armed with either heavy bolters, lascannons or a grav-cannon attached to the underside of a pair of mechanised gauntlets, while the chest houses either a hurricane bolter or missile launcher – a potent cocktail of weaponry. The thick armour plates of the warsuit that protect the Space Marine pilot can absorb tremendous levels of damage, while formidable servos propel the warsuit forwards and aim the heavy weapon systems with ease. This makes the Centurions a deadly combination of size, fortitude and unstinting firepower. **AT**



Within the chest armour of a Centurion Devastator warsuit is a second weapon system – either hurricane bolters or a missile launcher.



1 The icon set on the left shoulder plate is known as the Centurion honour.

2 An Omniscopes enables the squad Sergeant to target multiple foes.

3 Grav-cannons crush heavy armour with ease.

4 You can see the pilot's legs, between the servos and cables.

5 A grav-amp multiplies a grav-cannon's power.

6 Heavy bolters are the standard weapon of the Centurion Devastators.









NEW RELEASES

SPACE MARINES

CENTURION ASSAULT SQUAD



When an enemy stronghold must be assaulted head on, a Space Marine Chapter will turn to the Centurion Assault squads, whose siege drills can pulverise rockcrete, steel and the flesh of the foe with equal contempt.



Assembled from the ranks of the Chapter's foremost close combat experts, Centurion Assault squads are solely focused on closing with the enemy and destroying them face-to-face. Shrugging off storms of enemy fire, the Centurions do not stop until they can grind the enemy into mulch with their siege drills, monstrous close combat weapons capable of chewing through bunker walls and xenos flesh with horrifying ease. Additionally, each siege drill has either a flamer or melta gun attached to it for fire support, along with a hurricane bolter or an ironclad assault launcher built into the chest.

An interesting detail on the warsuits is that it is possible to see the power armoured legs of the Space Marine piloting the suit if you look at the back. Nestled within the cabling and servos that power the warsuit there is an 'ordinary' suit of armour, and that helps reinforce the story behind the suits – that they are donned by specialists when the mission requires them. **AT**



Centurion Assault squads are armed with siege drills to reduce armour to mulch. Each siege drill also boasts an underslung special weapon.





1 The Sergeant is marked out by his bionic eye.

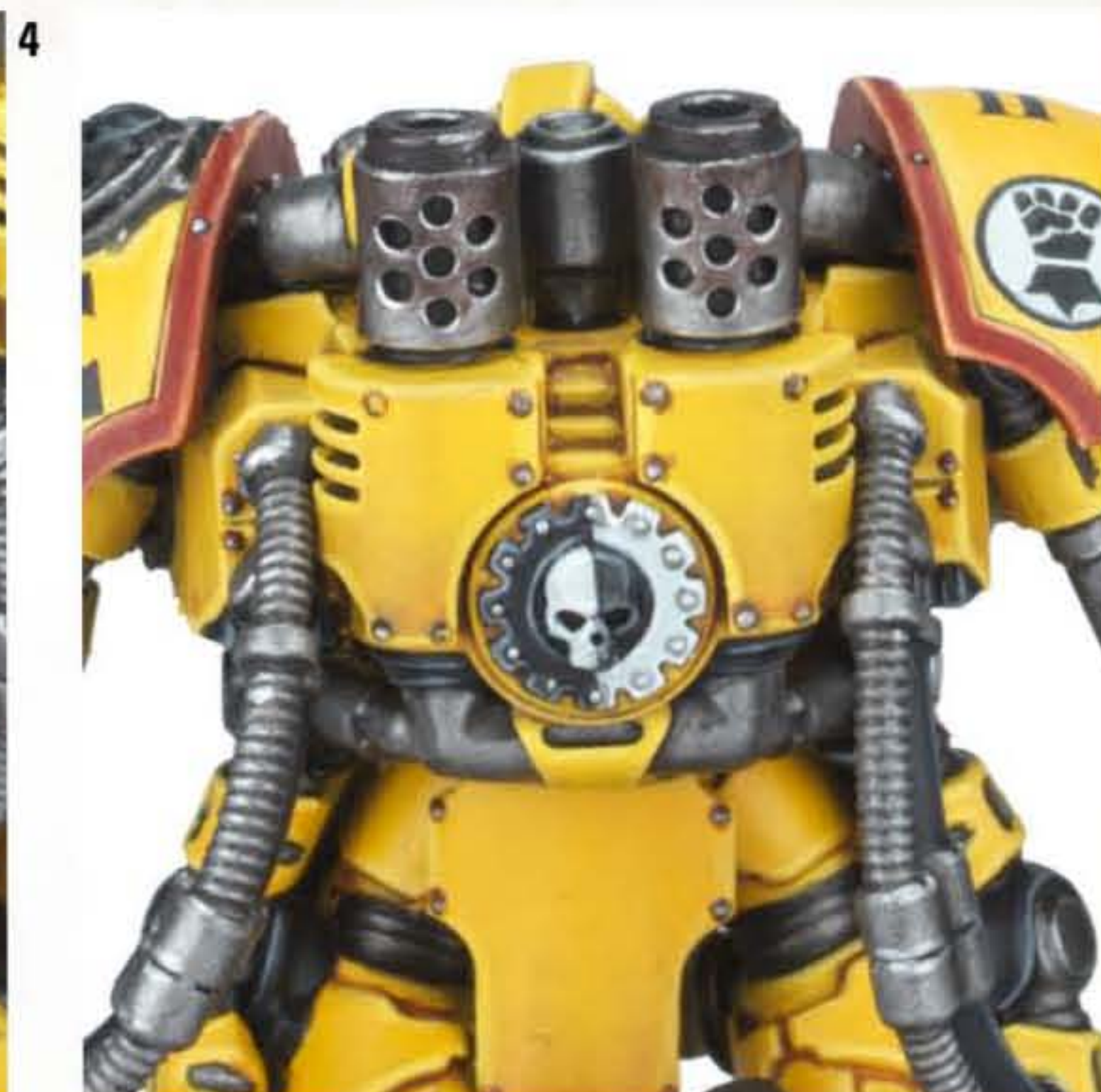
2 An Assault Centurion with frag launchers mounted into its chest armour.

3 This siege drill has a meltagun mounted on it.

4 The powerplant bears the machine cog of the Adeptus Mechanicus.

5 There are three distinct Centurion honour badges in the kit.

6 The siege drills can be fitted with flamers.





NEW RELEASES

SPACE MARINES

TACTICAL SQUAD

Tactical squads are the flexible core of a Space Marine Chapter, ten-man units of Space Marines armed and trained to tackle every battlefield situation. Where the battle is fiercest, Tactical squads advance, sweeping all before them in a hail of bolter fire.

The **Codex Astartes** is a treatise on the organisation, deployment and tactics of the Space Marine Chapters. Penned by Roboute Guilliman, Primarch of the Ultramarines, the Codex Astartes governs all aspects of a Space Marine Chapter. The Space Marine Tactical squad is at the very heart of this methodology of Adeptus Astartes warfare: ten Space Marines – comprising a Sergeant and nine battle brothers – armed with a variety of weapons that enable them to turn their hand to any combat situation. For 10,000 years Tactical squads have won countless victories for the Imperium, triumphing over foes of every stripe – often many times more numerous – with discipline, precision and tactical superiority.

This position as the mainstay of a Space Marine army gives the Tactical squad a unique position within the Space Marine range – it's the single unit that Space Marine collectors will spend the most time assembling and painting. No Space Marine collection is complete without at least a few Tactical squads within it. That is a

1 The Tactical squad contains 16 different heads, including three Mk6 Corvus helmets.



2 This head wears an osmotic gill complete with enhanced rebreather for high-risk tasks such as using a flamer.

3 The set also includes a Mk8 Errant armour chestplate. The wearer can still be equipped with a helmet as normal.

4 This Mk7 Aquila helmet has a row of service studs set into its brow.

5 The set contains a variety of shoulder pads, several of which have additional sculpted details – the transfer shown here is also included in the kit.

6 This backpack has a small relic recessed into it.

7 Tactical Marines hold a breach against an encroaching horde of Genestealers.

7





6 There are a number of different ways to arm the squad Sergeant, including this power fist and grav pistol...

7 ...And this combi-weapon, which can be assembled as either a flamer, melta, grav or plasma weapon.

8 The kit enables a wide variety of poses, such as this Space Marine pointing out a target to his brothers.



9 This arm pose holds the bolter up at aim.

10 The grav-gun is a new weapon added to the Tactical squad for the first time.

11 The banner has a sculpted border, scroll and a circle on which to use a Chapter transfer.

12 The Tactical squad contains four special weapons, including this plasma gun, a flamer, a melta gun and grav gun.





NEW RELEASES

SPACE MARINES
STERNGUARD
VETERAN SQUAD

Even among Space Marines, the Sternguard are an elite brotherhood – veterans whose experience battling against the multifarious enemies of Mankind, paired with their access to the best weapons from the Chapter armoury, means that few can ever hope to survive their wrath.



1



As members of a given Chapter's 1st Company, the Sternguard are kitted out with their choice of weapons and wargear. This new multi-part plastic kit replaces the older Citadel Finecast models, and enables you to build five Sternguard veterans. The focus on these models is certainly on versatility and the kit contains a mind-boggling 108 parts – that's enough bits to arm your models to the teeth and still have a mountain of spares to use elsewhere in your collection. An exhaustive list of all the parts would be very long, but the kit boasts 13 heads, five custom bolters, eight combi weapons, a power fist, a power sword... in short a massive catalogue of guns, pouches, icons and accessories.

Aside from the surfeit of weapons, what sets these apart from other Space Marines is the honour markings and iconography they wear – Crux Terminatus badges denote their 1st Company status while the gilded bolt shells of the marksman's honour or the Imperial laurel bear testament to their combat prowess. **AT**

1 The elite Sternguard Veterans unleash a fusillade of firepower against the Tyranids.



2



2 This arm resting on the hilt of the power sword is a favourite option in the White Dwarf bunker.

3



3 The squad heavy flamer is fuelled from this backpack with an in-built promethium canister.

4



4 All of the shoulder pads in the kit have honour markings and heraldry sculpted onto them.

5



5 There are 13 heads in the Sternguard Veteran squad, including five different bare heads.

6



6 This backpack is marked with a modified Imperial laurel and Iron Skull – like all the backpacks in the set, it is unique. There are also plenty of optional extras, like the ammo and grenades strapped to this model's back.



SPACE MARINES

VANGUARD VETERAN SQUAD

Vanguard Veterans are the elite warriors from a Chapter's 1st Company that excel at close-quarters fighting. On the battlefield they launch daring offensives into the heart of the opposing force, cutting off the head of the enemy army with a single precision blow.

NEW RELEASES



The Vanguard Veterans' trademark tactic on the battlefield is to use their speed as a weapon, arriving at the right place at the right time right where the fighting is thickest; something that is really embodied in the sense of movement in the miniatures. The Vanguard Veterans are running forwards at full pelt, hurling themselves into the enemy lines.

Each one of the five plastic miniatures in this box can be assembled as a bespoke hero in his own right, for the frame is absolutely jammed with individualised components, from five different designs of jump pack to personal heraldry on the armour, along with 16 unique shoulder pads and eight heads. As a squad, Vanguard Veterans can be armed with a huge combination of close-combat weapons, and the kit delivers in this regard too, with four sets of lightning claws, four pairs of thunder hammers and storm shields, a grav pistol, a power axe and a relic blade for the Sergeant. **AK**



1 Each of the jump packs is individually decorated, the most elaborate of which bears a huge aquila – ideal for the squad's Sergeant.

2-3 Vanguard Veterans can be armed with a huge combination of close-combat weapons, and the kit really caters for this customisability with lightning claws, thunder hammers, relic blades and more.

4-5 One fantastic detail found in the kit is that the bolt pistols and chainswords are designed as pairs. Each pair is elaborately inscribed with matching ornate designs so as to make a set.

6 Raven Guard Vanguard Veterans plunge headlong into the heart of the Red Corsair army.

6







NEW RELEASES

SPACE MARINES

STALKER

The Stalker is a vital part of the Space Marine's armoury – a rapid-firing anti-aircraft platform able to track and destroy multiple aerial targets at once. Unsubtle but devastating, it fills the skies with hundreds of rounds of ammunition from its Icarus stormcannon array.



1



The Stalker is a heavily modified version of the ubiquitous Rhino chassis. While this multi-part plastic kit sits no lower than the Rhino, it appears to hug the ground more closely due to its wider, more heavily armoured body, giving it the appearance of a fortified bunker. The front glacis of the tank has been reinforced to deflect incoming fire, while the flanks have been enhanced with additional armour and four hydraulic stabilisers on each side to anchor it to the ground when it fires its main gun – the icarus stormcannon array.

The icarus stormcannon array is made up of two independently traversing turrets each containing a triple-barrelled cannon and a nest of targeters. A large radar dish sits in the middle, scanning the skies for incoming aircraft, while behind it the ammo feeds can be seen disappearing into the body of the tank from where they feed thousands of bullets into the voracious gun batteries mounted atop the Stalker's chassis. **DH**

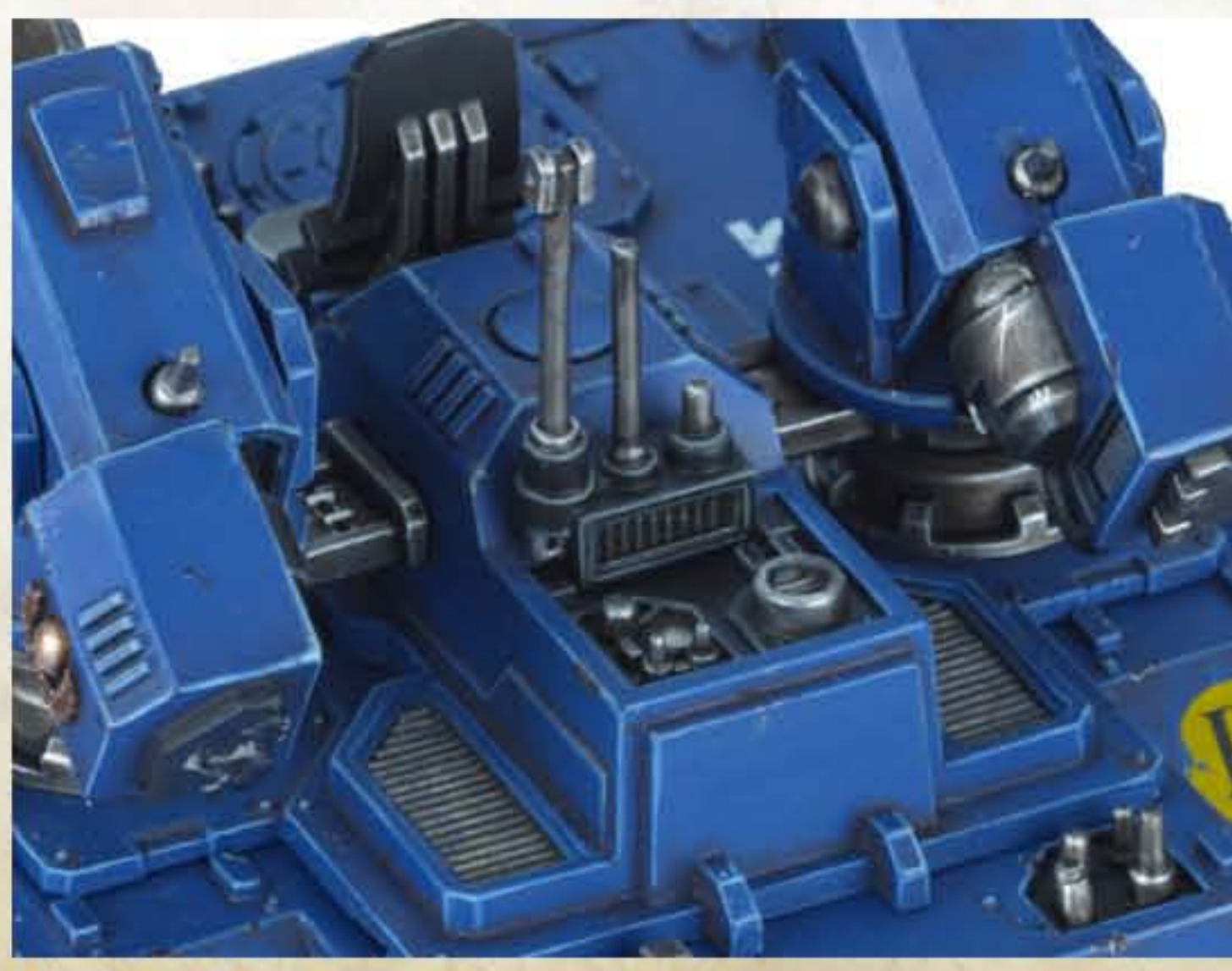
2



1 The Icarus stormcannon array tracks multiple Eldar aircraft at once.

2 An Icarus stormcannon. One of the distinctive features of the Icarus stormcannon array is its ability to track and fire at two separate targets – the weapons can be swivelled and aimed freely of one another.

3



3 The Stalker is equipped with a powerful radar detailed with an array of aerals and antennae.

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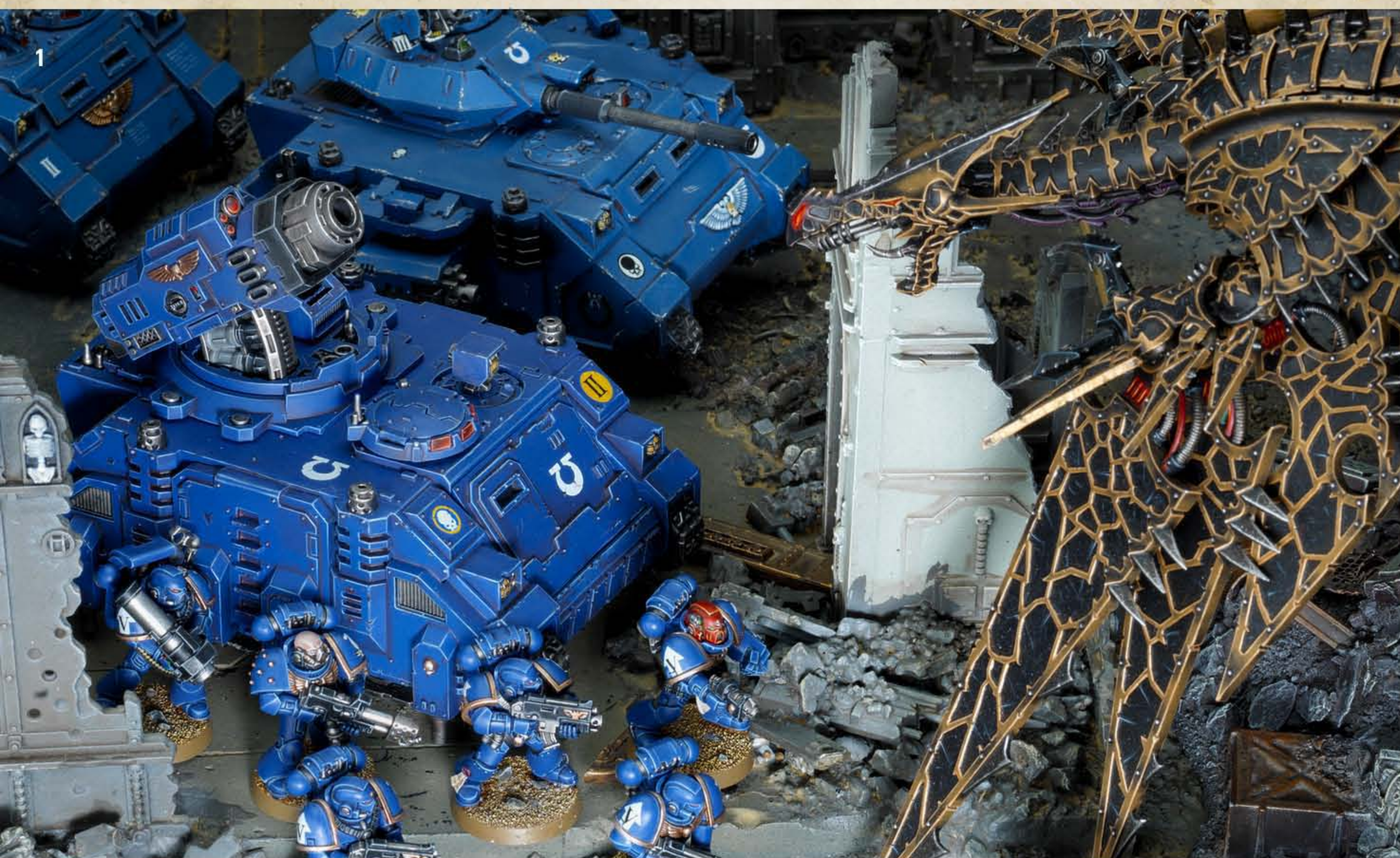


NEW RELEASES

SPACE MARINES **HUNTER**



The Hunter is the sister tank to the Stalker, a dedicated anti-aircraft tank. It is designed to engage enemy flyers at range and smash them from the sky with a salvo of warheads, each one guided by the interred remains of a Chapter serf.



The name **Hunter** is perfectly apt for this new Space Marine tank. Its low, wide silhouette gives the impression that it is hunkered down tracking its quarry, its stabiliser legs giving it the look of a crouched spider waiting to pounce on an unsuspecting prey.

Because it comes from the same multi-part plastic kit as the Stalker, the Hunter shares many of the same chassis design features, such as the extra armour panels, the reinforced front plate and the stabiliser petons along the flanks. Its main armament is entirely different though as, instead of the icarus stormcannon array, the Hunter mounts a formidable skyspear missile launcher – a huge piece of high-tech military hardware. Its boxy, exhaust-riven cowling plays host to a short, wide-maw gun barrel, while beneath it a rack of servitor-guided anti-aircraft warheads wait to be loaded into it. A bank of sensors, cogitators, targeters and antennae is mounted next to the missile launcher from where they can search the skies for incoming enemy aircraft. **DH**

2



1 The Hunter prepares to launch a skyspear missile at a swooping Heldrake.

2 Heavy-duty pistons are fired into the ground to provide maximum stability when the Hunter sets up to fire.

3



3 The skyspear missile launcher is fully posable, and can be elevated and rotated at will. Note the racks of missiles ready to be loaded into the launcher as it fires.





SPACE MARINES CAPTAIN

Space Marine Captains are the greatest tacticians and warriors within the Chapter, forged by the crucible of war into the most battle-hardened and skilled fighters in the Imperium. Each Captain commands a Company of 100 Space Marines, which he leads into battle from the front, setting an example of valour and prowess for his warriors to follow.

As the victors of countless battles, and the lords of entire Battle Companies, Space Marine Captains have access to the finest wargear and armour – and this new plastic model certainly shows that, with the high gorget of a suit of rare Mk8 power armour protecting his neck from attack, and the combi-grav weapon clutched in his off hand. There's a really strong sense of direction to the model, with the wind buffeting his cloak and banner in the same direction as he is pointing his sword. **AT**



1



2



3



1 The Captain's suit of armour is covered in all manner of ornate details, as befits such a great hero.

2 The Captain's torso is replete with honorifics, from the braiding on his chest to the scroll work on his combi-grav.

3 The Captain's backpack is decorated with the Crux Terminatus symbol.

4



5



4 The miniature is mounted on a scenic base, littered with skulls and spent ammo casings.

5 The frame includes the option of a bare head with bionic eye or helmeted head with a transverse crest.



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SPACE MARINES LIBRARIAN

Librarians are exceptional individuals, able to channel the power of the warp into devastating psychic abilities. Some can pulverise a man with a simple gesture or transform themselves into a whirlwind of destruction, while others are subtler, protecting their battle-brothers with force fields or shrouding them in darkness.

This plastic Librarian miniature has been sculpted as if midway through casting a devastating psychic attack, his brow furrowed in concentration and his force staff thrust forward at the enemy. His tabard billows forward too, dragging with it purity seals, rolls of parchment and bundles of keys – the trappings of a veteran Librarian. A creepy bio-mechanical cherub floats behind his shoulder – a grim paradigm of humanity's dark future. **DH**



1 The Librarian's face is fantastically expressive, fixed in a determined grimace beneath his psychic hood.

2 The Librarian's staff is adorned with all manner of tiny details, from mundane grenades and holsters to occult keys and tomes.

3 The force staff is topped with a horned skull and decorated with lightning bolts – both symbols of the Librarians.



4 The horned skull device is repeated across the miniature.

5-6 The sinister-looking cyber-cherub hovers above the Librarian's shoulder pad, cunningly held aloft by the scrolls affixed to its waist.





NEW RELEASES

SPACE MARINES

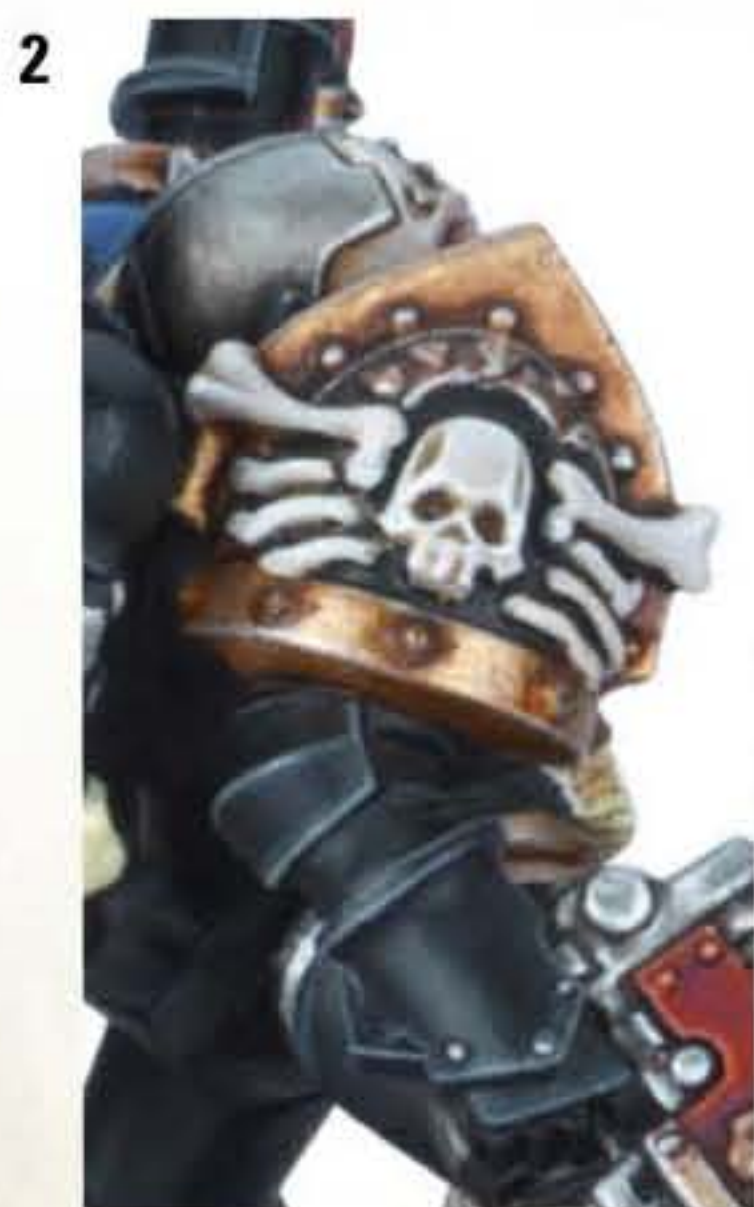
RECLUSIAM COMMAND SQUAD



Command squads are assigned to protect members of the Chapter hierarchy whose duty takes them into the deadliest places. To spur on their fellow Battle Brothers, Chaplains fight at the very heart of the action, and thus those chosen as a Chaplain's protectors must be utterly steadfast.

The **Reclusiam Command** squad consists of a Space Marine Chaplain, a five-man Command Squad and a Razorback infantry fighting vehicle, providing a great addition to your Space Marine army. Chaplains are the spiritual leaders of the Chapter; they uphold the traditions of their Chapter and are notorious for their fiery rhetoric, as well as leading the Space Marines around them in abjuration of the foe.

The Chaplain is a brand-new plastic miniature, sculpted in such a way that he succinctly captures the character of his office. Small details, such as the curved indents in his chestplate, resemble arches and evoke the sepulchral imagery of the Reclusiam, the innermost sanctum of a Space Marine Chapter. Alongside this are more visible reminders of his duty to preside over his brethren – the model has the traditional skull-faced helm that marks him out as the embodiment of death and the Emperor's justice on the battlefield, while the long-handled Crozius Arcanum is his badge of office, held aloft to rally his battle-brothers. **AT**



1 Space Marine Chaplains bring the righteous fury of the Emperor to the battlefield, inspiring their battle brothers in the midst of combat.

2 The Chaplain's arched shoulder trim is detailed with an ossuary, its bones shaped in a winged skull.

3 The Chaplain's armour is especially ornate, with architectural flourishes, such as the arches and honour markings, lending to its gothic appearance.

4 A Crozius Arcanum is the Chaplain's symbol of office.

5 The Chaplain also has the option for this bare head with bionic eye.

6 Note the reliquary containing a sacred bone hanging from the Chaplain's backpack.

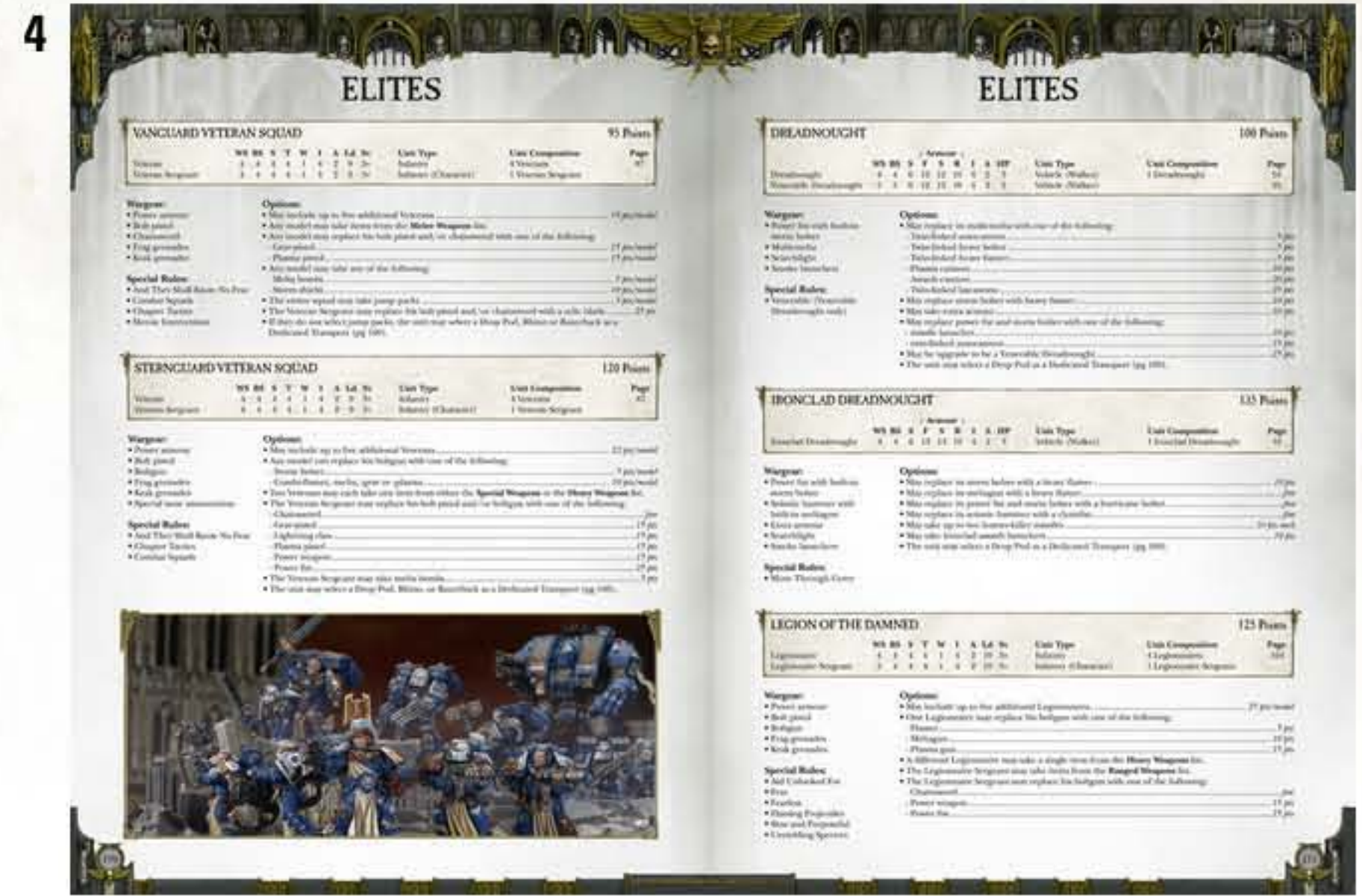
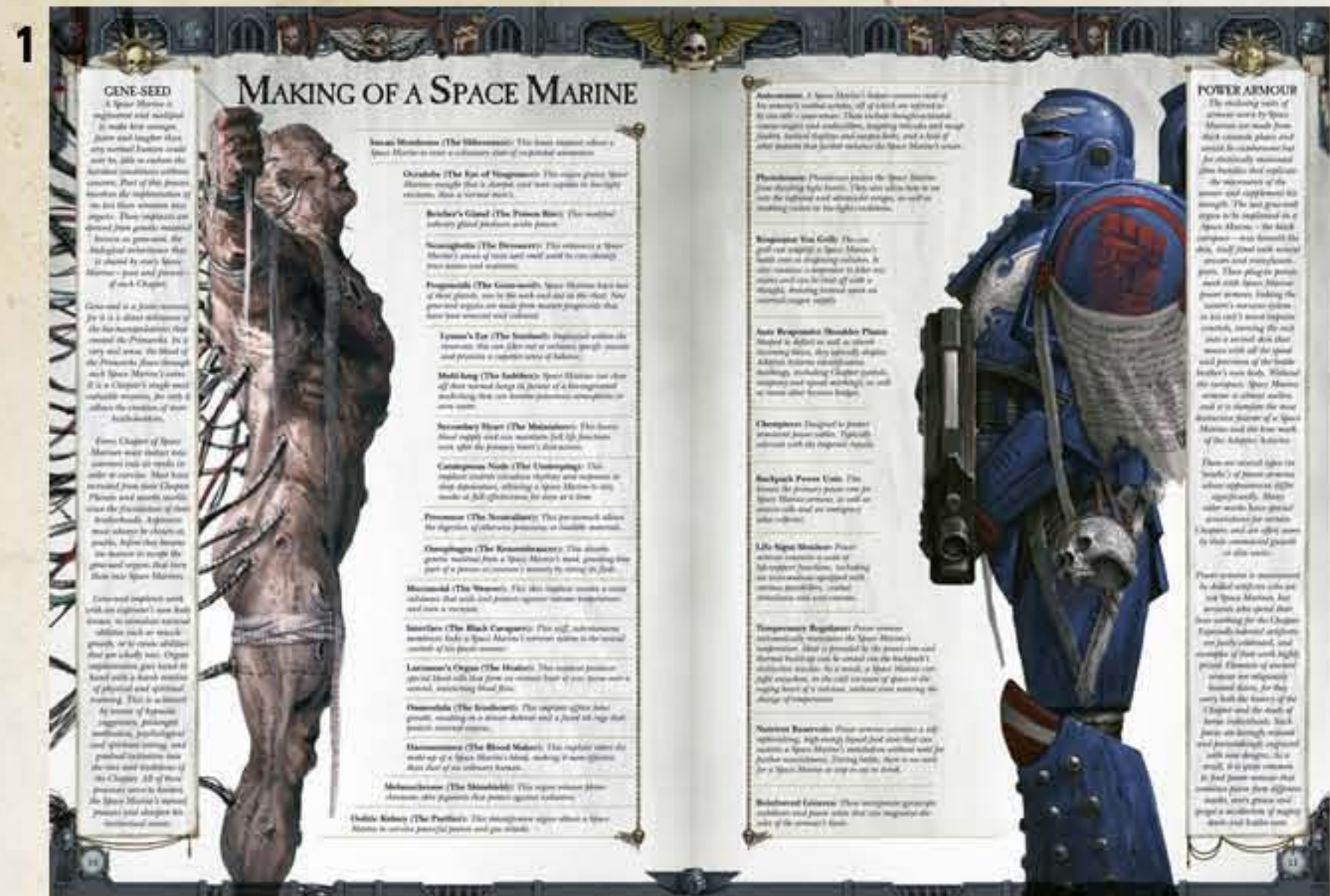


NEW RELEASES

CODEX

SPACE MARINES

Codex: Space Marines is the definitive guide to the Adeptus Astartes, the super-human soldiers that are the elite of the Imperium's armies. This huge, 176-page volume is packed with exciting background, evocative art and beautiful showcase photography designed to inspire.



It's immediately obvious when you get hold of Codex: Space Marines that this is no ordinary Codex: at 176 pages, it's the largest Codex we've ever done. It feels it too, as it's absolutely packed with page after page of glorious background, art and photography devoted to the most iconic of Warhammer 40,000 armies. It really is the definitive guide to the Space Marines.

Each of the First Founding Codex Chapters gets a (no pun intended) chapter of its own, headed by a beautiful full-colour illustration. Each of these sections details the history of the Chapter, including a timeline of recent battles fought and won. There are some great additions to these sections too, from a pictorial guide to the various marks of armour employed by the Iron Hands to the history of some of the boltguns in the Salamanders' armoury. The most famous of the Successor Chapters – the Crimson Fists and the Black Templars – get their own sections too.

- 1 The book details both the physiology of a Space Marine, and the constituent elements of his power armour.
- 2 The bestiary is packed with background for all the units in the army.

- 3 The book has a glorious showcase of painted Space Marine heroes.
- 4 The army list contains everything you need to use them in your games.

- 5 The Ultramarines go to war bolstered with a Centurion Assault squad.



CODEX

SPACE MARINES

RELEASES

1



"The enemies of the Emperor
fear many things.
They fear discovery, defeat,
despair and death.
Yet there is one thing they fear
above all others.
They fear the wrath of
the Space Marines!"

I've been a fan of Space Marines for nearly two decades now and like to think that I have a fairly good grasp of their history, yet the background section is more exciting for me than ever before, full of new stories and battles, as well as a fresh take on existing background. Every chapter held something new for me to discover, from the Iron Council of the Iron Hands to the fact that Vulkan continued to lead the Salamanders for millennia after the Horus Heresy.

One of my favourite parts of the Codex is how this background permeates the whole of the book, not just its own section. Everything, from the showcase to the rules in the bestiary to the design elements on each of the pages manages to embody the distinctiveness and individual character of each of the Chapters – and their successors – without making the book seem disjointed. It all feels as though it belongs as part of a coherent whole.

Perhaps the best place to illustrate what I mean is by way of the Space Marine's

Chapter Tactics special rule, the exact effects of which vary depending on your Chapter. So, Imperial Fists can lay down a curtain of withering firepower, whereas the Iron Hands are super resilient thanks to their predilection for bionics, for example. So it is that the rules are inspired by the background, as well as allowing you to reflect how an army fights in the stories on the battlefield.

I believe that Codex: Space Marines is not only the best iteration of the Space Marine Codex to date, it's the best Warhammer 40,000 Codex. The art is glorious, the stories exciting and every turn of the page offers something new and inspiring wherever you look. It's got me wanting to paint more Salamanders, that's for sure. **AK**

1 Codex: Space Marines contains page after page of sumptuous photography showing the Adeptus Astartes at war.

1



- 1 This map details the disposition of the Space Marine Chapters across the galaxy.
- 2 The background section is replete with little details, such as in-depth histories of the Salamanders' prized boltguns.
- 3 Each of the main Chapters is featured in the showcase section, along with many successor Chapters.
- 4 Raymond Swanland's fantastic cover.



2

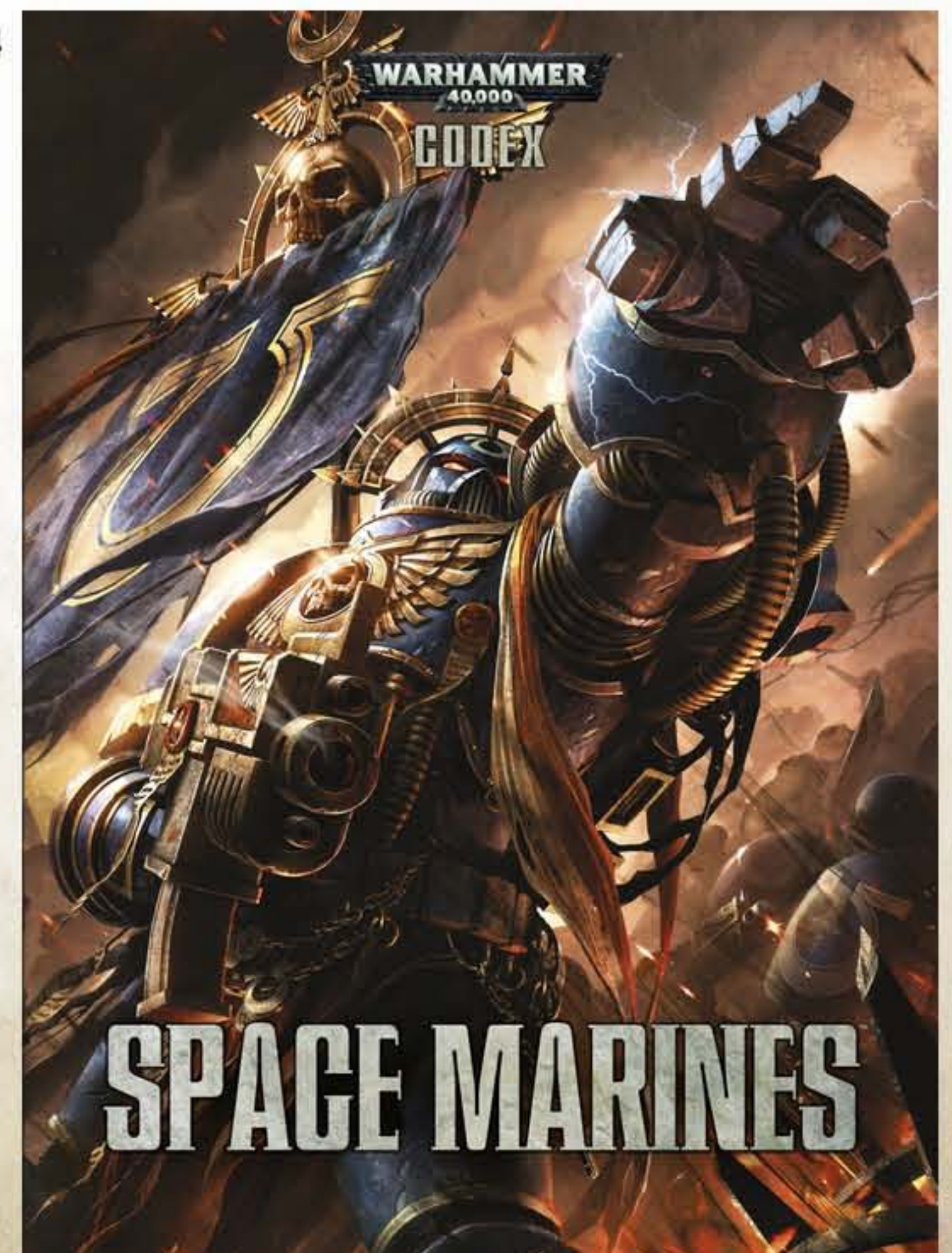


“Everything, from the showcase to the rules to the design elements on each of the pages, embody the character of the Chapters.”

3



4



SPACE MARINES

STRIKEFORCE

1



A single Space Marine is worth many ordinary men, so rather than fighting in large numbers Space Marines operate as swift strikeforces, dispatched on the most dangerous of operations, against the deadliest of foes. These strikeforces vary in composition, assembled by a commander to suit the mission.

The Space Marine Strikeforce is the ideal way to start a new collection of Space Marines. It contains a Space Marine Commander, Command squad, two Tactical squads, an Assault squad, a Scout squad with sniper rifles, a Drop Pod, a Venerable Dreadnought and a Razorback. With the purchase of a Space Marine Strikeforce a hobbyist has the makings of a sizable army right from the offset. And even if you have a Space Marine collection already, this box set will provide a welcome supply drop for your army, bolstering existing units and adding reinforcements to your collection. **AK**

2



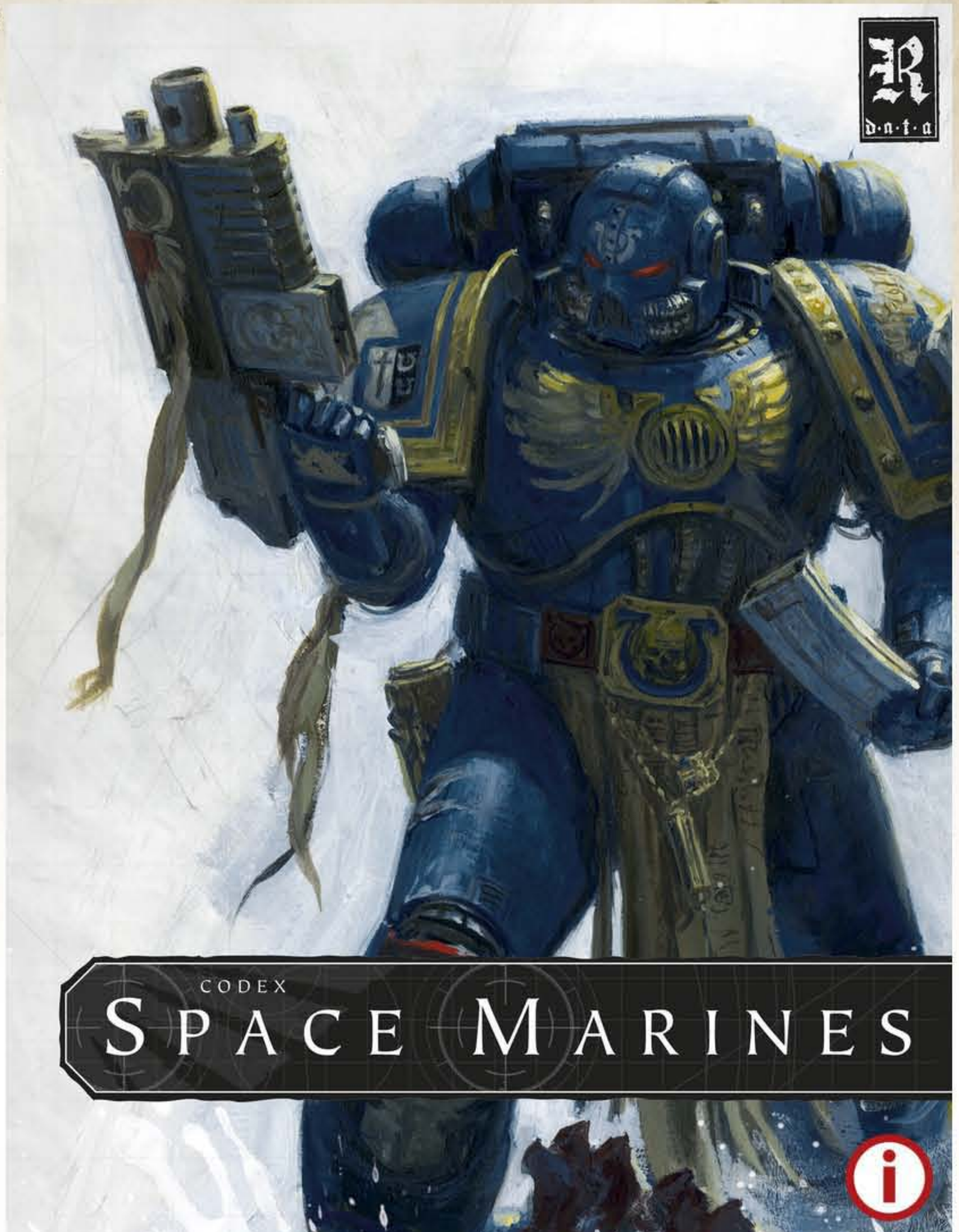
1 The Strikeforce box contains two of the new Tactical squads and much more besides.

2 One of the Tactical squads can be mounted in a Drop Pod, allowing it to strike into the heart of the enemy lines.

SPACE MARINES LIMITED EDITION CODEX

Seven distinct limited edition versions of Codex: Space Marines are being released. Six of them sport stunning art of First Founding Chapters on their front covers and these editions come inside a transparent dust jacket that displays the Codex: Space Marines logo. The seventh limited edition is a celebration of Successor Chapters and features art of the Black Templars on the cover and a full-colour dust jacket showcasing art of a Crimson Fists Space Marine. There's only 500 copies of each of these limited editions available and they all come with a numbered endpaper. Don't delay! **JB**

3



- 1 Iron Hands limited edition cover art.
- 2 Imperial Fists limited edition cover art.
- 3 Ultramarines limited edition cover art.
- 4 Raven Guard limited edition cover art.
- 5 Salamanders limited edition cover art.
- 6 White Scars limited edition cover art.
- 7 The dust jacket of the Second Founding limited edition Codex: Space Marines.
- 8 The cover of the Second Founding limited edition Codex: Space Marines.



NEW RELEASES

WARHAMMER 40,000 APOCALYPSE

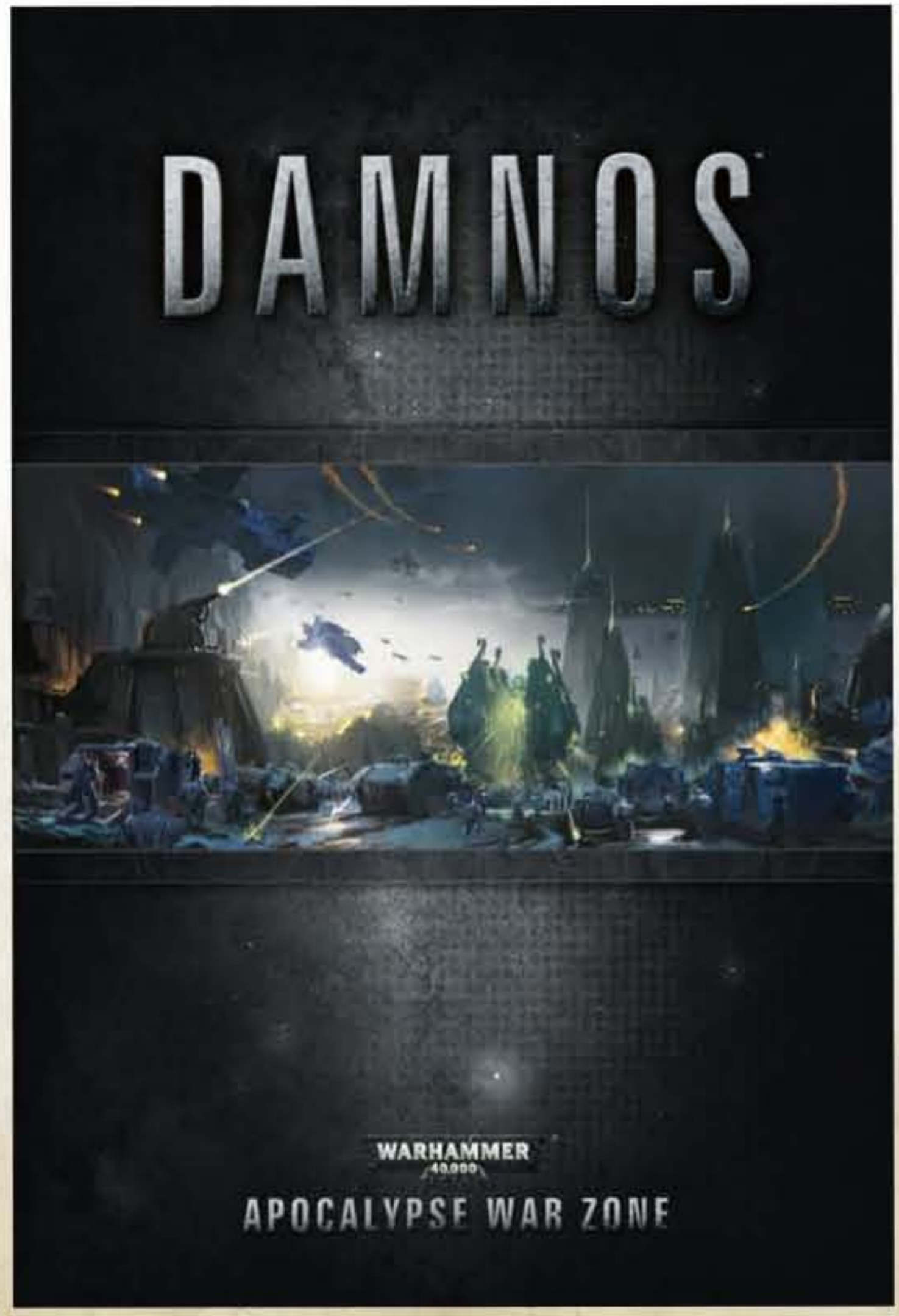
WAR ZONE: DAMNOS

The original **Damn**os incident was a catastrophic clash between the ancient malice of the Necrons and the Imperial might of the Ultramarines. 25 years later, Marneus Calgar himself seeks to retake the planet; this Apocalypse expansion details both of these epic confrontations.



The frozen mining world of Damnos was held by humanity for ten thousand years, until the legions of undying Necrons that slept beneath its surface awakened and slaughtered the vermin that had infested their home.

War Zone: Damnos – the first expansion to Warhammer 40,000: Apocalypse – tells the story of the Necrons’ rise to power and their bitter clash with the Ultramarines on not one but two separate occasions. With rules for Damnos terrain, new Unnatural Disasters, Strategic Assets, Missions and Finest Hours (not to mention plenty of new Datasheets including the Skyreign Hunter Squadron and Doom Scythe Deathbringer Flight), this full-colour hardback book is an essential resource for those wishing to re-create epic battles from a fascinating chapter in the history of the Warhammer 40,000 universe. **JB**



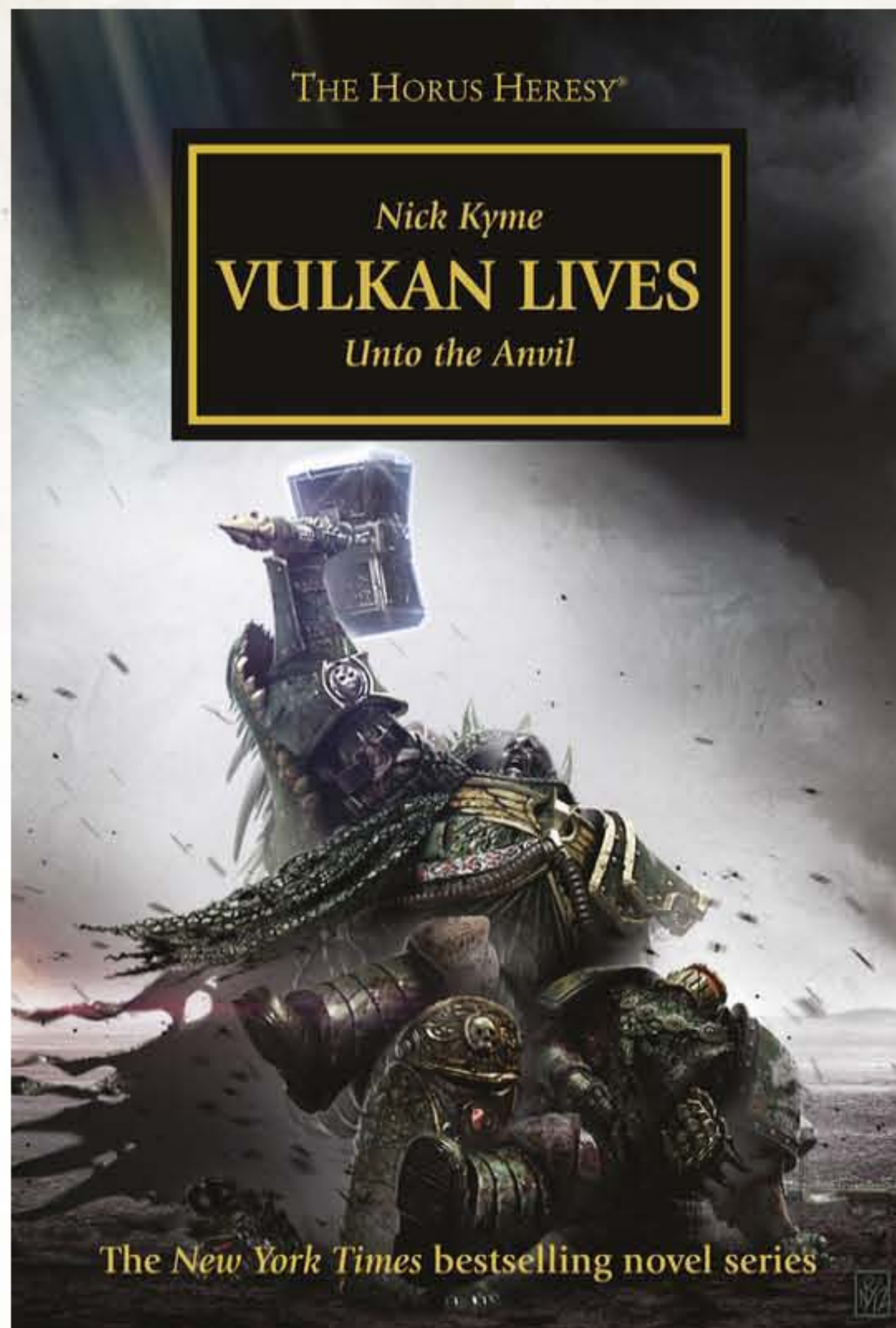
- 1 The entire background to both Damnos conflicts is laid bare in fascinating detail.
- 2-3 There are 22 new datasheets covering new formations and Super-heavy vehicles.
- 4 The epic clashes between the Necrons and the Ultramarines are gorgeously photographed using Studio miniatures; there’s also a pull-out gatefold section.
- 5 The cover of War Zone: Damnos.



BLACK LIBRARY

VULKAN LIVES

By Nick Kyme, hardback, 320 pages



After Isstvan V, the Salamanders are a shattered Legion, but hope might not be lost.

I don't think it's much of a spoiler to tell you the premise of the main plot of Nick Kyme's new Horus Heresy novel: after the betrayal on Isstvan V, Vulkan is not slain by Horus' forces but is instead captured by Konrad Curze. As I've written in these pages before, I'm a big fan of Kyme's Warhammer 40,000 Tome of Fire series, so I was eagerly looking forward to reading his first Horus Heresy novel.

There are several plotlines at work in *Vulkan Lives*, and Kyme expertly interweaves them together. I found myself swiftly drawn into each separate narrative. The first, that of Vulkan's survival and perhaps secondary to

the main events, concerns what happens to the Primarch after his capture.

The second narrative concerns Vulkan's sons, scattered survivors that escaped the massacre on Isstvan V, despairing at the loss of their Primarch and hunted by the Word Bearers on the planet of Traoris. This story is really the meat of the novel, and it's fantastic, thrilling stuff. Kyme has created a great group of characters here drawn from not just the Salamanders but also the Raven Guard and Iron Hands too, led by Pyre Captain Numeon, who still believes his Primarch survives and resists his brothers' desire to throw their lives away in pursuit of vengeance.

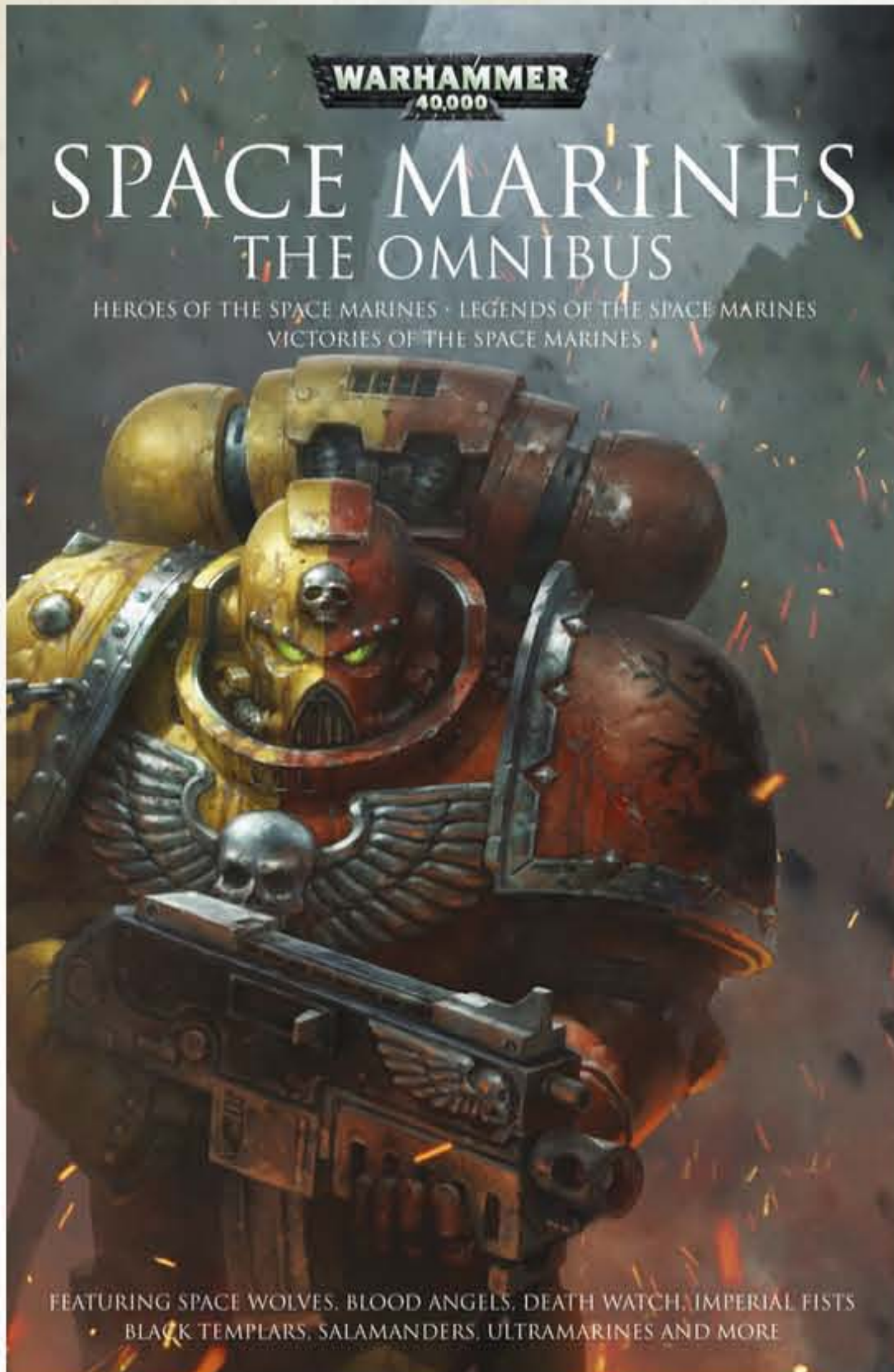
Finally, the third thread follows a team of archaeologists as they excavate a relic from a sinister ruin, a relic sought by both sides that might change the course of the Heresy. Although at first seemingly unconnected to the novel's other strands, this plot provides some real thrills – no matter how tough and hard-bitten your team might be, when its Space Marines hunting you down it's a terrifying prospect, something Kyme really conveys.

Throughout the book we're treated to a series of flashbacks as Vulkan dreams during his captivity, remembering his childhood, the uneasy – almost hostile – alliance between the Salamanders and the Night Lords during the Great Crusade, the horrors unleashed upon Isstvan V itself, and more besides. These flashbacks serve the story well, complementing the main events by providing contrast or illumination; but they are not entirely reliable, for Vulkan's dreams may not all be his own...

Vulkan Lives is a triumph; an exciting, long-awaited tale revealing what becomes of Vulkan for the first time. **AK**

SPACE MARINES: THE OMNIBUS

Edited by Christian Dunn, paperback, 880 pages



This enormous omnibus draws together more than 30 tales about Space Marines both fair and foul.

This massive doorstep of a book gathers short stories from three separate collections, uniting tales of Space Marines and Chaos Space Marines in visceral accounts of bloody combat and heroism.

With 32 tales, as well as the welcome bonus of three comic strips at the back, *Space Marines: The Omnibus* has a lot to take in. Depending on what you look for in a tale about the Space Marines, your mileage may vary with this book, but part of the charm is that there is such a broad sweep of stories, themes and concepts that, as long as you find well-written tales about the superhuman defenders (or enemies) of Mankind enjoyable, then there will surely be something to suit your palette in this jumbo-sized book.

These books and audio dramas are available in English language only.

'One Hate' stands out as one of my favourites in the book, telling the story of Crimson Fists in the wake of the Rynn's World disaster. A squad finds itself in a war zone, where they must weigh the Chapter's flagging resources against the duty of a Space Marine to fight the Emperor's foes. Aaron Dembski-Bowden, the author of this one, does a fine job of capturing a Chaplain who is clearly torn between duty and honour, survival at all costs weighed against protecting the Emperor's subjects. It's a good story, with a twist in the tail I never saw coming.

Andy Smillie's story, 'Torturer's Thirst', is a bloody affair depicting the awkward relationship between the Flesh Tearers and their Imperial Guard allies, and the unshakeable resolve of a Chaplain who leads the Death Company in battle. Smillie writes very strong, believable fight scenes, and this story draws on the full spectrum of that talent, from artillery bombardments in the midst of a pitched battle to bare-knuckled strangulation. This one is well worth a read.

'The Skull Harvest' by Graham McNeill deals with Chaos Space Marines as two of the most notorious villains in the Dark Millennium meet. In this gritty tale, where honour is non-existent and the strong must stand alone, Honsou of the Iron Warriors comes face to face with Huron Blackheart. The staggering scale of Huron's power, even in exile within the Maelstrom, is beautifully described as Honsou seeks reinforcements for his vendetta against the Ultramarines from the Tyrant of Badab.

Weighing in at 880 pages, this represents many happy hours of reading – the perfect volume to keep on the bedside table. **AT**

ALSO AVAILABLE

ORION: TEARS OF ISHA

By Darius Hinks, paperback, 416 pages



Gemell Award-winning author Darius Hinks returns this month with another tale about Orion, the King in the Woods. In *Orion: Tears of Isha* the realm of Athel Loren is menaced by the Daemons of Chaos. The Wood Elves must seek a new host for the forest king to inhabit before their realm is overrun.

FURTHER READING

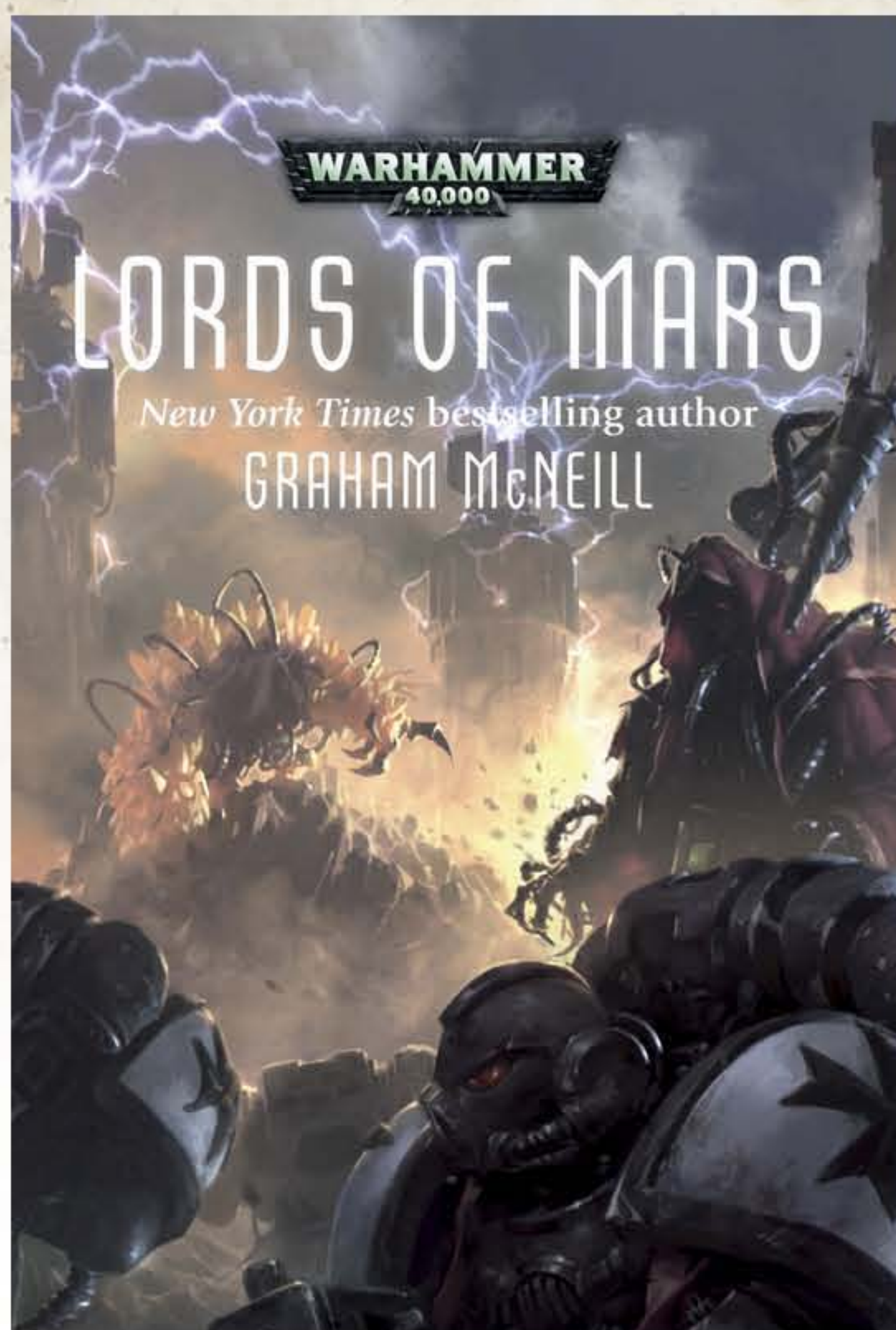
If reading short stories is your thing, Black Library have plenty to choose from. *Hammer and Bolter* volumes I and II each compile swathes of stories for both Warhammer and Warhammer 40,000 in one place.

Also, Black Library release new e-shorts every week that can be read on your preferred device (iPad, Kindle and so on). Keep an eye on their website for the latest releases at: blacklibrary.com



LORDS OF MARS

By Graham McNeill, hardback, 320 pages



ALSO AVAILABLE PRIESTS OF MARS

By Graham McNeill,
paperback, 416 pages



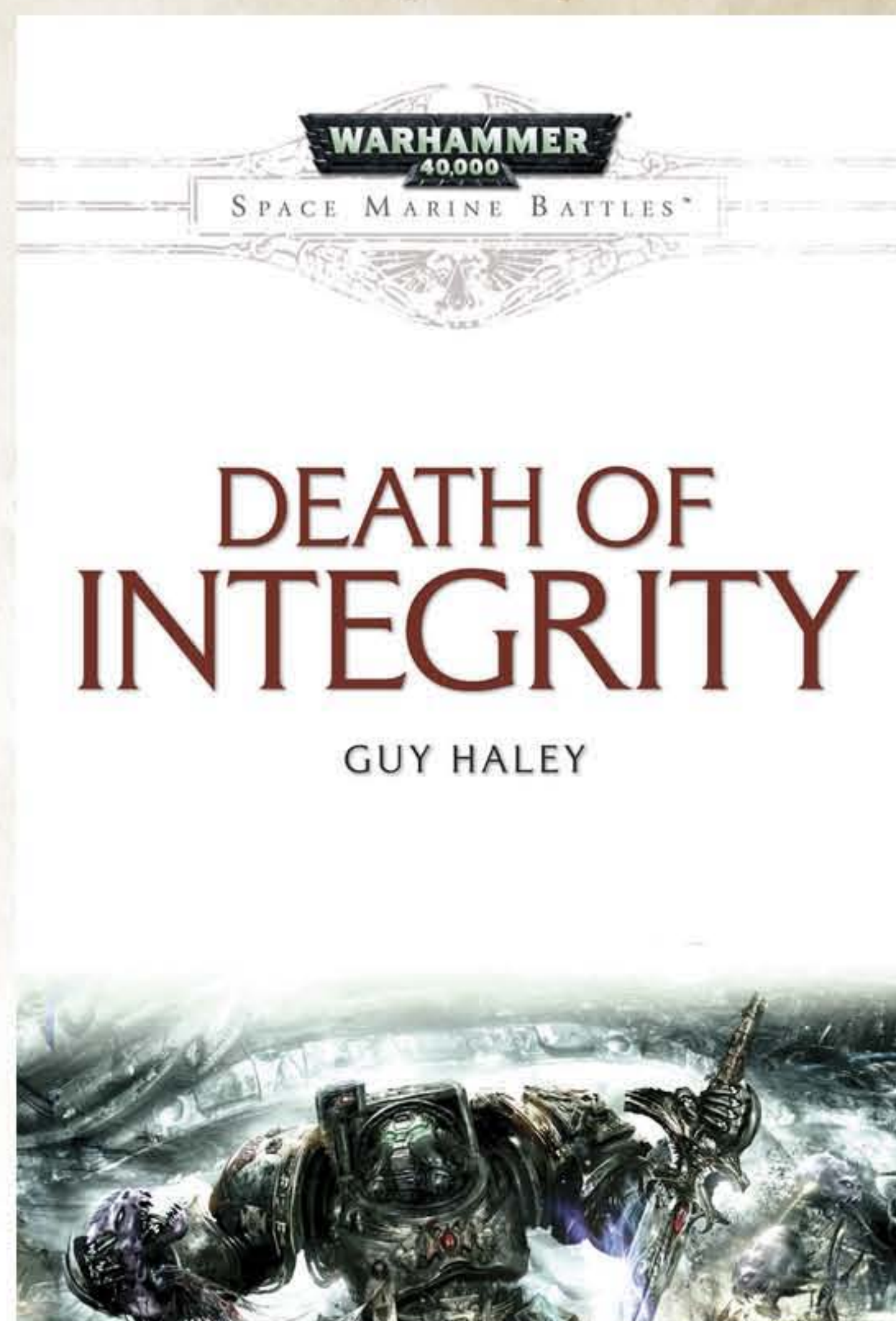
Priests of Mars is the first book in Graham McNeill's trilogy about an Adeptus Mechanicus Explorator fleet that has set out on a quest to find lost knowledge beyond the stars. Featuring Titans, Space Marines and, of course, the Skitarii armies of the Mechanicus, it is an action-packed adventure novel that sets the scene perfectly for the second book in the series, *Lords of Mars*.

Beyond the known galaxy the Adeptus Mechanicus search for the Breath of the Gods.

Graham McNeill continues his epic saga about the Adeptus Mechanicus in *Lords of Mars*, the direct sequel to *Priests of Mars*. It's worth noting that if you haven't read *Priests of Mars* then getting into this novel will be difficult – there are a lot of characters and trying to figure out who they are and what their motivations are is virtually impossible without it. That aside, the read is incredible. The battle scenes are epic and give you a real sense of violence and destruction – especially when the Titans of Legio Sirius get involved. In between the scenes of warfare and total planetary destruction you gain several valuable insights into the Adeptus Mechanicus, including a very poignant conversation between Archmagos Kotov and his 'ally' Galatea, where they discuss what being human really means. Graphic action, intriguing philosophies and many excellent characters – what more could you ask for? **DH**

DEATH OF INTEGRITY

By Guy Haley, paperback, 416 pages



The Blood Drinkers and Novamarines Chapters must unite to destroy a deadly Space Hulk.

Death of Integrity is the Imperial designation assigned to a gargantuan Space Hulk drifting towards the Ultima Segmentum. Aboard this monstrous conglomeration of wrecked space battleships, asteroids and space stations is a horde of Genestealers. The denizens of the *Death of Integrity* have wreaked havoc on the systems the Space Hulk has passed through, and so the Blood Drinkers and Novamarines Chapters unite to eliminate the threat. All is not as it first seems, however, and rivalries and agendas manifest that will throw the whole operation into jeopardy.

Haley's writing explores more than just cleansing a space-borne abomination, as it also focuses on the interactions between two noble Chapters of Space Marines. In this, the book really shines – the section where their forces meet face to face for the first time is a brilliant example of rich, enticing storytelling. **AT**

DIGITAL PRODUCTS

Games Workshop has a constantly expanding range of digital content available for you to download from the App store to your iPad. Below is just a selection of what's available; check out the Digital Products page at www.games-workshop.com for more.



Digital products, including White Dwarf, are only available in English. Apple Newsstand and the iBookstore are available in the App Store.



CODEX: SPACE MARINES

The new Space Marine Codex is released in digital format this month, containing all the fantastic background, art, photography and rules as the print version, as well as 360° showcases, interactive galleries and more.

WAR ZONE: DAMNOS

Alongside the print release, War Zone: Damnus is also available as a digital download this month too.



ALTAR OF WAR: SPACE MARINES II

Altar of War features new missions based on the battlefield tactics of different armies – this month sees the release of a second set of missions for the Space Marines. To find out more about Altar of War, make sure you read Jervis' column.

And that's not all – far from it – for there are even more digital products released every week. Check the Games Workshop website to find out more.



WHITE DWARF IPAD EDITION

With high-resolution photographs, extra pictures, text and video content – plus audio extracts – the iPad edition of White Dwarf contains all the great content of its paper sibling and more besides. But you'll know that if you're reading this on your iPad, right?

MUNITORUM

If you've ever wanted to know more about the weapons of the 41st Millennium, then the Munitorum series is for you. Each one describes a different piece of wargear, including background and rules.

INDEX ASTARTES

Each Index Astartes article focuses on a different aspect of the Space Marines, from their units to their vehicles and more besides, in greater detail than ever before

WARLORDS OF THE DARK MILLENNIUM

Warhammer 40,000 is home to brave heroes and dark villains, and each of the Warlords of the Dark Millennium articles describes the legends of one of them.



FORGE WORLD LATEST

Forge World makes highly detailed resin models, upgrade packs, large-scale kits and books for Warhammer and Warhammer 40,000. Each month they have lots of exciting new releases – here's a look at some of their most recent additions.



LEGION GLAIVE

Glaives are super-heavy battle tanks designed to support the Space Marine Legions in battle. Built upon the same chassis as the Space Marine Fellblade, the Legion Glaive replaces the accelerator cannon of a Fellblade with a larger version of the Martian volkite weapons, a volkite carronade. This massive heat ray is powered by the Glaive's on-board atomantic reactor and a single shot from the volkite carronade can lay waste to whole swathes of enemy infantry, causing them to burst into flames and piles of ash.

The Glaive boasts a pair of twin-linked lascannons on each side and a twin-linked heavy bolter nestled in an armoured housing in the front. The centrepiece of the tank, however, is clearly the main gun, which has all the shared stylings of the volkite calivers carried by Space Marine Legionnaires. The large round turret is detailed with all the power coils and armoured cabling required to charge the monstrous volkite carronade, which gives the Glaive a very distinct appearance from its sister tank, the Legion Fellblade. **AT**

IMPERIAL ARMOUR APOCALYPSE

Forge World is renowned for the massive war machines that it makes, from Titans to Tyranid Gargantuan Creatures or Super-heavy battle tanks. Imperial Armour Apocalypse is the definitive guide to using all of these, and many more besides, in your Apocalypse games. Containing more than 75 updated unit profiles and 16 Warhammer 40,000 Apocalypse Formations, this meaty hardback book gives you a serious reload for your Apocalypse games.

Imperial Armour Apocalypse also contains War Zone: Vraks, which details the bloody wars following the rogue Cardinal Xaphan's conquest of Vraks. This War Zone contains new background, Apocalypse missions and a slew of material unique to this vicious theatre of war. **AT**

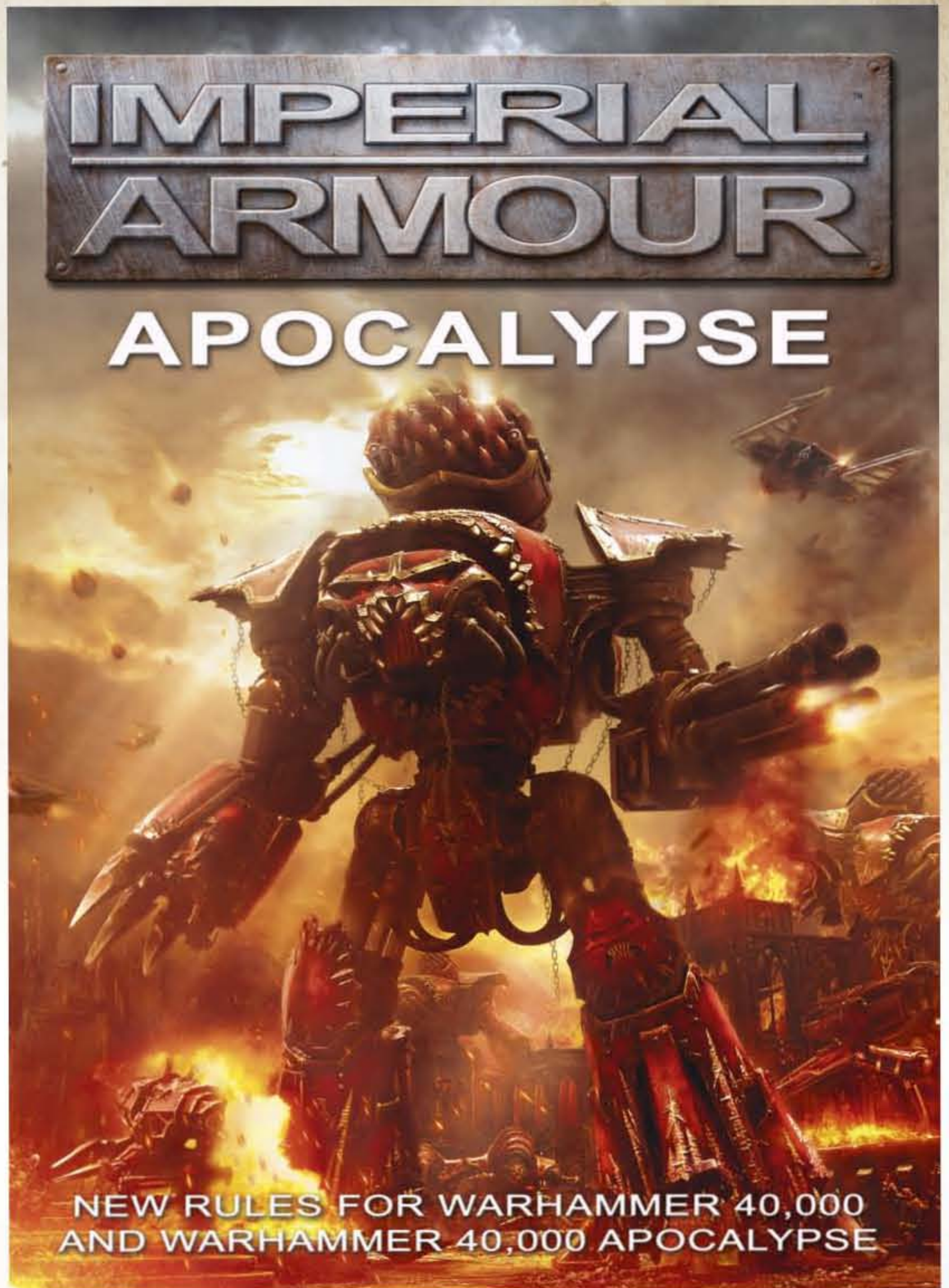


DAVINITE SERPENT LODGE PRIEST

Several of the Space Marine Legions are known to have contained warrior lodges, secret societies where mysticism and rituals were practiced. The most famous of these were found within the Sons of Horus Legion, where the Priests of the Serpent Lodge inducted many of their leaders into their mysterious lore.

The Lodge Priest has a sinewy physique that bears the hallmarks of mutation, with horns sprouting from his head. There is a serpentine quality to his long thin limbs, and the teeth that jut from between his lips. This model is an event exclusive miniature and can only be purchased at events that Forge World attend, such as Games Days and Open Days. **AT**

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1 Within Imperial Armour Apocalypse you will find swathes of updated unit profiles, such as the rules for using the Fellblade Super-heavy tank in your Apocalypse games.

2 The cover of Imperial Armour Apocalypse shows a force of crimson-armoured Chaos war machines advancing through the blazing ruins of an Imperial city.

3 The Davinite Serpent Lodge Priest is armed with an archaic flamer and a cursed dagger, known as an anathame.



FULGRIM THE ILLUMINATOR

This month Forge World unleashes the latest model in their Horus Heresy Character Series: Fulgrim the Illuminator. As the Primarch of the Emperor's Children, Fulgrim was a shining example of perfection throughout the Great Crusade, and his Legion, alone among all the Adeptus Astartes, was granted the right to wear the Emperor's aquila upon their armour and bear his title as their own.

This cherished status made Fulgrim's subsequent betrayal especially bitter. He

was among the first to betray the Emperor, corrupted by the whispered promises of Slaanesh and the honeyed words of Horus. At Isstvan V Fulgrim took to the field against the loyalists sent by the Emperor to quell Horus' rebellion, and there matched his skills against those he once called brother.

Fulgrim the Illuminator has been sculpted with exacting attention to the character described in the Horus Heresy novels – especially the novel *Fulgrim*, by Graham McNeill. In his raised fist he grasps the hilt

Fulgrim the Illuminator leaps gracefully across the corpse-filled battleground of Isstvan V, with his feather trimmed cloak flowing behind him.

of the silver blade of Laer. This is a curious weapon with shifting patterns on the fulling of the blade that seem to have the shape of a warping flame. A closer inspection of the sword reveals that it is subtly fashioned in the shape of the sigil of the Dark Prince Slaanesh. The gems embedded in the blade look altogether too much like eyes.

The model depicts Fulgrim in battle on the killing fields of Istvan V. Dead Space Marines are piled around him, and a banner of the Emperor's Children Legion lies shattered on the rocks at his feet. The model contains a thrilling sense of motion, as the Phoenician is practically gliding across the battlefield, skipping over the

broken rocks with balletic grace. This sense of movement is continued with the feather-trimmed cloak that billows behind him as he moves, and echoed by the streaming oath parchments and even his mane of brilliant white hair.

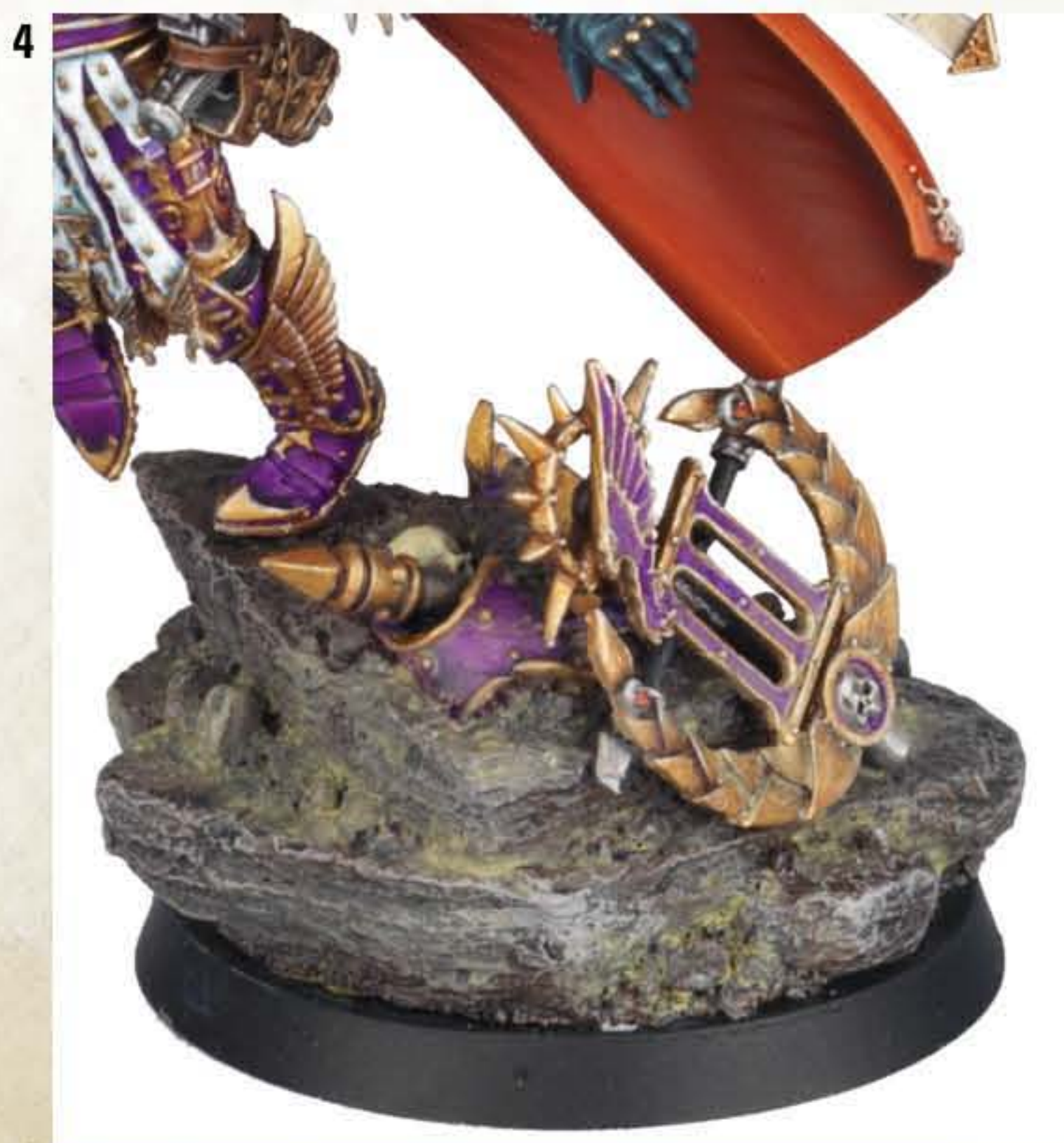
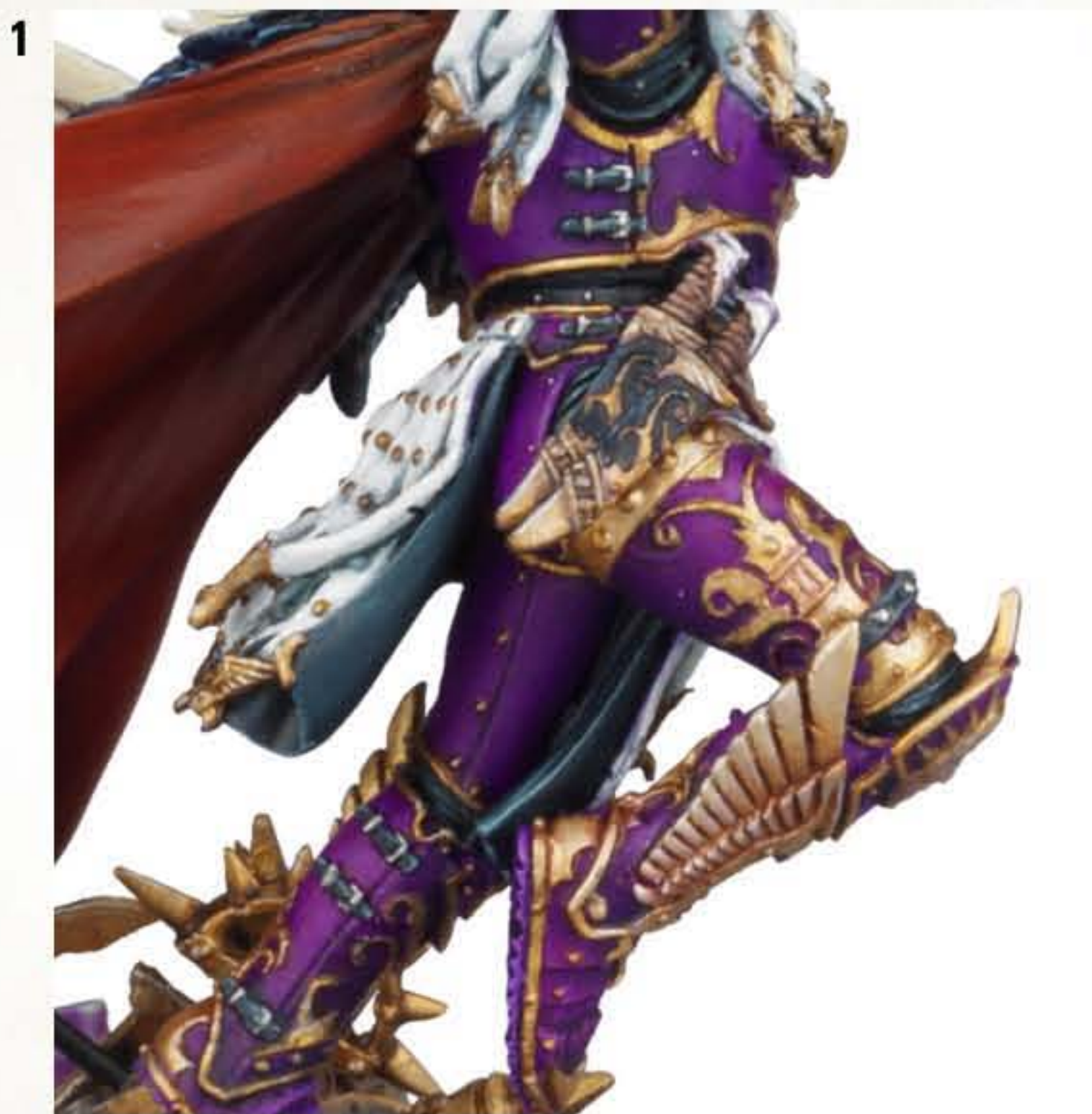
Fulgrim the Illuminator comes with an impressive scenic base that is piled high with shattered rocks, broken wargear and skulls, as well as the corpses of three dead Space Marines. Nestled within the scenic base is a smaller 40mm base that you can detach to use when you play games, making the model both an attractive display model, and a practical miniature to use in your Horus Heresy games. **AT**

1 Amid the elaborate ornamentation of his suit of armour, a pair of sheathed knives serve as a reminder that Fulgrim is first and foremost a stone cold killer.

2 The large display base has three dead Space Marines heaped upon it, as well as piles of lost and broken wargear and battlefield detritus.

3 Framed by the incredibly detailed chestplate (including the numerals of his Legion) and the shoulder guards of his splendid armour, Fulgrim's face is a work of art. Simon Egan has managed to make the Illuminator's face both haughty and noble. The furrowed brow and the individually identifiable teeth are especially impressive.

4 Concealed within the large display base is a smaller gaming base that you can remove and use on the tabletop in your Horus Heresy battles. Even this functional gaming piece is amazingly detailed, with a fallen banner of the Ill Legion beside the Primarch's feet.



Head on over to www.forgeworld.co.uk for prices, release dates and details on how to order.



GAMES DAY EXCLUSIVES

As well as the chance to meet the sculptors and designers behind Citadel miniatures, model makers from Forge World and authors from Black Library and quiz them all about their latest work, you'll also be able to get your hands on exclusive products that are only available to buy on the day, including this year's Games Day miniature, the famous Estalian explorer Marco Colombo, and access to the the complete range of Games Workshop products.



ARMIES ON PARADE

The final of Armies on Parade takes place at Games Day, providing beautifully painted miniatures and scenery displayed on glorious boards. Visitors are given the chance to vote on their favourite display, with Gold, Silver and Bronze medals up for grabs. But to be in with a chance of displaying your own Armies on Parade at Games Day, you'll need to win the Parade Day at your local Hobby Centre first!



Jimmy Graham's Armies on Parade winner from Games Day UK 2012.

GOLDEN DEMON

Golden Demon is the world's biggest painting competition, held at each of the Games Days around the world and featuring some of the world's best painted miniatures. Taking part in the contest is the highlight of many a painter's calendar, and the chance to view all the entrants arrayed in the display cabinets ensures that it's a highlight of many a hobbyist's Games Day too.



Karol Rudyk won the coveted Slayer Sword from Golden Demon UK last year.



When he's not using the power of Chaos to mutate more Ogres for his horde, Owen can be found at the Gobstyks Gaming Club in Lincoln, where his army makes for an impressive sight on the battlefield.

ARMY OF THE MONTH

OWEN PATTEN'S CHAOS OGRES



Army of the Month is our feature that showcases lovingly painted armies, the kind of collections that have been assembled and crafted through years of hard work and dedication. Marching to war this month is this colourful Ogre army painted by Owen Patten. Every miniature in Owen's collection has been mutated by the warping power of Chaos, from the lowliest Ogre to the mightiest monster. You could (and we did) spend hours looking at all the models, trying to figure out where all the parts come from. Read on to find out what Owen has to say about his Chaos Ogres.

Owen: I've always liked the brutal look of the Ogres, but I knew early on that I wanted to do something different with them. I love converting miniatures and the idea of an Ogre army that had turned to Chaos was very appealing – I could indulge my love of converting as I collected my new army.

Giving my Ogres a story really helped bring my ideas together. I imagined that they were once mercenaries fighting alongside the Empire army of Ostermark when a Chaos invasion swept down from the north. Only a few men survived the devastation and when they returned with reinforcements they assumed that the Ogres had either fled or perished in the fighting. Far from it. Having seen the raw power of Chaos, the Tyrant led his Ogres north to see what the Chaos Gods had to offer his warband.

Over time the Ogres mutated and the taint of Chaos spread throughout the army. Each of my main units has been 'chosen' by a different Chaos God, which gave me the

1 The Firebelly, Zor'ead Warpscorch, represents the Chaos God Tzeentch in Owen's army.

2 The Slaaneshi Ogres were converted using Daemonette claws and spines from the Chaos Spawn kit.



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1 The Tyrant, Terrog Throatsplitter, is a Forge World Chaos Ogre miniature. He joins an imposing unit of Ironguts dedicated to Khorne.

2 "Each of my Mournfang Cavalry is heavily converted and represents a different Chaos God," explains Owen. "The Nurgle mount is made from a Jabberslythe, the Tzeentch one is a Cockatrice and the blood-covered Slaaneshi one started life as a spare tail from a Trygon. They were great fun to convert and paint."

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1 The Scaplauncher is pulled into battle by one of the mutants that normally carries the Chaos Warshrine. The other mutant has been turned into a Maneater tainted by Nurgle.

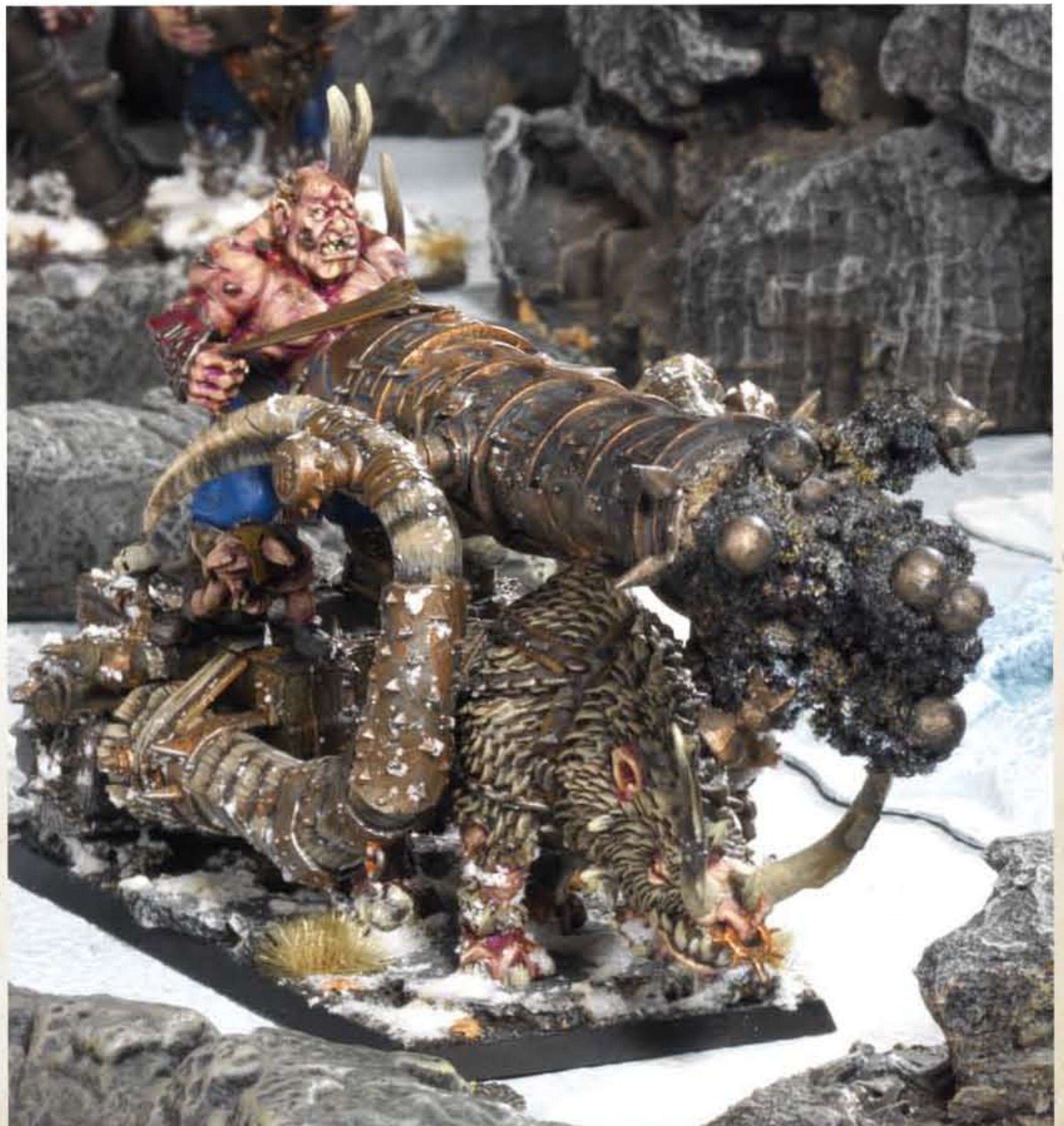
2 "I converted both of my Ironblasters to make them look significantly different to each other. One has the chassis of a Plagueclaw Catapult, while the other has been converted to look as though it has just fired. The muzzle blast has been made using clump foliage with assorted scrap rammed into it, including a warhammer."

3 "My two Thundertusks are the centrepieces of my army," says Owen. "I converted one of them using the tusks that come on the Ironblaster to give it an older, more battle-worn feel."

opportunity to convert all the miniatures to a unique theme. My Slaughtermaster, Boregob the Bloated, is dedicated to Nurgle and accompanies a plague-ridden unit of Ogres into battle. The Battle Standard Bearer, Gristleatt Smileslicer, and his regiment have been chosen by Slaanesh and many of them sport claws, tentacles and, in the case of the unit champion, a snake-like tail converted from the Cockatrice. With a large number of models built, I decided to enter them into last year's Armies on Parade competition, and built a display board that featured them smashing their way through an Empire town. You can see some of the defenders – men of Ostermark, their former allies – hanging from banners throughout my army.

I have continued to add new units to my horde such as the Dragon Ogres (which I use in Storm of Magic battles) and my new favourite unit, my heavily mutated Mournfang Cavalry. I'm thinking of continuing the Chaos theme with my next army too: Daemons of Chaos. **DH**

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JERVIS JOHNSON



In his column this month, venerable games designer Jervis Johnson sheds some light on how he comes up with rules for new Citadel miniatures that make them fun and evocative to play with during a game.

I've recently been doing quite a lot of work on the Altar of War mission books that are available for the iPad. For those of you that haven't come across these yet, they are small sets of Warhammer 40,000 missions, themed around the way particular armies fight. So Altar of War: Space Marines has six missions that reflect the type of battles that Space Marines are often called upon to fight, such as being used as an elite assault force to spearhead an attack, or landing behind the enemy front line to launch a surprise attack.

As long-time readers will know, I love this kind of thing, much preferring to have a wide variety of game scenarios to choose from. I find it makes games much more varied and provides a greater challenge because I have to try out new tactics in order to win. However, that isn't what this month's column is about. You see, one of the things that every Altar of War mission includes are some special rules to be used with the mission, which reflects its unique nature and background. For example, the

Space Marine surprise attack mission has special rules representing the fact that the Space Marines are landing from orbit, and that their enemy is fighting on their home ground. As I've been writing special rules for new Altar of War missions, it's made me think about what works as a rule and what does not, and that in turn has made me realise that, although what I do most days is invent rules, I rarely talk about the process in my columns. So, I thought I would talk about how I come up with the special rules in our Altar of War missions.

Before I get started proper on this, I should explain one more thing, which is that rules writing, like any other set of skills, is an evolutionary thing; you learn by doing, and seeing what works well. Over time, the exact criteria I use when writing my rules has grown and changed slightly, and although the basic principles remain much the same, I now place greater importance of certain aspects than I might have done in the past. So, what follows represents a snapshot of my thinking on the subject at the present time. With that caveat out of the way, here are the three things I consider when I write a rule:

1. It needs to be *evocative*. By this I mean it needs to reflect the background, not be written as a rule for its own sake.
2. It needs to be *fun*. By this I mean it needs to add to the enjoyment of the game, not be something mundane.
3. It needs to be *clear*. And by this I mean its mechanical effects need to be straightforward to understand.

I'll drill into those three things a little more below, but before I do, it's important to point out that they can often be in conflict with each other. It's easy to come up with a clear rule, for example, but much harder to create a clear rule that's fun and evocative. On the other hand, it's easy to come up with a rule that evokes the background, but doing so in a way that's fun and clear can be challenging. Over the years I've placed more emphasis on one or other of these aspects, but my feeling now is that all three are equally important, and that the trick is to balance them with each other. This requires some compromises,

but for me at least, having to work within constraints like this is what makes my job so much fun: it's like a series of little puzzles I have to solve, and I love puzzles!

“A rule needs to be fun. By this I mean it needs to add to the enjoyment of the game, not be something mundane.”

The place that I start with any rules is the background, or when writing rules for a Citadel miniature, with the miniature itself. Doing this will usually give me a little shortlist of things that I would like any associated rules to reflect – or, in other words, things I can evoke. When I started out, I would have stopped there and written rules for all of the things on my shortlist, but over time I have learnt that doing so can create rules that lack clarity and are not all that much fun to use, so now I use my shortlist as a starting point.

So these days, my next step is to go through my shortlist and pick out things that will be fun to use in a game. This is where things start getting interesting. There are usually a few ideas that, while being evocative, don't really pack enough punch to warrant writing a rule for. For example, while the fact that a model uses bat-like sonar in order see things is fascinating, it isn't the kind of thing that generates fun rules. This leads to my second criteria, which is that it is better to have a few really fun rules, than lots of little minor ones. One other thing I have learnt to watch for are what I call 'gotcha' rules; these are rules that stop your opponent from doing something fun, like denying them the use of a special ability or a cool tactic. Although such things are often justifiable in terms of the background, they are the very antithesis of fun in a game, as they tend to stop one player doing something they have been looking forward to. In such circumstances I will first try to see if I can turn the rule on its head, so that instead of stopping the opponent doing something, it allows you to do something as well.

At this stage my shortlist will have been narrowed down to a handful of things I'd like to write rules for. The next step is

to actually write the rule itself. Now, on the face of it, it would seem that writing a clear rule for something fun and evocative should be quite easy, but years of experience has taught me that it is anything but. In a nutshell, something that seems crystal clear to you can prove annoyingly opaque when it gets out into the real world. I have learnt to watch for rules where the idea is a simple one, but the rule required for it is very long, and if the rule requires a long list of caveats at the end. Overly long rules are almost invariably a sign of a mechanic that does not sit well with the core game mechanics, so if a rule requires a lengthy explanation I almost always end up going back to the drawing board and see if I can achieve the same effect in a different way. If a rule requires more than one caveat I will look at it askance, and see if I can come up with something more straightforward. At the end of this process, I should have generated a small set of evocative and fun rules that are clear and easy to use. Well, that's the theory anyway!

And on that note I will leave you for this month, as I am fast running out of space. I will return to this subject again next month, where I will show you how these principles work in practise.

Jervis Johnson is a 30 year veteran of games development and has had a hand in the design of most of our classic games.

JERVIS JOHNSON

BATTLE REPORT

AND THEY SHALL KNOW NO FEAR

Among the shattered ruins of Defence Bastion Seraphax, the Black Templars battle against the Death Guard and their Chaos Daemon allies in a bid to recover the remains of a fallen Imperial hero – will the body of Marshal Armante be delivered or defiled?



Adam: There's no bigger fan of Space Marines in the White Dwarf team than Matt and he was only too eager to volunteer his services for this month's battle report – offering his Imperial Fists, Ultramarines and Black Templars armies as potential candidates. With so much choice on offer, we let him pick, and he went straight for his favourite of all Warhammer 40,000 armies: the Black Templars. For an opponent we considered the multifarious xenos armies around the office, but in the end Andrew and I claimed the honours with an unholy Chaos alliance.

Matt even has a fallen Black Templars model in his collection, so we decided to use it as the centrepiece in the Relic scenario, and the beginnings of a story began to form on the tabletop... The world of Arthas has been overrun by the legions of Nurgle, and but for the Black Templars it would be lost already. A stubborn crusade force remains, unwilling to yield the site of a terrible battle to their foes until they recover the remains of Marshal Armante. As both forces converge upon the bloodstained ground, victory will be won by he who claims the Marshal's body.

The Black Templars of the Lastrati Crusade prepare to scour the Death Guard and their infernal allies from Defence Bastion Seraphax.



BURN THE WITCH



Matt is a veteran of scores of battle reports, almost all of which have been fought using a Space Marine force of one stripe or another.

The launch of new Space Marines kits is always an exciting time for me and doubly so when I get to add all the new stuff to the collection of my favourite Chapter, the Black Templars. If you've been following This Month in White Dwarf over the past few months you can't have failed to notice that I've been slowly adding extra units and tanks, which has culminated this month with the addition of the new Sternguard, Centurions and Hunter.

Over the 15 years I've been collecting Black Templars the core of my army hasn't really changed. My 15-strong Crusader squad accompanied by the Emperor's Champion and mounted in a Land Raider Crusader has vanquished many a heretic over the years.

Having played both Andrew and Adam's Nurgle forces quite recently I know of their lack of long-ranged firepower, so I plan to create a firebase to hammer them from afar. In the White Dwarf bunker there's been quite a lot of discussion as to how deadly the Centurion Devastators grav-cannons are, given that they roll to Wound against a target's armour save; this has led to some impromptu practice dice rolling (particularly from Jes) pitting them against different types of units. It's time to put the theory into practice, however, so I've painted a unit of three. Alongside them I've also got two Crusader squads armed with bolters and heavy weapons as well my fire support Dreadnought.

Matt's Centurion Devastator squad boasts the most firepower in his army. He's hoping they'll be able to blast Andrew's army apart.



Andrew always takes his Heldrake so it would be stupid of me not to take at least one Stalker or Hunter. After a bit of deliberation I've opted for the Hunter. Even if you miss there's a good chance you'll hit your target in a subsequent turn thanks to its homing missile. Plus the huge launcher looks amazing.

Since Death from the Skies came out I've been using a Stormraven in all my games, usually deploying my Assault Terminators and a Dreadnought into the heart of my opponent's lines. For this game I'm going to try something a little different by putting my freshly painted Sternguard in it instead. I should be able to drop these off where they are most needed, their special ammunition enabling them to take on a range of different targets. Of course the risk is that I fluff my reserve rolls and they turn up too late.

Lastly, I've taken my Assault Marines led by a Chaplain to help out in any assaults or to head off anything trying to get through to my firebase.

The plan for the game is simple: shoot anything that gets too close to the objective and then hopefully snatch it later on with one of my Crusader squads.

I'm very keen to see how the new grav weapons get on; I figure they will be most effective against anything in power armour (or Terminator armour for that matter), which means I'll just have to use my plethora of flamers and the Sternguard's special ammunition against the Daemons. As for what I'm most worried about, I know I will be up against at least one Daemon Prince but I don't have any really powerful characters to take them on. I'm also afraid of the Heldrake, as it'll get a turn to cause havoc upon my Black Templars before I can deal with it.



THE LASTRATI CRUSADE

HQ

**Brother Horst,
The Emperor's
Champion**

140 points

Chaplain Ferdinand

Chaplain with plasma
pistol, melta bomb and
jump pack.

125 points

TROOPS

The Emperor's Champion

10 Initiates with
chainswords, bolt pistols,
grav-gun, 5 Neophytes
with bolt pistols and close
combat weapons and
Sword Brother with power
fist.

240 points

Ironstorm

Land Raider Crusader with
multi-melta.

260 points

Crusader Squad Friedrich

8 Initiates with bolters,
plasma gun, missile
launcher with flakk
missiles and Sword
Brother with power fist.

187 points

Crusader Squad Oswin

8 Initiates with bolters,
plasma gun, plasma
cannon and Sword
Brother with power fist
and combi-grav.

192 points

FAST ATTACK

Squad Konrad

10 Assault Marines with
2 flamers and Sword
Brother with power fist.

215 points

ELITES

Sword Brethren

10 Sternguard Veterans
with heavy flamer, 2
combi-gravs and Castellan
with grav-pistol, power
sword and melta bomb.

295 points

Brother Laurenz

Dreadnought with assault
cannon and heavy flamer.

130 points

Brother Albrecht

Dreadnought with missile
launcher and twin-linked
lascannons.

135 points

HEAVY SUPPORT

Spear of Vengeance

Hunter.

70 points

Squad Ignatius

3 Centurions with missile
launchers, grav-cannons
and grav-amps.

280 points

Dorn's Fury

Stormraven Gunship with
twin-linked multi meltas
and hurricane bolters.

230 points

TOTAL 2499 points

SUMMONING THE TIDE OF FILTH



Andrew: It's always a pleasure playing a game against Matt – he's probably my most regular opponent, and we always have a great game. He does usually beat me, however; a state of affairs that I've long ago reconciled myself to.



Andrew and Adam have teamed up a few times now – although more often than not they take a beating.

Andrew has not only borrowed Adam's Chaos Daemons as part of his allied detachment, he's also borrowed Adam to lead them into battle.

Whenever I muster my Death Guard, it's always around the same reliable core: a Daemon Prince, a unit of Terminators, a unit of Possessed, at least one unit of Plague Marines and a large unit of 14 Chaos Space Marines, all upgraded with the Mark of Nurgle. The Daemon Prince, Terminators and Possessed hit incredibly hard so will make for the centre of Matt's army, while the Plague Marines and Chaos Space Marines form a fairly intractable fire base to hold any objectives. As well as being thematically appropriate to the scions of decay, the Mark of Nurgle makes everything that little bit tougher.

I'll almost always take a Daemon Prince in a game (I have such fun rampaging around the battlefield with the Fly Lord, it must be said), but my second HQ choice is always that little bit harder to make as I love all the characters in my collection. In the end I settled on my Chaos Lord, Malek Vos. He's fairly hard in a fight, especially with the Murder Sword, which should give him the edge against any of Matt's

characters – even the Emperor's Champion. But the real reason he's in the army is that he makes all my Plague Marines into Troops, and because of that I'm throwing another unit of Plague Marines in along with him.

One thing the army lacks is much in the way of anti-tank weaponry, so I've added in a Helbrute with a multi-melta, as well as a scattering of meltaguns, power fists and chainfists wherever I can squeeze them in too. The Heldrake should help in this regard too – his normal targets are big, bunched-up units of power-armoured troops, but he's killed close to half a dozen Dreadnoughts in his time too. I'm hoping he'll be able to repeat that trick again against one of Matt's Dreadnoughts today.

Adam: It's always a joy to unleash my Daemons, and Andrew and I have had quite a lot of fun teaming up recently with my Nurgle Daemons and his Death Guard army. I'm not saying we make for a super effective combination, but it's a really characterful alliance, and we reckon we can give Matt a run for his money.

For my part in the force, I'll be taking a pared-down version of my larger Chaos Daemon army – with my Herald of Nurgle, Festerguts, along with two units of Plaguebearers. One of these will deploy with Festerguts, who gives them the Feel No Pain ability (making them very durable) and the other will quietly wait in the Warp along with the Slathertoads – my unit of Beasts of Nurgle. Thanks to the Plaguebearers' Instrument of Chaos, if they arrive by reserve, the Slathertoads will immediately be available too. Finally, I'm including Sourbile's Flystrike, six Plague Drones, which are the baddest killers in my army. My plan with these is to get stuck in quickly, while the rest of my army advances on the objective.

If we can get to the objective first, I'm fairly sure we can hold onto it with all our tough, resilient troops. The question is whether we'll be able to survive the counter-attack.





THE SCYTHE OF PURGATION

HQ

Lord Malek Vos

Chaos Lord with Mark of Nurgle, Terminator armour, Murder Sword and Gift of Mutation (+1 Initiative).

150 points

The Fly Lord

Daemon Prince of Nurgle, power armour, Mastery Level 1.

195 points

ELITES

The Poxridden

5 Possessed with Mark of Nurgle.

150 points

The Deathshroud

5 Chaos Terminators with Mark of Nurgle, Champion with power fist and combi-flamer, chainfist, combi-melta and heavy flamer.

181 points

Pustulent Fury

Helbrute with multi-melta.

100 points

TROOPS

Purgatory Squad

7 Plague Marines with meltagun and Champion with power fist.

193 points

Perdition Squad

7 Plague Marines with, plasma gun and Champion with power sword.

198 points

The Quarantined

14 Chaos Space Marines with Mark of Nurgle, flamer and Champion with power sword.

264 points

The Misbegotten

14 Chaos Cultists.

78 points

FAST ATTACK

Poxdrake

Heldrake with baleflamer.

170 points

ALLIES

Festerguts

Herald of Nurgle with Locus of Fecundity.

70 points

The Festering Brothers

15 Plaguebearers with Icon of Chaos and Plague Ridden.

150 point

The Maggot Kin

15 Plaguebearers with Instrument of Chaos and Plague Ridden.

150 points

The Slathertoads

4 Beasts of Nurgle.

208 points

Sourbile's Flystrike

6 Plague Drones with Icon of Chaos, Instrument of Chaos, Plaguebringer and death's heads.

312 points

TOTAL 2579 points

SCENARIO AND SET-UP

Adam: Since we knew we were playing the Relic mission, we set about creating a battlefield that would give us a fun and challenging game. Matt and Andrew began to create Defence Bastion Seraphax **(A)**, with a mixture of blasted and scarred buildings and craters and the remnants of an Imperial Defence Network. We placed the shattered aquila from the Honoured Imperium scenery kit, in the middle of the board with Matt's fallen Black Templar upon it **(B)** – with plenty of fortified terrain around it. We rolled for deployment areas, scoring Vanguard Strike, and Matt earned the privilege of deploying first.

Matt centred his army around the Skyshield landing pad at the north of the battlefield **(C)**, with two Crusader squads and a

Dreadnought holding it. The Centurion Devastator squad and Hunter held his right flank, while the Land Raider and Assault squad guarded the other **(D)**. For our part, Andrew and I deployed our army as far forwards as possible, leaving only a 24" dead zone between us and the Black Templars. After a little squabbling, we realised we should have put my Daemons front and centre so they were closer to the objective and able to absorb firepower, but the mistake was ours, and we had deployed in a big line-abreast formation.

Whichever side had possession of the slain Black Templar objective at the end of the game would score 3 Victory Points, with bonus points for First Blood, Linebreaker and Slay the Warlord.



1



2



1 The corpse of Marshal Armante is the primary objective for the game.

2 Matt's reserves; the Sternguard and Dreadnought are both deployed in the Stormraven Gunship.

OPENING MOVES

Where the Black Templars unleash a storm of firepower, into which the Chaos horde advances.

Matt: My plan of action was very much to play the long game in this battle, so in my first Movement phase, I only advanced enough to improve my position and bring my big guns to bear. This meant bringing the Centurion Devastator squad into range of Andrew's nearest Plague Marine squad and driving my Land Raider Crusader forwards a little, providing some mobile cover for my Assault squad.

The shooting from the Centurions was everything I had hoped for, as they scythed down six Plague Marines in a single volley. My Land Raider whittled away a few Chaos Cultists with its hurricane bolters and, more importantly, lent its fire to the Crusader squad with the missile launcher and my Dreadnought to blow Andrew's hulking Helbrute to kingdom come. Not a bad opening salvo, all things considered – Adam and Andrew were certainly paying attention now.

Andrew: I've been listening to Matt banging on about how good his Centurions are all week now, but hadn't really put much stock in it up till now. But their grav-cannons just chewed up a whole squad in one volley – ouch! And if they're that nasty against power armour, I dread to think what they're going to do when they fire at my Chaos Terminators – To Wound rolls on a 2+, with re-rolls thanks to the grav-amps, is just going to wipe me out. As a result I kept my Terminators as far away from the Centurions as possible, moving through the ruins in an attempt to flank Matt's force – or to prevent his Assault Marines from doing the same to us.

Our eyes remained on the prize, however, so we continued to plough forwards towards the objective, hoping to provide Matt with too many targets to choose from. The Cultists even reached the aquila after running, although I had little confidence that they'd be there by the end of Matt's next turn. Various run moves across the board kept our shooting to a minimum.

1



2



3



1 Squad Ignatius advance down the hill and open fire on Purgatory Squad. Their grav-cannons easily crush six of the traitors with the mass of their own armour.

2 The Deathshroud advance into the ruins with their Lord, Malek Vos – hoping to flank the Land Raider and Assault Squad.

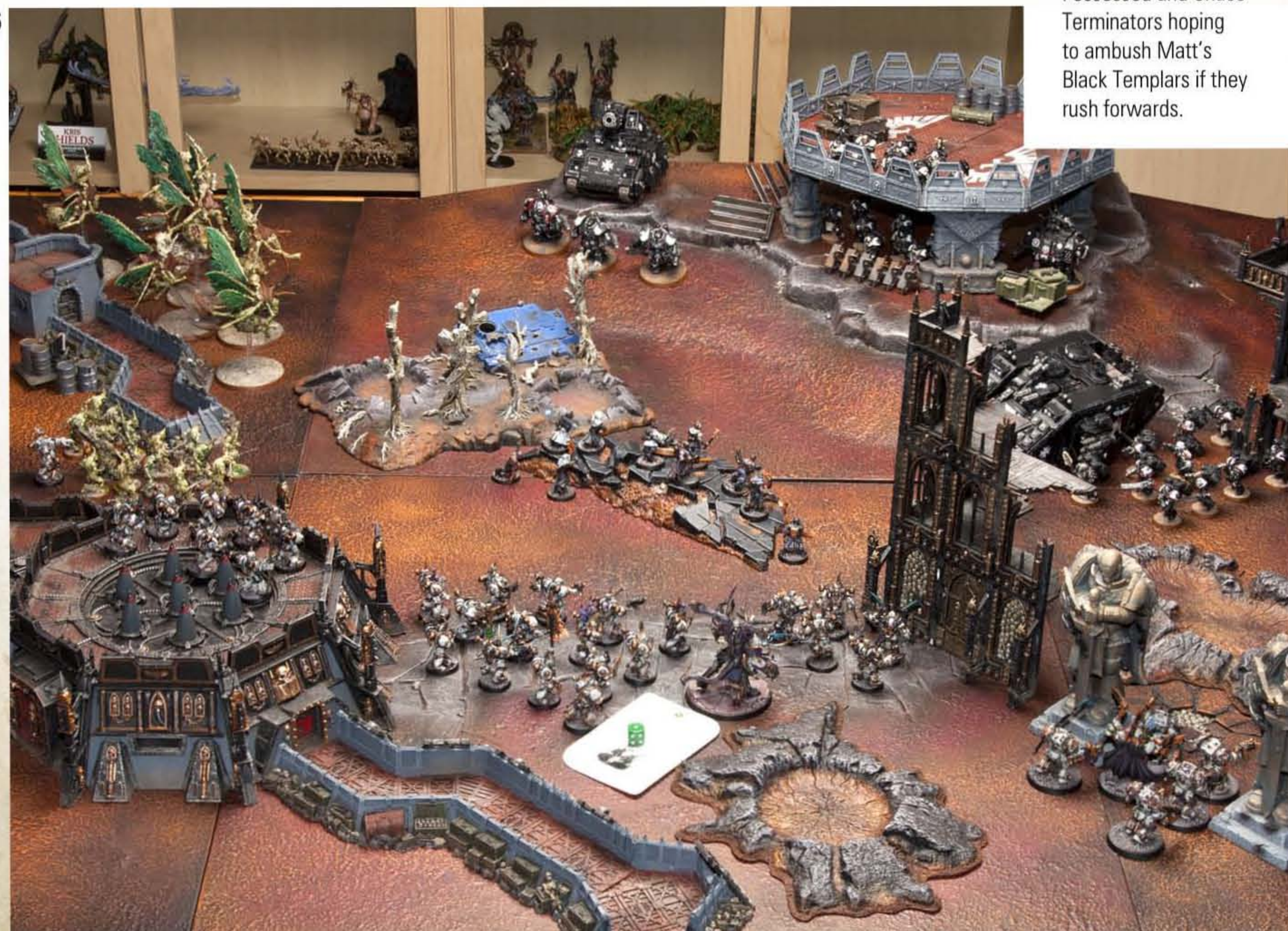
3 The Misbegotten stream forward and jubilantly clamber onto the sullied Imperial eagle, hoping to lay claim to the corpse of Marshal Armante.

4



4 The Festering Brothers and Sourbile's Flystrike realise they probably should have started closer to the objective. While the Festering Brothers begin the long, shameful shamble towards it, the Flystrike take a different route, soaring over the Wall of Martyrs to approach the Crusaders. Note also, the sole survivor of Purgatory Squad, wisely hiding behind the rotting horde of Plaguebearers.

5



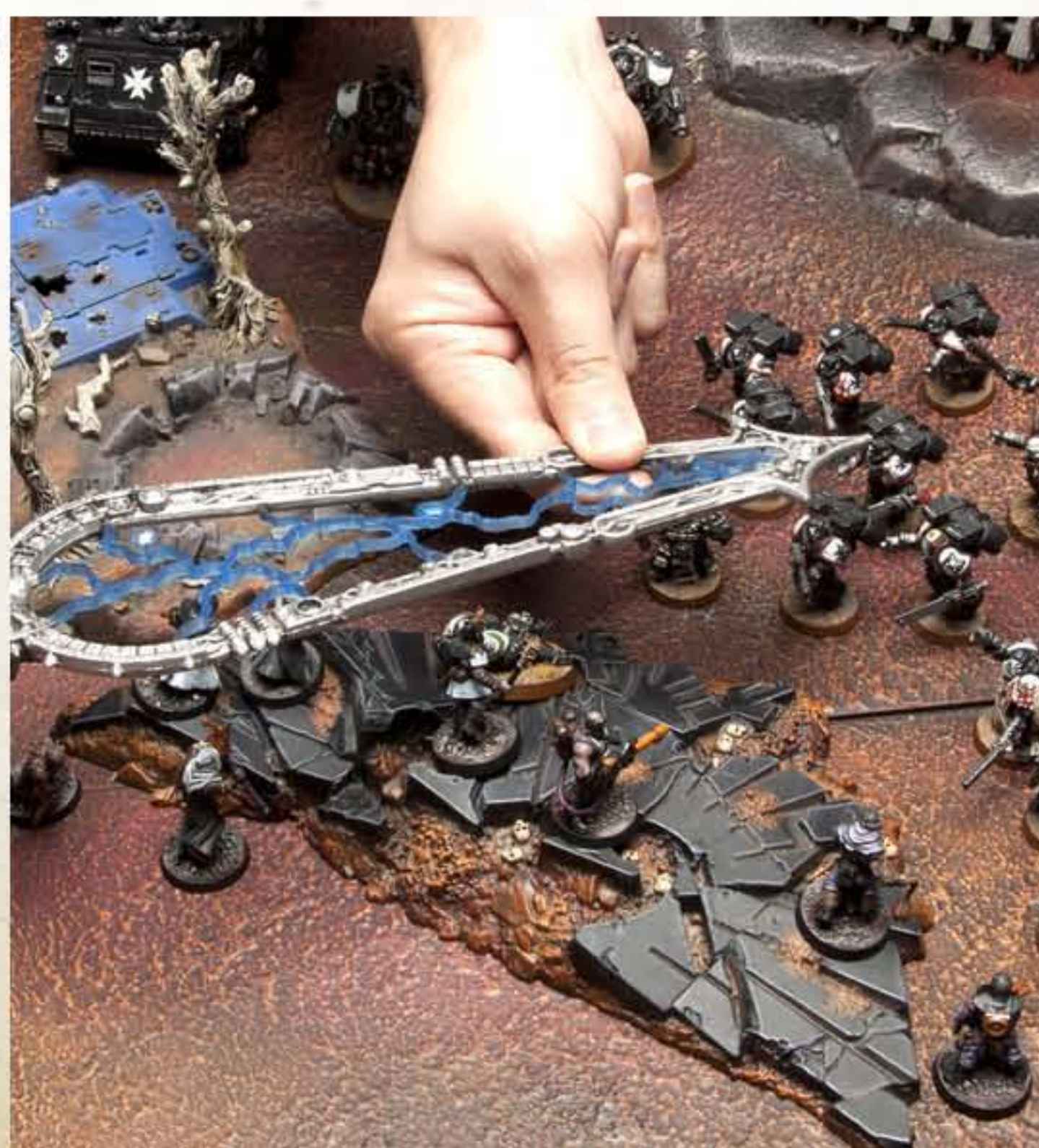
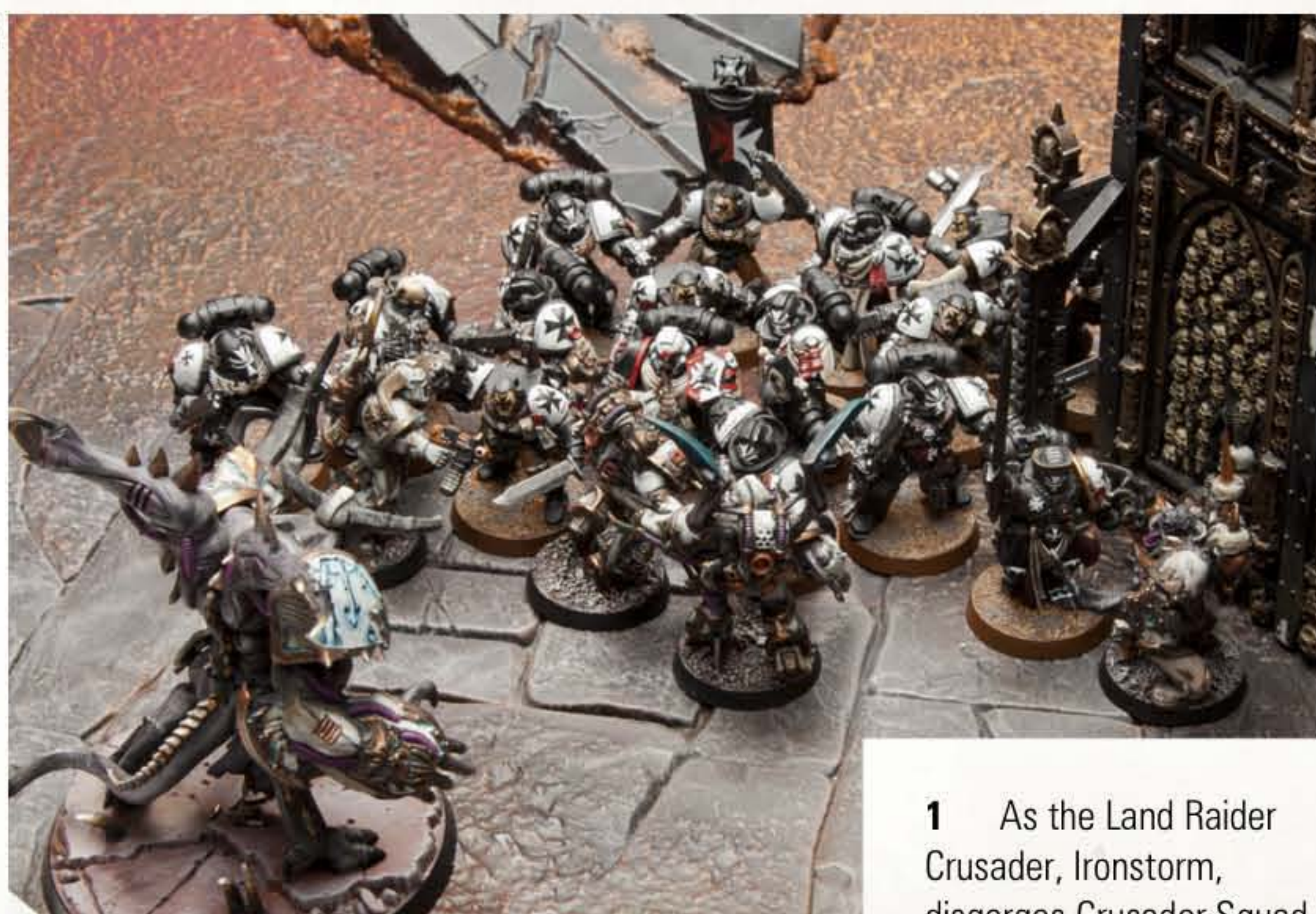
5 At the end of the first turn, the battlefield shows the objective within the grasp of the Chaos Cultists. You can also see Andrew's Possessed and Chaos Terminators hoping to ambush Matt's Black Templars if they rush forwards.

Matt: In their turn, Adam and Andrew only managed to kill a single Assault Marine, so even though my Stormraven, containing the rest of my reserves, didn't arrive this turn, I was still feeling buoyed up as I launched my main offensive. Ironstorm surged forwards and disgorged my massive Crusader squad, complete with the Emperor's Champion, while Chaplain Ferdinand and the Assault squad leapt up beside them. In a blistering salvo I slaughtered all but two of the Cultists on the objective, leaving the survivors to flee like cowards while Ironstorm unleashed a wall of bolter and assault cannon shells into Andrew's 14-strong unit of Chaos Space Marines, killing five. The Land Raider Crusader was bolstered by the Centurion Devastator squad, who once again pulped five more heretics. Other shots came in from my Dreadnought and Crusader squads, nibbling away at the Chaos Space Marines, but the main event now was the charge as the Emperor's Champion led Crusader squad Volkard against the Possessed, wiping them out.

Andrew: After that turn I was left wincing once more – Matt was picking my army apart squad by squad. Luckily all of our reserves arrived this turn.

I had a counter-attack planned this turn, opening up with the Chaos Terminators against the tightly packed Crusader squad, a combination of flammers and heavy flammers killing five. The Chaos Lord, Terminators and Daemon Prince then charged the Crusader squad – possibly overkill, but I needed them dead. The Chaos Lord killed the Emperor's Champion – the target of his Murder Sword – in a challenge, but the Chaos Gods deemed it an Unworthy Offering, while the Daemon Prince killed six Black Templars and the Terminators finished the unit off.

In the centre of the board the Heldrake hit most of the Assault squad with its baleflamer, killing seven but still leaving three and the Chaplain alive. The Plague Drones tried to take out the Hunter – which had moved between them and the Centurions – but could only take off a single Hull Point.



1 As the Land Raider Crusader, Ironstorm, disgorges Crusader Squad Volkard, Chaplain Ferdinand and his Assault squad sweep the Cultists from the objective.

2 Squad Volkard and the Emperor's Champion take on the Poxriden as Andrew's Daemon Prince looks on. The Emperor's Champion easily slays the Possessed Champion with a single sweep of his Black Sword.

3 Much to the chagrin of the Misbegotten, Assault Squad Konrad has two flammers, spelling their certain doom.

Heldrake Inbound

4 Andrew's Daemon Engine, the Poxdrake, arrives in Turn 2, soaring onto the battlefield and heading straight for Assault Squad Konrad.

4



5



5 The baleflamer is duly unleashed on the Assault Marines, scorching seven of their number to death.



6 With Matt using the Hunter as mobile cover for the Centurions, Sourbile's Flystrike attack it instead – only causing a single glancing hit.

7 Malek Vos faces off against the Emperor's Champion, slaying him with the Murder Sword.

8 At the end of Turn 2, the battlefield is looking far messier. Note the mischievous Slathertoads clampering about on the Skyshield Landing Pad.



MIDGAME

Where the Black Templars press their attack, and fire rains from the skies.

Matt: Well, the fight was really on now – but thankfully my reinforcements had arrived, with the Stormraven delivering the Sternguard and Dreadnought. I pulled the Hunter back up the hill now that the Heldrake was in play, and unleashed a skyspear missile at it. This shot answered a lot of questions we had about how good the Hunter was, as it blasted the Heldrake to pieces in a single shot, bringing the wreckage crashing down to kill two Plaguebearers and a Plague Marine.

Elsewhere the bloody work continued, as the Centurions wiped out all of Andrew's Terminators. I also killed a couple of Adam's Plague Drones with fire from the Sternguard, Crusader squad and newly arrived Dreadnought. Finally, my Assault Marines took on the Plague Drones in combat, which proved to be a mistake. Though they took two Wounds, they wiped out my Assault Marines, Chaplain and all. The Dreadnought charged the Slathertoads on the landing pad, at the very least tying them down for the rest of the game.

In their third turn, Adam and Andrew finally dealt with my Centurions, killing two with concentrated firepower, causing the survivor to flee. The Plague Drones still managed to charge him, killing him in the fourth turn.

Andrew: So, we finally managed to deal with the Centurions, although after three turns of shooting Matt didn't really need a fourth with them. In Turn 4 the Sternguard picked up where the Centurions left off, wiping out the Maggotkin. The Crusader squads targeted the Festering Brothers, and killed a few too.

Our own turn was less impressive. My Daemon Prince merely stunned the Land Raider with his Smash attack and (in a show of poor dice rolling that was frustratingly consistent) the Plague Drones failed to charge the Sternguard.



1 Dorn's Fury soars onto the battlefield to deliver reinforcements to the Black Templar's army. Matt risks the Skies of Fury to deploy his models in the turn it arrives, but he suffers no ill effects.

2 Once again the Centurion Devastator squad show their mettle, this time turning their ire towards Andrew's Terminator squad. The sound of armour compacting under intense gravity heralds all five of them being crushed to death.



The Heldrake Hunted

3 The Hunter takes aim with its skyspear missile launcher...

4 ... And destroys the Heldrake. The wreckage hits the nearby Plague Marines, killing one.





5 The Plague Drones hurl death's heads at the Centurion squad which, combined with bolter fire from their allies, manages to kill two. The remaining Centurion fails his Leadership test and flees.

6 The Flystrike catch up with the last Centurion beside the Skyshield Landing Pad, and proceed to beat him to death.

7 In Turn 3, Adam attempts to charge the Sternguard with the Maggotkin, but falls woefully short on his charge roll. As a result, the Sternguard and Dreadnought annihilate the Maggotkin in a storm of dragonfire rounds and heavy flammers.



8 The sole survivor of the Quarantined clammers onto the shattered Aquila, attempting to claim the corpse of Marshal Armante – but Matt's Crusader squads have other ideas.

9 At the end of Turn 4 the Black Templars remain strong, with a firebase on the Skyshield Landing Pad and the counter-attack force in the Sternguard and Dreadnought by the Wall of Martyrs.



ENDGAME

Where the forces of Chaos make their final play for the objective, and the battle is won and lost.

Matt: The game was drawing to a close, and a quick tally of Victory points showed I was behind – so I sent out Crusader Squad Friedrich to try and get close enough to the objective, although I had left it so late that the game would need to run into six or seven turns. The rest of my turn was spent pouring fire into the Plaguebearers (killing five), and wiping Andrew's Aspiring Champion off the objective. I also wounded the Daemon Prince that was battering my Land Raider.

Adam and Andrew's turn was pretty short. The Plague Drones and Chaos Lord charged Squad Friedrich (so much for them making it to the objective), and Malek Vos not only won his challenge against the Sword Brother, but ascended to Daemonhood – recovering his lost wounds and dooming my Crusader squad.

Andrew: That's the second game in a row that I've rolled Dark Apotheosis on the Chaos Boon table. Malek Vos – my Warlord – had been one Wound away from handing Matt a victory point, but I felt confident that as a Daemon Prince he'd likely survive to the end of the game.

At the start of Matt's sixth turn, we were winning 2-1, and Matt was faced with something of a dilemma. His Sternguard were a run move away from our deployment zone, so could claim a victory point for Linebreaker if they rolled well enough, but my Plague Marines were closing in on the objective, which really would seal the victory for us. In the end he opted to shoot everything – Sternguard combi-gravs and all – at Perdition Squad, but I got lucky with my Feel No Pain rolls and three survived.

Matt needn't have worried about finishing them off, however, as I rolled a 2 for their difficult terrain roll, so they failed to reach the objective anyway! The new Daemon Prince finished off the Crusader squad, and with that the game ended.

1



1 Malek Vos thunders into the Crusader Squad, where he is challenged by Sword Brother Friedrich – the Chaos Lord kills him in a gory display of strength...

2 ...And is rewarded by the Dark Gods with his ascension to Daemonhood – as Andrew rolls 66 on the Chaos Boon Table, Malek Vos becomes a mighty Daemon Prince.

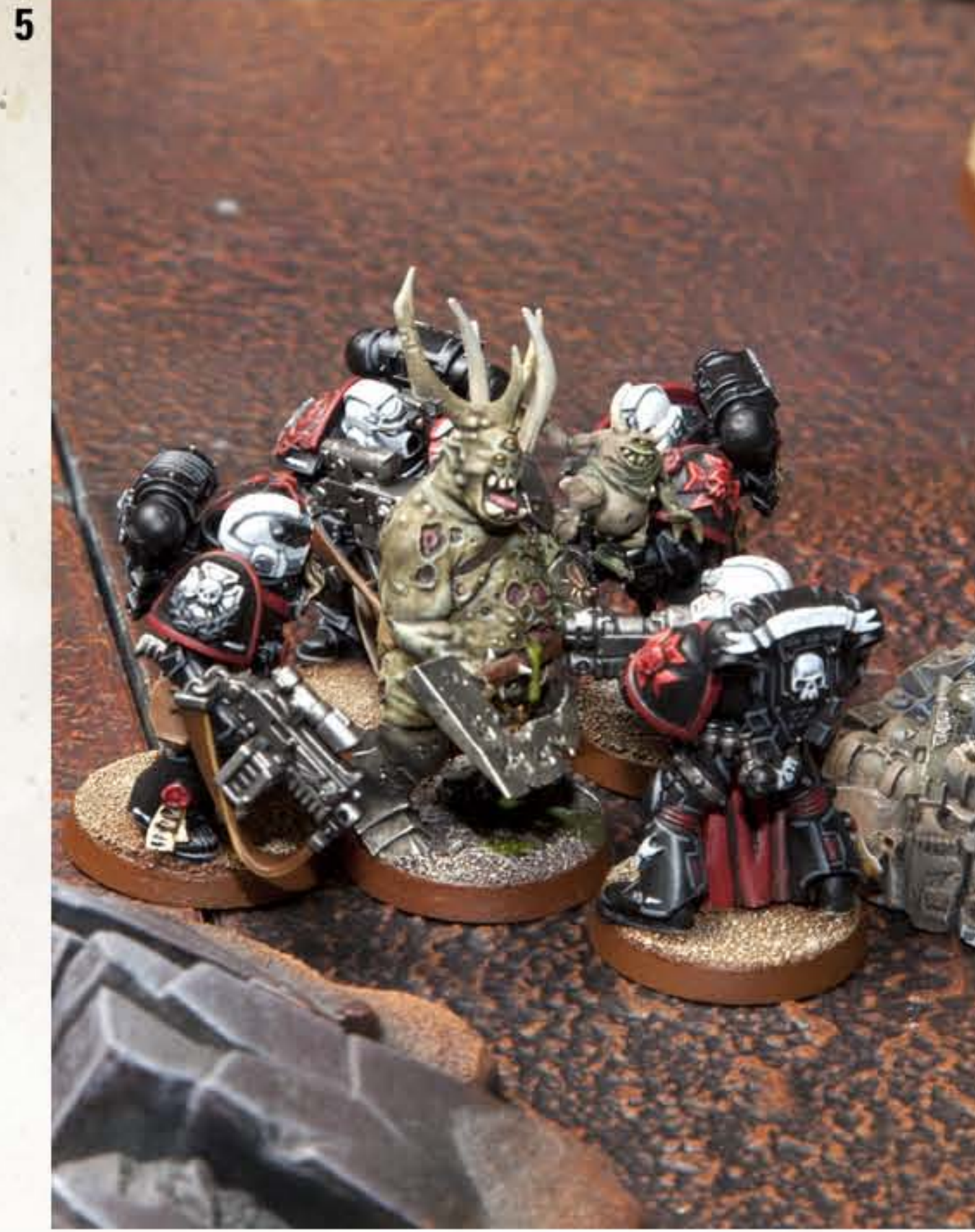
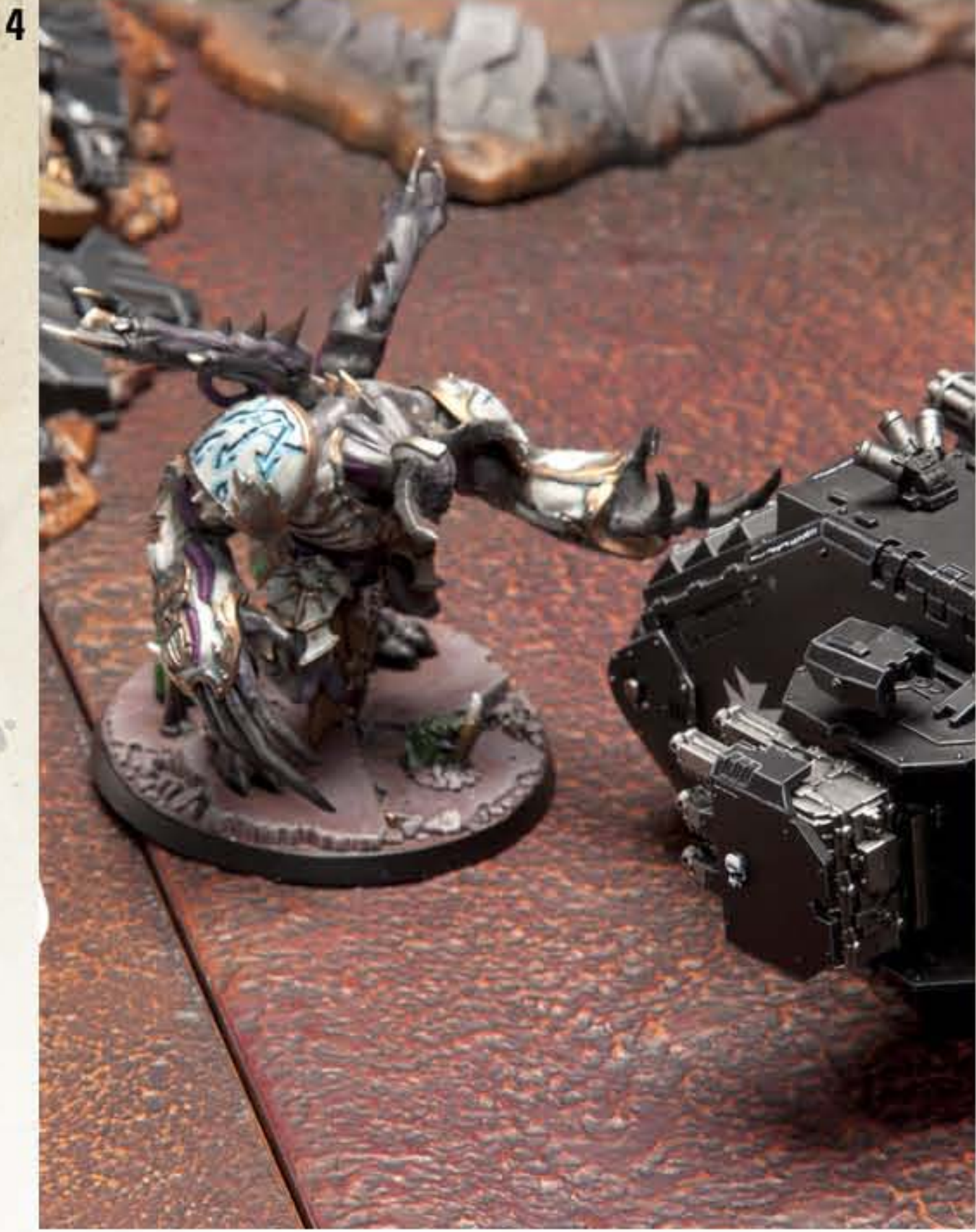
3 Turn after turn the Sternguard hammer the Chaos forces with their specialised munitions, using dragonfire bolts to pepper the shrouded Plaguebearers.

2



3





4 After several rounds of the Fly Lord ineffectually swatting at the Land Raider, Ironstorm mows the Daemon Prince down with a concentrated burst from its hurricane bolters.

5 With his followers shot to bits by the Sternguard, Festerguts decides enough is enough and turns around to charge them – ending up in a massive brawl.

6 At the end of the game, the objective lies unclaimed, and both sides are terribly bloodied. While the Black Templars appear to hold the field, have they won?



OBJECTIVE UNCLAIMED: CHAOS MINOR VICTORY!

HIGHLIGHTS OF THE GAME

*The battlefield is a wasteland of corpses and craters.
What were the highlights for our players?*



Our three participants have had a chance to shake hands, get a cup of tea and survey the carnage from their game.

Andrew: Well, I for one learned that you've got to hit the Centurion Devastator squad early in the game – they slaughtered one of my units every turn until we got to grips with them.

Matt: I thought you might say that, which is why next time I play, I'll be taking more of them. I want a unit of six, all with grav-cannons and missile launchers. It's possible that the Centurions were actually too effective, in a way. I got so carried away crushing all the Chaos Space Marines, I didn't really advance on the objectives. Imagine what a mess they will make of other armies too: Crisis Battlesuits, a Riptide or Eldar Wraithknight? The possibilities are endless.

Adam: It was certainly interesting watching them lay waste to everything in armour, but I didn't have any armour, so I wasn't unduly worried. My Dark Angels, on the other hand, would be abjectly terrified of them. But my Daemons suffered most from the Sternguard and their various ammunition types.

Andrew: I think, although they were undeniably effective, Matt used the Sternguard in the wrong place. If they had

gone for the centre of the battlefield instead of the flank, you could have wiped the Chaos Space Marines out completely.

Adam: It's easy for you to say that... they killed all of my Plaguebearers. Nurgle isn't happy with them: there's going to be a reckoning some time soon.

Matt: I was worried about the Plague Drones, and I think the Sternguard proved to be an antidote to them.

Andrew: The Hunter proved its worth in the game too – and before the game we were really interested to see what it would do. It's limited to one, very specific function – and it carried it out really well, killing my Heldrake with a single shot, but once it had done that, it didn't really have much effect on the battle.

Matt: I agree. If I know my opponent is taking a flyer as dangerous as a Heldrake or Stormraven, taking a Hunter is logical. But there are a lot of situations where it would be preferable to have a Predator Annihilator, which could have engaged ground targets too.

Adam: What was interesting is that, even though it was your first outing with the new Space Marines, the game was a very close run thing. What do you think was the deciding factor, Matt?

Matt: My firebase, really. While it completely prevented you guys from getting to the objective, keeping it stationary stopped me from seizing the objective for myself. Looking back, I might have been better off holding back the Land Raider Crusader and Assault squad until I had worn down your force a little more... but I hadn't realised how much I could have relied on the Centurion Devastator squad. Knowing then what I know now, I'd have pummelled the Chaos Space Marines for another turn and then swept the centre clear on Turn 3 or 4.☠

THE POST-BATTLE REVIEW

A trio of pundits comment on the game: Space Marine Codex author Robin Cruddace, Chaos Space Marines author Phil Kelly and White Dwarf Editor Jes Bickham.



Robin is not only the author of Codex: Space Marines, but also the owner of a rather sizable army of Howling Griffons Space Marines too.

When the bolter shells are flying, it's easy to forget about the objective. I suspect there was an element of this during the game; Matt, busy blowing apart every Chaos unit, seemed to forget to advance towards the relic before it was too late. While it's easy to put this down to an error on Matt's part, I think Adam and Andrew engineered the situation. By running up to the relic on Turn 1, the Chaos players took the initiative. Matt then constantly had to eliminate whichever Chaos units were about to secure the relic – a job he could achieve best by standing still and scouring the foe with obscene amounts of firepower.

By always positioning their units to threaten the relic, the Chaos players did a subtle job of pinning the Black Templars until it was too late. I'm loathe to praise any servant of the Dark Gods, but Andrew and Adam played a clever game, leaving Matt with a tough choice to make in the last turn of the game: run with his Sternguard and perhaps earn a draw, or shoot at the Plague Marines who had a chance of grabbing the relic and securing a major victory. In the end Matt made an all-or-nothing decision, a fitting choice for any Space Marine, but alas the Dice Gods cared not and the day belonged to Chaos.



As author of Codex: Chaos Space Marines, Phil Kelly knows a thing or two about eternal damnation.

The first time I faced Matt's Black Templars was back in the year 2000, and we've fought many times since. In typical Black Templars style, Matt got a bit carried away with all the killing and the maiming and it ultimately cost him the game when he fell short of his objective.

Still, the game was full of epic moments. The Devastator Centurions crushed the Chaos Terminators like spikey cockroaches, the Chaos Lord was rewarded with daemonhood, and the Hunter played St. George to the Helderake's dragon. Great

stuff. I must admit I did cheer when I saw the Emperor's Champion impaled on the Murder Sword – a death fit for a Primarch!

A lot of the skill to Warhammer 40,000 is ensuring that each of your units faces the right foe. Grav-weapons are ace against heavy infantry, for example, but not much cop against hordes. Now more than ever, the noble Space Marines have the tools to deal with their traitorous brethren. I for one am looking forward to another round of the Long War. Time to unchain my Daemon Engines, I think...



Jes listened to much of the combatant's pre-game banter and was eager to see how things turned out...

As Matt notes in his army introduction, we did a lot of fun pre-game dice rolling to theorise just how good some of the new Space Marines are... and the Centurions certainly didn't disappoint! They're fantastic models, super-tough in the game, and grav-cannons are a terrific bit of kit; in short order they'll be rightly feared the universe over by well-armoured troops. They've certainly got all my Tyranid Monstrous Creatures looking over their shoulders in concern. Matt used them to terrific effect, crumpling power-armoured traitors left, right and centre.

Beyond that, the game was a massacre for both sides and victory was very nearly in Matt's grasp; the only minatures left on the table on the Chaos side at the end of the game were three Plague Marines, a Daemon Prince, three Plague Toads and two Plague Drones. As Matt himself notes, his firebase was at once his biggest asset and most serious drawback. But no matter, for this was a terrific battle to witness, and proves that the Space Marines are a mightier foe than ever to the enemies of the Emperor. May heretics and aliens everywhere quake in fear!

GROUND

WARHAMMER THRONE OF SKULLS

Back in April, Glenn and Erik attended the Warhammer Throne of Skulls hobby event at Warhammer World, where they rounded up some of the finest painted miniatures to show off in this special Parade Ground.



PARADE

3



4



5



1 The bones on Ian Matthewson's Terrorgheist have been painted a gleaming white. The subtle blue shading makes them stand out strongly, and gives them an eerie appearance.

2 Vampire Counts Terrorgheist, painted by Ian Matthewson.

3 Forge World Great Unclean One, painted by Colin Viall.

4 Vampire Counts Wight Lord, painted by Doug Cameron.

5 Vampire Counts Necromancer, painted by Doug Cameron.

1



2



3



1 Forge World Nurgle Bile Trolls regiment, painted by Colin Viall.

2 Converted Daemons of Chaos Herald of Nurgle, painted by Colin Viall.

3 Orcs and Goblins Orc Big Boss with Battle Standard, painted by Mark Wildman.

1



2



1 Orcs and Goblins
Savage Orcs Mob,
painted by Gareth
Hamilton.

2 Dark Elf Shades
diorama, painted by Dan
Seymour.

1



2



1 Converted Dark Elf Chariots, painted by Dan Seymour.

2 Dark Elf Cold One Knights, painted by Dan Seymour.

1



2



3



1 Converted Goblin Wolf Chariot, painted by Gareth Hamilton.

2 Wurrzag da Great Green Prophet, painted by Mark Wildman.

3 Classic Vampire Counts Necromancer, painted by Doug Cameron.

1



1 Orcs and Goblins
Savage Orc Boys, painted
by Mark Wildman.

2



2 Converted
Vampire Counts
Hexwraiths, painted by
Ian Matthewson.

3



3 Vampire Counts
Skeleton Warriors,
painted by
Ian Matthewson.

BATTLEGROUND

RESEARCH FACILITY ALPHA-IX

This month **Battleground** examines the snow-bound Adeptus Mechanicus research facility made for Apocalypse War Zone: Damnos. Chris Peach, the board's creator, explains it all.

Damnos is a world locked in perpetual winter. Thick sheets of ice coat its surface and frigid winds blow shifting dunes of snow across the flat, lifeless landscape. Chris Peach, one of the Design Studio's army painters, volunteered to create this frozen battlefield upon which the forces of the Imperium and Necrons do battle.

"The story behind this board is that it is an Adeptus Mechanicus research station, abandoned when the Imperium was ousted from Damnos 25 years previously," Chris says. "The idea of a heavily industrialised facility, shattered by war in the past, and then left alone in the snow and ice for two and a half decades was very appealing."



"Beneath the ice-crust of Damnos is the surface of an ancient Necron World. For the surface of it, I used Modular Movement Trays to create a ceramic tile effect across low-lying areas," says Chris. "The patterns are painted by hand, based on the designs found on the Necron transfer sheet."

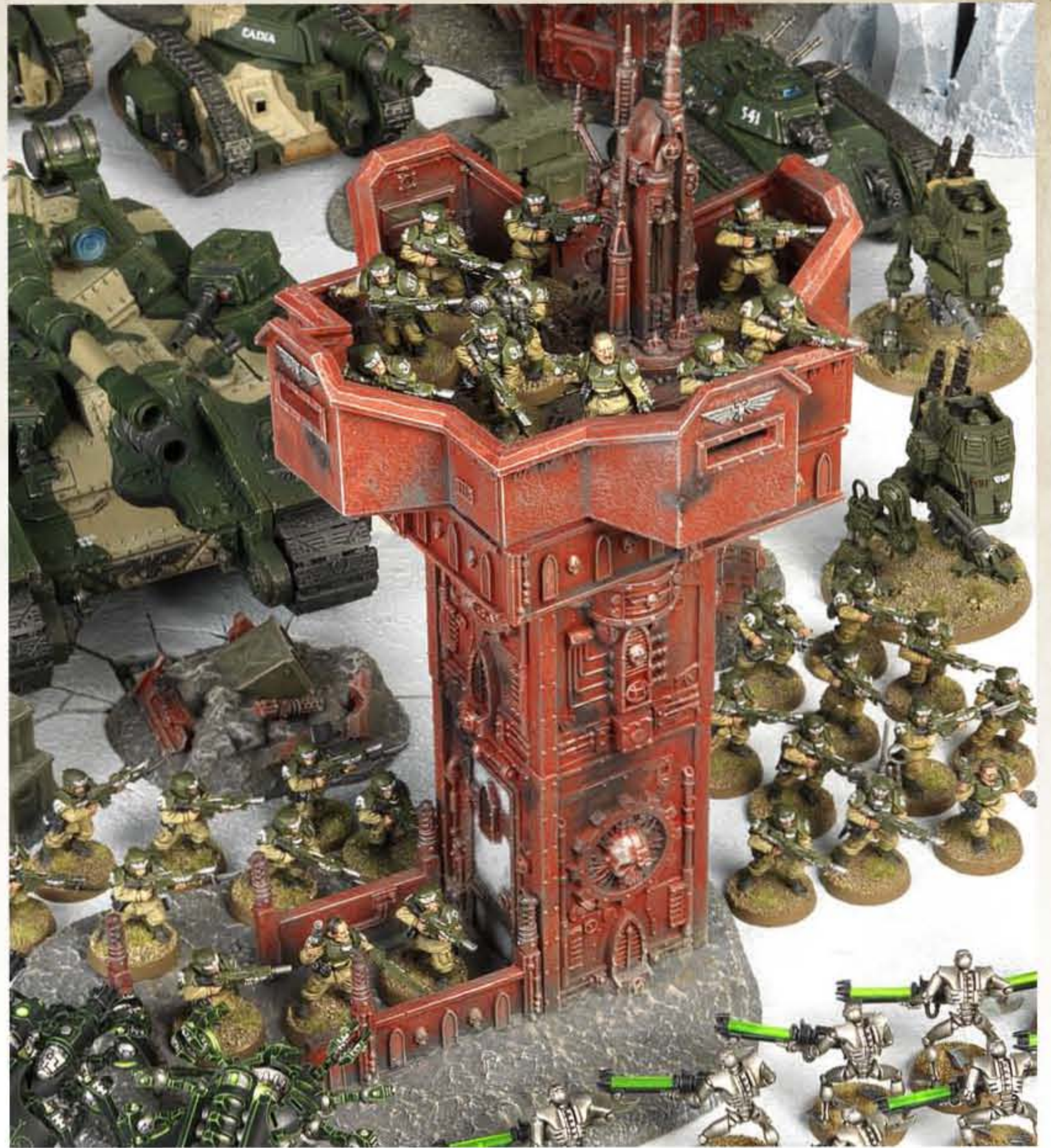


"A raised walkway spans the battlefield," says Chris. "This is made from a Cities of Death building and struts from a Skyshield Landing Pad."



"My first mission with this terrain set was to detail and paint the Realm of Battle Gameboards, which actually was fairly simple once I decided on a method," Chris explains. "First I paved over the flat areas with Modular Movement Trays to represent the actual surface of Damnos. Phil Kelly – the author of *War Zone: Damnos* – and I had a fun conversation about how beneath the millennia-thick layers of snow and ice lies an ancient Necron planet. The snow scheme on the board was simply two coats of spray paint, the first of Chaos Black and the second of Skull White.

"The terrain is made from Citadel kits, with an emphasis on the Manufactorum buildings from the Cities of Death range, giving everything a robust, industrial appearance," Chris says. "I wanted the research station to look like a complete unified complex, so I built plenty of separate elements such as a watch tower, a defence line and pumping station and then tied them together by ensuring they shared common elements and colours.



2



1 This watch post was made from pieces from the Manufactorum building, with elements of the Aegis Defence Line for the crenellations. The antennae array is not glued into place, but instead can be removed and swapped with any of the other parts in the scenery set with the same fitting.

2 Chris made this pumping station in reaction to the idea that the Adeptus Mechanicus has bored into the ancient core of the world as a source of power. "I like the idea that, before it was damaged, this pumping station was bringing up warm water, promethium or perhaps something stranger from beneath the surface," he explained. "It was probably exactly this kind of foolish meddling that awoke the Necrons in the first place."



"The radar is made from the Imperial Eagle on the Shrine of the Aquila scenery kit," says Chris. "I attached it to a turret from the Fortress of Redemption. It's half practical mechanical function, and half bombastic Imperial display."



"I saved all the spare parts and accessories from the kits I was working on," Chris says. "I then cut them up with plastic cutters to use as detritus and debris on the rest of the scenery."



1



1 "Damaged bunkers show the wreckage from the first war on Damnos 25 years ago," says Chris. "I cut into it with a Hobby Saw and used part of a Moonscape crater to cover over the gaps with an earthy rockslide effect."

2 "I used more Moonscape craters to create breaches in the Wall of Martyrs," says Chris. "Having some really big areas of battle damage helps the scenery to tell a strong story. I also painted plenty of barrels and crates from the Battlefield Accessories kit. These, along with lots of detritus and offcuts make the battlefield look like it is a real thing, rather than merely a lifeless surface."

2



“Because I wanted the whole board to look really badly damaged by the first Damnos war, I used a Hobby Saw and Plastic Cutters on the various buildings, which I then detailed using the off cuts as wreckage, as well as spare bits and pieces from the kits I had been using. That’s what gives the model the sense of detritus. The mounds of dirt in the corners of the building are made from Green Stuff modelled into a messy pile and then painted with Citadel Texture paints.

“On the subject of painting, I wanted the buildings to stand out brightly on the snow, and also connect to the traditional red metal of the Adeptus Mechanicus,” Chris

says. “So I used a lot of Mephiston Red and a Citadel Spray Gun to basecoat all of the red areas at the same time. I ended up doing a couple of coats for really good coverage and then, when dry, I used a big brush (like you would for walls or doors) to drybrush it all with Leadbelcher and then, weirdly, Pallid Wych Flesh, which tied the red in really nicely with the stark white snow.” **AT**

With their Commissar spurring them on from the roof of a bunker, the Cadian Shock Troopers face another wave of Necron attackers.



CITADEL **HALL OF FAME**

The **Citadel Hall** of Fame is a collection of the finest miniatures in the world. This month, White Dwarf's own photographer, Glenn More, makes a nomination.



ARACHNAROK SPIDER

SCULPTED BY ALEX HEDSTRÖM, ALY MORRISON & COLIN GRAYSON: NOMINATED BY GLENN MORE

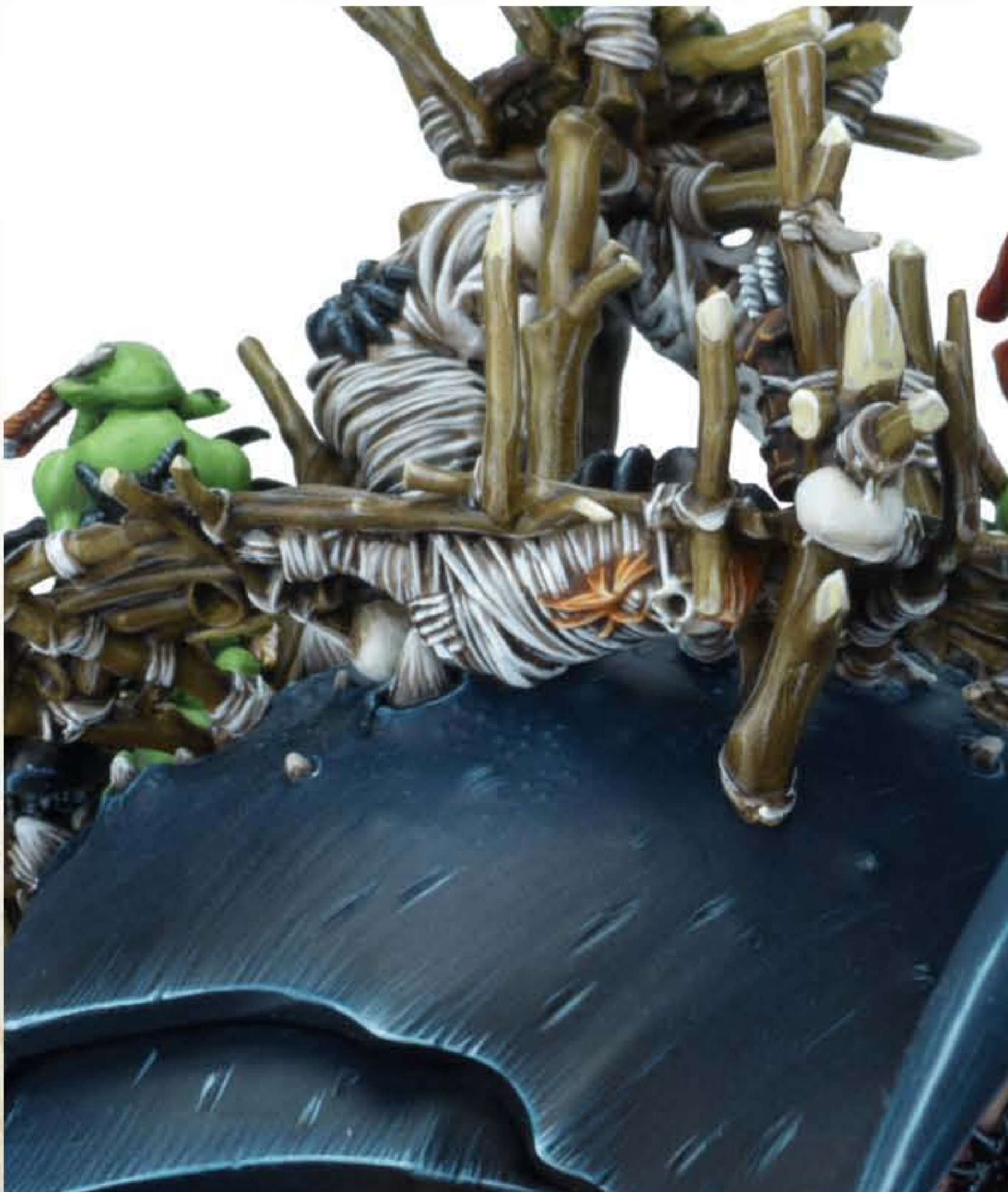


White Dwarf's Photo Editor, Glenn has a keen eye for great models, and can talk about them all day long

Glenn: Since it was released back in March 2011, I have spent many, many hours using the Arachnarok Spider in photographs, both for White Dwarf and also books published by the Studio. Almost everyone is at least a little bit unnerved (if not downright terrified) by spiders, and within the context of Warhammer it doesn't get bigger than an Arachnarok. It's the Warhammer take on a massive spider, so as well as being absolutely horrific, it has a comic charm to it too; old-school Forest Goblins are grinning viciously down from its wicker-work howdah.

Looking at the model from the point of view of a photographer, there is plenty to see – whatever angle you show it from, there is always something going on. The spider's underbelly is writhing with tiny little spiders which appear to be crawling out of crevices and cavities. I have to give a nod to the Forest Goblins too, they are really delightful models full of evil charm. Their size gives the Arachnarok context, in terms of its sheer bulk, and they demonstrate the two key facets of goblins; maliciousness and cheeriness. In my opinion, this is a model for the ages.

1



1 "My favourite addition to the model is the withered remnant of the Dwarf webbed up beneath the howdah. This is a tribute to Borri Graniteskin, a Dragon Slayer I sculpted for the Battle for Skull Pass boxed game. It's what happens when you don't get rescued."

– Aly Morrison

2



2 "The gnarled trees around the Arachnarok's feet are a good example of why I like the model so much. Spider webs, a trapped Goblin, skeletal remains, tiny spiders and even toadstools. Perfect Warhammer madness."

– Glenn More

1



1 "The complete Arachnarok Spider is the result of a team effort. The four-eyed Shaman at the front is actually the handiwork of Citadel designer Colin Grayson." – Aly Morrison

2 The theme of smaller spiders nesting within the Arachnarok Spider is evident when you examine the underside of the creature, with tiny spiderlings emerging from disturbing orifices.

3 "A feature of the Arachnarok Spider kit I like is the versatility of the Goblins on the howdah. There's lot's of variety and it's all cheerfully chaotic." – Glenn More

2



3

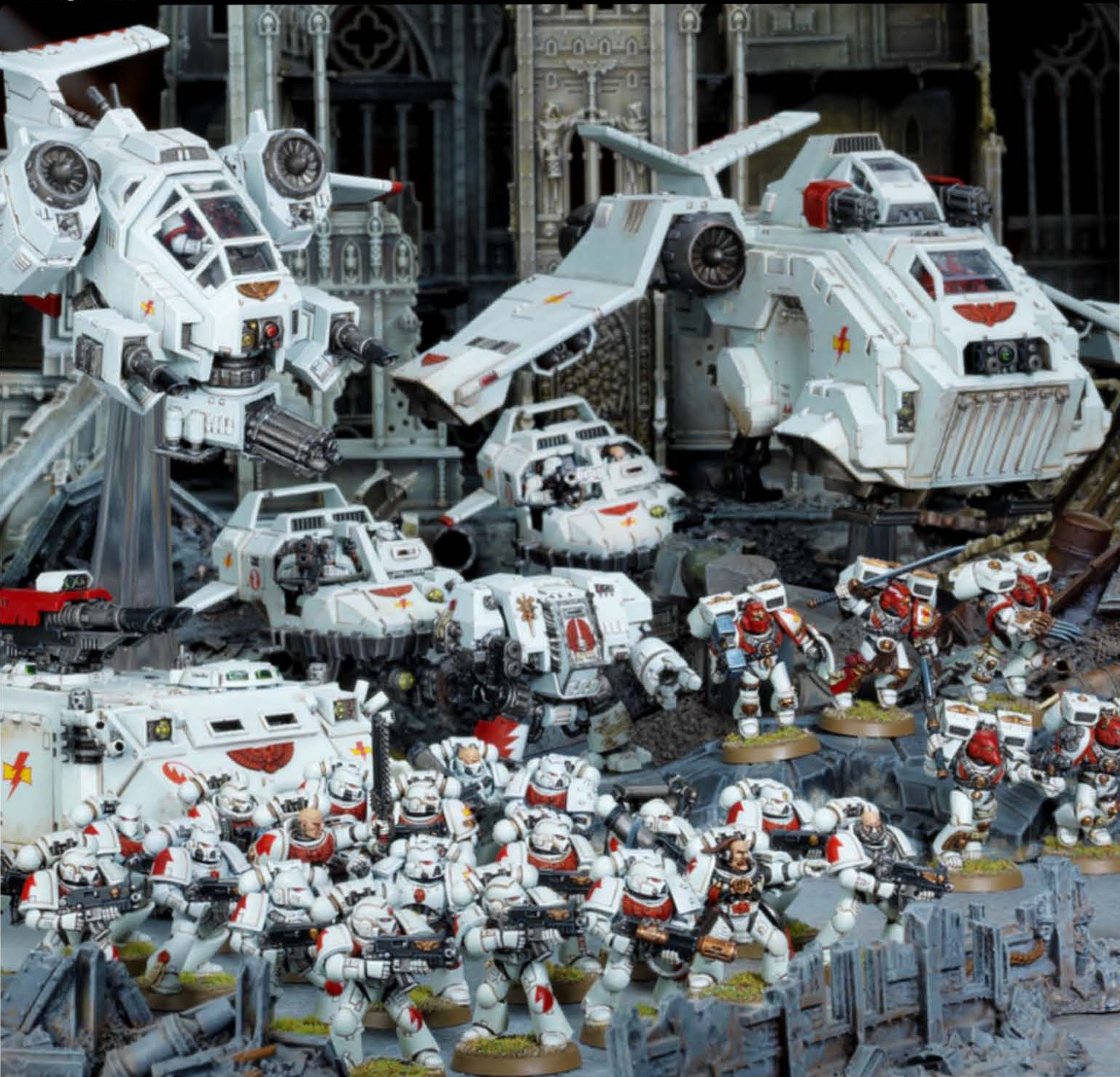


Aly: I completely agree with Glenn. That might sound arrogant considering I worked on the model, but in my defence, I believe it is the exceptional work put into the model by Alex Hedström that makes it so good. The original concept came from Jeremy Vetock, who had somehow purloined a huge prototype model of a Spider Rider from the old Battle for Skull Pass boxed game, and crewed it with Night Goblins. (You can see it in the Introduction section of the Warhammer rulebook.) That madcap idea set our minds to wandering, and eventually the Arachnarok was born.

Alex sculpted the Arachnarok Spider, and made the basic shape and pose of all the Forest Goblins too, while I designed the howdah and then detailed the Goblin crew Alex had made. It was a very enjoyable collaboration process, and we were joined by Colin Grayson, who did the detailing on the Goblin Shaman. My favourite aspect of the model is the malevolence of the Spider's face. Just looking at the shape of the eyes and mouth, it is immediately arachnid in nature, but also strangely, vulgarly, human too. Alex really did a disgustingly good job.☠



Aly is a wily old veteran of the Design Studio, and has sculpted more models than we've had hot dinners.



UR
THE
S

“They shall be of iron will and steel sinew. In great armour I shall clad them and with the mightiest weapons they will be armed. “They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.”

– The Emperor

POWER ARMOUR: A BRIEF HISTORY

Andrew Kenrick explores the history of the Space Marines' iconic armour.



The **Space Marine** is the most recognisable image from Warhammer 40,000. It's such an iconic figure that there's even a statue of one standing outside the front of Games Workshop's headquarters in Nottingham. Much of this stature is down to the Space Marine's distinctive silhouette, and it owes this entirely to the look of its trademark wargear – its suit of power armour.

To find out more about the origins and design of power armour I sat down with Jes Goodwin and his sketchbook. Jes is *the* authority when it comes to Space Marines, having designed more than anyone else. "Whenever we've designed a new Space Marine, we've always kept the same design keys. One of these is that the silhouette has to stay the same, so that you can instantly recognise that it is a Space Marine," says Jes when I sat down to talk about the iconic look of their armour.

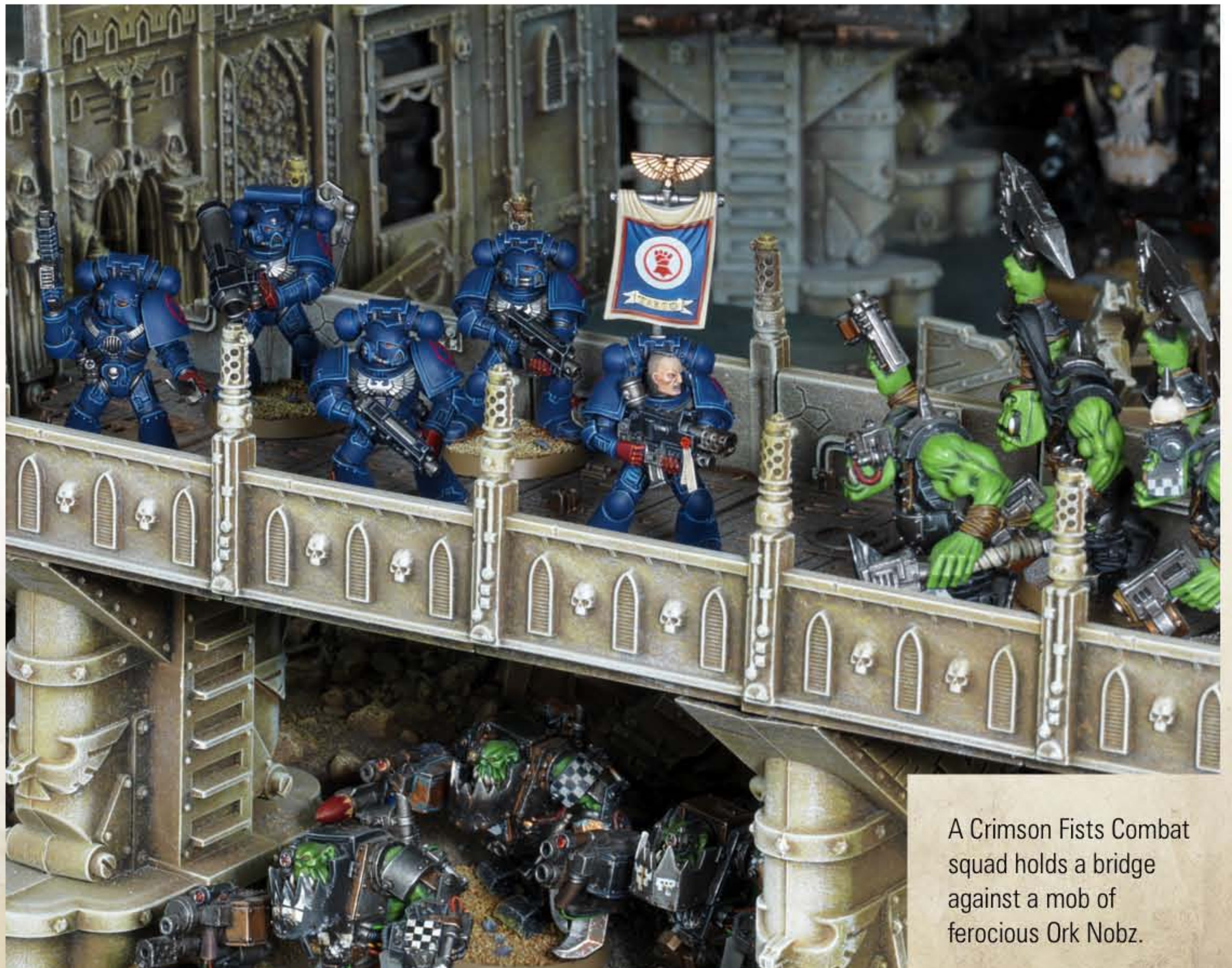


There is not just one type of power armour, but eight distinct marks. "The first Space Marine plastics – the RTB01 kit, released in 1988 – are what we now know as Mk6s, although of course they weren't called Mk6s back in those days; they were just Space Marines," says Jes. "I then drew a bunch of designs for what would eventually become the Mk7 armour, which had a breastplate instead of exposed tubes, knee pads instead of solid greaves, and a new helmet based on a shortened Mk6 helmet," Jes explains.

"We decided that it would be cool if these were one mark of armour, and the RTB01s were a previous mark, which led to me and John Blanche designing some other marks of armour too to explain why there was a difference between Mk6 and Mk7," continues Jes. "Each mark of armour developed its own little narrative. The



Jes Goodwin has been responsible for the design of the Space Marines over the past three decades, while Darren Latham, Nic Ho and Ed Cottrell sculpted many of the latest kits.



A Crimson Fists Combat squad holds a bridge against a mob of ferocious Ork Nobz.



ones with the fixed helmets – the Mk2 and 3 – became early marks, and we characterised those as being used for close combat and boarding actions because of the fixed nature of them. I remember the Mk5 was the one that overheated a lot – hence all the external cabling – while the Mk1 was an attempt to do an ancestral suit of power armour. It has such an odd helmet, but there are some people who really love it. Finally I sculpted the Mk8 with the high gorget, which was my way of exploring where I'd take power armour after the Mk7."

Fast forward to 1997 and the release of Warhammer 40,000 3rd edition and, along with it, a new multi-part plastic Tactical squad designed by Jes. "If you look at those plastics, you'll see they're not all Mk7s. There's a mixture of Mk7 and Mk6 legs, a couple of Mk6 helmets on there," says Jes. "For the first time there was a mixture of different plastic components available, because the idea was that you could have a bit from here, and a bit from there, and a bit from the next one, as it were, and it makes the Space Marine a little bit more interesting to build and paint.

And it means that if you want to make your Space Marines all wearing one type of armour, or a bit more eclectic, you've got more choice. And it's about giving people choice."

Choice is definitely something that the Space Marine range has in spades, even more so with the release of a brand-new plastic Tactical squad this month, along with Sternguard Veterans and Vanguard Veterans in plastic for the first time. I caught up with Nic Ho, Ed Cottrell and Darren Latham to find out more about how they got to grips with sculpting miniatures with such a long pedigree.

"The Tactical squad kit is the bedrock of all our Space Marine ranges. We tried to cover as many things as we could so it offers something to both new collectors as well as hobbyists with an existing Space Marine collection. And with 179 parts on the frame, you can create a huge amount of configurations," says Nic.

A White Scars Tactical squad forms a bulwark against the Necrons.

Collecting Armour

The classic sculptors of older-mark power armour that Jes talks about are still available, collected together in Citadel Finecast as part of the Armour through the Ages set. Many of the new kits contain different-marked components too, from the Mark 4 legs included in the Tactical squad to the Mark 6 backpacks in the Sternguard Veterans kit, all of which allow hobbyists the chance to add different marks to their own collection.

Master Artificers

A Chapter's power armour is maintained by highly skilled craftsmen called Artificers. These artisans not only carry out repairs on the armour but also decorate it, engraving armour with honour badges and other marks of distinction. Veteran Space Marines wear armour covered in such honorifics, making each one a truly bespoke piece in its own right. Some Space Marine heroes even wear complete suits of customised armour, each component individualised and decorated by a master Artificer. Such suits of Artificer armour are considered great relics of the Chapter.

"There are a load of options, as we're giving people stuff they've never had before, such as grav weaponry," adds Ed. "You've got different armour marks on the kit too, including three different designs of Mk6 helmet, and a Mk6 torso. We want to cater for different people's tastes, but you can also build the kit so they're all wearing Mk7 instead of Mk6. There's even a Mk4 pair of legs in there, with the square knee guards. It just adds to the flavour."

"This kind of thing is really cool, it really just enriches the flavour and background of the Space Marines even more. So we included them in the other kits too – with the Sternguard and Vanguard frames, you can make a complete Mk4 set of armour," says Darren. "All these marks of armour are something that Space Marine collectors really value."

"It's part of what power armour is," continues Ed. "It's ancient, handed-down armour, and you want to feel like the Space Marines have been in battle for so long that their armour gets added to and

mixed up. So if you want to build that really cool, varied squad, you need that mixture of armour marks on the frame."

Darren expands on this theme. "It was important to get across the fact that each Space Marine is a hero hundreds of years old and a veteran of countless campaigns; his armour has been handed down from a Space Marine before him, so his armour's not the same as his battle-brother next to him. Some bits will be older than others; the helmet might not match the torso, which might not match the greaves, and so on. It's about each Space Marine being a hero and looking different in his own right. Even on the Tactical squad frame, you've got ten separate guys."

"Which is why there are ten completely different helmets, ten completely different torsos," agrees Ed. "There's maybe one backpack and one boltgun that are the same. The rest are all different. It was important to us to make sure they're all different, each model unique – a character in his own right." **AK**

TACTICAL DREADNOUGHT ARMOUR

No discussion of armour would be complete without mention of the most powerful form of Space Marine armour, Tactical Dreadnought – or Terminator – armour. Developed during the Great Crusade alongside Mk2 power armour, it

was employed by all the Legions by the time of the Horus Heresy, but is a rare and precious commodity by the 41st Millennium. It is only issued to a Chapter's Veterans for use in the most dangerous of battles.



POWER ARMOUR: TACTICAL SQUAD

The new Tactical squad kit has components taken from several different marks of armour.



1 This squad wears power armour comprising components from a mixture of different marks. From left to right: this armour has Mk4 legs, a Mk7 torso and a Mk6 helmet; this Space Marine wears mostly Mk7 armour, but he has

a studded Mk6 shoulder pad; this Space Marine is the opposite, wearing a suit of Mk6 armour with Mk7 shoulder pads; this is a complete suit of Mk7 power armour; finally, this Space Marine has a Mk8 torso as part of his armour.

2 Space Marine Sergeants often have older marks incorporated into their power armour, reflecting their veteran status. This Salamanders Sergeant has a suit of armour comprising a pair of Mk6 legs (note the solid greaves), and a Mk8

torso (as evidenced by the raised gorget and enclosed cabling). The Space Marine to his right also wears an older mark of Mk6 armour, albeit a suit that has been coupled with a Mk7 helmet and shoulder pads.

3 This Raven Guard rather aptly has a Mk6 Corvus helmet – a common mark of armour amongst the Chapter – but a Mk4 set of legs (note the distinctive square knee pads) and a Mk7 torso and shoulder pads.

POWER ARMOUR: A GUIDE TO MARKS

There are eight distinct types of power armour, commonly referred to as marks.



MARK 1: THUNDER ARMOUR

Dubbed **Thunder armour** because of the thunder and lightning emblem on its chest, this precursor to power armour was worn not by the Space Marines but by the Thunder Warriors during the unification of Terra. It's not truly power armour, as it's neither fully enclosed nor airtight.



MARK 2: CRUSADE ARMOUR

The **first true** mark of power armour, Crusade armour was constructed in the factories of Mars to equip the new legions of Space Marines for the Great Crusade. Mk2 armour is fully enclosed, comprising hoop-shaped plates to increase the armour's flexibility.

An Armoured Legacy

The Space Marines are ever a pragmatic force, prepared to adapt and change their wargear to suit the needs of their mission. Over millennia of use, each suit of power armour has become unique as components are modified or replaced with spares salvaged from other suits of armour. Few Chapters use complete suits of the older marks of power armour, and even suits of the more commonplace marks of armour – such as the Mk7 – often comprise parts taken from older marks of power armour.



MARK 3: IRON ARMOUR

Mk3 power armour was a modified, heavier version of Crusade armour, designed for combat in the close confines of enemy spaceships. It has rigid armour plates on the torso and legs, making it significantly more resilient, but was far too clumsy to gain widespread use.



MARK 4: MAXIMUS ARMOUR

Mk4 armour was meant to be a more advanced replacement for the early marks of armour, incorporating technical secrets gleaned from newly conquered worlds. It remains the pinnacle of power armour design. One important innovation was the helmet that moves with the wearer's head.



MARK 5: HERESY ARMOUR

The issue of Mk4 armour was only half complete at the time of the Heresy, and so Mk5 armour was designed as a stop-gap. It used earlier power armour components alongside a helmet that was a spin-off from the Terminator program, and studded plates to reinforce the armour.



MARK 6: CORVUS ARMOUR

Mk6 armour, nicknamed Corvus armour for its distinctive beak-like helmet, was a longer-term replacement for the Mk5. It has a clean appearance, with most of its power cables housed beneath thicker, single-piece armour plates, most notably the solid, flared greaves. The studded left pad provides additional protection while a Space Marine fires his weapon, and became an honorific associated with the Terran campaign.



MARK 7: AQUILA ARMOUR

In the final days of the Horus Heresy, a new mark of armour entered production, fulfilling the Space Marines' needs for a long-term, durable suit of power armour. The Mk7 has a stub-nosed helmet, rounded kneepads instead of solid greaves and a large and a bulky chest plate to protect power cables. The fact that the Mk7 armour continues to be used by the Space Marines ten thousand years later is a testament to its design.



MARK 8: ERRANT ARMOUR

The newest mark of armour, the Mark 8 suit, only ever saw limited production and remains exceptionally rare. It was based on a modification of Mk7 armour, but included fully enclosed cabling and a raised gorget.

WAR DIARY

ARMIES ON PARADE 2013

It's the penultimate month for our War Diary participants and they have all been hard at work. With time running out to complete their displays for the Parade Day, we check in to see how our hobbyists are getting along.



Jon Flindall has spent so long painting his Nurgle Daemons that he's starting to see rusty metal, brown slime and weeping sores in his sleep.

NURGLE'S ROT UNBOUND

Jon's time of painting pus is drawing to a close, but he's confident of a pestilent finish.

Jon seems very calm when you talk to him about his Armies on Parade display right now. After an industrious month, he has painted his Plague Hulk and finished the work on a pair of Heralds of Nurgle.

"I've had a pretty productive month painting my Heralds of Nurgle," Jon says. "They are designed to match the rest of my Plaguebearers, obviously, but I've taken the level of detail in my painting up a notch or two."

"With all the units in my army done, my next big hurdle is the display board itself," he says. "I've been spending quite a lot of time working on the design of my board – that's not to say I have completed it, far from it (in truth I've barely started), but I have some solid ideas of exactly what I want to do with it. I actually spent a long time this weekend experimenting with the Warhammer Siege Tower, using all the parts to work out how I can turn it into the sails of a plague-ridden windmill."



1 Jon did an impressive job converting Festus the Leechlord into a Herald of Nurgle – here's a look at the unpainted model.

2 The massive Nurgle Plague Hulk towers over Jon's Herald of Nurgle.



THE INSATIABLE MAW

Carl's Ogres continue to multiply, with the arrival of some man-eating mercenaries.

"Last month I didn't get everything I wanted to done," says Carl, when he hands over a box of Ogres. "So this month I've caught up by finishing my regiment of Ogres, and also completing four Ogre Maneaters. I've had a

lot of fun painting them, they've fired up my motivation even more. Now, all that remains is to build the display board – currently my garage is covered in glue, sand and scenery kits."



Carl Dafforn has come back fighting, adding plenty more Ogres to his army and even getting a head start on his display board for next month.



THE DANCE OF DEATH GOES ON

Eddie inches closer to completion, even as painting endless diamond patterns endangers his sanity.

This month Eddie has a new Wraithlord to show for his efforts. Another intricately painted ghost warrior is certainly a welcome addition to his force. He was keen to point out that he's almost finished a squad of Dire Avengers too.

"I've enjoyed converting and painting the Wraithlords – their statuesque nature makes them ideal sentries for the Black Library," Eddie says. "I've been working on some Dire Avengers, who are very heavily converted, but with one thing and another, they are not quite finished. They have parts from Dire Avengers, Dark Eldar Hellions and Scourges to make some very unusual models. Hopefully people will like them. I've also been planning out my display board. Currently it's a single tile from the Realm of Battle Gameboard with lots of marker pen on it. I've got lots of plastic kits ready to go."



Eddie Eccles has been cavorting around the globe to events with the Black Library this month (the real one). It's amazing he got anything done.



EVEN 'MORR' DEDICATION

Dan has been streaking ahead on his Armies on Parade entry – we think he'll be first to finish.

Something that is very obvious when you talk to Dan about his Armies on Parade display is that he's given a lot of thought not just to the models, but also to the stories and background behind them.

Dan Harden is still painting like a man possessed, filling the role of painter, converter and, most recently, town planner for his display board.

"With Ostermark bordering Sylvania there is a strong theme in my force of battling against the undead," Dan said. "With that in mind, I have converted my own Altar of Morr to bring the peace of true death to the armies of the Vampire Counts. In my mind this is pushed along by hordes of dishevelled Flagellants known as the Bone

Sifters, whose sacred duty it is to separate all the bones of the dead to prevent them rising again as Skeletons. I've nearly completed a regiment of 20 of these models, and I'm really enjoying it."

"I've also started work on my display board," Dan adds. "Having chosen where all the units and buildings will go, I've started painting everything. So far I've done the outhouse and the smaller building, and they took me an evening, so it shouldn't take too long to complete. It will require a lot of snow effects though."



This converted War Altar of Morr is made from a Garden of Morr and Screaming Bell, ridden by a converted Arch-Confeffor Kyrinov.

1



1 Dan's Empire Greatswords. Each regiment in the army has a different pattern on its uniform; these are quartered, while the Handgunners are halved top and bottom and the Pistoliers are halved side-to-side.

2 Dan's Empire village and display board – you can just see where he has marked out the locations of the units and where they will stand.

2





Chris Bilewicz has been firing on all cylinders this month, painting up lots of new models for his undead horde. There's no stopping him now.

SHADES OF DEATH

Painting new models for his collection has given Chris the chance to paint some glistening gore.

"The most enjoyable thing I have done this month was painting the Mourngul," Chris says, when we collected his models. "It's a fantastic miniature full of gothic horror, and painting it was really good fun. The bloody drool hanging from his mouth and claws was done by gluing bristles from a toothbrush on with super glue. Once they were dry, I built up layers of PVA glue to make them look like stringy droplets, and then painted them with Khorne Red, followed by Wazdakka Red and a shade of Carroburg Crimson. The glistening effect is a mix of Bloodletter and Gloss Varnish to make it look really sticky and unpleasant."

In addition to painting his Mourngul, Chris has also added a new regiment of Skeleton Warriors, a Wight King Battle Standard Bearer and a Black Coach. Although there's no sign of his board yet, it's hard to deny that Chris has painted a heroic amount of Undead models so far.

1



2



1 Chris's Mourngul ravages a horse in an effort to satiate its desperate appetite.

2 The last couple of months have yielded some impressive results for Chris's Vampire Counts army – this isn't even everything he's painted so far.

THE WAY OF THE FIRE WARRIOR

The machinations of the Tau Empire roll forward, as the Fire Caste gain still more reinforcements.

Dominic's red and yellow Tau Empire army continues to grow at a pleasing pace this month, and he has added five new Fire Warriors, a Crisis Battlesuit team and a Piranha to its ranks. Unlike the rest of our

merry band in War Diary, Dominic already had his display board assembled in the first month, so all he has left to do is paint it up. "No problem," says Dominic. "I'm hoping to add more models too."



Dominic Murray has been hard at work on his Tau Empire army, pulling out all the stops to complete no less than three units for his display this month.



BLOOD RAVENS RISING

Nick took one of his legendary hobby holidays this month to spend some time on his display.

"With time running short, I devoted a week's holiday to getting some hardcore hobby done," said Nick when he handed over his latest models. "I made sure to get a couple of new units for my Blood Ravens display finished – a Dreadnought

and a Predator tank. The sponsons and turret on the Predator are glued into place, so that when they are on the display, they will always point in the right direction."



Nick Bayton spends his days organising hobby events in Warhammer World – but that doesn't diminish his enthusiasm for painting in the evenings at all.



KIT BASH

HEROES OF THE IMPERIUM

Kit Bash is our feature where we showcase models that have been converted and customised to fire your imagination for projects of your own. This month we put the new Space Marine kits through their paces with amazing results.



TACTICAL SQUAD CAIUS, THE FURY OF MACRAGGE

Glenn More

The new Space Marine kits presented Glenn with a chance to experiment with his Ultramarines army. Glenn is really keen on customising each of his Tactical Marines, using as many purity seals, honour badges and so on as possible to make each look like a distinct individual with a strong gothic image. His Veteran Sergeants are even more ornately decorated, and in the past Glenn has typically built them using parts salvaged from the Space Marine Captain and Command squad box sets – so he was keen to plunder parts from the new Vanguard, Sternguard and Tactical squad sets to make a new Veteran Sergeant that

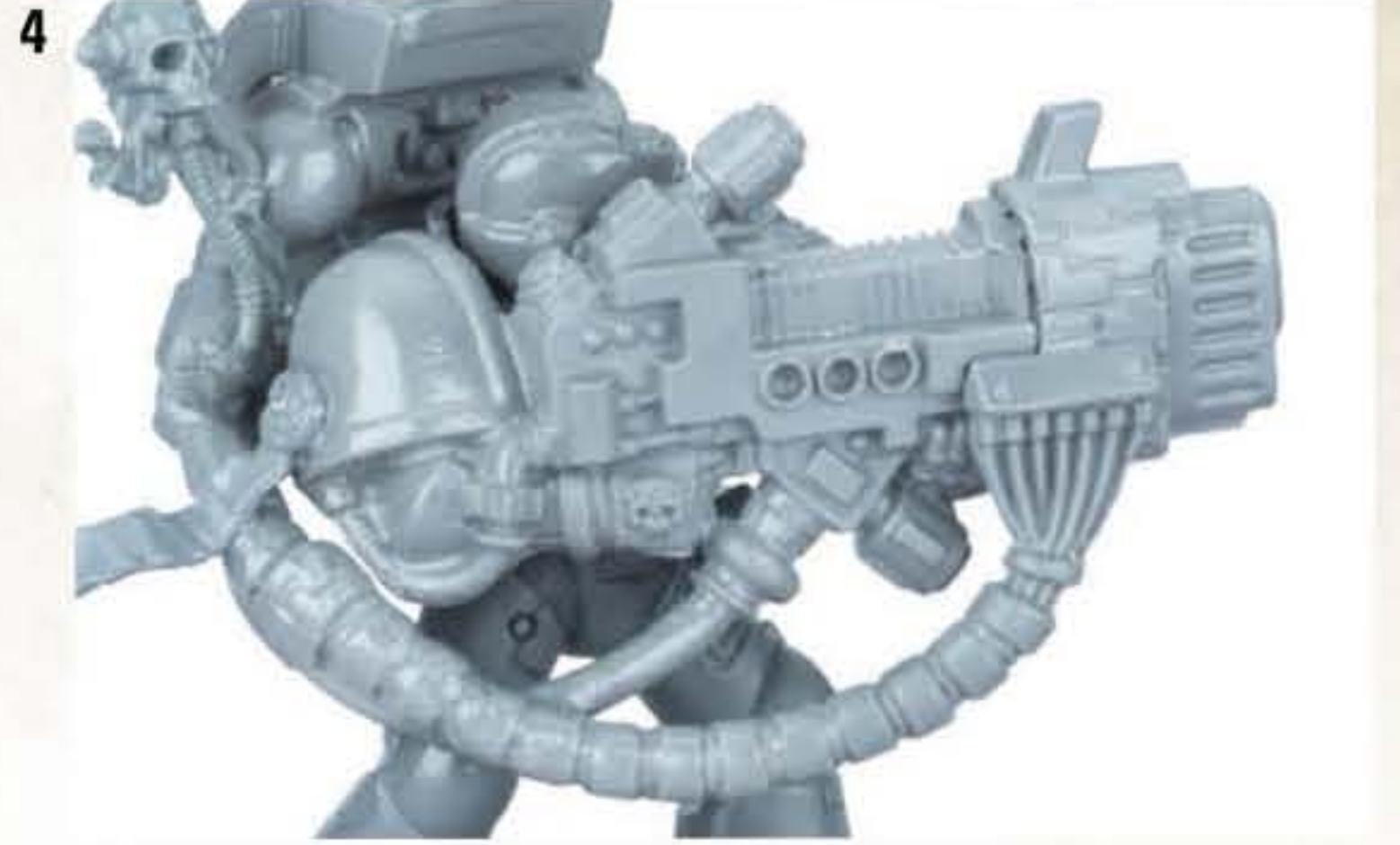
looks like an elite warrior with unfettered access to the very finest wargear.

Something Glenn has really enjoyed about the new kits, especially the Sternguard box set, is that there are so many spares that you can spread different weapons, helmets and wargear across multiple squads in the army without denuding the original squad of weapons. This Tactical squad, for example, has borrowed several guns from the Sternguard kit (which includes more than 20 guns to arm the five Space Marines in the unit).

Glenn's Tactical squad is taken from the Ultramarines 3rd Company, 'the Scourge of the Xenos'. Glenn takes pride in making them look like battle-scarred warriors. Each of the models has a base littered with detritus, including off-cuts of Tanglewire and resin scenic elements taken from Citadel basing kits.

1 The Veteran Sergeant has a holster on his belt. He wears a Sternguard backpack, complete with a Crux Terminatus badge hanging from the vent.

2 Glenn cut away the right hand from a Sternguard combi-grav to give the weapon to his Sergeant.



3 Glenn used the parts in the Tactical squad kit to build this complete set of Mk4 armour.

4 This plasma cannon and servo skull are spares from the Space Marine Devastator squad.

5 A spare bolter from the Sternguard set, paired with plenty of purity seals and ammo pouches.

6 Glenn clips all of the purity seals from his kits, and uses them to detail almost every model.

7 The relic on this model is a spare part from the Grey Knights kit.

1



SONS OF ORAR

Keith Robertson

Keith has definitely used a light touch when it has come to converting these two squads of Space Marines. A close inspection reveals that he has mixed parts between the Tactical squad, Sternguard and Vanguard Veteran squads, as well as a few bits and pieces from his extensive collection (including the Space Wolves and Grey Knights ranges).

The real skill of conversions such as those Keith demonstrates here is that it's actually quite hard to spot what he has changed on the models – a tribute both to the interchangeability between the various Space Marine kits, and Keith's ability to make sympathetic poses and weapon configurations. We especially liked the way that he swapped out the head from a Space Wolves frost axe to give one of his Vanguard Veterans a meaty-looking executioner's axe, and the use of Sternguard shoulder pads to make his Tactical squad look more ornate.

2



3



1 Keith's Vanguard Veterans, the Blades of Orar, have a mixture of weapons given to them, taken from the Space Marine Assault squad, Command squad, Space Wolves Pack and even the Grey Knights box set.

2 This veteran has a two-handed power axe, a conversion using the arms and haft from the Space Wolves Pack (the one holding the frost axe) and the head from the axe found in the Vanguard Veterans set.

3 Keith has armed this model with a chainsword from the Space Marine Assault squad and a power fist from the Space Wolves Pack. Cunning posing, with opposite arm and leg thrown forwards, creates a very natural sense of forward motion.

1



2



3



4



5



1 The Tactical squad has a subtle mix of weapons and parts, primarily taken from the Sternguard kit.

2 This Tactical Marine has a bolter and shoulder pad taken from the Sternguard kit – note how Tactical squad arms fit seamlessly across the two sets.

3-4 Two more Sternguard bolters added to Tactical Marines – with its wealth of spare weapons, this is a popular kit for sourcing conversion parts.

5 Keith didn't need to use his heavy flamer for his Sternguard squad, so he happily gave it to this Tactical squad instead – note also the ornate shoulder pad on the Space Marine's right. Conversions such as this highlight the interchangeability of the new Space Marine kits.

1



ASTRAL CLAWS

Mark Bedford

As the owner of a large Astral Claws army, Mark was really excited to get his paws on the new Space Marine kits and try his hand at some conversions. With a Tactical squad and Vanguard squad in hand, and access to parts from elsewhere in his Space Marines collection, he set off to build two new squads for his army.

These two squads demonstrate how only a few subtle conversions, such as swapping weapons, chest plates, heads and accessories between kits, can garner excellent results. In particular, Mark has paid a great deal of attention to the poses of these models, which can be clearly seen in the way that wrists have been connected to arms – subtle variations in angle make for some really dynamic poses, showing that you can get great results without complicated conversions. In particular the Vanguard Veteran driving his thunder hammer down is a fine example of this.

2



1 Mark's new squad of Vanguard Veterans, the Tigers of Badab.

2 This Vanguard Veteran has been posed to be bringing his thunder hammer crashing down – Mark has used the open hand from the Tactical Squad kit to create the sense that he is offsetting his weight with his left hand.

3



4



5



3 Mark's Astra Claws Tactical Squad, the Tyrant's Hand.

4 The Tactical Squad Sergeant has been given the double-bladed power axe from the Vanguard Veterans kit.

5 This Tactical Marine is reloading his bolter, with the surplus magazine clipped away from its housing. Mounted on his backpack there is a skull-topped icon, from the Imperial Bastion kit.

PAINT SPLATTER

Paint Splatter contains a wealth of handy painting tips and ideas to inspire your own hobby. From techniques we've been using this month to the colour schemes used on Studio miniatures seen throughout the magazine, there's painting advice for everyone.

DRYBRUSHING SPACE MARINES

The Studio team tend to paint their Space Marines with solid armour panels followed by sharp edge highlights. This can be time consuming, though; the technique known as drybrushing – while a little tricky to initially get the hang of – is capable of much quicker results, and the entire Citadel Dry paints range has been specially formulated for it. (Although Layer paints can of course be used for drybrushing too.)

We had a chat to hobby guru Dave Andrews to find out how he drybrushed his Space Marines. "Don't use too much paint, never wash your brush and be as quick as you can," explains Dave. "I tend to use a Large Drybrush – this is a rough technique so you need a brush with tough bristles to handle the job. I start by getting a small amount of paint on the brush and then wipe most of it off on a paper towel so that the bristles are barely coated in paint. I never wash my brushes between layers either – a brush needs to be bone dry for drybrushing and washing it will slow down the process."

1



The model was basecoated with Kantor Blue using a Large Drybrush (or the Citadel Spray Gun).

4



Using Macragge Blue, the model is drybrushed in a downward motion from the head to the feet.

2



The paint is shaken thoroughly and the tip of the brush dipped lightly into the paint sitting in the lid.

5



Dave then swiftly brushed the Ultramarine again with Alaitoc Blue...

3



Dave brushed most of the paint onto a paper towel. You can see how little paint is left on the bristles.

6



...And 30 seconds later a very light drybrush of Calth Blue on the topmost areas of the miniature.



Dave finished the whole miniature in a little under 45 minutes, a sure sign that drybrushing is a good way to get an army done fast.

DRYBRUSHING SPACE MARINE TANKS

Drybrushing is the perfect technique for painting Space Marine tanks and, unsurprisingly, Dave had some useful tips for painting them too. "The bigger the model, the bigger the brush," says Dave,

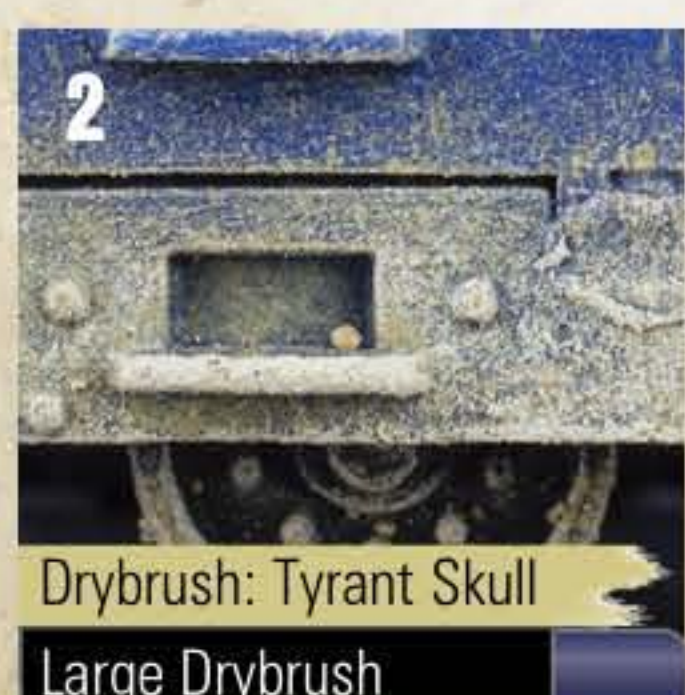
fetching the large Scenery Painting Brush. "It works just as well on tanks as it does on buildings and allows you to build up your colours quickly and lightly as long as you don't load it with too much paint."

Tank Armour



Dave used the mighty 2" brush that comes in the Scenery Painting Pack to drybrush his Rhino tank. Following the technique on the left, Dave made sure there was virtually no paint on the brush before he began painting.

Weathering



The finished Rhino went from Kantor Blue basecoat to fully painted in a little under an hour. The finishing touch was the clumpy dirt around the tracks, which Dave achieved using the Armageddon Dust Textured Paint.

PAINTING CENTURIONS

Having seen Dave's speedy drybrushing technique, and curious to find more ways to paint Space Marines, Dan had a chat with the Studio Hobby Team to find out more about the traditional way of painting Space Marines – fine edge highlighting.

Duncan Rhodes, one of the Hobby Team's painters, had a few useful words of advice concerning painting. "We all want to paint like the 'Eavy Metal team," comments Duncan, "but often skill, experience, time and determination can stop us from getting there. My advice is to stop at the stage that you feel comfortable with rather than trying to paint to a level that you're not confident at." Using Duncan's logic, we came up with the following stages for painting Space Marines using one of the new Centurion miniatures. If you paint a Space Marine's armour up to Stage 3, it will look great on the tabletop. If you feel confident, why not try edge highlighting the armour panels to Stage 4, 5 or 6?

On the subject of edge highlighting, use the edge of the brush to highlight rather than the tip (as seen in Stage 4). Gently dragging the side of the brush across the edge of the armour is much easier than trying to paint a really straight line with the point. And remember, always paint towards yourself – it's much easier to drag a paintbrush toward you than it is to push one away.



1 A solid basecoat of Macragge Blue is applied using either a Basecoat Brush or the Citadel Spray Gun.



2 A heavy wash of Drakenhof Nightshade is a quick and easy way to shade the armour panels.



3 Carefully paint the armour panels with Macragge Blue, leaving Drakenhof Nightshade in the recesses.



4 Apply a highlight of Altdorf Guard Blue using the edge of a Fine Detail Brush rather than the point.



5 An edge highlight of Calgar Blue can be applied to the very edges of each armour panel.



6 A highlight of Fenrisian Grey is applied to the top edges to represent light reflecting off the armour.



Painting the weapons a different colour helps to break up the large areas of blue armour on the model.



The legs of the Centurion were covered in dirt and dust using the technique found on page 115, while the lenses on the omniscopes were painted using the technique for eye lenses on the same page.

CENTURION DETAILS

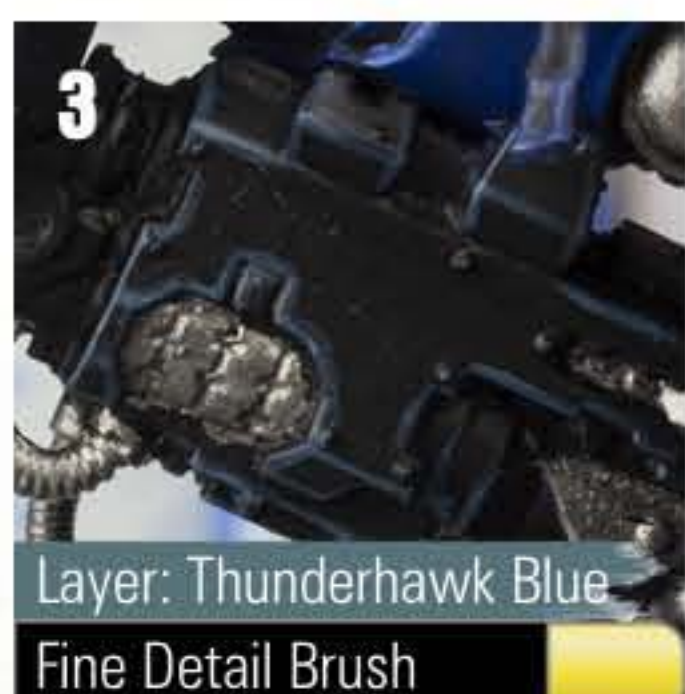
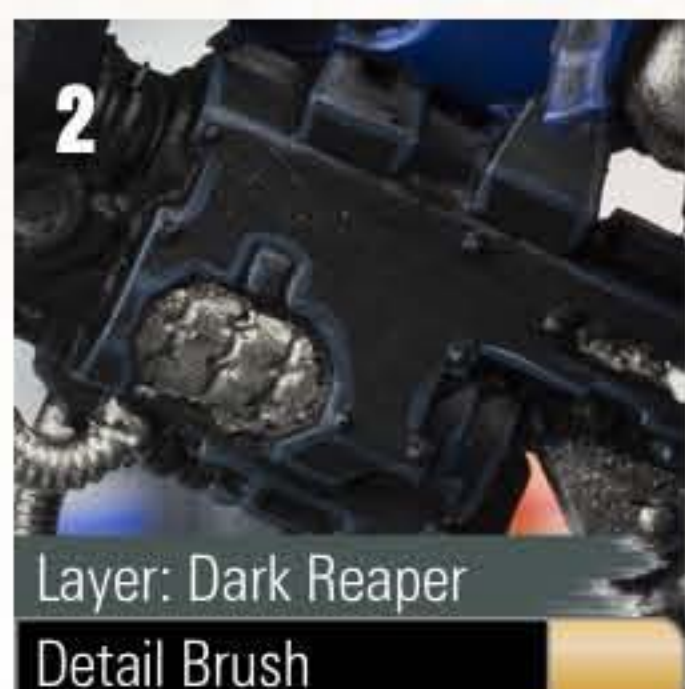
The details on the Centurion were painted in the traditional colours of the Ultramarines – gold, silver and black. These colour schemes can be used to paint any Ultramarine miniature. The head

was attached to a small metal rod and painted separately, making it easier to paint the collar of the armour. Super glue was then used to stick it in once the rest of the miniature was complete.

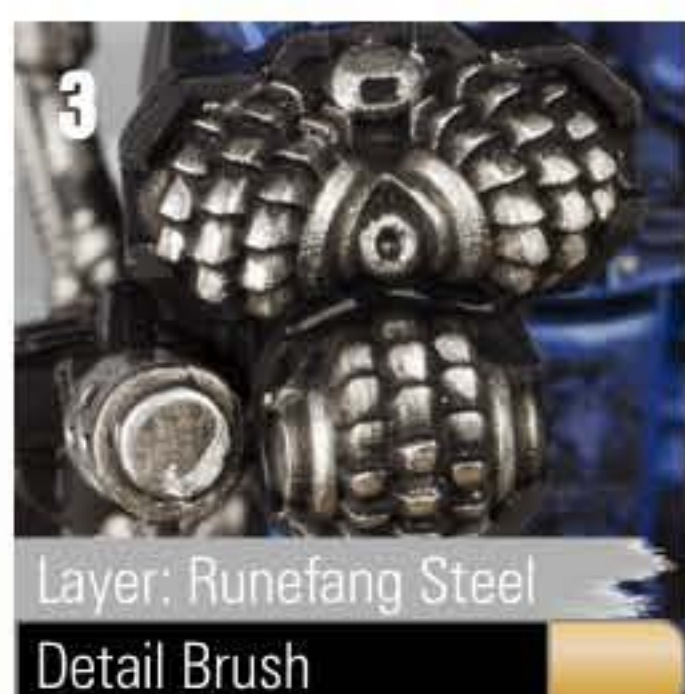
Gold



Black



Silver



Skin



A guide to our techniques

Throughout Paint Splatter we refer to six different techniques: Basecoat, Wash, Layer, Drybrush, Glaze and Basing. You can find more information about using these techniques in How to Paint Citadel Miniatures, along with many more helpful painting tips and tricks.

While we were painting the Ultramarines for this month's issue we decided to try out a little battle damage and weathering on them – it adds to the realism of the miniatures and ties the models to their

bases. These stages were all painted after all the other details on the miniatures were finished, with the weathering on the legs being painted at the same time (and in the same colours) as the bases.

Eye Lenses



1
Basecoat: Mephiston Red
Standard Brush



2
Wash: Nuln Oil
Standard Brush



3
Layer: Evil Sunz Scarlet
Fine Detail Brush



4
Layer: Wazdakka Red
Fine Detail Brush



5
Layer: 'Ardcoat
Standard Brush

Muzzle Burn



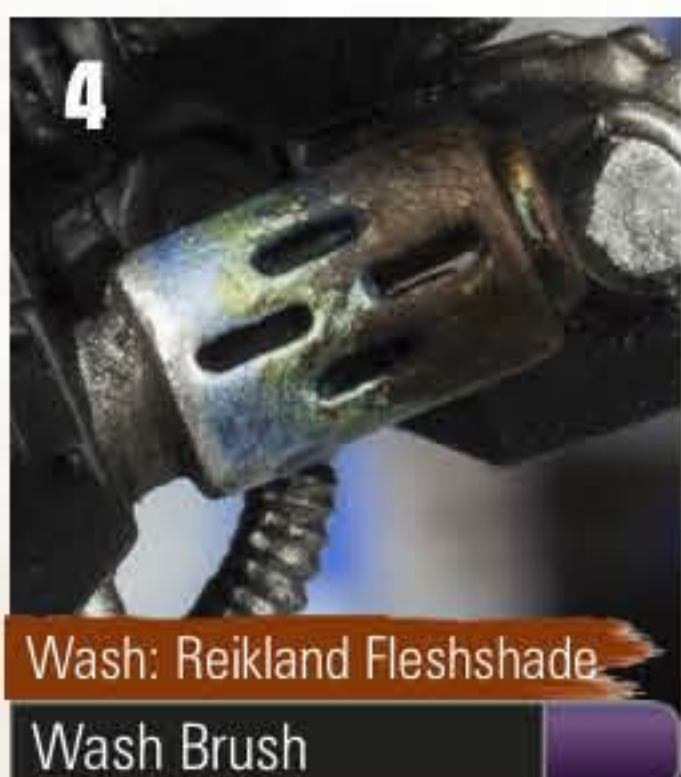
1
Layer: Warlock Bronze
Standard Brush



2
Glaze: Guilliman Blue
Standard Brush



3
Glaze: Lamenters Yellow
Standard Brush

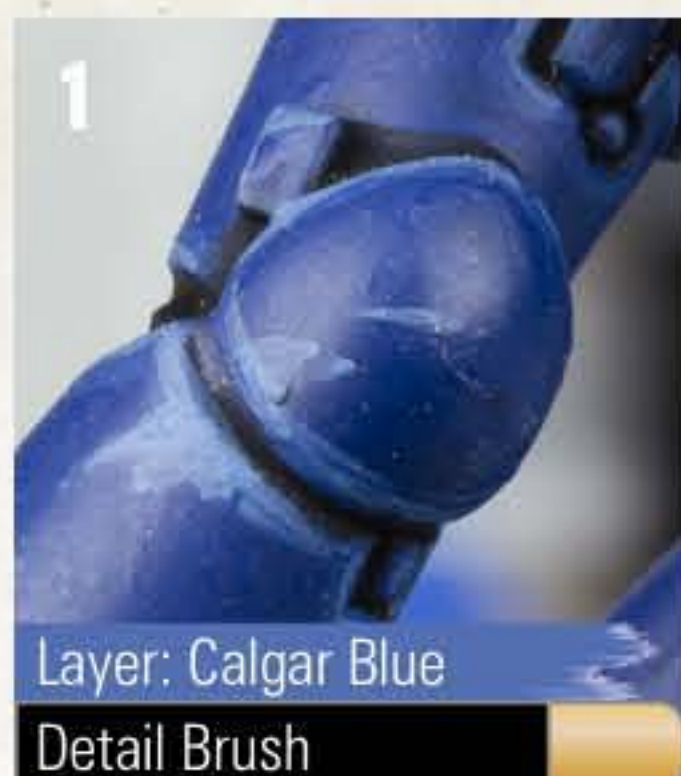


4
Wash: Reikland Fleshshade
Wash Brush



5
Drybrush: Balthasar Gold
Small Drybrush

Battle Damage



1
Layer: Calgar Blue
Detail Brush



2
Layer: Rhinox Hide
Detail Brush

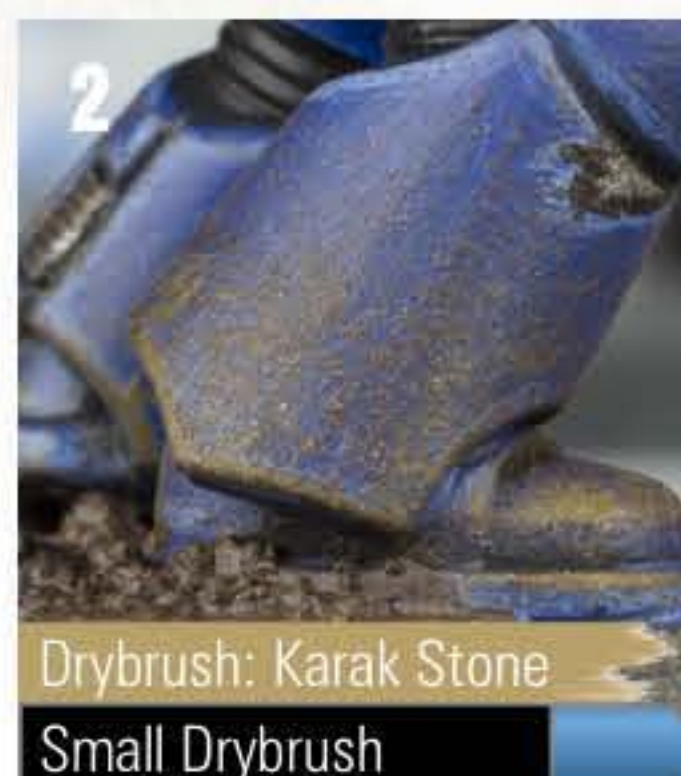


3
Layer: Runefang Steel
Detail Brush

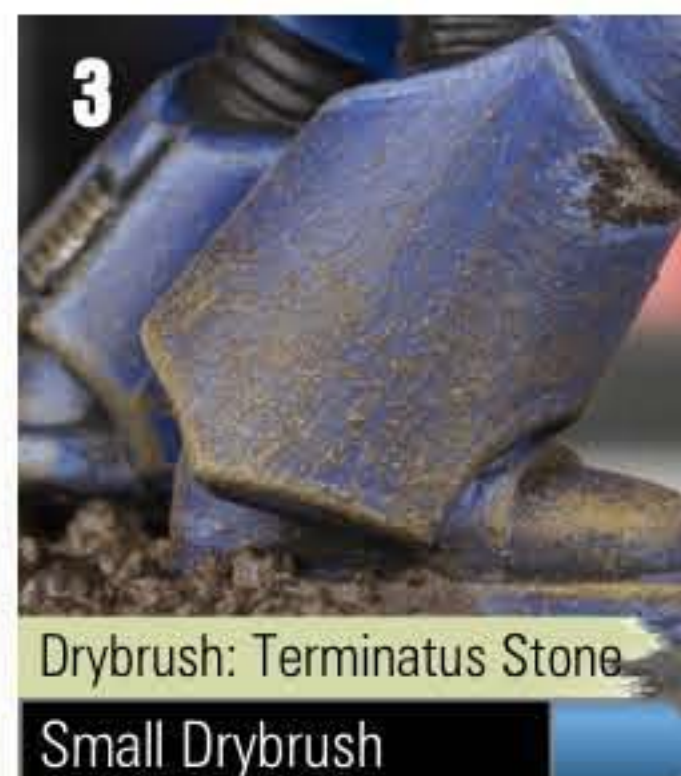
Weathering



1
Drybrush: Rhinox Hide
Small Drybrush



2
Drybrush: Karak Stone
Small Drybrush



3
Drybrush: Terminatus Stone
Small Drybrush

It's all in the eyes

Dan: When I was younger I noticed that I could paint the right eye or helmet lens of a model, but the left one often looked messy. Because I'm right-handed (and therefore painted from left to right), I could paint the right eye but found the left a little tricky. The solution was to turn the model upside down to paint the left eye – a simple but useful tip.



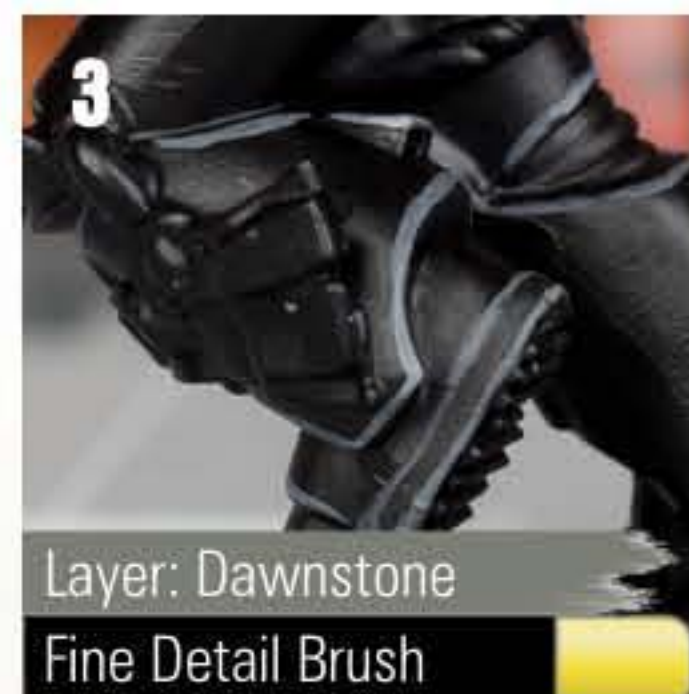
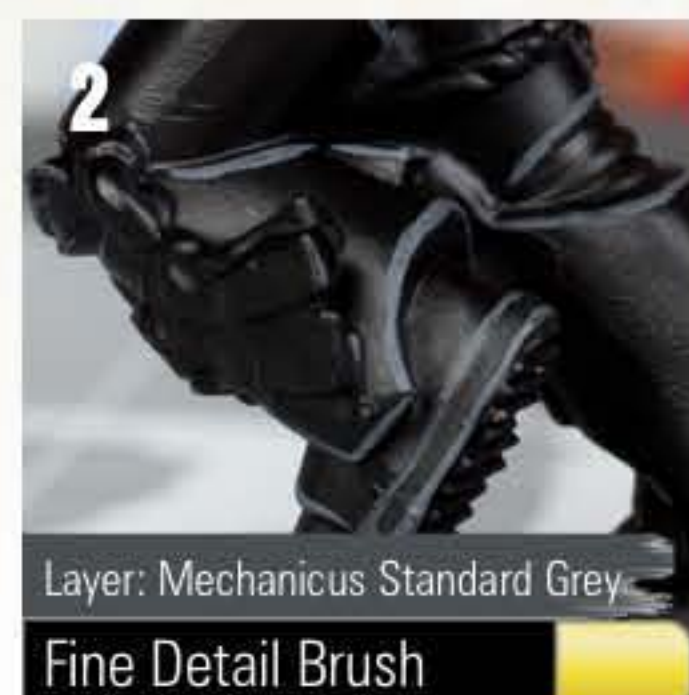
Two Ultramarines complete with Company and Squad markings, battle damage and weathering.

MATT HUTSON'S BLACK TEMPLARS

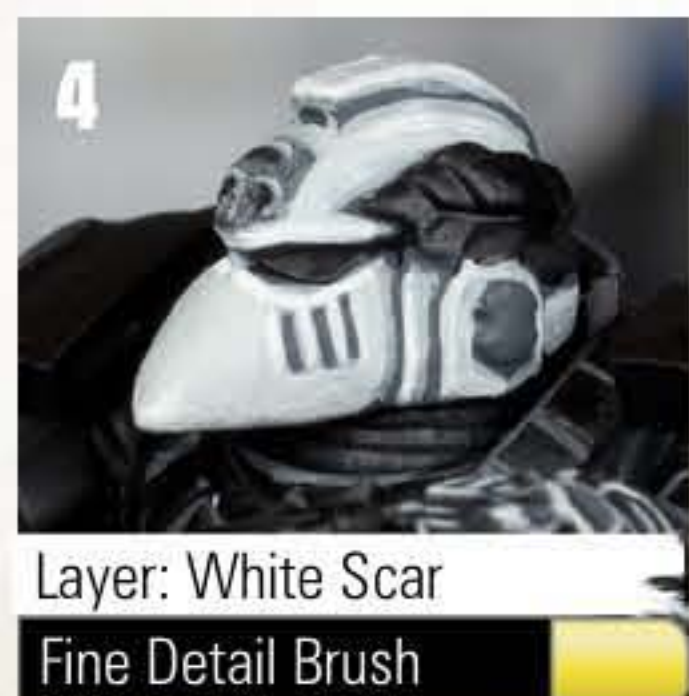
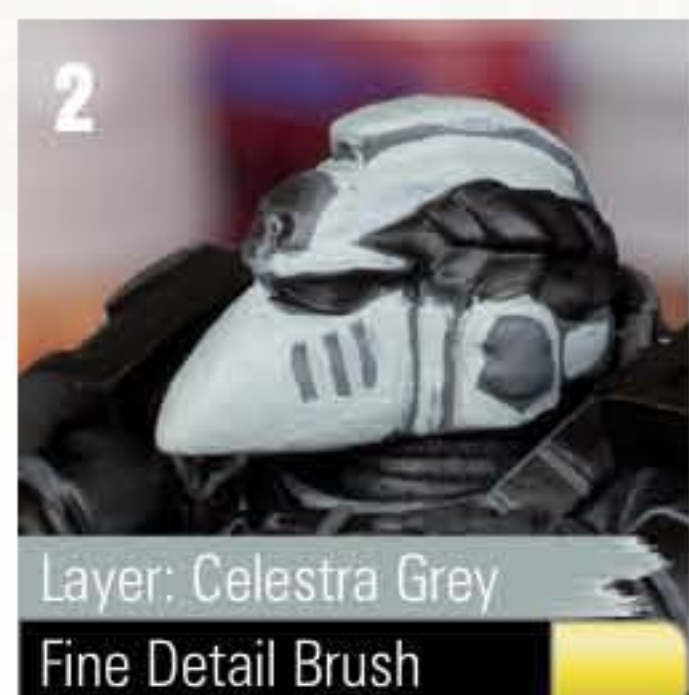
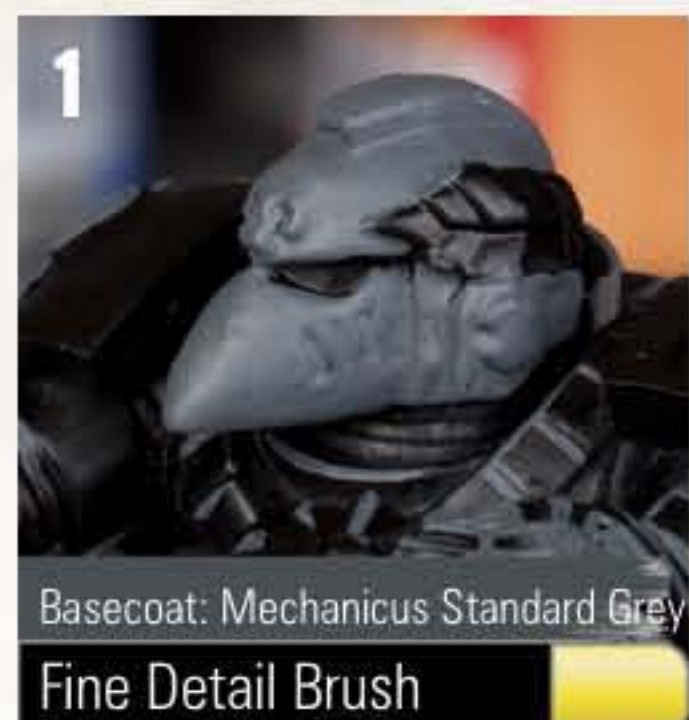
Matt has been painting Black Templars for over a decade and dedicated White Dwarf readers will remember seeing his first black and white army in White Dwarf 248. Matt has since painted a new Black

Templars army, the colour scheme for which you can find here. Matt's colour scheme could also be used for Iron Hands, Raven Guard or any other army that uses black and white as their main colours.

Black Armour



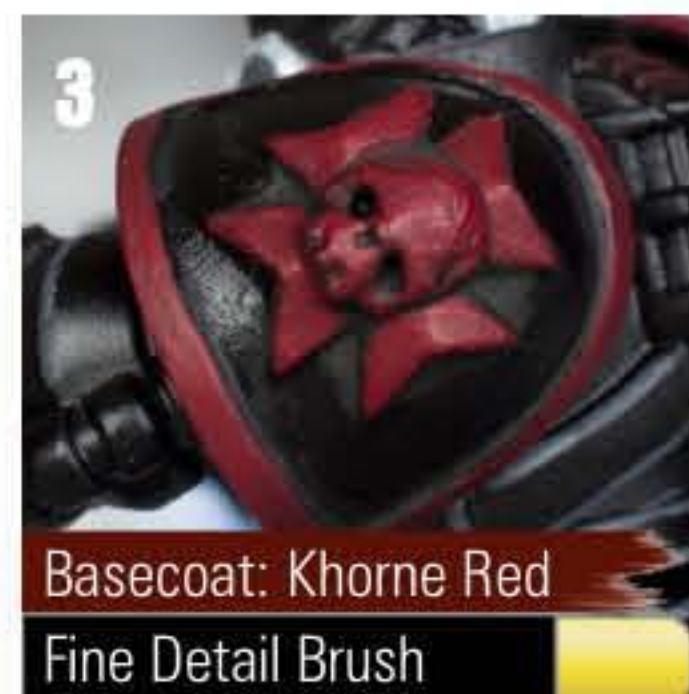
White Detail



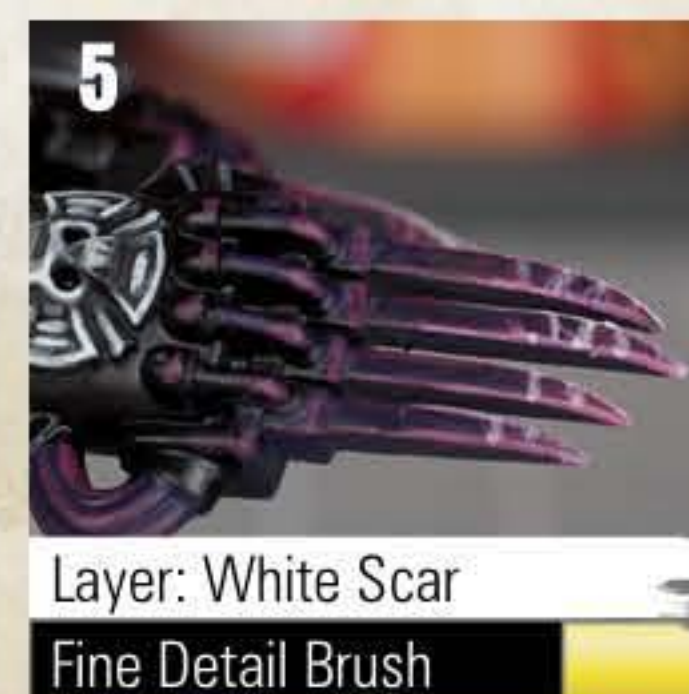
Stone



Shoulder Pads



Power Fields



OTHER SPACE MARINE CHAPTERS

There are a thousand Space Marine Chapters fighting throughout the galaxy, each with their own colours and heraldry. With the help of the Studio Hobby Team, we came up with stage-by-stage guides for

painting four of the most famous Chapters. A useful tip when painting bright colours (especially yellow) is to use a white undercoat and apply two thin layers of paint to get a smooth basecoat.

White Scars



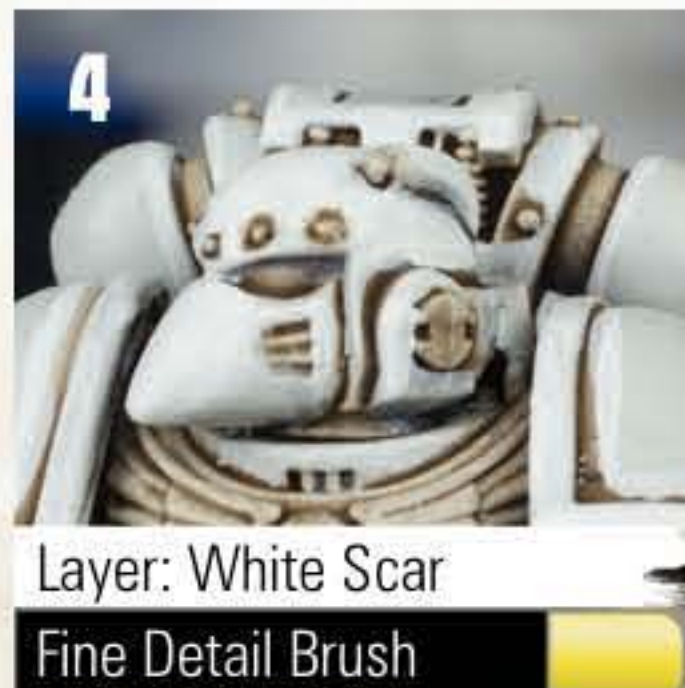
1
Basecoat: Ulthuan Grey
Basecoat Brush



2
Wash: Agrax Earthshade
Wash Brush



3
Layer: Ulthuan Grey
Standard Brush



4
Layer: White Scar
Fine Detail Brush

Salamanders



1
Basecoat: Caliban Green
Basecoat Brush



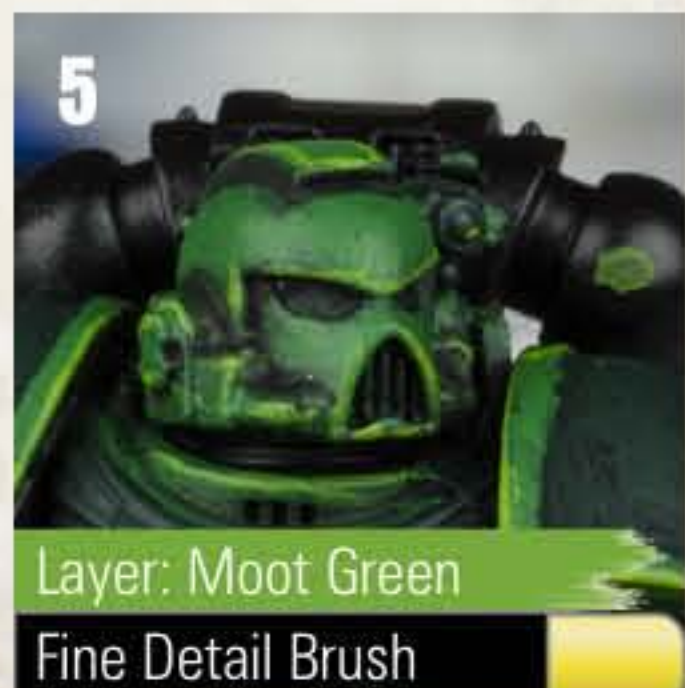
2
Layer: Warpstone Glow
Standard Brush



3
Wash: Nuln Oil
Wash Brush



4
Layer: Warpstone Glow
Standard Brush



5
Layer: Moot Green
Fine Detail Brush

Crimson Fists



1
Basecoat: Kantor Blue
Basecoat Brush



2
Wash: Nuln Oil
Wash Brush



3
Layer: Alaitoc Blue
Detail Brush



4
Layer: Hoeth Blue
Fine Detail Brush

Imperial Fists



1
Basecoat: Averland Sunset
Basecoat Brush



2
Layer: Yriel Yellow
Basecoat Brush



3
Wash: Seraphim Sepia
Wash Brush



4
Layer: Yriel Yellow
Detail Brush



5
Layer: Dorn Yellow
Fine Detail Brush

More about painting Space Marines

If you're looking for more tips on painting Space Marines then check out the Hobby Team's Digital painting guides. There are two available to download for your iPad, one for Ultramarines and the other for White Scars and Iron Hands. How to Paint Citadel Miniatures also features a 10-page guide on painting the Aurora Chapter, plus a very useful guide to applying transfers.

DETOCK JEREMY



This month Jeremy talks about what he thinks makes a great Warhammer 40,000 gamer. And if it convinces one win-at-all-costs guy to lighten up, or inspires one laggard to finish basecoating his army, he'll declare it a victory.

At a recent event I was asked if I had any advice on how a person could get better at Warhammer 40,000. This is not an uncommon query: it comes up in shops, at club events, tournaments and Games Days. I once proposed a booth that said 'Gaming Advice – Beat Any Opponent Guaranteed' for such events, imagining it would be pretty popular, but no one listens to my ideas. Perhaps this is because I also suggested a booth where we challenged all comers to space hopper races (those outside the UK will probably have to look up 'space hopper' to envision the nature of the proposed carnage).

Most people that ask this question are after tactical tips, such as concentrate your firepower upon a single target or use your deployment to set up units to mutually support each other. By asking the questioner about his own army and whom he plays against, the advice can be further improved. For instance, if someone can't beat their friend's Orks, they'll want

greenskin-busting tips, like try counter-attacking big mobs with flamers to slow them down. However, on this particular day I answered the question he actually asked, not the one he probably meant to ask. To me, getting better at Warhammer 40,000 is lots of things, certainly not just about beating an opponent. In my opinion, here is what I think anyone needs to do to get better at Warhammer 40,000:

First off, I am a terrain nut. I really can't say it often enough, but great battlefields make for great battles. So, you want to get better at 40K: create a killer gaming table for me to play on! I want new and evocative terrain, scenery that captures the spirit of the war-torn future and places it on the tabletop. To truly excite, the scenery has to beckon to be played on. What I mean by this is a gut feeling when you see the terrain; you can imagine your models moving over it, taking cover behind it, and battling amongst it. You immediately espy areas that can give your troops an advantage – I can place my tank there for clear firing lanes, or move my jump troops over here to surprise the foe. Likewise you see danger spots, like clear zones or dense patches of cover where enemies will gravitate. I think battlefield set up is probably similar to how a film director plans sets for action scenes. Climactic fights just look better when they take place somewhere dramatic – foes dueling on high-spanning gantries or an epic showdown on the edge of a waterfall.

Getting better at Warhammer 40,000 means your army has to be pretty inspiring. For me, facing a well-painted force is a huge part of an enjoyable game. It would be great if everyone could paint with the skill of 'Eavy Metal, but that is an impossible dream – like me using all my super glue before it dries out. However, just because my brushwork is achievable by mortals doesn't mean my armies don't look great on the battlefield. From across the tabletop, a neat basecoat and painted bases will serve anyone admirably. Simple shading and highlighting techniques can take you much further. But seriously, if you want to impress your opponent as a good 40K player, paint your army! Extra touches like characterful conversion will only make your force more inspiring to play against. I'll play games against half-finished models, but there is something egregiously about being shot by models that haven't got their arms glued on.

WARHAMMER WORLD

Vidar's Fate: Carnac



The fate of the Vidar sector was laid down by the Thousand Sons Lord known as The Herald of Fate. He came to the system with conquest in his mind and destruction at his hands. His armies brought the message that Vidar is doomed. Although his prophecy was woefully lacking in specifics regarding the doomed sector, the Herald rampaged across the Darkfall system nonetheless, burning and killing all who would not join his cause. Following his victory the Herald transcended to Daemonhood, leaving the population of Darkfall scattered and lost. The ruling family – The Calcearius Family – fled to Praedis Zeta following the destruction of their home system but all was not well. Hundreds of years later the family degenerated into Genestealer-worshipping slaves. Help us forge the final story in this exciting saga by joining in the Vidar's Fate: Carnac Campaign Weekend, and find out if the Herald of Fate's message was the truth or yet another of Tzeentch's lies...

2



3



1 Campaign Weekends give you the opportunity to see some mighty war engines, such as this Warhound Titan, go to battle against each other. If you've always wanted to use those big Forge World models in a Warhammer World event, this is your chance!

2 You'll get to see some incredible miniatures as hobbyists pull out all the stops to win the painting awards.

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Warhammer 40,000 Battle Brothers: December 2013

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Sun 08/12/13

Warhammer 40,000 Kill Team: Operation: Maximus December 2013

Event Date:
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Event Date:
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Sun 19/01/14

Warhammer 40,000 Battle Brothers

Event Date:
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Sun 26/01/14



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THIS MONTH IN

There's always something exciting going on around Games Workshop HQ, whether it's the latest developments in the Design Studio, Black Library authors stopping by for interviews or Forge World's most recent creations. We take a peek behind the curtain.



White Dwarf: It's not all work in the White Dwarf bunker – this month we've been painting Space Marines and playing games in our hobby room.



The Design Studio: We speak to the designers of the new Space Marine kits to get the lowdown on the Space Marine Stalker and Hunter and the Centurions.



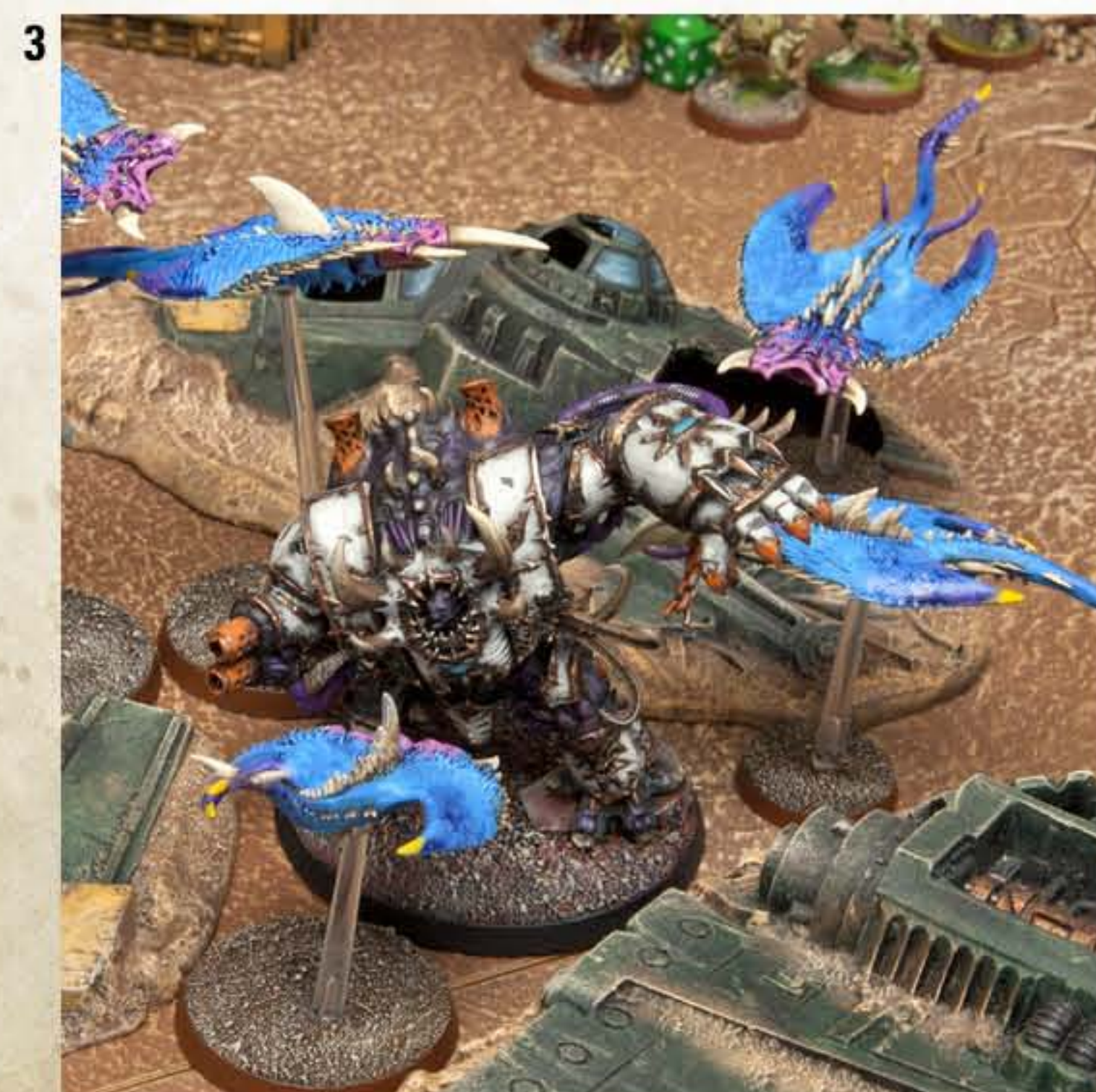
The Design Studio: We get to grips with the brand-new Codex: Space Marines, looking at what's in the book and ogling at the fantastic new artwork.



Forge World: in Forge World's glorious resin mines wonders are afoot, with new Horus Heresy characters, a tank and a mighty new tome nearing completion.

THIS MONTH IN WHITE DWARF

Space Marines have definitely been the flavour of the month in the White Dwarf bunker this issue, and there is plenty of power armour on show as the possibilities of the new Tactical squad came clear. We also enjoyed some great games.



BATTLES IN THE BUNKER

Our hobby room was the site of several explosive games over the course of the month, as Jes took on all comers with the Tau Kill Team that he painted last issue, and Matt took on Adam and Andrew in our battle report.

In the wake of the Battle Report game, Adam and Andrew put aside their temporary alliance to and went to war in a battle to win the favour of the Chaos gods. Both players fielded their entire armies on a battlefield that was soon covered in mounds of slain Cultists, Plague Zombies and the ectoplasmic remains of Daemons.

The battle was finally won by Adam who ground the Death Guard down with withering salvos of Tzeentchian psychic powers and suicidal charges with his Daemonic hordes. His victory complete, Adam has declared himself the King in the Warp, and vows to lead another incursion, just as soon as he's added a Greater Daemon or two.

1 During the battle report Andrew and Adam set aside the simmering rivalries of all Chaos worshippers to battle the scions of the Imperium.

2 But the next day war broke out as they vied for supremacy – Malek Vos was pulled down by a horde of Khorne Bloodletters...

3 ...And Pustulent Fury was torn to shreds by a shoal of warp-riding Screemers of Tzeentch.

OUR HOBBY MONTH IN THE WHITE DWARF BUNKER



Beth Beynon-Hughes

September has been a sad month for us as Beth is leaving the hallowed halls of White Dwarf for pastures new; there's been a lot of manfully wiping away tears and muttering "I've just got something in my eye" from the rest of the team. Beth assures us she'll be staying in touch and keeping up with her hobby though, so we expect to see regular pictures of Lizardmen in the inbox.



Jes Bickham

Taking a break from Tyranids, Jes has just been finishing up his Tau Kill Team, which he's expanding to 750 points so he and Dan can enter a Battle Brothers event together, and bring the joyous news of the Greater Good to one and all. After that, he's itching to get his hands on the new Space Marine Tactical squad, but he needs to decide on a Chapter. "I'm so indecisive," he said, indecisively.



Dan Harden

It's reckoned that Dan's fascination with Empire moustaches is because he can't grow one himself – an insult that he loudly refutes. However, when he's not growing his own mutton chops, he's painting the last 20 Empire Spearmen for his entry into this year's Armies on Parade. After that he plans to have a snooze and possibly paint some Orks for the upcoming office campaign.



Matt Hutson

A new Space Marine release month for Mr Matthew Hutson is like four Christmases and seven birthdays coming at once. "But not my fourteenth birthday," he says, "as Johnny Boggs and I had a fight over which Space Marine Chapter was the best. It's the Imperial Fists, of course," he added, waving his fists threateningly in case of disagreement.



Andrew Kenrick

Mr Kenrick's work continues apace on the Death Guard warband of Malek Vos, who had a good showing in this month's Battle Report. He also had a good showing in the game above against Adam, rolling not two, not four, but an unbelievable three Dark Apotheosis results for his Gift of Mutation – which of course he had to discard. "Life is so unfair sometimes," he mooned.



Glenn More

In a rare month off from spending all his spare time at gaming events, Glenn has instead focussed his efforts on adding some new Ultramarines to his collection. "Everyone knows that the Ultramarines are the best," he says. "All the other Space Marines cry themselves to sleep at night, wishing they were half as good as the sons of Macragge." That's fighting talk right there.



Erik Niemz

Smitten and bitten by the Space Marines bug, Erik's put his Orks on hold to paint up some Iron Hands, revealing a hitherto unsuspected penchant for robotic limbs. All of this explains why we found him carefully painting one of his arms with a pot of Leadbelcher and a Large Drybrush early one morning in the White Dwarf hobby room. "The flesh is weak," he trilled unconvincingly.



Kris Shield

Not satisfied with only having two hobby projects on the go at once, Kris has been painting a Skink High Priest alongside his Ogres and Chaos Space Marines this month. "It's the frill of feathers that drew me to the model," said Kris, waving the diminutive Lizardman for emphasis. "The decorative jewellery lures you in, but the smooth scaly skin is what brings you back for more."



Adam Troke

Adam rediscovered his love for his Chaos Daemons army this month, and especially the Nurgle-based ones. "They're just brilliant," he explained, "but having said that, I'd forgotten how slow they are." It seems he has a love-hate relationship with them: anyone who's witnessed him using them on the table top has heard Adam both cheering them on and begging them to "hurry up."

Of course, there's a tenth member of the White Dwarf team that we haven't mentioned here (and no, we don't mean the White Dwarf himself, Grombrindal) and that's you, the reader! We're always on the look out for great painted miniatures and armies, so if you think your models are good enough to feature in the pages of our illustrious magazine, send photos of them in:
team@whitedwarf.co.uk

THIS MONTH IN WHITE DWARF

WARHAMMER 40,000 FRENZY

The new Space Marines release has had the White Dwarf team painting power armoured superhumans (or things to battle against them) all month long. While Adam has immediately added some of the new Sternguard to his Dark Angels army, Matt has been bulking out his Black Templars army with as many of the new releases as he can. Erik has got in on the act with a brand-new Iron Hands Tactical squad, while Beth has looked on with disdain at the lackeys of the Golden Throne, and painted up a unit of Scourges for her burgeoning Dark Eldar army.



1 Beth's Scourges each have a different effect on their wings, from these elaborate feathers to veiny skin and more.

2 With all the Space Marine fervour in the bunker, Jes has remained stoically loyal to the Hive Mind, adding the finishing touches to the Swarm Lord for his army: Hive Fleet Eumenides

3 Erik decided that he liked the Iron Hands enough to paint this squad. He has combined the new Tactical squad with the Iron Hands Upgrade Pack.

4



4 One thing Adam did this month was embark on choosing a new colour scheme for his next Space Marine army. The three candidates are: Crimson Fists, Celestial Lions and Minotaurs.

5 Adam also kitbashed some Sternguard with the Dark Angels spares from his bits box to make these Company Veterans.

6 Meanwhile, Matt added a new squad of Vanguard Veterans to his collection, using shoulder pads from the Black Templars Chapter Upgrade box to mark out their iconography.

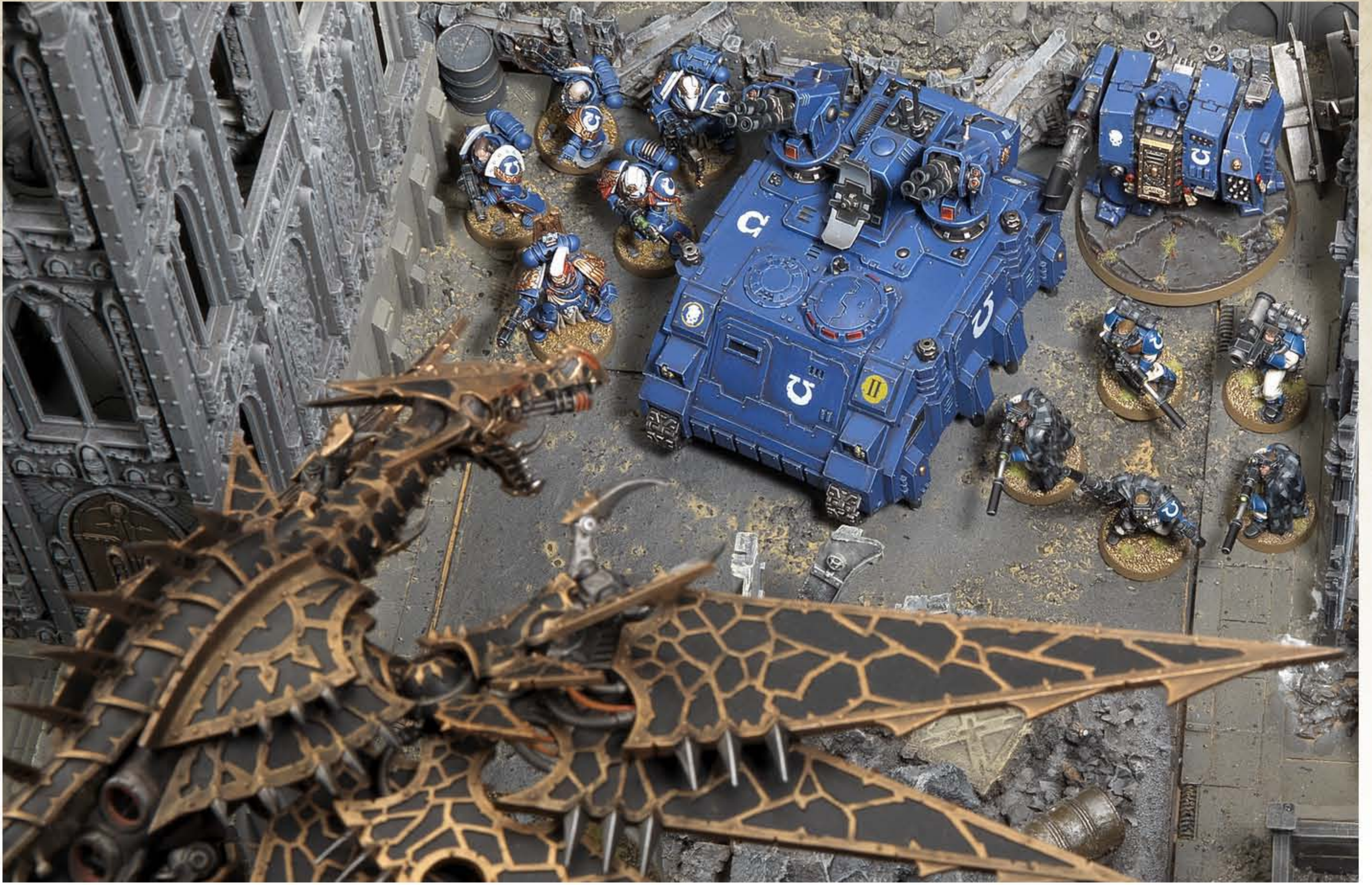
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- 1** A Stalker stands ready to unleash a righteous fusillade of skyward bullets to destroy the Heldrake.
- 2** An Iron Hands Hunter locks onto a distant Necron Night Scythe, preparing to unleash a skyspear missile to track it down.

THIS MONTH IN THE DESIGN STUDIO

SUITED FOR WAR

Andrew sat down with Dave Thomas to find out more about the new Centurion miniatures.



Dave Thomas threw himself into the breach to tackle the heavy hitters of this month's new releases – the Centurion warsuits.

A Centurion Assault squad wades into where the fighting is thickest – in this case against Ork Meganobz.

Andrew: So, what can you tell me about the Centurion warsuit?

Dave: It's not a suit of armour. It's a battlesuit – there's a Space Marine in power armour in there piloting it. They're at the heavier end of the wargear the Space Marines field, able to literally carve through stockades, tanks, whatever gets in their way.

Andrew: How do the Centurions fit in with the rest of the Space Marines?

Dave: They fit between the Terminator and the Dreadnought in size – as well as conceptually. I wanted to avoid just making a bigger Terminator, but I wanted to suggest that there was an element of family design there – the helmet, for example, is a mix of the Mark 7 helmet and the Terminator helmet.

Andrew: Was it a challenge, designing something new for such a well-developed range as the Space Marines?

Dave: The Space Marine range is such a well bedded-in design that you've got to stick to the general shapes. They've got to look like Space Marines, after all. It makes it at once easier and harder. On the one hand, all your shapes and design basics are there; but on the other hand you've got to avoid what we've done before.

Andrew: We've seen a Space Marine battlesuit before, of course: the Grey Knight's Dreadknight.

Dave: I'd be stupid not to take some of the design cues from that. The pistons at the back, the stabilisers on the feet, the bracing down the legs are all inspired by it. But it's not just the Dreadknight that





inspired parts of it: the power plant on the back is from the Dreadnought, which is a component shared by the Land Raider too. It gives it a resonance, ties the range all in, makes it more coherent.

Andrew: I really like how it looks like it might actually work.

Dave: I tried very hard to make it look believable. I paid great attention to the fact there is a guy on the inside – it's one of the things that made it for me. Because of the height of the suit, the pilot's knees would actually be behind the thighs, so I came up with the idea of a floating knee, a mechanical device that sits on top of the pilot's power armour and then a series of braces are attached to that. You need to consider these things or else the miniature lacks a certain resonance. It doesn't actually work, of course, but you've got to make sure there's a certain amount of attention paid to the plausibility to it. It needs to look as though it *could* work. And if you're not doing that, you're bypassing a fundamental part of it, you're missing an intrinsic point of interest for people.

Imperial technology's sense of realism is a hook for many collectors.

And that's part of the intrinsic appeal of Space Marines – they might be superhumans, but they're still men. I personally like things with faces – painting and sculpting – which is why I made sure there are options without helmets. It makes them instantly familiar.

Andrew: One last question: where are the pilot's arms?

Dave: I knew someone would ask me that, but I have actually thought it all through! They're crossed over his chest in the front, behind that big torso-plate and the secondary weapons. And the pilot actually steps into the suit from behind. The top section hinges up – you can see the harness that straps him in – and the back of the suit opens up to allow access. At least, that's how it works in my head. **AK**

A Centurion Devastator squad prepares to lay waste to the Orks with heavy bolters and a grav-cannon; an all-new weapon for the Space Marines that works against enemy armour.

THIS MONTH IN THE DESIGN STUDIO



Having read the litanies of faith and covered himself in purity seals, Robin Cruddace was more than ready to tackle the new Codex: Space Marines.

THE CODEX ASTARTES

Robin led the Codex: Space Marines project. It turned out to be a lot bigger than anyone expected...

Robin Cruddace: Of all the models that we produce, the Space Marines are the most instantly recognisable and, in many ways, the iconic miniatures of Games Workshop. Writing the Codex for them was a great responsibility, but also one of the most exciting challenges in my career so far.

From the outset I wanted to emphasise the fact that the majority of Space Marine Chapters follow the Codex Astartes – the doctrinal texts that dictate the governing of a Space Marine Chapter – pretty rigidly. Some, like the Ultramarines, are ultra-puritans and follow the Codex to the letter, while others, such as the fanatical Black Templars, combine their own beliefs with these hallowed teachings. However, they are all fundamentally Space Marines and I wanted to convey that feeling of a united brotherhood throughout the Codex.

I was also keen to mention the individual Space Marine Chapters in more detail. While they may all be Space Marines, each Chapter is defined by their idiosyncrasies,



1 “The Ultramarines are the epitome of what it means to be a Space Marine,” says Robin. “They are the Chapter that holds the Imperium together in the wake of the Horus Heresy and it was their Primarch that wrote the Codex Astartes. I wanted to remind people that without the Ultramarines the Imperium may not even exist.”

2 There are 30 Successor Chapters mentioned in the Codex, from the noble Sons of Orar to the mysterious Mentors.

2

<p>NOVAMARINES</p> <p>The Novamarines Chapter have a long and proud history and are one of the most honoured Primogenitors in the Imperium. Even amongst the other First Born Chapters, the Novamarines are noted for their consistency and unshakable faith in the Codex Astartes.</p> <p>The Novamarines are an exceptionally dynamic Space Marine Chapter, one whose fragmented deployment has resulted in them not fighting as a single force since the early years of the 37th Millennium. Indeed, there are some Captains of the Novamarines' Battle Companies who have never even met one another, nor even their current Chapter Master, Gatus Hadraichus.</p> <p>The Novamarines' home planet, Honorusum, has only one significant landmark. It was a craggy tumult of rearing mountain peaks surrounded by boiling seas and lashed by constant lightning storms. Each and every mountaintop has long since been planed flat by the Chapter's Techmarines, and they now play host to row upon row of strange statuary immortalising the Chapter's greatest heroes. The best young warriors from the planet's indigenous tribes, from which the Novamarines recruit, partake in elaborate ritual duels amongst each other for the honour of standing as sentinels over these statues – a duty they hold dearer than their own lives.</p>  <p><i>Novamarines 3rd Company, 1st Tactical Squad; all company markings displayed</i></p>	<p>SCYTHES OF THE EMPEROR</p> <p>The Scythes of the Emperor are a Chapter that now stands on the edge of oblivion. The few battle-brothers that remain have sworn to spend their lives destroying as much of the Tyranid menace that obliterated their once proud Chapter as they are able.</p>  <p><i>2nd Company, 1st Tactical Squad</i></p>	<p>SILVER SKULLS</p> <p>The Silver Skulls believe that the Emperor himself guides their purpose, and the Chapter only ever takes to the field of battle when the portents demand it. However, such mercurial behaviour does not sit well with many Imperial commanders.</p>  <p><i>2nd Company, 2nd Tactical Squad</i></p>
<p>BLACK CONSULS</p> <p>The Black Consuls are well known as the least compromising of the Primogenitors and brook no deviation from the tenets laid down in their Primarch's epic tome. Their stern approach to the Codex makes them worthy inheritors of Roboute Guilliman's legacy.</p> <p>The Black Consuls were originally a fleet-based Chapter whose space-borne fortress monastery, the <i>Novis Obscurum</i>, was destroyed nearly a millennium ago by Dark Eldar saboteurs. With the destruction of their star-fort, the Black Consuls relocated to the planet Cyclopius and avenged their dishonour in a three hundred year xenocidal purge that spanned fifteen star-systems and collapsed an entire sub-division of the webway.</p> <p>The Black Consuls' last recorded action was during the Siege of Goddeth Hive in 455.M41, where the Chapter was believed to have been annihilated when Chaos Space Marines of the Iron Warriors detonated the hive's nuclear stacks and vaporised much of the northern continent. Since that day, however, unconfirmed reports of Black Consuls' Strike Cruisers launching sudden, deadly interventions across the Segmentum Pacificus have been filtering back to Terra. The Black Consuls' official status currently remains unknown.</p>  <p><i>Black Consuls, 2nd Company, 4th Tactical Squad</i></p>	<p>DOOM LEGION</p> <p>Operating from a vast pre-Heresy star fortress near the Elusian Maze asteroid fields, the Doom Legion faces an uphill struggle to survive with its honour intact after half its number turned to Chaos while in the Warp during the Abyssal Crusade.</p>  <p><i>3rd Company, 3rd Tactical Squad</i></p>	<p>PRAETORS OF ORPHEUS</p> <p>The Praetors of Orpheus are famous for a disciplined approach to executing the Codex Astartes that is, if anything, too inflexible. The Codex is their guide in all things, but they are prone to interpreting passages from the tome in too literal a way.</p>  <p><i>7th Company, 8th Tactical Squad</i></p>
<p>EAGLE WARRIORS</p> <p>Founded during a particularly dark period of anarchy within the Imperium, the Eagle Warriors are a fleet-based Chapter, continually on the move. Most of their campaigns are in the star systems that Roboute Guilliman himself originally conquered during the Great Crusade.</p>  <p><i>4th Company, 5th Tactical Squad</i></p>	<p>MORTIFACTORS</p> <p>The Mortifactors are a dark and brooding Chapter who venerate their honoured dead to the point of obsession. Their open morbidity and celebration of death often makes their allies, especially the more superstitious ones, ill at ease.</p>  <p><i>4th Company, 2nd Tactical Squad</i></p>	
<p>HOWLING GRIFFONS</p> <p>Few Chapters have won as much renown as quickly as the Howling Griffons. They have fought with honour in the Badab War, the Vengeance Crusade, the overthrowing of the Regent of Amar, and a thousand other campaigns vital to the Imperium.</p>  <p><i>2nd Company, 3rd Tactical Squad; no company markings displayed</i></p>	<p>HAWK LORDS</p> <p>The Hawk Lords Chapter heavily favours the use of their various gunships, and so are unsurprisingly undisputed masters of aerial combat. It is not unknown for pilots from other Chapters to hone their piloting skills while on secondment to a Hawk Lords' Talon Wing.</p>  <p><i>2nd Company, 6th Tactical Squad</i></p>	

those little foibles that make them different from their brothers. The Raven Guard, for example, exemplify the traits of stealth and patience, while the White Scars epitomise the more feral lineage of many Space Marines. A suitable metaphor would be to describe the Space Marine Chapters as different flavours of the same food – they are, at their base ingredients, the same, but the flavour defines them. For this reason, all six of the First Founding Chapters that follow the Codex Astartes have their own chapter (a Chapter chapter) in the Codex, complete with original artwork and new background. I also included two other Chapters, the Crimson Fists and the Black Templars, as examples of a conventional Successor Chapter in the case of the former and a less-conventional one in the form of the latter.

It's probably worth talking more about the Black Templars, as collectors of the galaxy's most zealous Chapter may feel disappointed that they no longer have their own Codex. Let me reassure you that you're not missing out. In fact, you gain more than you lose as not only do you get to enjoy the rich tapestry of background that comes in Codex: Space Marines, but you still have your own chapter full of background on top of that. You also have access to more units than ever before and you're the only Chapter that can take Crusader Squads (with Land Raiders as dedicated transports) and the Emperor's Champion. If anything, life is much sweeter for the merger.

To make collecting different Chapters an even more rewarding experience, each of the First Founding Chapters and the Black Templars have access to unique Chapter Tactics to represent their particular style of warfare. Imperial Fists are siege specialists and tank hunters, while Salamanders have an affinity for flame-based weaponry. I'm hoping that this richness of background, combined with the Chapter-specific rules, will encourage hobbyists to collect a specific Chapter rather than just a generic Space Marine army. It should be a source of pride to say 'I collect Ultramarines' rather than 'I collect the blue ones'. **DH**

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3 Like many of the characters in the Codex, Chaplain Grimaldus has a new, full-colour illustration next to his unit entry.

4 "I had great fun poring over the new miniatures and categorising all their honour markings," comment Robin. "It was details like these that really appealed to me when I first started collecting Space Marines and I wanted to include all of them in the book somewhere."

THIS MONTH IN THE DESIGN STUDIO

PAINTING ANGELS OF DEATH



Striding forth from his sanctuary of paintbrushes, Kevin spoke to us about art in the new Codex.

"Painting Space Marines is a joy," Kevin says, when asked about his involvement in the new book. "I've been captivated by their imagery since I saw the Codex: Black Templars cover that came out around 2005. It was weird and wonderful, with deadly power-armoured knights, strange reliquaries and so much else going on. Since then I've been really into Space Marines – I adore their imagery and background, and how these two elements combine to tell really amazing stories. I spend a lot of time reading the Codexes and Black Library novels, and I honestly don't think I'll ever get tired of illustrating their exploits in our books

"As a team of artists, we work closely when a new project first starts. With Space Marines we discussed the things that we wanted to show, drawing on the rich

background and imagery to fuel our imaginations," Kevin adds. "In that way, we're kind of like a special effects department for the Warhammer 40,000 universe. We show you what it looks like when a Chaos Space Marine gets punched in the face by a power fist or an Ork gets shot by a bolter.

"When I start work on a new illustration, I really like it to home in on a particular aspect of the background," Kevin says. "The picture of the Imperial Fists and Ultramarines fighting against the Iron Warriors is a good example of that. At the end of the Horus Heresy there was a famous battle between the Imperial Fists and Iron Warriors known as the Iron Cage, a really bitter grudge match that could have wiped them both out – but the Ultramarines arrived at the last minute and

Kevin Chin is part of the talented team of artists in the Design Studio who illustrate all of our books and Codexes. He's also an avid, highly skilled hobbyist to boot.

This amazing picture of The Ultramarines and Imperial Fists fighting against the Iron Warriors was inspired by the background, something Kevin tries hard to bring to life in his pictures.



"They shall be my finest warriors, these men who give themselves to me. Like clay I shall mould them and in the furnace of war I shall forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns shall they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines such that no foe will best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines...and they shall know no fear."
- The Emperor of Mankind

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won the battle for the Imperial Fists, driving the traitors away. This picture is my interpretation of what a rematch would look like in the 41st Millennium – with two mighty Imperial heroes, Marneus Calgar and Lysander, leading from the front. It's a feud thousands of years in the making, and it touches on my favourite story from the background of Warhammer 40,000.

"When we are planning our illustrations, we work with the Codex authors to ensure that the images we are creating help to flesh out the universe more fully," Kevin adds. "An example of this is the picture I did of the Salamanders fighting against the Orks for the Salamanders section of the Codex. Probably the most famous battle in their recent history is the 3rd War for Armageddon, where the Salamanders risked everything to protect refugees and citizens, standing nobly in the path of the Orks. So, I made sure they were all in heroic poses, fighting hard against the greenskins. Lots of fire helps to reinforce not only their warcry, but also their love of flamers and melta weapons." **AT**

2 "I've enjoyed reading the Black Library novels about the Salamanders," Kevin says, mentioning this illustration. "They really rely a lot on the purifying power of their flamers to win battles, so the battlefield is ablaze as they make their stand against the Orks, their Captain wielding a blazing power sword against the Ork Warboss."

3 "I really like this Iron Hand vignette by Alex Boyd," Kevin says. "Each of these character pieces tells us something about the Chapter, and this picture melds the traditional image of a Space Marine with creepy psuedo-skeletal bionic limbs."

THIS MONTH IN FORGE WORLD

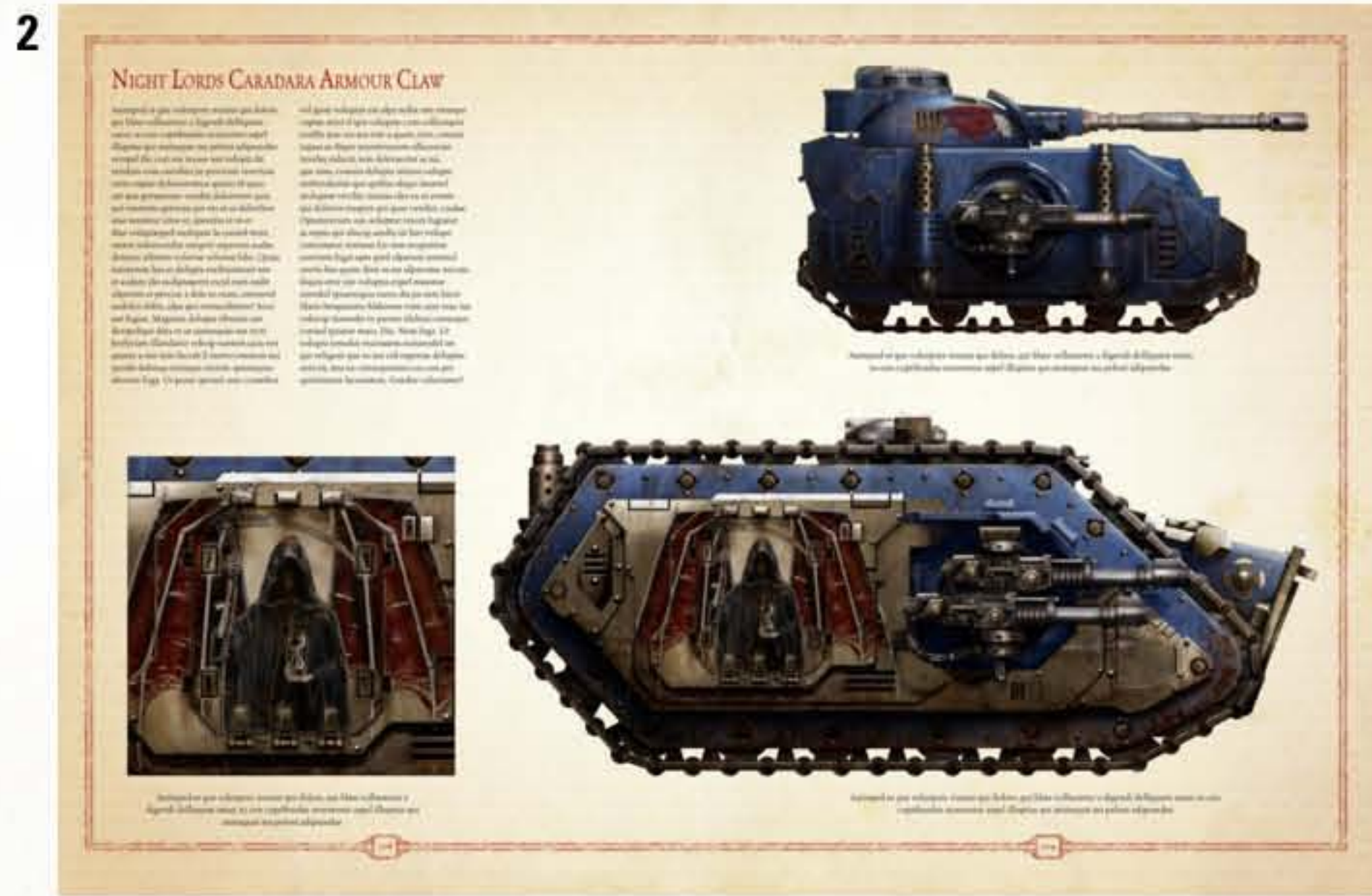
The Forge World studio is always a hive of activity as fantastic new resin kits swell the ranks of collections everywhere. This month their collective eye has been keenly on the Horus Heresy, with a new book and several new models nearing completion.

HORUS HERESY BOOK TWO

Work is underway on the second instalment in Forge World's Horus Heresy series of books, this one entitled Massacre. Forge World's master of heretical writings, Alan Bligh, was more than happy to explain it: "Book II tells the story of the build up to, and opening stages of, the Istvan V Dropsite Massacre.

It is the fraught and terrible tale of the treasonous attack on the loyalist Legions sent to bring Horus to account, and will contain loads of additional Space Marine units to use in your Crusade army lists, as well as full, expanded background for the Iron Hands, Word Bearers, Salamanders and Night Lords Legions."

- 1 The origins, history, traditions and battle honours of four Space Marine Legions are described in detail.
- 2 As ever, beautiful full colour artwork depicts the warriors and wargear of the Horus Heresy.



LEGION SICARAN TANK

For the past few months the talented Phil Stutcinkas has been beavering away on a new vehicle for the Space Marine Legions – the Sicaran.

"This is a main battle tank," Phil explains, showing us the model. "It has accelerator cannons on the top turret that can engage both armour and infantry, and it has side sponsons for support fire. It shares design cues from both the Land Raider and Predator tank, so I kept both on hand throughout the design and sculpting process."



EREBUS

It is ironic that Erebus, First Chaplain of the Word Bearers, was so instrumental in bringing about the betrayal of the Emperor, given his Legion's former veneration of the master of mankind. Edgar Skomorowski has captured the pawn of the Dark Gods in eye-watering detail.

"The Horus Heresy novels tell us quite a lot about Erebus," Edgar says, "and I have incorporated as much as possible, so fans recognise the character they already know. Erebus is described as having select parts of the Book of Lorgar tattooed onto his skull, and I have sculpted tiny script to represent this."

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3 Erebus' shoulder pad bears a burning skull. Tiny runic script is carved into the armoured plate.

4 Erebus, First Chaplain of the Word Bearers Legion – one of the masterminds behind the Horus Heresy.

5



KOR PHAERON

A loyal ally to the Primarch of the Word Bearers' Legion, even before Lorgar's discovery by the Emperor, Kor Phaeron joined his lord in the Great Crusade. In the Horus Heresy, Kor Phaeron is commander of the Word Bearers 1st Company.

With Erebus complete, Edgar has thrown himself straight into sculpting Kor Phaeron. Even though it's only the early stages of sculpting, Edgar is enjoying his subject. "Kor Phaeron isn't a Space Marine in the usual sense," Edgar says. "So I'm sculpting a man too old to be an Adeptus Astartes, made more than mortal through gene-forging and bionic implants."

6



5 Kor Phaeron so far – it's early days for Edgar's work on this model. So far, he has a basic suit of Terminator armour and lightning claws. Expect much, much more detail when it's finished.

6 Kor Phaeron's face looks old and wizened.

PARTING SHOT

“How much flesh can a Ghorgon gorge on?”

A Ghorgon gorges on flesh 'til it's gone.”

– Drakwald tongue-twister

