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WARHAMMER 40,000

WARHAMMER

CITADEL MINIATURES

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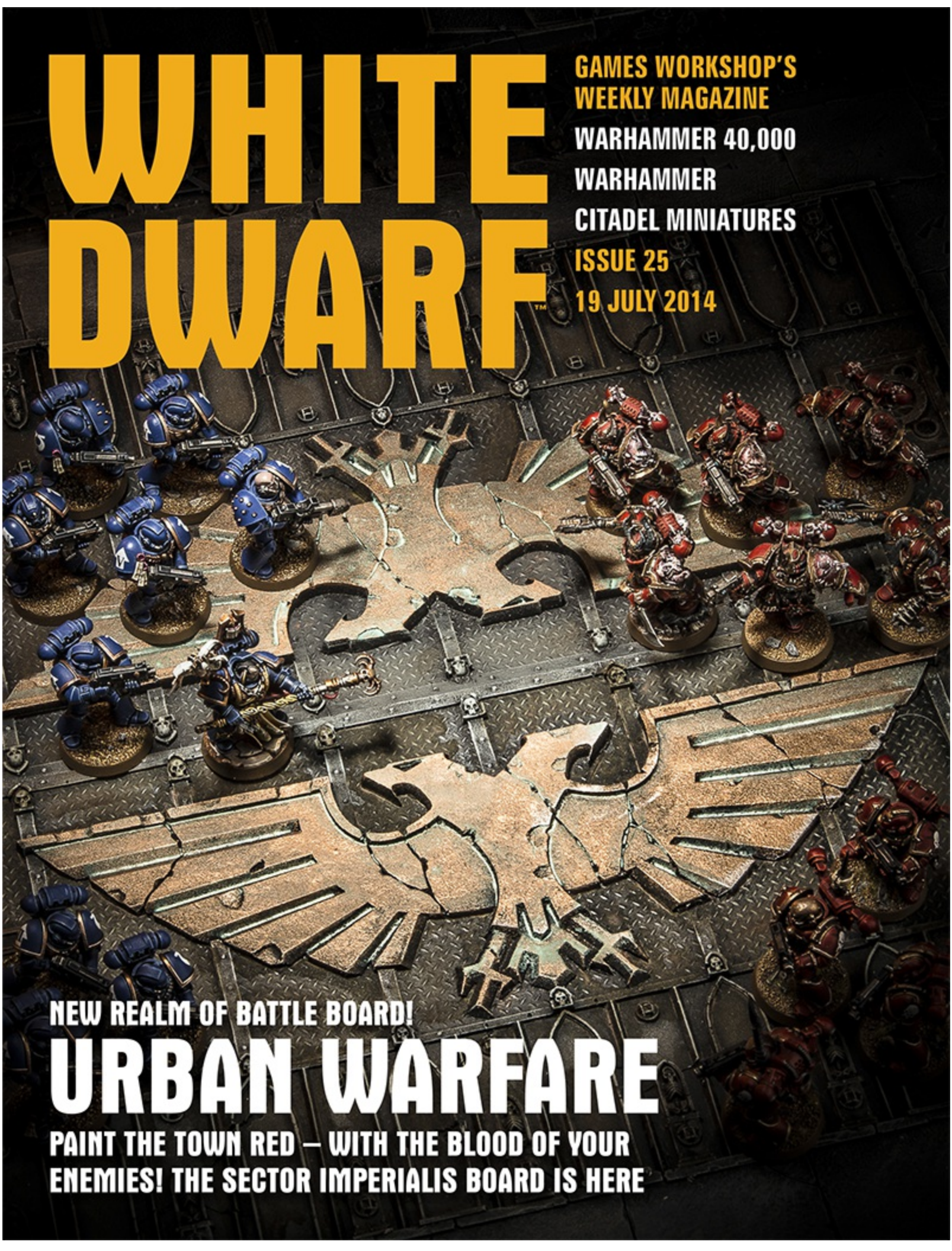

NEW REALM OF BATTLE BOARD!

URBAN WARFARE

PAINT THE TOWN RED – WITH THE BLOOD OF YOUR ENEMIES! THE SECTOR IMPERIALIS BOARD IS HERE

WHITE DWARF

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OPENING SALVO

Almost every week we have fantastic new miniatures to show you, but in this issue we have something a little different – a brand-new board to put those fantastic miniatures on! Yes, the hobby products team here at GW HQ have unveiled their latest marvel, the Realm of Battle Sector Imperialis board, a frankly superb new cityscape that perfectly complements the existing Realm of Battle board. To celebrate, Adam and Andy play a battle report on the board, and Dan talks to designer Dave Andrews about how to paint both it and the Warhammer 40,000 buildings that go on top of it.

Dark Vengeance is also back with, well, a vengeance – this terrific starter set has been updated with the new Warhammer 40,000: The Rules book and a new miniature, too. It's the perfect way to get into the grim darkness of the far future, if you haven't already taken the plunge. I hope you enjoy the issue, and please do come back next week for more Warhammer 40,000 surprises...

Jes Bickham - White Dwarf Editor

REALM OF BATTLE

SECTOR IMPERIALIS

From the bloody fighting at Hades Hive to the conquest of the Palace of Thorns, many of the bloodiest battles of the 41st Millennium are fought in the claustrophobic confines of Imperial cities. The Sector Imperialis turns your gaming table into just such a battlefield.

This week the Realm of Battle Sector Imperialis is released, a complete gaming surface for Warhammer 40,000 allowing you to create your own ruined cityscape. The set contains six 2' by 2' tiles made from hardwearing, durable plastic, built to survive the rigours of use and travel to and from your games. There are two tile designs in the set,

three of each, which can be arranged in any number of different ways to produce an almost endless variety of combinations, giving you war zones straight out of the Dark Millennium.

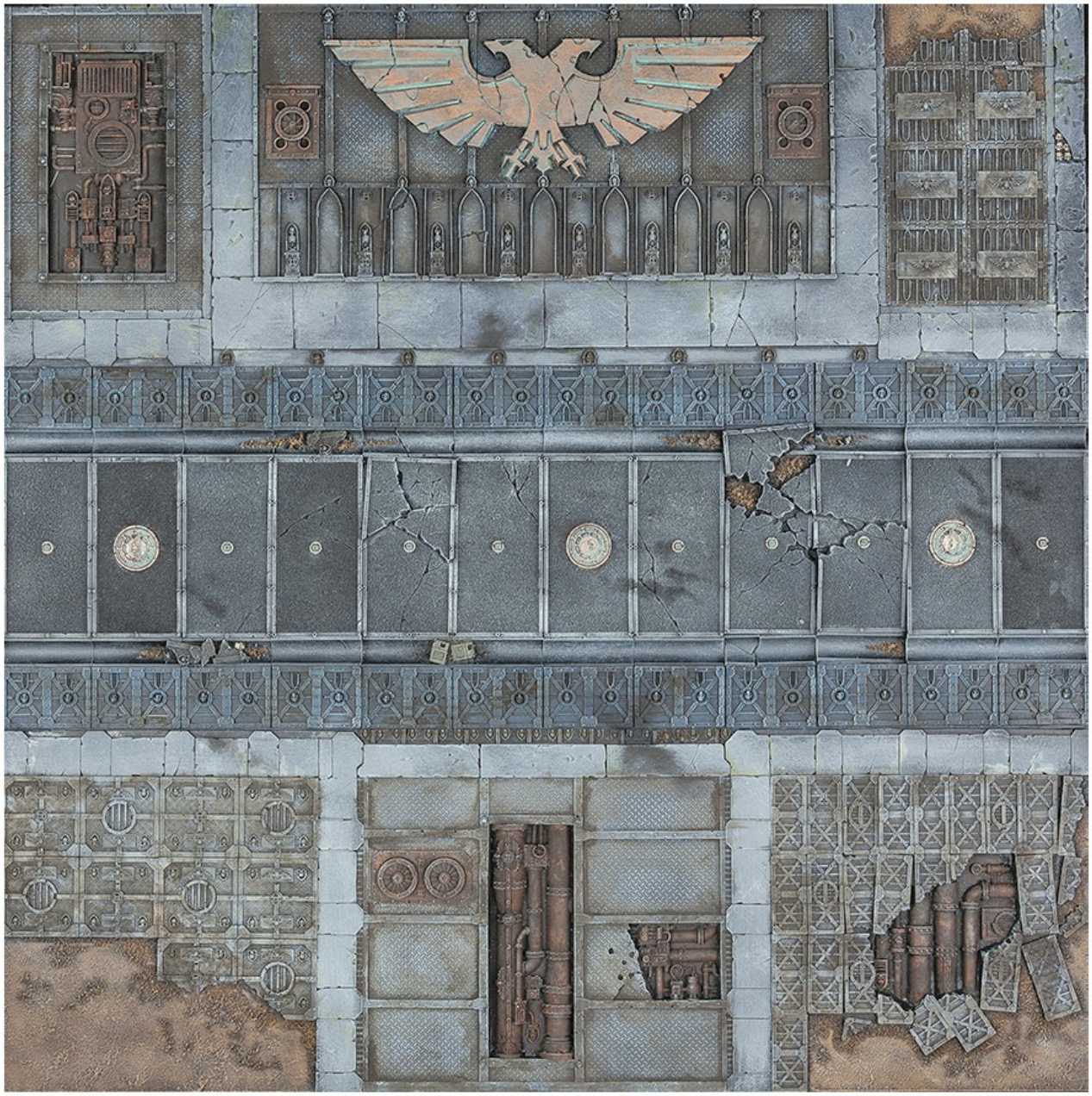
The tiles in the Sector Imperialis bring the war torn streets of an Imperial city vividly to life, capturing an incredible level of detail that includes elements such as roadside guttering, manhole covers embossed with the Imperial aquila, inset relics (some of which have been cracked open), pipes and more. The Sector Imperialis board is designed for use with any of the existing Warhammer 40,000 scenery sets. Take the massive slabs that depict the tombs of Imperial saints – these are the perfect site for you to position a Sanctum Imperialis building, creating an Imperial shrine or temple. Likewise, the exposed pipes or industrial flooring would suit a Manufactorum perfectly. In short, the Sector Imperialis allows you to effortlessly transform your tabletop into a sprawling urban war zone – all you need to add is a selection of Warhammer 40,000 buildings and you have a battlefield that can be fought over countless times in all kinds of games, from quick skirmishes, to dedicated cityfights and huge Apocalypse battles laying waste to whole cities.

Traditionally, modular gaming tables are tricky to maintain: they can take a long time to set up and they typically require a quite a lot of storage space. The Sector Imperialis alleviates both these concerns nicely, since the durable plastic tiles can be stacked on top of each other (although it's always sensible to lay some cardboard or bubble wrap between tiles to prevent scratches to your paint job). As for storage, it comes safely stowed in a large nylon zip up bag. This bag fits all six tiles snugly inside and can be easily slid under a bed or into an under-stairs cupboard. There is a sturdy carry handle on top of the bag, ideal for lugging it around the house, and a shoulder strap for slightly longer trips.

Also available to order this week are two bundles. Sector Imperialis Primaris Quadrant contains the new Sector Imperialis along with an Imperial Sector (containing a Sanctum Imperialis, Manufactorum and a Basilica Administratum); Sector Imperialis War Zone Alpha has all of that, plus a Shrine of the Aquila, a set of Quake Cannon Craters and an Aegis Defence Line. Once you've got that massive pile of plastic painted up, there will be no stopping you. AT

Left: The Sector Imperialis features these crypts, defiled and besmirched by the endless fighting around them.

Right: The Sector Imperialis tiles fit snugly into this fetching carry case. Who knew war could be so contained?



Above: Roadways run across each of the terrain tiles – in either a lengthy straight or T-junction design, allowing you to arrange the sections next to one another in an almost endless variety of ways.

BADRUKK'S FLASH GITZ

Kaptin Badrukk is the most notorious Freebooter Kaptin in the galaxy, a star-faring Ork with a knack for turning up at just the right time and with enough firepower to get the job done. Once the battle is over, his Flash Gitz always get the choicest pick of the loot.

The legend of Kaptain Badrukk began when he was exiled from his tribe for being obnoxiously flamboyant. Since then he has gathered a motley krew of like-minded Orks, whose obsession for the best guns and the shiniest gear matches his own. Aboard his kill

kroozer, Da Blacktoof, he plies the stars as a Git for hire.

The Badrukk's Flash Gitz set contains the good Kaptin himself in Citadel Finecast, alongside 10 multi-part plastic Flash Gitz models and six Citadel Finecast Ammo Runts, four of which brand new to this set. These Ammo Runts are entertaining Gretchin, toting crates of bullets and loot, valuable minions for any Freebooter. AT

ORKS

DA VULCHA SKWAD

Throughout the second and third Armageddon Wars, Ghazghkull Thraka employed 'Stormer Mobz' whose aerial assaults slaughtered thousands of Imperial defenders. By far the most successful of these Stormboyz was Boss Zagstruk's notorious Vulcha Skwad.

Boss Zagstruk is one of Warlord Ghazghkull's most reliable lieutenants, a brutal warrior and rabid disciplinarian who leads his mob of Stormboyz into battle from his kustom

Fighta-bommer, *Da Vulcha*. Preceded only by the roar of *Da Vulcha's* jets, Da Vulcha Skwad descends like a howling green avalanche.

This set contains Boss Zagstruk in Citadel Finecast and 15 plastic multi-part Stormboyz, a mighty airborne greenskin throng to lead your Waaagh! into battle. AT

Da Vulcha Skwad is available exclusively online from www.games-workshop.com and through in-store order points.

WARHAMMER 40,000

DARK VENGEANCE

Dark Vengeance is the boxed game for Warhammer 40,000. Containing a force of Dark Angels and their hated foe the Crimson Slaughter Chaos Space Marines, this set has everything you need to get started playing games in the Dark Millennium.

Following the release of the new Warhammer 40,000 a couple of months ago, Dark Vengeance is now repackaged with a slick new look, an extra Citadel miniature and a small format copy of Warhammer 40,000: The Rules within it.

For those unfamiliar with Dark Vengeance, it's a spectacular boxed game that contains two forces of amazing plastic Citadel miniatures, along with dice, templates and range rulers and a getting started guide to introduce you to playing the game.

The miniatures in the box are the perfect leaping on point for newcomers to Warhammer

40,000 (or veterans wishing to bolster their collections). The Dark Angels boast a Company Master, Librarian, a 10-man Tactical squad, 5-man Deathwing Terminator squad and a 3-man Ravenwing Attack Squadron. The Crimson Slaughter force includes a Chaos Lord, five Chaos Chosen, 20 Chaos Cultists and a Helbrute. The set also includes, for the first time, a plastic Chaos Space Marine Aspiring Champion, Vrosh Tattersoul. AT

As well as the Crimson Slaughter and Dark Angels forces, Dark Vengeance contains dice, range rulers, templates and a small format copy of Warhammer 40,000: The Rules. It also has an assembly guide, a getting started guide that introduces you to the game, a quick reference sheet and a brand new datasheet for the Chaos Space Marine Aspiring Champion, Vrosh Tattersoul.

CITADEL

IMPERIALIS BASING KIT

For hobbyists looking to unleash their armies into the urban hell of a Warhammer 40,000 cityfight, the Imperialis Basing Kit is just what you need. It contains resin basing accessories designed to match the Realm of Battle Sector Imperialis.

Top Left: The set contains two bags of slate chips (one large, one small) as well as the resin base pieces.

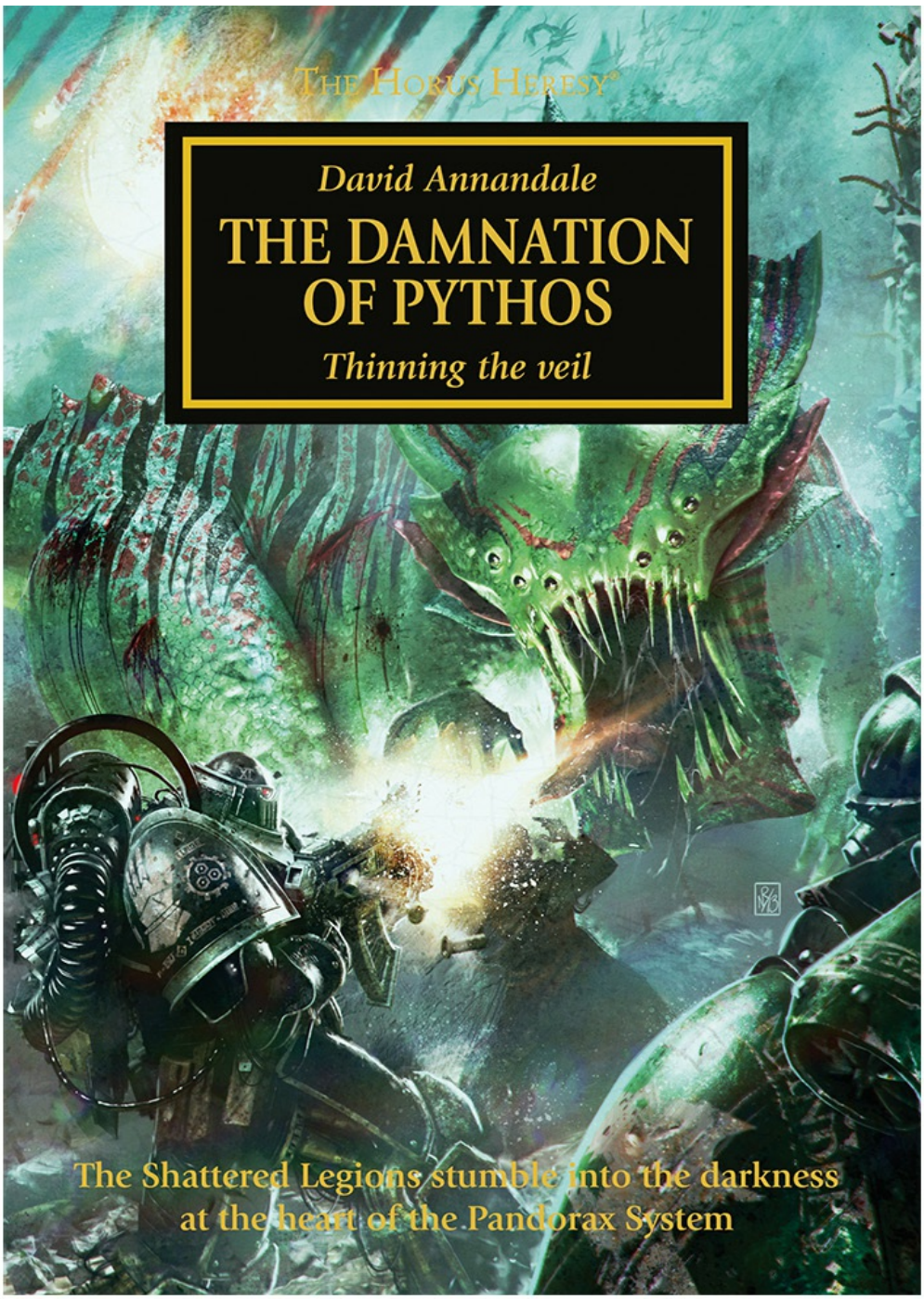
Top Right: The Imperialis Basing Kit provides the perfect finish for models fighting over the Sector Imperialis or other urban terrain.

Bottom Right: Within the kit there are 20 resin basing elements for 25mm round bases and 5 for 40mm round bases.

THE DAMNATION OF PYTHOS

By David Annandale
Hardback | 416 pages

Battered and broken survivors of the Isstvan V massacre attempt to rally on the death world Pythos.



A small band of loyalist Space Marines, bloodied survivors of the fighting in the Dropsite Massacre, make their way to the isolated world of Pythos, and there attempt to establish a base of operations from which to fight back against the traitors. But Pythos holds secrets more terrible than any would guess.

Damnation of Pythos is David Annandale's debut novel in the Horus Heresy series, and in it he masterfully weaves the story of a fascinating band of Space Marines, tenacious survivors determined to fight on against impossible odds. If for no other reason, read *The Damnation of Pythos* for the epic space battle between *Veritas Ferrum* and *Callidora* – masterful stuff. AT

Further Reading

Damnation of Pythos continues the ongoing story of the Horus Heresy, following the Sundered Legions in their fight against the Traitors. If you fancy more of the same, why not check out *Angel Exterminatus* by Graham McNeill.

DARK VENGEANCE

By C Z Dunn
Hardback |126 pages

The Crimson Slaughter and Dark Angels are embroiled in a battle to capture the Hellfire Stone.

The Crimson Slaughter are cursed by Chaos, assailed by visions, haunted by the voices of those they have slain. They seek the Hellfire Stone, an artefact they hope can end their plight, but the Dark Angels stand in their way, and a bitter feud exists between the pious First Legion and the Chaos Space Marines.

Re-released alongside Dark Vengeance and with a fantastic new cover, the *Dark Vengeance* novella is back again, the perfect companion piece to the Dark Vengeance Warhammer 40,000 game. In this bloody story, told from the perspective of the characters in the Dark Vengeance set, C Z Dunn portrays the simmering hate between loyalist and heretic. AT

Further Reading

If *Dark Vengeance* has whetted your appetite there is plenty more for you to sink your teeth into. The *Ascension of Balthasar* audio drama and *Crimson Dawn* ePub novella both tie into the same storyline. Both are available direct from Black Library at blacklibrary.com.

If you want your reading to take you a little further afield, why not try *Angels of Darkness* or the Caliban Trilogy (or both, in that order) by Gav Thorpe.

THE CONQUEST OF VALMAR

The Imperial city of Valmar Magna lies in ruins as the vile ranks of Chaos battle the forces of the Imperium for control. In our battle report Adam Troke musters a taskforce of Dark Angels alongside the towering form of the Imperial Knight Gerantius, while Andy Keddie rallies his Chaos Space Marines behind the Daemon Prince Vyrokan the Sullied.

H
C
G
J
D
D

DEPLOYMENT

Each player started out by placing two objective markers on the battlefield. Objective 1 was positioned in the road on the south side of the battlefield (A) while Objective 2 was

placed on the top floor of the Shrine of the Aquila (B). Objective 3 was placed on what Adam referred to as the 'mysterious trap door' within the ruined Manufactorum (C) and finally Objective 4 was placed within a crater on the southern road (D).

Andy then deployed his army, choosing the south eastern corner of the battlefield, where the Ash Brothers and the Helbrute Deathtoll took up positions in the Shrine of the Aquila (E), daring Adam's Dark Angels to oust them. While the main strength of Andy's army was poised ready to advance across the centre of the board, Vyrokan the Sullied and the Unworthy sheltered in the cover of a broken Manufactorum (F).

The Dark Angels took the north west corner, with Adam splitting his two Tactical squads into Combat squads to cover more ground. Squad Sephram, with their missile launcher, took up position in the tall Manufactorum on the west flank (G) while Sergeant Sephram deployed alongside Chief Librarian Ezekiel in the lee of a Sanctum Imperialis (H). Adam's main force, including the Predator Annihilator, Caliban's Might, Gerantius and the Black Knights deployed at the north west junction, ready to split up and secure critical objectives (I). Finally, Squad Hyphon, Adam's cherished Space Marine Scouts, infiltrated into the central manufactorum, where they were completely hidden from the Chaos forces (J).

Adam: The new Sector Imperialis board has the White Dwarf team all in a tizzy, clamouring to use it. Andy and I won the honour, for a Dark Angels versus Chaos Space Marines grudge match.

To set up, we organised the Sector Imperialis boards to create two parallel roads with a large courtyard in the centre, then added plenty of Imperial ruins. Not only do these provide vital cover, but they grant special abilities to the warriors sheltering inside them.

For our scenario, we decided to play an Eternal War mission, rolling a 1 – Crusade. In this mission we would be fighting over four objectives, each of which is worth 3 Victory Points at the end of the battle, with additional points available for First Blood, Linebreaker and Slay the Warlord. Andy deployed first and would have taken the first turn but, in a stroke of luck, I rolled a 6 for Seize the Initiative. Let battle begin!

Turn 1:

With the Chaos Space Marines in position to launch their assault, Andy was shocked to find the Dark Angels stealing the initiative and advancing across the battlefield. With the roaring of thrusters, a dark green Drop Pod crashed into midst of the Chaos lines, disgorging a squad of Company Veterans, led by Chaplain Umariel, between a pair of Helbrutes and a massive squad of Chaos Cultists. Even as the rest of the Dark Angels host on the other side of the battlefield took up positions and the towering figure of Gerantius advanced steadily towards the heart of the Chaos Space Marine throng, Squad Nameth, the Company Veterans, opened fire on the Helbrute guarding Andy's baseline. Attempting to conserve their ammunition, the Veterans held back from firing their combi-plasma

guns, reasoning that two plasma pistols and a combi-melta should be sufficient to deal with the hulking Helbrute. They reasoned wrong, as their shots ricocheted from its hull, causing only a single point of damage. The Drop Pod itself did better, the deathwind missile launcher smiting the nearby Chaos Cultists with high explosives, splattering six of them across the walls of the nearby Sanctum Imperialis. The blood-drenched survivors, stunned by the horror of the Drop Pod assault, lost their nerve and fled the field.

Gerantius blasted three wretched automatons to ruin with his thermal cannon, as he targeted the Sons of Prospero at Andy's centre, and Caliban's Might shot a lasher tendril from the Maulerfiend beside them.

The Chaos counter-attack started with Vyrokan unfurling his dark wings and emerging from the ruined Manufactorum to challenge the Black Knights. As the Chaos Space Marines advanced across the field, the Daemon Prince channelled the power of the immaterium to summon a pack of Bloodletters. Andy gleefully placed the newly-arrived Khorne Daemons in the large Manufactorum ruin, near Objective 3 and Adam's 'mysterious trapdoor'. Myrath, the Thousand Sons Sorcerer, also unleashed a Psychic Scream against Squad Hyphon, who stoically ignored the effects.

At the back of Andy's army, the effects of the damaged Helbrute's wounds proved most beneficial as Andy rolled Fire Frenzy on the Crazed table, letting him shoot his lascannon and missile launcher twice each. Three Company Veterans fell to the fusillade, and the nearby Ash Brothers shot down another with their ensorcelled bolts to add to the carnage.

Vyrokan levelled an arcane weapon, the famed Burning Brand of Skallathrax, and aimed it at the Black Knights. The roiling fires washed over the elite Ravenwing Knights but had no effect. Raging, the Daemon Prince made to charge them, but a withering volley from the Ravenwing plasma talons wounded him, and he failed to reach his target. Almost as an afterthought, Andy rolled for the Maulerfiend's It Will Not Die ability, and immediately regained the point of damage caused by the Predator's lascannons.

ORBITAL ASSAULT

Adam: Before the battle, Andy had let on that his army would have quite a few armoured units in it. Not knowing what to expect, I wanted to be able to nobble any likely threats early. Thus Squad Nameth drew Drop Pod duty and launched a vicious first-turn attack.

When they smashed into Andy's deployment zone, however, I realised that they would have a lot of hard work to do, so I thought I would conserve the combi-plasma guns, reasoning a combi-melta, a snapshot from a missile launcher and two plasma guns should get the job done. Oh, how wrong I was, as Andy's blasted Helbrute remained largely undamaged. The only thing that could have made it more insulting was if Andy rolled Fire Frenzy on the Crazed table, which he of course did – blasting valuable Company Veterans into molten power armour and charred meat.

SUMMONING EVIL

Andy: Having never summoned Daemons before, I was itching for the chance to try it out in our battle, so I wasted no time in unleashing Malefic Daemonology in the very first turn.

I had taken enough psykers that I would have plenty of dice to use when manifesting my powers, and Vyrokan did not disappoint, bringing in a pack of Bloodletters right near Objective 3. The look on Adam's face when a deadly unit of renowned Space Marine killers appeared so close to his warriors was priceless, and throughout the game my 'free' unit of Daemons would absorb plenty of shots and keep a Combat squad bogged down.

Turn 2:

With neither player having scored any Victory Points in the first turn, Adam's Dark Angels wasted no time causing carnage in the second turn. As the Nephilim Jetfighter roared onto the battlefield, the flash of teleportation saw the Deathwing descend to support the beleaguered Company Veterans, brought in with unerring accuracy thanks to the Drop Pod's homing beacon. At the centre, Gerantius strode towards the Maulerfiend, even as Chief Librarian Ezekiel manifested Prescience, giving the Imperial Knight re-rolls on failed rolls to hit this turn.

The Shooting phase was brutal as the Black Knights punished Vyrokan for his failed attacks last turn and hammered the Daemon Prince with rad grenades and plasma talons. The ancient Daemon collapsed in a smoking heap, quite dead. Adam didn't pause to rejoice over claiming First Blood and Slay the Warlord, however, but pressed on, as Gerantius shot and killed four Plague Marines with his thermal cannon and the Deathwing squad shot the nearest Helbrute in the rear: 10,000 years of evil came to an abrupt end as bolter and assault cannon shells blasted through Deathtoll's rear armour. In the centre, the Dark Angels poured fire into the Bloodletters. As Tactical Marines and Scouts volleyed shots into the Daemons, four were slain, but the remainder still

threatened Sergeant Uzziel and the Combat Squad, protecting Objective 3.

In Adam's Assault phase, Gerantius charged the Maulerfiend, swatting aside its lasher tendrils to drive his reaper chainsword mercilessly into its metal heart. With the braying of his war klaxons, Gerantius claimed victory.

Andy's second turn began with a mottled green Heldrake soaring into battle, tearing a Black Knight from his saddle with a Vector Strike as it did so. The Rhino APC containing Myrath and the Chaos Chosen screeched to a halt and the occupants piled out, readying weapons at Gerantius. Before any shooting took place, however, Myrath once more unleashed a Psychic Scream at the Scouts, which this time killed all of them, their skulls exploding as Adam rolled a staggering 18 on three dice for his Leadership test. The Sorcerer leading the Ash Brothers also fired a Doom Bolt at the Deathwing Terminators, slaying one. The Sorcerer leading the Sons of Prospero also killed two members of Squad Sephram with Breath of Chaos.

The Heldrake soaring over the Ravenwing unleashed its fiery breath upon the Black Knights, but a poor roll from Andy meant only one was slain. The remainder of Andy's shooting was equally poor as the Dark Angels weathered the worst of the firing with stoic resolve.

The Bloodletters led the charge in the Assault phase as they attacked Squad Uzziel, who gunned two down and fought the remainder to a hard-earned draw. Hoping to buy time for his Legion brothers, Hail of Silence charged at Gerantius. Andy hoped that the Helbrute could severely damage the Imperial Knight, even if death was a certainty. As expected, the Helbrute was brutally destroyed, but not before it struck a blow on Gerantius, inflicting minor damage.

THE DANCE OF DEATH

Adam: My poor old Company Veterans and Chaplain Umariel found themselves fighting a Helbrute that should have been a pushover, but instead proved a nightmare. With a crozius arcanum and power fist between them, Umariel and Nameth should have bludgeoned the stubborn old machine to death, but with incredible tenacity the Helbrute held on throughout the fight.

Only at the end of Andy's third turn did they finally get the job done, as Umariel, arms tired from beating his mace of office against the Helbrute's armoured hull, finally landed a killing blow. The lesson I had learned here was simple – next time fire everything as soon as you can. I might have saved my men a gruelling fight that way.

PSYCHIC COMBOS

Andy: Looking through the different Psychic Power cards I had at my disposal, I quickly happened upon a few different combos that looked like they should be very useful. The

one I really liked was Terrify, followed by Psychic Scream. The first time Myrath attempted Psychic Scream against the Scouts, Adam passed his Leadership test, but thereafter things got worse. Firstly, Terrify draws out some dice in an effort to Deny the Witch (which Adam fell for hook, line and sinker) and, secondly, it makes Psychic Scream more effective, since it applies -1 to the victim's Leadership, just in time for the test on 3D6 Psychic Scream requires.

I didn't have it all my own way, though. Adam used Prescience to give Ezekiel re-rolls to hit, which then made his Mind Worm more effective. As time goes on, I imagine we'll discover lots of amazing ruses and tricks.

Turn 3:

Andy's counter-attack had stung, but Adam felt firmly in control of the battle as his Nephilim Jefighter zoomed down the long streets after the Heldrake. Guns blazing, it strafed the Daemon engine, but caused no lasting damage. Meanwhile, Gerantius turned three Chaos Chosen to molten slag with his thermal cannon and Caliban's Might critically damaged Andy's final Helbrute with a long shot down to north road, which Sergeant Sephram finished off with his combi-plasma gun.

Gerantius's hopes of charging the Chaos Chosen were thwarted as they fled before him. Elsewhere Ezekiel fought a duel against the leader of the Sons of Prospero, swiftly beheading him with Traitor's Bane.

The retreat of the Chaos Chosen proved to be a ruse as they quickly rallied and Myrath unleashed a Psychic Shriek that slew two more Ravenwing Knights. The score to manifest the power involved a double 6, and Andy anxiously rolled on the Perils of the Warp table, scoring a 6, and getting Warp Surge, which granted him Armour Bane and a 3+ invulnerable save.

As the Heldrake launched a Vector Strike against the Nephilim, causing critical damage, the Unworthy finally left their hiding place to assault the sole remaining Ravenwing Knight. Despite unleashing all the weapons they could bring to bear, and a suicidal charge spurred on by their cruel cult leader, the Huntsmaster not only survived but killed the cult leader in personal combat before grinding the fleeing cultists beneath his wheels.

Turn 4:

By Turn 4, both players knew the end was near: barring a miracle the Dark Angels had the Chaos forces beaten.

Gerantius, joined by the Ravenwing Huntsmaster, chased down the remaining Chosen and Myrath, their combined firepower killing the last of the Chosen, leaving the Sorcerer standing alone. As Dark Angels elsewhere put down straggling Chaos Space Marines and Sergeant Uzziel banished the Bloodletters with the blade of his chainsword, Gerantius

battled the Sorcerer, swollen still by the Perils of the Warp. Blessed with Armour Bane by the Warp Surge, Myrath caused significant damage to the ancient Knight, and his 3+ invulnerable save helped him survive into the Chaos Space Marines' fourth turn. In the end it was too little too late, and while the Thousand Sons elsewhere killed off Chaplain Uzziel, Gerantius would not be denied and scored a 6 on the Stomp table, crushing Myrath into oblivion.

Final result:

Dark Angels 6 (Objective 3, First Blood, Linebreaker and Slay the Warlord), Chaos Space Marines 3 (Objective 4).

HELDRAKE AHOY

Adam: That blasted Heldrake really ran roughshod over my army. Before the battle, Andy and I had a chat about the things we'd like to try and see in action. I'd played a game on a city board recently where my Nephilim had duelled a Valkyrie down the streets, so we reprised that, albeit with a Heldrake which ended up reaping a bloody toll on my men. It killed three Ravenwing Black Knights, four members of Squad Uzziel's second Combat squad, stripped a hull point from the Nephilim and burned poor old Sergeant Sephram to a crisp, even as he was seizing Objective 2… and it took precisely no damage in return.

While it didn't win the game for Andy, I really do rate the Heldrake as one of the most dangerous units in the game.

ALL IS DUST…

Andy: Well, the only winner of that battle was Khorne! Adam's army was badly damaged, only his Predator avoided harm, and almost everything in my army was dead or dying, save my lucky Heldrake. A total bloodbath, and despite the casualties, a very close result.

Playing on the Sector Imperialis board was amazing for me, the details like manhole covers, sewage channels and damaged floors really drew me into the narrative of the battle. If I'm honest, I maybe even got a little distracted with putting my models in places where they looked great rather than focussing on the win.

I don't mind that though, since my favourite part of the game was the story, with Vyrokan summoning Bloodletters, only to be shot to bits. He'll be looking for revenge for that. I declare a blood feud.

FORGOTTEN KNIGHT

Adam: It's impossible to talk about this battle without eulogising a little about Gerantius. With thermal cannon blazing he accounted for plenty of Chaos Space Marines, he chopped the life out of a Maulerfiend and a Helbrute and stomped Myrath (who had earned my bitter hatred after killing my beloved Scouts and several Ravenwing Knights) into paste.

There's something really cool about unleashing a character whose legend is so well formed, both in the Imperial Knight Companion and Sanctus Reach: The Red Waaagh!

Was he the man (Knight) of the match? Undoubtedly, but he was also a lot of fun for both of us, as he took on all comers and emerged scratched and dented, but still going strong.

BLOOD IN THE STREETS

Adam: As our armies scrambled across cracked roads and fought to the death within the crumbling Manufactorum, I was completely enamoured by the cinematic appeal of the Sector Imperialis. Both Andy and I kept pausing to peer down streets as we lined up shots, or watched our flyers duelling through the skies.

In terms of the game itself, it was an absolute delight. My plan, to ram Gerantius into the heart of the Chaos throng while my army seized objectives, held up reasonably well, but the bloody toll brought about meant I ended the game with only a single objective anyway.

More important to me are the memories, of Black Knights killing Daemon Princes, Bloodletters warping into existence and Gerantius stamping a bloody path through the foe. Andy, can we do it all again?

HALL OF FAME

The Citadel Hall of Fame is a collection of the finest miniatures in the world, nominated by the people who know best: the artists, figure painters and designers themselves. This month, 'Eavy Metal painter Dave Perryman nominates a trio of puke-ejecting River Trolls.

RIVER TROLLS

SCULPTED BY SEB PERBET
NOMINATED BY DAVE PERRYMAN

Dave Perryman is a member of the Design Studio's elite 'Eavy Metal team.

Dave: The River Trolls are some of the most characterful and entertaining models around, in my opinion. I love the bold and graphic look Seb has achieved with them – they really epitomize the style and ethos of the Warhammer world. They're not just any old Trolls either, they're River Trolls, and Seb has captured their semi-aquatic nature perfectly with details such as the fins on their backs, the strange fishy flaps they have for ears, the dangling fronds around their bellies and the strings of moss and weeds hanging from their arms. Seb got a lot of variation into the kit, too, with different heads, arms and weapons. I find it incredible how he managed to make three such different-looking River

Trolls, each of them bursting with character, but still keep them looking like a unit. My favourite parts are a toss up between the arm holding the fish, the bile being ejected (complete with the remains of the Trolls' last meal) and the tiny lure on one of their heads. It's funny, but creepy at the same time, and just one of the cool little bits that add narrative to the unit. AT

Left: "The original Troll models had a very distinctive look," says Seb, "with big noses and ears. I wanted to keep that look, but play around with it a bit, settling for strange, fin-like ears."

Right: "The five heads in the set all have their own personality. This one has a little glowing bud dangling on a stalk to lure in prey. You wouldn't have thought River Trolls would be much for stealth, but then again I suppose you never know how big their preferred prey might be."

Seb Perbet's work has been nominated for the Hall of Fame twice in recent months, first for Boss Snikrot and now the River Trolls.

Seb: I've always loved the Trolls designed by the Perrys, so when it came to making a new plastic set I took a lot of inspiration from them. While their Stone Trolls were tall and gangly, their River Trolls were squat and fat – it was a look I wanted to exaggerate even more with the new models. I liked the idea of them looking really awkward and ungainly, like a fish out of water, as it were. They have large hands but feeble arms, and huge bloated bodies but stumpy legs. Messing with their proportions and shape has a character

all of its own, making them look primitive, bulky and clumsy.

Dave has hit the nail on the head about making them all feel like characters in their own right. There are five sets of arms and five heads in the kit, each of them different to the next. It means you should never have two River Trolls looking the same and each of them will have something unique to enjoy.

My favourite part in the kit is the massive club that one of the Trolls holds over its head. One of the original River Trolls was stood in a similar pose and I wanted to emulate it with the plastic kit, complete with trails of vines and weeds. DH

THE GREAT CRUSADE

For many hobbyists there is an ongoing quest to build and assemble all the models you want, and still balance the rigours of 'real life'. Mark Bedford is a prolific painter and modeller, and as he explains to Adam Troke, has learned tips worth sharing.

Forge World model maker, Golden Demon winner, army painter and dad. Mark learned to maximise his time the hard way.

"I've been painting scale models for more than 30 years, and assembling, painting and

playing games with Citadel miniatures for 17 years or so," says Mark when asked about his experience with the never ending challenge to get the best out of his hobby time. It's a subject Mark and I have talked about several times, and I've learned that Mark's hard-bitten experience comes with a wealth of useful advice.

"Painting is probably my favourite activity to do in my free time. I get a lot of satisfaction looking at my display cabinet and seeing whole armies with matching colour schemes, badges and iconography," he says. "Painting one-off models is satisfying, but my free time is so limited nowadays that I love the 'bang-for-my-buck' feeling I get from completing entire squads and regiments. I have also realised that I don't like knowing I have Citadel miniatures sitting in boxes unassembled and unpainted. They're just not living up to their potential until they are painted and ready for a game. That's why I bought them in the first place, right?

"So I've learned to combat the lack of time that comes from balancing work, family and personal time with some specific tips," Mark says. "First of all, if you see models that you like, and you want to collect an army of them, you are going to set goals to get it done in a timely manner. I like to paint models ready for a gaming event such as a Throne of Skulls weekend or a competition, like Armies on Parade. Having a deadline gives you a reason to focus your efforts, and some closure when all is said and done.

"With your target decided, next you need to choose exactly what you are going to paint," Mark adds. "I might decide I want to add two new squads of Space Marines for an upcoming game with my friends, or it might be an entire army like the Tyranid force I am currently painting for Armies on Parade. Once you decide exactly what you want to do, write it down. I make a page of tick-boxes in my notepad, so that I can cross models off as I go along. Now, I never assemble all the models in an army at once, I typically just do one regiment or squad at a time so that the 'grey legions' don't overwhelm me – I know what I need to paint as it's in my notebook, so I don't need ranks of unpainted models glaring at me from my desk or shelf. It's good to be able to close the book and put it away.

"Next, work out how you want to paint your models, the techniques and paints you plan to use," Mark says. "I'm a fan of base coats, washes and weathering, and I've found that to be highly effective. I always paint a tester model, to try out the colours I want, and I think this is one of the most important aspects: once I've got it right, I'll be repeating it over and over again. I always write the paints and techniques down in my notebook, too, so I can refer back to them when I am painting.

"Then you're ready to get started with the 'work' of painting all your models," Mark says. "Assemble a unit, paint it to completion and then put in pride of place on a shelf, then move on to the next one. I think of those painted models as motivation, and as the shelf fills up, I realise I'm getting nearer to my final goal and that spurs me on." AT

DIRTY TRICKS AT WORK

“I like to use techniques that help me get great results quickly so I use lots of shading and weathering over a cunning basecoat. I start with two undercoats, right after each other so the paint doesn’t fully dry. The first is Chaos Black Spray.”

“It’s important not to give the Chaos Black time to dry before applying a light coat of Skull White Spray from above,” Mark says. “If the previous layer is still wet, they will blend together.”

“With the undercoat layers dry, I’ve sprayed it with Warpstone Glow through a Spraygun. The way it sits over the undercoat provides a natural highlight, and lets me get straight onto details.”

PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we're joined once again by Dave Andrews, who provides us with useful tips and tricks for painting the Sector Imperialis.

When Dave Andrews isn't armed with a sculpting tool or a warhammer (we joke not), he can often be found with a large drybrush in hand.

"It's all about drybrushing," begins Dave. "There is a temptation to paint a building in the same way as the rest of your miniatures, by layering and blending, but you've got to think about what it's for. Scenery is the backdrop for your battles and the stage on which your armies fight. It shouldn't overpower your miniatures with riotous colours, nor should it underwhelm them with its blandness. It needs to be exciting, but simple. Drybrushing is the best technique for this, enabling you to pick out the details of the buildings.

“For the Sector Imperialis, I chose to paint the tiles using several shades and tones of grey. It’s easy to paint the board in one grey, but the result will be incredibly dull. Different shades of grey keep it interesting.” (You can see the colours Dave used on the board over the page.)

Before painting, Dave sprayed the whole board Chaos Black to get a smooth undercoat. It’s worth purchasing a couple of cans to make sure you can spray the whole board in one go. For the majority of the painting he used a large 2” decorating brush bought from a DIY shop, though a Large Drybrush will do. When applying the basecoat, Dave used a technique called wetbrushing. “It’s like drybrushing, but wetter,” laughs Dave. “Like drybrushing, you need very little paint on your brush, but you need enough to cover the black undercoat. Put some paint on a palette and dip the head of the brush into it. Then, using a piece of kitchen paper, wipe off some of the paint before applying it to the board (1).

If the paint goes on too thick, wipe more off. If it’s not covering the undercoat put a little bit more on (2).

“Once you’ve applied your basecoat to every area, you can then drybrush on your next colour. To avoid accidentally drybrushing the wrong area, I used a piece of card to mask off the area I was working on (3). As I worked along the area, I moved the bit of card with me, angling the brush towards it to keep the drybrushing neat.”

For the smaller areas of detail, such as the pipes and machine parts, Dave used a Large Drybrush so as to avoid getting paint on the surrounding area (4).

“For the weathering I used loads of Typhus Corrosion,” says Dave. “It’s the perfect paint for the job as it contains grit that adds even more texture to the board. I applied it liberally using a Wash Brush and then smeared it around using my fingers to make it look like rusty, dirty patches (5).

“With the majority of the colours finished, I went back over some of the key details such as the manhole covers, sarcophagi and Imperial aquilas (6).

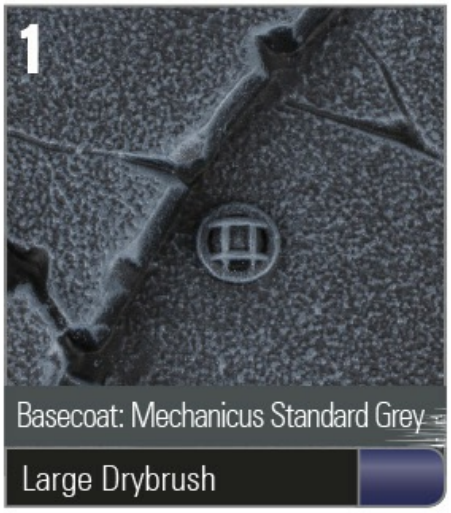
I basecoated these neatly with brass and copper colours (see over the page) before weathering them with a heavy coat of Nihilakh Oxide (7). It helps dull down the metalwork and adds an extra layer of colour to the board. I also went over some of the pipes and exposed machinery with Ryza Rust to finish them off.”

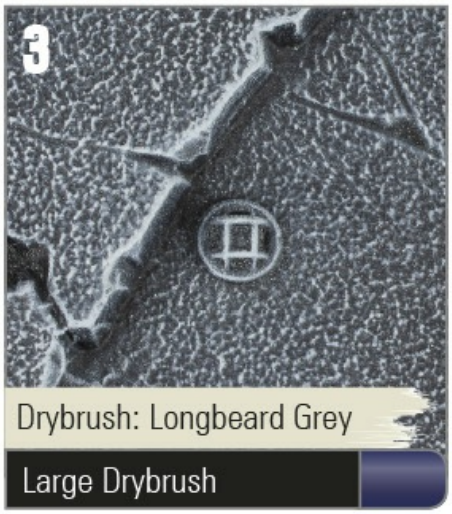
Here, you can see the different colours and stages that Dave used to paint the Sector Imperialis and the buildings that sit on top of it. Those of you who know of Dave's reputation for drybrushing won't be surprised to know that he painted the whole board in just a couple of days.

"Even though the Sector Imperialis is mostly grey, there's still a lot of colour on it," explains Dave. "The road, for example, would be really easy to paint a plain grey or black, but using different shades you can make the road panels look subtly different and build up the variation. Some of the tiles are shaded with Nuln Oil, others with Agrax Earthshade and some with no shade at all.

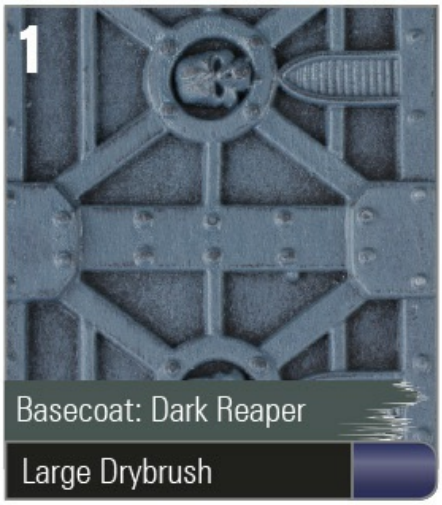
"I painted one colour on all six tiles at the same time so I wouldn't have to keep washing my brush. I found it easiest to paint the road first and work outwards to the pavements and stone foundations. The last area I painted was the dirt that can be seen at the corners of some of the tiles. I painted it the same colour as our office Realm of Battle Board so they can be used next to each other for really large games."

Road Surfaces

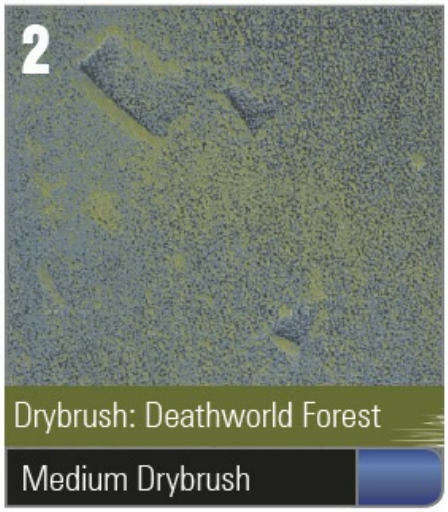


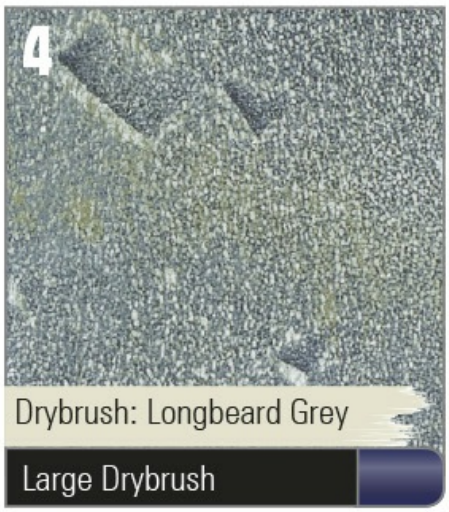


Pavements

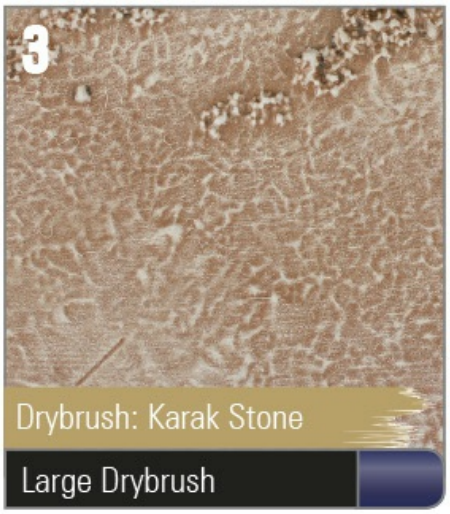


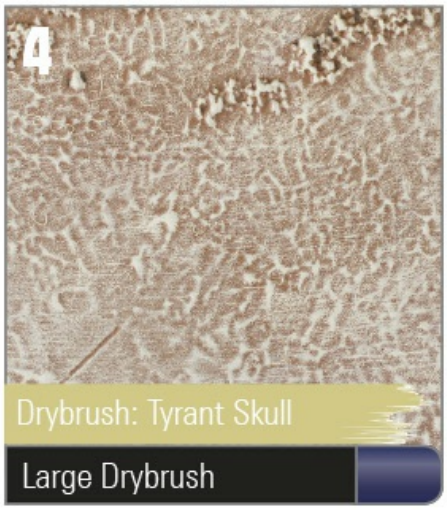
Stone Flooring





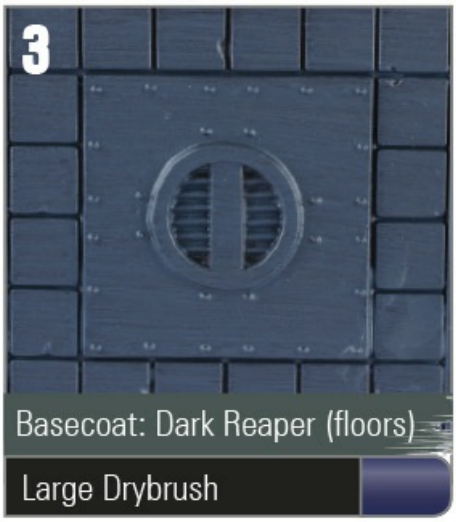
Bare Earth



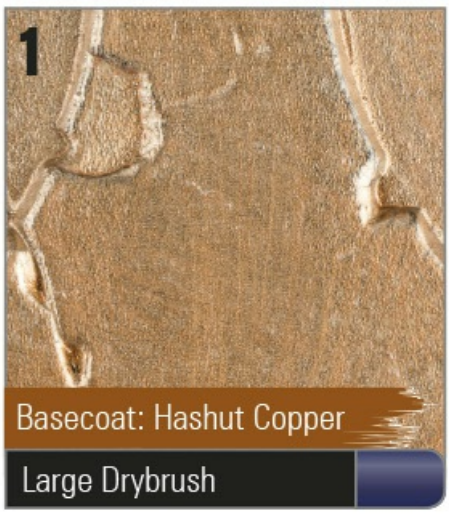


Rusty Pipes

Buildings



Imperial Eagle



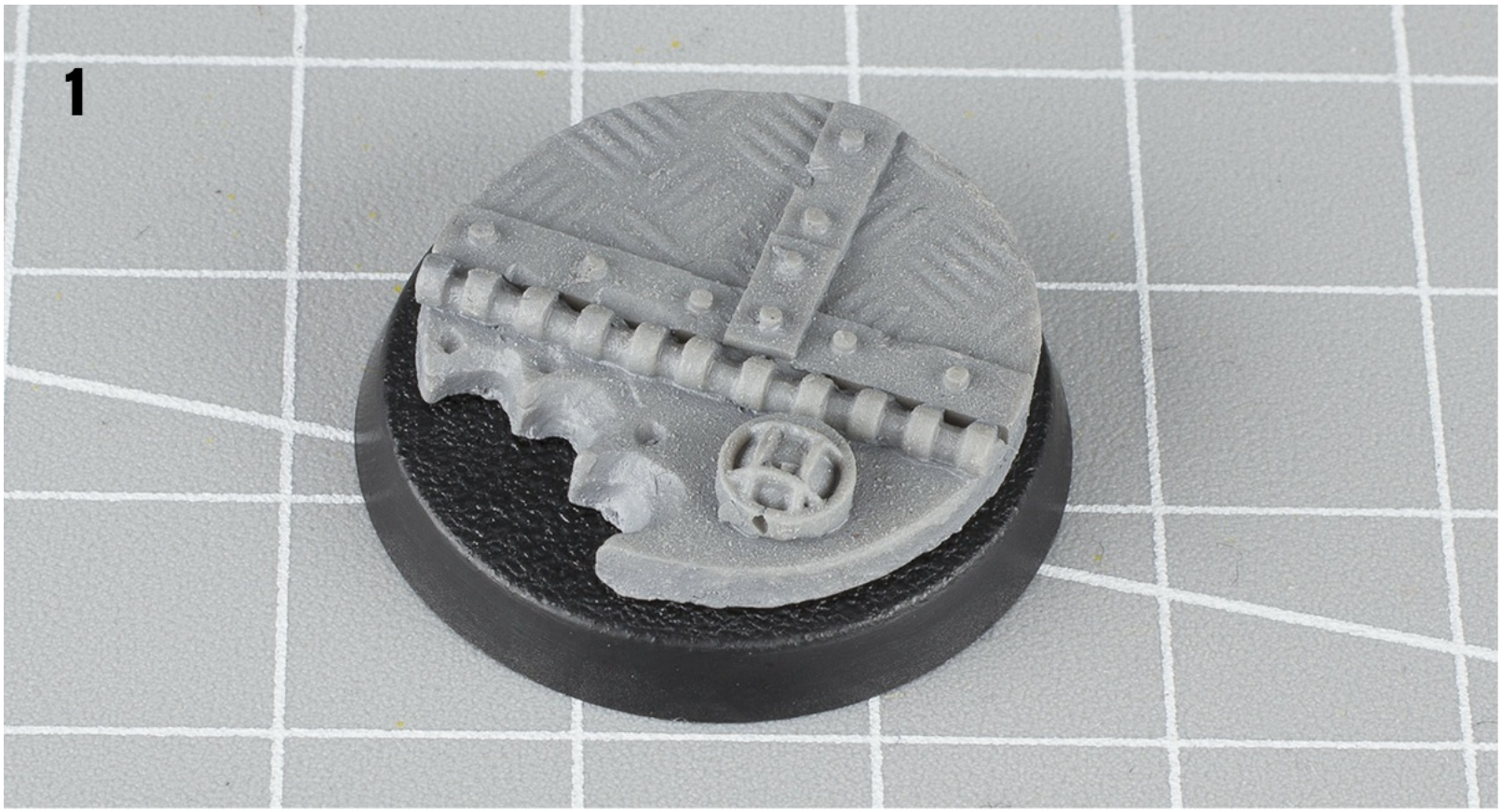
THE VERTICAL CITY

When undercoating your Sector Imperialis (or Realm of Battle Board, for that matter) don't be tempted to lie it down and spray it as the spray can won't work properly. Instead, lean it up against a wall so that it's almost vertical and spray with the can upright. Before you spray though, make sure there's a large piece of card or an old sheet behind the board – you don't want a black patch on the side of your house.

BASED IN THE CITY

"I designed the Imperialis Basing Kit at the same time as the Sector Imperialis," explains Dave. "The resin pieces in it share the same details as the sector tiles, so your models will look right at home on the board."

To use the pieces in the basing kit, take your 25mm or 40mm round base and, using Super Glue: Thick, stick the resin piece to the base (1).



Once the glue is dry, you can either stick your model to the base and undercoat and paint it as normal or you can undercoat the base separately and paint it using the drybrushing techniques to the left. While this may make it a little more awkward to hold your miniatures (try lightly gluing them to a spare base), it will make it much easier to paint your bases as you can drybrush them without getting paint on your model's legs. You can even batch paint them all at the same time in one big production line (2).

Once you're done painting your bases, position your model carefully and scrape away a tiny area of paint so that you can see the bare resin beneath (3). This is an important stage, otherwise you'll be sticking your model to the paint and it may come unstuck in the heat of battle. With a small patch of resin revealed, stick your model on using Super Glue: Thick.

3

DESIGNERS NOTES

Claustrophobic city streets, ruined buildings and desperate urban warfare. To scenery designer Dave Andrews, these elements define the battlefields of the 41st millennium and were the inspiration behind his latest creation, the Realm of Battle Sector Imperialis.

Dave Andrews is the Imperium's principle architect. His grand designs can be seen across the galaxy on every Imperial world, from Fortis Binary to Stygies VIII.

"A destroyed urban environment is the definitive setting for a Warhammer 40,000 battle," says Dave. "In Warhammer it's open plains and forests (albeit skull-strewn and darkly-magical ones), while in the far future the battlefields are almost always going to be

somewhere important such as a city. To me, nothing epitomises the desperate future of humanity like fighting a war in the cramped city streets of a hive world surrounded by half-ruined buildings and cratered roads. That was my goal with this new battle board, to create a battlefield that would set the scene for a game of Warhammer 40,000, one that would evoke the atmosphere of constant, relentless war."

While Dave could easily create an entirely ruined cityscape to battle over, there's an important limitation that he must always consider when building new scenery kits. "You have to be able to use it," laughs Dave. "It's all well and good building an entire city of rubble and ruined buildings, but if I haven't made the roads big enough for tanks to drive down, or the pavements wide enough to stand a model on, then I've failed in my job. A gaming table needs to be cool, exciting and interesting, but also practical. You'll find there are plenty of spaces to stand your models and the road is wide enough for a Baneblade to fit down (though pedestrians will need to watch out for the sponsons...).

"On that note of practicality, I wanted to make the sector tiles really easy to work with and compatible with the existing range of Warhammer 40,000 buildings. The footprints for each building have been carefully calculated to fit a Cities of Death building. Simply pick your plot, work out how many wall sections wide the building will be and start sticking it together.

"The footprints are themed to particular buildings: pipes and turbines for the Manufactorum, gilded tombs for the Sanctum Imperialis and a huge gold aquila for the Shrine of the Aquila, but you can put any building on any space you like – they all fit all of them. For me, this project is the culmination of a decade-long dream. Every model has a base to tie it to its battlefield (and help it stand up) and I feel that scenery should be treated in the same way. In my mind, the Sector Imperialis is the base for the Cities of Death scenery, the finishing touch to a collection of buildings just like the bases are the finishing touch to your collection of Citadel miniatures."

Looking over the Sector Imperialis without any buildings on it, you can see the level of detail that Dave went to when designing this new battle board. The flooring in each building is subtly different, while the pavements are typically Imperial, complete with girders, beams and skull motifs. Like all things Imperial, it has that air of gritty realism combined with dogmatic impracticality. "It has to look fantastical but plausible – the quintessential Warhammer 40,000," says Dave. "Even the manhole covers have Imperial eagles on them, while the pavements are crisscrossed with industrial girders and beams, the places where they meet a building festooned with skulls in tiny shrines. I also built several Easter eggs into the board, such as the silo doors in the floor of one of the buildings. I'd use them as an objective in a scenario – maybe a missile that needs to be deactivated, or a bunker that needs to be infiltrated. And what about the manhole covers? Are they, perhaps, the entrance to a sewer system full of Tyranids? The possibilities are endless." DH

A LIFE OF OPPRESSION

“The Imperium is a really morbid, miserable society,” adds Dave. “It’s not meant to be a utopia. Imperial buildings are tall and cramped, workers living in tiny dormitories and going to work in factories where they make who-knows-what. When the board’s populated with buildings I want it to look really claustrophobic, the sides of the buildings really close to each other to create that feeling of weight and oppression, the troops jostling for space in the cramped confines of a city not designed for war. Of course, you can always leave some of the building footprints empty to create open plazas instead, the perfect place for massive melees and tank battles.”

THIS WEEK IN WHITE DWARF

Join us for a round-up of the week as we share comment, opinion and trivia on the all latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week, we take a look at the Sector Imperialis, a crew of piratical Grots and more...

WAR IN THE CONCRETE JUNGLE

BINDING YOUR REALMS OF BATTLE, WITH DAVE ANDREWS

While talking with Dan about the new Sector Imperialis, Dave Andrews mentioned something that intrigued our diminutive writer. “The tiles are compatible with the existing Realm of Battle Board,” explains Dave. “I deliberately made them the same height as the battle board tiles so you can use them next to each other to make one massive battlefield. To avoid the sudden transition between city and open ground I sculpted areas of bare ground on the corners of some of the city tiles, making the transition between them smoother and less obvious. Simply paint the bare earth the same colour as your existing Realm of Battle board and they’ll work perfectly next to each other.”

Dan, who loves playing Apocalypse games, already has a plan in mind. “Normally we fight over two Realm of Battle boards placed side by side to make an 8’ by 6’ gaming area,” says Dan. “It would be really cool to use the Sector Imperialis as one half of the battlefield, with half-ruined buildings in the middle and open terrain at the far end. And maybe some kind of elevated railway running along the middle... I’ve got to get building.”

SETTING THE SCENE

“I always like to sketch out my battlefield before I start building and painting it,” says Dave. “It means when I start I have a clear idea what I want it to look like, what buildings will go where, what colour they will be, and so on. For our city board we painted all the buildings, regardless of their type and role, in the same green-grey colour scheme. Having a theme and a consistent colour palette makes the whole battlefield feel much more believable.”

THE BATTLE OF VALMAR

ADAM & ANDY TALK ABOUT THEIR ARMIES

For our Battle Report, Adam and Andy both took their favourite armies.

“I’ve used my Dark Angels so many times I can rely on them to get the job done,” says Adam. “My plan for this game was to hit hard in the early stages, hence the Company Veterans in the Drop Pod and Deathwing Terminators to support them. I took Gerantius, mostly because I wanted to see him in action – he’s a 500-point killing machine.”

“I’m still enjoying experimenting with Unbound armies,” Andy said of his Chaos Space Marine throng. “So I’m taking all of my Helbrutes and a Maulerfiend, with the intention of hunting down Gerantius.”

VYROKAN’S UNHOLY THRONG

HQ

Vyrokan the Sullied: Daemon Prince with wings, power armour, three mastery levels and the Mark of Tzeentch, Gift of Mutation and the Burning Brand of Skalathrax.

Myrath the Damned: Chaos Sorcerer with Mark of Tzeentch, three mastery levels, Sigil of Corruption and Gift of Mutation.

TROOPS

- The Sons of Prospero: 9 Thousand Sons and an Aspiring Sorcerer with the Gift of Mutation.
- The Ash Brothers: 9 Thousand Sons and an Aspiring Sorcerer with the Gift of Mutation.
- The Unworthy: 10 Chaos Cultists with heavy stubber, Mark of Tzeentch and Cultist Champion.
- Vyrokan’s Believers: 10 Chaos Cultists with flamer, Mark of Tzeentch and Cultist Champion.

ELITES

- Myrath’s Chosen: 6 Chosen with Mark of Tzeentch, power fist, power axe, pair of lightning claws and Aspiring Champion with power mace, melta bombs and gift of mutation in a Chaos Rhino.

- The Mould Lords: 5 Plague Marines, Veterans of the Long War with melta gun and Plague Champion with power fist.

- Deathtoll: Helbrute with plasma cannon and heavy flamer.
- Prosprex: Helbrute with twin-linked lascannon and missile launcher.
- Steel Hate: Helbrute with two power fists and two heavy flamers.
- Flesh Render: Helbrute with multi-melta.

FAST ATTACK

- Carrion Rain: Heldrake with baleflamer.

HEAVY SUPPORT

- Scourgesoul: Maulerfiend with lasher tendrils.

2232 POINTS

TASK FORCE EZEKIEL

PRIMARY DETACHMENT

HQ

- Chief Librarian Ezekiel.
- Chaplain Umariel: Chaplain with plasma pistol.

TROOPS

- Tactical Sephram: 10 Space Marines with missile launcher, plasma-gun and sergeant with combi-plasma.
- Tactical Uzziel: 10 Space Marines with plasma cannon, plama-gun and sergeant with plasma pistol.
- Scout squad Hyphon: 5 Scouts with veteran sergeant armed with melta bombs.

ELITES

- Squad Nameth: 5 Company Veterans with two combi-plasma, combi-melta, missile launcher and veteran sergeant with power fist and plasma pistol in a Drop Pod with deathwind launcher.
- Guardians of the Rock: 5 Deathwing Terminators with assault cannon and chainfist.

FAST ATTACK

- The Black Knights: 6 Ravenwing Black Knights with Ravenwing grenade launcher.
- Sky Hunter: Nephilim Jetfighter.

HEAVY SUPPORT

- Caliban's Might: Predator Annihilator.

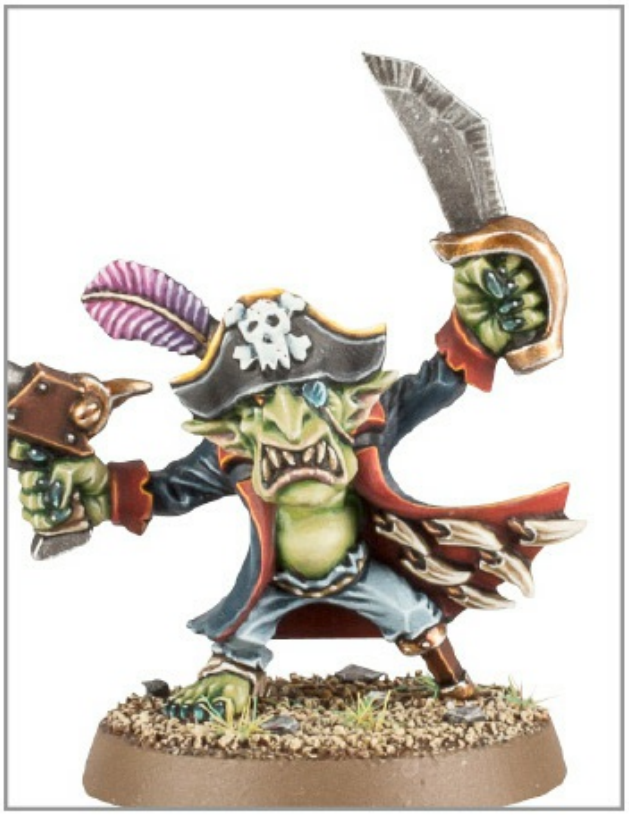
- Imperial Knights Detachment
- Gerantius, the Forgotten Knight

2242 POINTS

Note: We presented the rules for Gerantius in an exclusive datasheet in White Dwarf issue 24. Snap up a back issue at www.games-workshop.com if you want it!

FLASH GROTS

The new Ammo Grots in Badrukk's Flash Gitz were sculpted by Gaku Matsubayashi. "I wanted these Grots to look really extravagant," says Gaku. "They belong to Badrukk, so he'll want them to look flashy like his lads. I imagine they get given teef to purchase nice clothing and wargear."



MUTUALLY ASSURED

In preparation for Throne of Skulls, Jes has been challenging everyone in the office with his army of four Imperial Knights to see how well they do on the battlefield. Dan was his first opponent and Jes quickly found his Knights blasted from every angle by high-Strength guns. Despite one of Dan's Riptides obliterating two of Jes's Knights, the other two were unstoppable and seized victory in the last turn.

DID YOU KNOW?

While playing their battle report, Adam and Andy found the Sector Imperialis quite hard to roll dice on. “The dice seem to congregate in the gutters and recessed areas,” says Adam, looking forlorn. “It means they’re often cocked, and as we all know, cocked dice lead to squabbles.” The solution was simple, though. “Roll your dice in a shallow box,” says Andy. “That way they always land flat and you’ll preserve your beautifully-painted board to boot.”

WEAPON OF THE WEEK: SKARSNIK'S PRODDER

Skarsnik has an arsenal of devastating weapons at his disposal, from his massive pet Squig, Gobbla (the bane of heroes), to the diminutive toadstool-wielding Snotling on his base (the bane of, well, nothing...).

It's Skarsnik's Prodder, however, that's Skarsnik's signature weapon. This crude, cast-iron weapon looks like nothing more sinister than an over-sized trident hung with trinkets. In reality it's a devastating magical weapon. Drawing on the spite and malice of nearby Night Goblins, the Prodder enables Skarsnik to hurl bolts of green lightning at the enemy. It's not known exactly how Skarsnik controls the Prodder, though it probably involves some kind of point-and-hope mechanism. Or perhaps this magical weapon is more aware than anyone realises...

BIT OF THE WEEK: THE ROAD TO NOWHERE

The Warhammer Giant kit features this wonderfully morbid road sign. “It’s a brilliant piece for a unit diorama,” says Dan, who has one hidden in one of his Empire units. “It would also look great in the Warhammer 40,000 universe too, with ‘REPENT’ written on it in big letters. It also makes for a really rubbish job for any misbehaving skeletons in your Vampire Counts army.”

CODEX APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: famous cities of the Imperium.

PRIMARIS HIVE

As the largest hive city on Thracian Primaris, this vast city plays host to the kilometre-wide Avenue of the Victor Bellum, the site of a great triumphal parade in 338.M41. Involving close to half a million Guardsmen, plus countless tanks, war machines and Titans, the parade came under attack by the forces of Chaos. Hundreds of thousands died in the attack, made worse by the escape of 30 alpha-plus level heretical psykers.

EYDOL CITY

The cathedral world of Eydolim is considered a place of incredible holiness, the site of the Miracles of Lumina and the birthplace of Saint Konaldine. In 946.M41 the city came under attack from a massive force of Chaos Space Marines led by the Daemon Prince Kor Megron. Only the timely intervention of the Ultramarines 2nd Company saved the city from doom and darkness.

VERVUNHIVE

Vervunhive was one of the main hive cities on the world of Verghast. During the Sabbat Worlds Crusade, the denizens of the neighbouring hive city of Ferrozoica fell to the ruinous powers of Chaos and laid siege to Vervunhive. Only the massed ranks of the Imperial Guard were able to hold the forces of Chaos at bay, though Vervunhive was reduced to rubble in the process.

READER'S MODEL OF THE WEEK

This week's Reader's Model is this gruesome Nurgle Lord, converted and painted by Andrew Steel.

"I really love these plastic character kits," says Andrew. "Not only are they incredible models, but they're a great base for adding your own personal touch to (an idea many other hobbyists have had). Painting this model was a real joy, particularly the green armour and the raven. I kept the flesh looking fatty and healthy(ish), as I imagined this Lord being a once-noble knight, corrupted by magic that continues to taint his body and mind."

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

team@whitedwarf.co.uk

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

ASK GROMBRINDAL

The White Dwarf team is a font of hobby knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer, need a bit of painting advice or you're after a few tactical tips, drop us a line: team@whitedwarf.co.uk

CHILDREN OF LAHMIA

In the Neferata novels, the characters W'soran, Ushoran and Aborash all sire Vampire bloodlines. My question is, who sired the von Carstein bloodline?
- Vlad 'daddy issues' von Carstein

GROMBRINDAL SAYS

Pah! Horrible things, Vampires. Don't even have the decency to stay dead when you hit them with an axe. Maybe Dan can shed some light on the issue.

Dan: When Lahmia fell, seven Vampire masters escaped into the world. Four of the bloodlines, Lahmian, Blood Dragon, Necrarch and Strigoi, can trace their roots back to them, but there's no mention of the von Carsteins. The first of their number to make an

appearance is Vlad, who arrived in the Old World almost 3000 years after the fall of Lahmia. His accent suggests he came from Kislev and it's known that one of the Vampire masters did indeed travel that far north. Which one it was, however, remains a mystery...
- Grombrindal (and Dan)

THE WHITE DWARF PARADE GROUND

This colourful character is Saurus Oldblood Ata-huan-qua, the prophesied one, marked under the Blood Moon, rider of the ancient beast of fire, Kai-xili. Unwieldy titles aside, this is Eddie Eccle's latest addition to his Armies on Parade entry. "Before I embark on a project, I like to do a bit of research," says Eddie, flicking through the latest issue of Skink Weekly. "I've spent a lot of time looking at reptiles and amphibians for inspiration and Kai-Xili's colour scheme is loosely based on an African Bush Viper. In my opinion, Lustrian creatures need to have vivid colours and bold patterns. I think the red and yellow combination hits the spot."

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