

THE ULTIMATE WARHAMMER MAGAZINE

WHITE DWARF™

JANUARY 2018



NURGLE SPECIAL

THE MAGGOTKIN OF NURGLE COME TO BLIGHT THE MORTAL REALMS!

USER GUIDE








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team@whitedwarf.co.uk



MEET THE WHITE DWARF TEAM

Squirrelled away from sight in the fabled White Dwarf bunker, itself hidden deep inside the Games Workshop Citadel, the White Dwarf team work tirelessly to craft everyone's favourite hobby organ each month.

MATT KEEFE

Editor

Inspired by last month's exclusive mission, Matt's been playing a lot of Space Hulk. Oh, and doing a bit of work on the magazine, too.

Matt's highlight of 2017:

"Editing the 40th birthday edition of White Dwarf. I've been reading the mag for 25 years and we had great fun making that issue."



MICHAEL HAUGEN WIESKE

Production Editor

When he's not eyeball-deep in editorial work, Michael has been painting a Blood Bowl team and playing a Battle Report.

Michael's highlight of 2017:

"Joining the White Dwarf team (*what a suck-up.* – Dan). It was a real learning curve trying to make sense of the madness."



MELISSA HOLLAND

Digital Editor

Mel's started painting some Ironjawz this month. She's also currently in the lead in our office Age of Sigmar campaign.

Mel's highlight of 2017:

"It was my year of enlightenment as it was the first time I played Warhammer Age of Sigmar. I think I'm getting pretty good at it."



MATTHEW HUTSON

Lead Designer

Daughters of Khaine and Imperial Fists have been on Matt's painting desk this month. He also played some Warhammer Quest.

Matt's highlight of 2017:

"The finale of A Tale of Four Warlords for Warhammer Age of Sigmar. I've heard there's another one coming soon..."



BEN HUMBER

Designer

Ben got to design this issue's super-colourful Battle Report. In his downtime, he's been working on a Redeptor Dreadnought.

Ben's highlight of 2017:

"I really liked playing Shadow War, especially on that ridiculously tall battlefield. The Primaris Space Marines are awesome, too."



SHAUN PRITCHARD

Reprographics Operative

As you can probably tell from Shaun's tan (compared to our pasty white faces), he's been on holiday this month. It's alright for some!

Shaun's highlight of 2017:

"All the Nurgle stuff – Daemons, Plague Marines, Mortarion – they're all cool. And playing Shadespire – it's an awesome game."



DAN HARDEN

Staff Writer

Dan's been thinking about Death recently. No, not like that – he wrote this issue's Ultimate Guide. He's also made some T'au scenery.

Dan's highlight of 2017:

"The release of the Kharadron Overlords – in my opinion they are by far the coolest models in Warhammer Age of Sigmar."



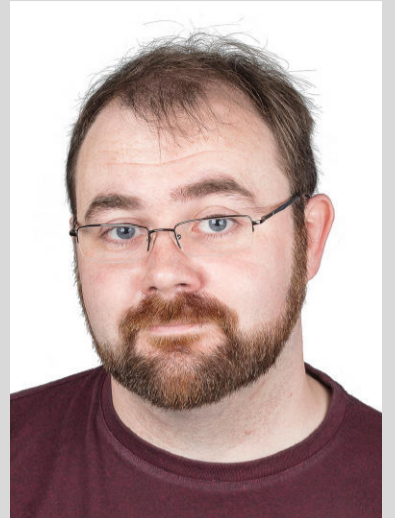
STUART EDNEY

Staff Writer

Stu got to live every Black Library fan's dream this month when he sat down to interview Gaunt's Ghosts author Dan Abnett.

Stuart's highlight of 2017:

"I was super-chuffed that I managed to paint all my Tzeentch Arcanite models for Armies on Parade last year – all 94 of them."



MARTYN LYON

Photographer

It was all about Nurgle this month for Martyn as he photographed both the Designer's Notes section of the magazine and the Battle Report.

Martyn's highlight of 2017:

"I really got into Shadespire and the release of Necromunda was also pretty awesome. I got to play in quite a few Battle Reports, too."



JONATHAN STAPLETON

Photographer

Jonathan photographed the huge Ork army in this issue, not to mention Nagash and his minions in the Ultimate Guide.

Jonathan's highlight of 2017:

"Actually collecting a full army for the first time in many years – the Kharadron Overlords. And getting into Warhammer Age of Sigmar."



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The Maggotkin of Nurgle invade the Mortal Realms. Be warned, foul beasties lurk in this section.

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NEW YEAR, NEW ARMY

GETTING STARTED WITH... ORKS

A bite-sized introduction to the most brutal race in the 41st Millennium. Want to start collecting Orks? Read this first!

TEMPORAL DISTORT

Leap into the mystical time vortex and join us in 2013.

MALIGN PORTENTS

Find out more about Malign Portents in these two chilling short stories: 'Sinister Portents' and 'The Cycle Interrupted'.

FIRST AND ONLY

Black Library author Dan Abnett joins us to talk about his long-awaited Gaunt's Ghosts novel – The Warmaster.

BRINGERS OF CORRUPTION

The miniatures designers talk about all things Nurgle.

THE YEAR THAT WAS

Relive the splendour of 2017 in our review of the year.

BATTLE REPORT

THE GOLDEN CONTRACT

Battlemage August Goldenhand requires a bodyguard. The Fyreslayers answer. But what does he need protection from?

THE ULTIMATE GUIDE TO... DEATH


Zombies, skeletons, ghouls, spirits and, of course, Nagash! Find out about the Legions of Undeath in our Ultimate Guide.

CLAIM THE SPIRE

A new scenario for your Necromunda campaigns. Enjoy!

RETURN TO HAMMERHAL – PART 2


Quick-quick, man-thing, many mysteries await you in the depths of Hammerhal.



Black Library author Dan Abnett tells us all about The Warmaster in this exclusive interview.



Waaagh! Dakka dakka dakka! Check out dis massive Ork army painted by Iain Gonzalez.



Journey with us to the underworlds of Shyish for a closer look at Death!

THE SEARCH FOR THE STONE

Two new scenarios for evil warbands in the *Middle-earth™* Strategy Battle Game: Battle Companies.

GOLDEN DEMON: CLASSIC 2017

Six stunning miniatures from this year's competition.

SHADES OF DECAY

The 'Eavy Metal team talk about pus, gore and rotten skin.

NEW YEAR, NEW ARMY

A TALE OF FOUR WARLORDS

It's back, and this time it's the Malign Portents edition!

REALMS OF BATTLE

Our very own Gue'vesa Dan shows how to make T'au scenery.

WAAAGH! ZHADSNAK

We share with you Iain Gonzalez's massive Ork horde.

LET'S PLAY BALL!

Seven Blood Bowl managers share their teams with us.

NEW YEAR, NEW ARMY

BATTLEFORCE CHALLENGE

Three hobbyists paint new armies for the new year.

PAINT SPLATTER

Stage-by-stage painting guides for Nurgle's foul servants.

READERS' MODELS

Let's see what you've been painting this month...

IN THE BUNKER

...and what we've been painting, too!



START HERE

New to White Dwarf or just new to the issue? Here's our picks for some great places to start this month.

WARHAMMER AGE OF SIGMAR

Malign Portents

The Ultimate Guide to... Death

WARHAMMER 40,000

Getting Started with... Orks

Waaagh! Zhadsnark

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Dan Abnett Interview

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Paint Splatter

Readers' Models

GAMING

The Golden Contract

COLLECTING

Battleforce Challenge

Let's Play Ball

If you're new to our games and worlds, you can find out more about all of our key games and brands in the White Dwarf Guide ([here](#)).



Journey back in time with us as we review the majestic year that was 2017.



There's a pitch invasion this issue as we feature seven great Blood Bowl teams.

WHITE DWARF™

JANUARY 2018

NEW YEAR, NEW WHITE DWARF

Welcome the new issue – and with it, the New Year. We've decided to mark the occasion by making a few tweaks and a few new additions to the magazine. Below you'll see a new 'What is White Dwarf?' section, and over the page you'll see we've added a 'Start Here' section to the contents. Every issue of White Dwarf is somebody's first, as we say in the bunker, and we know how fondly long-standing readers recall their own first issues. These small additions help us to make sure White Dwarf continues to be the ultimate Warhammer magazine, for hobbyists of all levels of experience.

We've also made a few changes to Paint Splatter, with an intro section covering the essentials of painting Citadel miniatures. This allows us to clearly present the most important techniques every month while freeing up some space elsewhere to delve deeper into some more specialised techniques.

So, there's plenty of 'new' for the New Year, but we've also got everything you know and love, with the Battle Report, new rules for Necromunda, Warhammer Quest and *Middle-earth*™, Realms of Battle (on making T'au scenery!) and much, much more. Let us know what you'd like to see more of or would like to see us do differently. Enjoy the issue!

Matt K



WHAT IS WHITE DWARF?

White Dwarf is the ultimate Warhammer magazine. For more than 40 years, it has been the essential guide to everything going on with Citadel Miniatures and the Games Workshop hobby, bringing you an in-depth look at the latest games and miniatures, battle reports, painting guides, modelling tips and more. White Dwarf is 148 pages of the very best the hobby has to offer, each and every month.

We have a saying in the White Dwarf office: "Every issue is somebody's first." If you are a newer reader or you've been away for a while, check out the 'Start Here' section over the page (you can find it towards the top right) for some suggestions on where you might like to start with this issue, and where to find more information. And for more about White Dwarf, find us on Facebook: 'White Dwarf Magazine'.



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PLANET WARHAMMER

ALL THE LATEST NEWS ABOUT THE GAMES WORKSHOP HOBBY!

THE CIRCLE OF DECAY



January marks the start of the season of degeneration and renewal, as the old year gives way to the new. To celebrate, 2018 begins with a big boost to the Nurgle range – there’s a new battletome and horrifying new models to kick-start your new year. Some are new units like the wonderfully named Sloppity Bilepiper and the Pusgoyle Blightlords, but others are brand-new incarnations of old favourites, like the Great Unclean One (we’d argue it’s the most disgusting model ever made) and the ever-cheerful Beasts of Nurgle. Battletome: Maggotkin of Nurgle provides rules and background for all Nurgle’s mortal and daemonic followers in the Mortal Realms.

The focus this month isn’t just on the Mortal Realms, however. Daemons come and go as they please, and with the Great Rift slicing across the galaxy of the 41st Millennium like a knife wound, the Daemons of Chaos are a

greater threat to the Imperium (and the galaxy at large) than ever before – there’s a brand-new Codex: Chaos Daemons out this month, containing five whole armies in one book. Five, we hear you cry? Each god’s Daemons form a fully fledged army in their own right, and you can blend them all together into a hellish whole should you desire.

And, as is the ancient White Dwarf tradition at the start of a new year, we present a gaze back at the one just passed and what it brought to the hobby, picking out our personal highlights to celebrate. As the old year gives way to the new, your favourite hobby magazine also undergoes a few changes. White Dwarf is ever evolving, and this month sees us updating and refining some of our article formats – take a look at the fresh incarnations of A Tale of Four Warlords ([here](#)) and Paint Splatter ([here](#)), for example.

ROCK THE ROT

As this month is a veritable cavalcade of new miniatures for Nurgle, we’ve got more than a few features on them, starting with Designers’ Notes on [here](#). Later, on ([here](#)), Michael and Martyn put the Maggotkin through their paces in this month’s Battle Report, where the legions of Nurgle battle a force of Fyreslayers. And if you want to know how to get your Maggotkin looking their finest, both the ‘Eavy Metal painters and the Army Painting team offer advice – in Shades of Decay on [here](#) and Paint Splatter on [here](#).



Tap the pictures for more information

The Daemons of Chaos are on march this month, with two new supplements bringing Nurgle's legions in Warhammer Age of Sigmar and all the Dark Gods' daemonic minions in Warhammer 40,000 right up to date with other recent codexes and battletomes.



CODEX: CHAOS DAEMONS

Wrought from the very stuff of the warp, that nightmare realm of impossibilities, the Daemons of Chaos are the footsoldiers of the Dark Gods – Tzeentch, Slaanesh, Khorne and Nurgle. Each is cast in their master's image, undying and absolutely focused to the will of their patron. Creatures of the warp, Daemons can rarely walk the galaxy like mortal creatures, but in these dark days as the Cicatrix Maledictum splits the skies of a thousand worlds, daemonic legions go to war – either as part of the cohorts of their patron deity or in grand armies of Chaos Undivided.

Weighing in at 136 pages, Codex: Chaos Daemons is effectively five codexes in one – not only does it have everything you need to collect the legions of each of the four Dark Gods of Chaos, but you can also build dark alliances of the Chaos Powers, with hordes of Daemons aligned to each god working in grotesque unity to bring ruin to reality. There's exclusive stratagems, warlord traits for Daemons of each Dark God, psychic disciplines and a whole armoury of Hellforged Artefacts.



BATTLETOME: MAGGOTKIN OF NURGLE

Vile and wretched beings all, the get of Nurgle are among the foulest of all the servants of the Dark Gods. Each is a bloated, rotten-framed wretch, shambling beneath the gaze of rotted sorcerers and noisome warrior-kings, while giggling Nurglings caper and stagger all the while about them. Once, the attentions of the legions of Nurgle's were focused on the Realm of Life, for their patron god had fixed his gaze upon Ghyran. But in the years following Nurgle's setbacks in the Realmgate Wars, he has now turned his focus to each of the Mortal Realms – so that none will be spared his horrifying gifts.

This 104-page battletome contains all you need to forge an army of Nurgle's Maggotkin – from nauseating background and rancid artwork to rules for mortals and Daemons alike, gut-wrenching spell lores and new allegiance abilities. It even has a painting guide for getting your Maggotkin looking their most disgusting.

**SEE THE MAGGOTKIN IN THIS MONTH'S
BATTLE REPORT [HERE](#)**



PLANET WARHAMMER

MODEL
OF THE
MONTH



FIVE THINGS WE LOVE IN... JANUARY

5 Mysteries! Just what is this murmuring of these so-called Malign Portents all about? We tried to grab someone from the Design Studio but as we did, they vanished in a plume of smoke, leaving only the fading sound of mocking laughter and a pile of notes – which we transcribed [here](#). Whatever is happening in the Mortal Realms, it's sure to be a rather big deal...

GREAT UNCLEAN ONE

Bloated mounds of flesh and rot, the Great Unclean Ones are the greatest of Nurgle's Daemons – but they are no mere brutes. Each is a shrewd, cunning creature, a capable warlord and sorcerer full of jollity, dark humour and Nurgle's most potent plagues.

While there have been some truly stomach-churning models for Nurgle down the years (and we mean that in the best possible way) the Great Unclean One takes the prize – there isn't an inch that isn't covered in buboes, boils,

colossal sores and lesions. The model also comes with six Nurglings (including a squashed one, trying to flee its master's grotesque bulk), and has four different weapon options. There's even a choice of two different heads as well.

Finally, if you so choose, you can build the kit as Rotigus the Rainfather, a new named character. He has his own head and custom parts to stand out from his brothers – including a festering maw in his right hand that serves as one of Rotigus's most potent weapons.



GET A LOOK AT
ROTIGUS RAINFATHER
IN DESIGNERS' NOTES
[HERE](#)

LATEST NEWS

FECULENT GNARLMAW

Nurgle's Garden is well named and home to innumerable varieties of gut-churning flora. The Feculent Gnarlmau is an example of these horrifying plants and can be found wherever the worshippers of Nurgle gather in great numbers. Rather than just a symptom of the daemonic infection, these hellish trees are gateways to Nurgle's nightmare realm through which the Daemons of Nurgle can manifest to spread the Plaguefather's gifts to all.

The Feculent Gnarlmau is a plastic terrain feature for both Warhammer 40,000 and Warhammer Age of Sigmar that can be built with a selection of additional plague bells – rules for using it in your games can be found in Codex: Chaos Daemons and Battletome: Maggotkin of Nurgle.



FIND OUT MORE
ABOUT THIS KIT IN
DESIGNERS' NOTES
[HERE](#)



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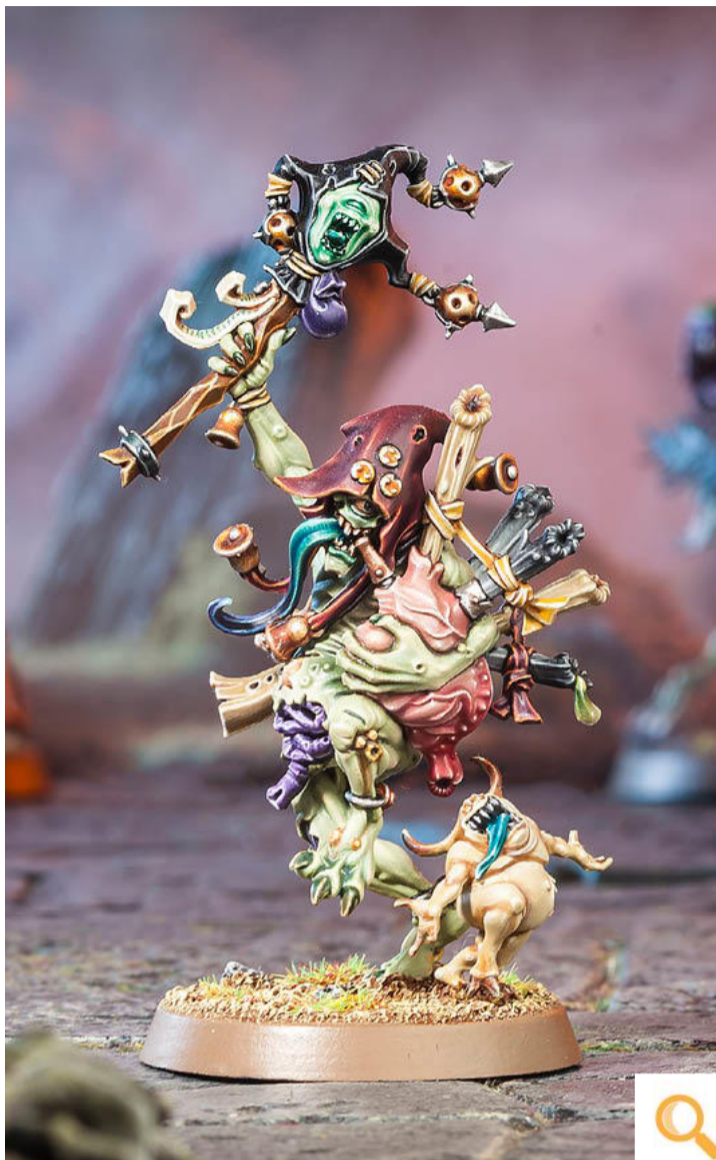


PLANET WARHAMMER

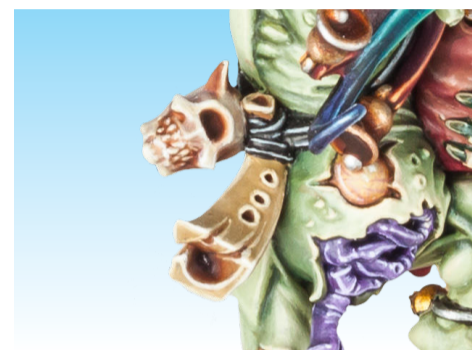


SLOPPITY BILEPIPER, HERALD OF NURGLE

While Plaguebearers are typically the most dour and serious-minded of Nurgle's Daemons, this is not the case for the Sloppity Bilepipers. These strange Heralds were once Plaguebearers who were infected with the dread Chortling Murrain. This bizarre malady causes them to caper about, joking, quipping and singing all the while. Great Unclean Ones, Nurglings and Beasts of Nurgle are especially fond of the antics of the Sloppity Bilepipers, and mortals are likely to laugh until their sides quite literally split. Yet when the infection goes into remission, the Sloppity Bilepiper slowly loses his quick wit, dooming him to become the marotter and gutpipes for the next victim of the Chortling Murrain to take up and continue the cycle afresh.



1



2

The marotter carried by the Sloppity Bilepiper (1) is the remains of the previous one – the Bilepiper will laugh and sing at his marotter, and occasionally the Daemon's remains will join in with the japey.

Sloppity Bilepipers won't just rely on their bilepipes and marotter – they carry spare horns and skulls (2) as props for their macabre gags.



SPOILPOX SCRIVENER, HERALD OF NURGLE

Possessed of nasal voices and a petty, spiteful nature, the Spoilpox Scriveners are found in most of Nurgle's Tallybands, making sure the Plaguebearers in their charge do not shirk from their tasks. Those Plaguebearers they consider to have made too many mistakes in their duties have their names written down for later punishment – perhaps even for infection with the Chortling Murrain and transformation into a Sloppity Bilepiper, who the Spoilpox Scriveners especially detest.

Despite their vile attitude and hateful demeanour, the Spoilpox Scriveners are great motivators for Plaguebearers – they fight all the harder in the presence of these Heralds, lest they suffer their wrath...



1



2

The Spoilpox Scrivener's quill is no normal pen (1) – it was plucked from the tail of a Lord of Change, who (we are forced to assume) had mixed feelings about the whole affair.

The distended maw of the Spoilpox Scrivener (2) is, in fact, his nose – sneezing, spitting and gnawing anything foolish enough to get too close.





BEAST OF NURGLE

The gregarious, bounding Beasts of Nurgle are amongst the friendliest and most cheerful of all of Nurgle's Daemons – there is little room for hate in their tiny minds. Yet they fail to realise that their titanic bulk and rancid, toxic slime are fatal to their mortal playmates – meaning they invariably suffer a moment of disappointment before shambling off to find a new friend to play with.

This kit is absolutely loaded with opportunities to customise your own Beasts of Nurgle – between the four different stomachs (including a truly nauseous mass of exposed of rotten guts), three different heads, two different masses of crests (which can be combined in any which way you choose) and choice of claws or flippers, every one you build can stand out from its fellows.



1



2



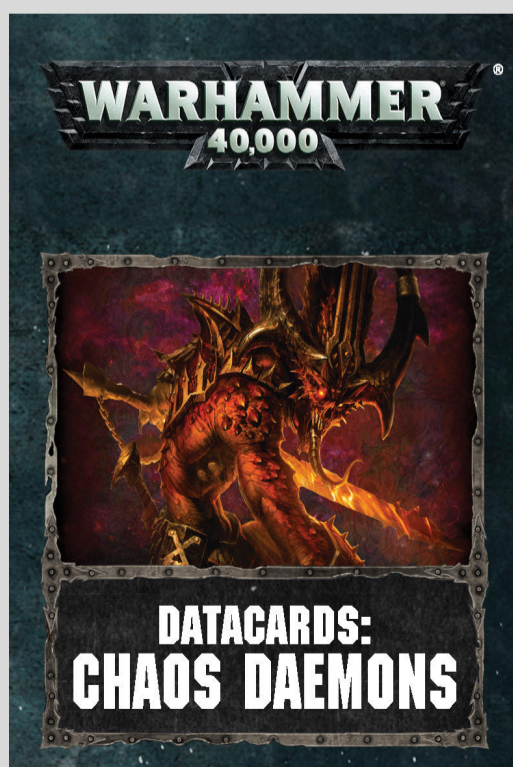
3

The anatomy of Beasts of Nurgle has little to do with rational biology (1), and their faces are emblazoned with perpetual idiot grins (2).

Beasts of Nurgle are possessed of crests made up of slithering tentacles and polyps (3) writhing with energetic, primitive sentience.

FIVE THINGS WE LOVE IN... JANUARY

4 Death! Wait, no, let's rephrase that – we love the Grand Alliance of Death. This month's Ultimate Guide, which you can find [here](#), covers everything you could want to know about Nagash and his eternal, undying legions. Whether you want to learn more about the twilight aristocracies of the Soulblight or the secrets of the spectral Nighthaunt, this month's Ultimate Guide has got you covered.



DATACARDS: CHAOS DAEMONS

Like every other codex-equipped faction in Warhammer 40,000, Chaos Daemons get their own deck of datacards – the 80 here cover the 36 tactical objectives open to Daemons (including 6 Chaos Daemon-exclusive ones), 22 psychic powers (covering the Tzeentch, Nurgle, Slaanesh, the Dark Hereticus disciplines and Smite) and 22 stratagems that Chaos Daemons can use, from god-specific ones like Frenetic Bloodlust and Revolting Regeneration to ones usable by all Daemons like Daemoniac Incursion.



PLANET WARHAMMER

LORD OF BLIGHTS

Besides being savage generals, the Lords of Blight are in their own way twisted gardeners – using the corpse-mulch of recent battles to cultivate the remains of the hardiest of foes into toxic projectiles known as death’s heads. While the Lords of Blights will hang onto the finest specimens for their own use, they are nothing if not generous with their creations, handing out death’s heads to nearby bands of Putrid Blightkings to hurl at the foe.

This set contains a single Lord of Blights – a truly gruesome hero that will look at home in any Nurgle army with his maggoty wounds, rust-wracked armour plate and baleful one-eyed stare.



1



2

The gallow rack that sits upon the back of a Lord of Blights (1) is either grown from his rotten form or has been subsumed by it over time – few have been close enough to find out the truth of the matter.

A Lord of Blights’ vermid shield (2) is wrought in the shape of a plague fly, with the tri-lobed rune of Nurgle at the design’s centre.



WARSCROLL CARDS: MAGGOTKIN OF NURGLE

Having everything noted down and in its place is an oh-so typical hallmark of Nurgle – impossible order in the heart of Chaos. This Warscroll Cards set covers all 24 warscrolls in *Battletome: Maggotkin of Nurgle*, from the mighty Glotkin to the humblest Nurgling swarm. It also has a bounty of tokens and counters to represent the allegiance abilities, unit effects, skills and statuses used by the army. There’s even counters to mark up Mysterious Terrain as well!



DESIGNERS’ NOTES: MAGGOTKIN OF NURGLE

What’s the deal with the new mortal warriors of Nurgle? White Dwarf spoke with Miniatures Design Manager Ben Jefferson to find out more.

Ben Jefferson: The new Nurgle Rotbringers sets both build on the legacy of two of the most popular Nurgle kits – the Putrid Blightkings and the Lord of Plagues.

With the Pusgoyle Blightlords, David Waeselynck added extra layers of narrative detail to indicate they’re a more powerful form of Blightking – like the banners (including one made out of their victims) and the cauldrons full of foulness. The kit also gave us a chance to refine the design of the Rot Fly a little from the ones from the Plague Drone kit – so they follow the same aesthetic, but we’ve pushed the texture of the wings so they’re far more insectile and the heads are more characterful and animated. The legs have been redesigned to connect with the basing elements in the kit and serve as a flying stand. While there’s two Pusgoyle Blightlords in the kit, they can be built in a lot of different ways – both have two options of bodies and in turn each body option has alternate heads, then there’s the options for back banners, stowage, death’s heads, Nurgle symbols... and

that’s before you get onto the Nurglings, as no Nurgle kit should be without a few new Nurglings.

The Pusgoyle Blightlords can also be built as a Lord of Afflictions – a new Nurgle hero. To keep the Nurgle theme of three, we’ve given him a trident, known as a festerspike, too, and a horrifyingly rotted trophy corpse, almost as a threat or warning to anyone who faces him in combat.

The Lord of Blights makes heavy use of the visual language of Nurgle, like the emphasis on threes (three death’s heads on the gallow rack, three open sores covered in maggots), the tri-lobed fly design on the shield, the different textures of rot and rust and disease... In the end the Lord of Blights is still a classic Nurgle hero like the Lord of Plagues, with different equipment but the same amount of attitude. The idea with the gallow rack is to reference to the death’s heads carried by Plague Drones, giving the impression he crafts them himself before handing them out to his servants and lackeys.

PUSGOYLE BLIGHTLORDS

Rancid and rotten fiends to a man, the Pusgoyle Blightlords are composed of those mortal champions of Nurgle who have undergone the Feast of Maggots. Those who complete this terrible and disgusting rite are blessed with a Rot Fly steed and become one of Nurgle's most potent airborne warriors.

Armed with the same deadly assortment of weapons as the Putrid Blightkings, the Pusgoyle Blightlords are capable of shredding through enemy battle lines – especially if they bear a dolorous tocsin, a great and terrible bell-like weapon that can shatter gates and destroy war engines in but a single peal.

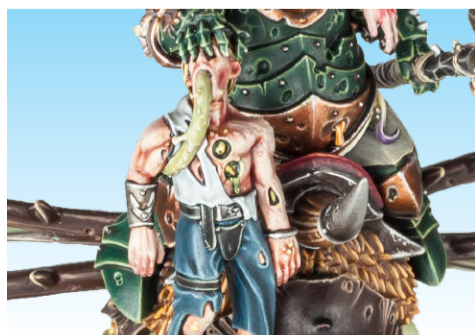
This kit contains two of these winged

champions of Chaos, but there's also the option to build a Lord of Afflictions, a great and terrible new mortal Rotbringer hero. Tasked by Nurgle himself to serve as living plague vectors, Lords of Affliction travel far and wide spreading their hellish plagues – many are blessed with an incubatch, a nightmarish tool that is in fact a gruesomely rotted corpse festering with the most virulent of diseases Nurgle has devised.

To cap the kit off, there's a quartet of Nurglings, too – here at White Dwarf, we're particularly taken with the one riding the tiny Rot Fly, emulating the festering mortal heroes he follows.



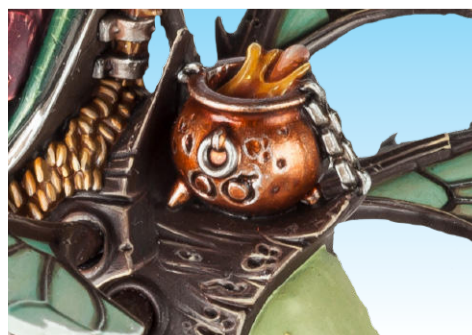
FIND 'EAVY METAL TIPS ON ROT AND DECAY ON [HERE](#)



1



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3

The Lords of Afflictions (1) are ghoulish villains and many carry an incubatch with them.

To denote their status, Pusgoyle Blightlords, bear grisly banners (2) atop their steeds.

A Blightlord's cauldron (3) is teeming with vile rot – maybe it's rations?



NEWS FROM MIDDLE-EARTH

Citadel Miniatures and Forge World produce a huge range of plastic, metal and resin kits for the Middle-earth™ Strategy Battle Game. This month there's three new miniatures - the Dark Headsman, one of the two Slayers of Men and the Witch-King of Angmar.



THE NAZGÛL OF DOL GULDUR



The Witch-king of Angmar's helm (1) is a regal and imposing one – reminiscent of the visage of the Necromancer. By contrast, the Dark Headsman's helm (2) is a relatively practical skullcap meshed in chain. Finally, the Slayer of Men's helm (3) has the classic aesthetic of his master and the dark realm of Mordor.

The *Nazgûl* – later known as the Black Riders as they hunted for *The One Ring* – appeared many years earlier in *Mirkwood*, summoned by the will of the Necromancer of *Dol Guldur*™ to fend off the White Council. At this point, the *Nazgûl* were terrifyingly swift warriors able to return to the field of battle after they were defeated.

This set includes a trio of resin miniatures – the Witch-king of Angmar, the Dark Headsman and one of the Slayers of Men. The imperious and deadly Witch-king of Angmar is the most deadly of the Nine, and

arguably the most deadly of all of the Necromancer's servants – he is a mighty foe indeed, and few Good Heroes can stand before his awesome power. The Dark Headsman is a brutal warrior, clad in chainmail and wielding a large executioner's axe, with a penchant for claiming the heads of his foes. The Slayer of Men wields a two-handed mace with prodigious skill and impressive vigour. There is one in the set, but unlike the other *Nazgûl* in here, you can take two Slayers of Men in your armies of Evil.

FIVE THINGS WE LOVE IN... JANUARY

3 Dan Abnett! Dan's latest novel, *The Warmaster*, was released last month – we were able to catch up with Dan to talk about *Gaunt's Ghosts* and his work for Black Library. Turn your gaze [here](#) to find out more in this month's *White Dwarf* Interview!

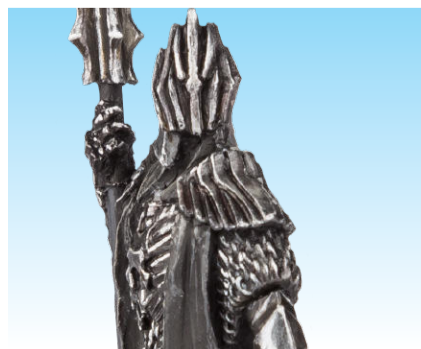
2 Four Warlords! Well, we couldn't let this series lay fallow for too long – this time around, four brand-new chosen hobbyists venture forth to the Mortal Realms. Read about who these champions of Order, Chaos, Death and Destruction are and what they're going to be up to on page 100 in *A Tale of Four Warlords: Malign Portents*.



1



2



3

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PLANET WARHAMMER

LICENSED GAMES



All across the world, our licensed partners are creating fantastic video and board games based on Games Workshop's tabletop games. This month: something very new and the return of some very old favourites...

HEROES OF BLACK REACH

This month sees the release of a brand-new board game from our partners at the award-winning Devil Pig Games – Heroes of Black Reach! Pitting the Ultramarines 2nd Company (led by the legendary Captain Cato Sicarius) against the Orks of Waaagh! Zanzag (kept in line by the titular Warboss Zanzag), Heroes of Black Reach lets you play through the story of the Black Reach campaign – even if you think you know the whole story, there's a few twists in the tale...

Yann and Clem of Devil Pig Games are huge fans of Warhammer 40,000, and it really shows in the love and attention Devil Pig Games have lavished on Heroes of Black Reach – the forces are represented by gorgeously illustrated, hard-wearing card tokens that will withstand a lifetime of hard campaigning, and every inch of it is festooned with glorious art. The game is also an absolute breeze to play – once you and your friends have got the hang of it, you'll be finishing missions inside half an hour, making it perfect to get a few matches in on a gaming afternoon!



BUILDING YOURSELF AN ARMY

There are two forces in Heroes of Black Reach – the Ultramarines and the Orks, wrestling for control of the planet. There's plenty of your favourite Ultramarines and Ork units to use in the missions – Space Marine Librarians and Tactical Squads on one hand, and Ork Killa Kans and Freebooterz on the other, just as examples. And it turns out that psychic powers are rather nasty...

What you get in the Heroes of Black Reach box is only the beginning! There's plans afoot to expand the game with new units, heroes and zoggin' great super-weapons, as well as new missions. Even new battlefields are a possibility – we can't wait to see what Devil Pig Games come up with.

TOTAL WAR: WARHAMMER II TOMB KINGS DLC

Out from the ruins of Nehekhara come the Tomb Kings, the undying heirs of the Warhammer world's first human civilization and now the latest race to be added to the roster of factions for Creative Assembly's Total War: Warhammer II!

The army includes all the classic units, from the humble Skeleton all the way up to the hulking Necrosphinx. There's the return of the mighty Ushabti and the skeleton snake-riding Necropolis Knights as well – there's few factions as wonderfully outlandish as the Tomb Kings. And that doesn't even touch upon their Lords...

As you'd expect from a new faction, the Tomb Kings have a whole host of unique army mechanics – the Books of Nagash can be gathered as part of a campaign's victory conditions, and different volumes (there are nine, after all) give different bonuses. There's Canopic Jars, which can unlock new technologies and can be used by the Tomb Kings' Mortuary Cult to craft new magical items and raise up new Regiments of Renown. Then there's battlefield summons – the more your death bar fills, the more powerful and mighty units are able to be summoned onto the battlefield – perhaps just in time to turn the tide!



ON THE WARPATH

The release of the Tomb Kings brings the number of factions in Total War: Warhammer II to five – adding some undead fun (fundead?) to the mix of the armies of the Lizardmen, High Elves, Dark Elves and Skaven. We have to wonder else is up Creative Assembly's voluminous sleeves – though we have a feeling it probably won't be Fishmen...



1

FIVE THINGS WE LOVE IN... JANUARY

1 Papa Nurgle! Of all the Chaos Gods, Nurgle is the most cheerful and free with his gifts – though as you can see in Designers' Notes (starting [here](#)) you may wish to take a pass on those 'blessings' (even if a stomach-mouth could be quite handy – think of how many biscuits you could fit in it!). Also, the unstoppable force of Nurgle's Maggotkin faces the immovable object of the Fyreslayers in this month's Battle Report, [here](#).



2



PLANET WARHAMMER

TALES FROM THE BLACK LIBRARY

Black Library produce novels, audiobooks, compilations and short stories set in the universes of Warhammer Age of Sigmar and Warhammer 40,000. This month, we have two new Warhammer 40,000 novels, a pair of omnibuses and a new audio drama.

FEATURED BOOK

SONS OF THE HYDRA

By Rob Sanders | Hardback | 272 pages | 27 Jan

Rob Sanders' latest tale is one of that most slippery and duplicitous of Traitor Legions – the Alpha Legion. The Sons of the Hydra are hardly a straightforward of creatures, even by the shifting standards of the Heretic Astartes, and this novel sees Occam the Untrue and his fellows break out from their lair in the Maelstrom – not for conquest or souls or glory, but for salvation, and not just for him, but his entire treacherous brotherhood. But as it so often ends up being the case with the Alpha Legion, nothing is what it seems...

Rob's been writing about the Alpha Legion for quite some time now – his Horus Heresy short story 'The Serpent Beneath' (available as part of the anthology *The Primarchs* and as an eBook) captured the feel of the XX Legion before their apparent fall to Chaos, and Rob continues it here, set 10,000 years later, with a deftness of touch that's sure to satisfy.



CASTELLAN

By David Annandale | Hardback | 256 pages | 13 Jan

Following on from the sublime *Warden of the Blade*, David Annandale's latest Grey Knights novel, *Castellan*, continues the tale of Garran Crowe and his prisoner – the Black Blade of Antwyr, a horrifying daemoniac artefact of monstrous potency. As the Cicatrix Maledictum splits the galaxy, Castellan Crowe, his strike force are caught on a world in the Great Rift's path and overwhelmed by Daemons, but this is by far the least of threats they face – for an ancient foe is bringing a dark and terrible plot to fruition. Can Crowe and his battle-brothers stand in the path of untold devastation and survive? Or will they fall before the might of the Dark Gods?

You'll find few as capable of bringing across the nightmarish nature of Chaos as David Annandale – whether you're a die-hard adherent of the Dark Gods or a loyal servant of the Throne, it's a fantastic read. And of course there's plenty of savage and brutal action – it's a worthy follow-up to *Warden of the Blade*.





ROGUE TRADER OMNIBUS

By Andy Hoare | Paperback | 800 pages | 20 Jan

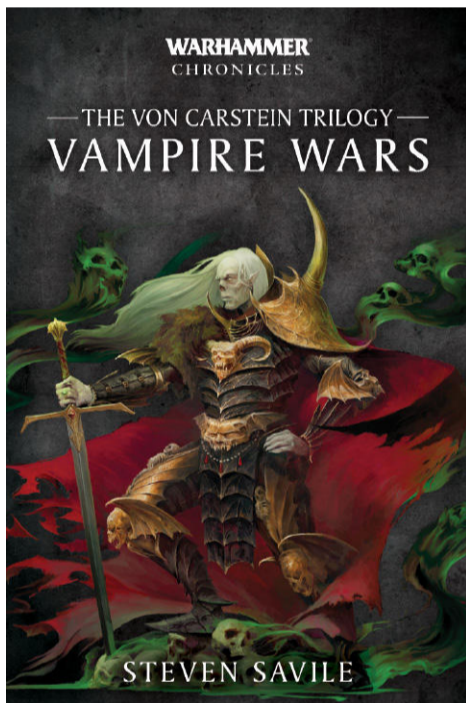
Collecting the classic novels *Rogue Star*, *Star of Damocles*, *Savage Scars* and the short stories 'Cold Trade' and 'Ambition Knows No Bounds', the Rogue Trader Omnibus contains all of Andy Hoare's Rogue Trader tales in a single volume. The tales follow the Rogue Trader Lucian Gerrit – patriarch of a Rogue Trader house in decline, but willing to gamble all for a taste of its former glory – on his travels to the Damocles Gulf, where he gets caught between two mighty empires rushing headlong to all-out war...



WARHAMMER CHRONICLES: VAMPIRE WARS

By Various | Paperback | 800 pages | 06 Jan

Harking back to the world-that-was, Warhammer Chronicles: Vampire Wars collects Steven Savile's tales of the vampiric Von Carstein family together in a single volume, including the short stories 'Death's Cold Kiss' and 'Court of the Crimson Queen' and the novels *Inheritance*, *Dominion* and *Retribution*. With all these mysterious murmurings of Malign Portents this month, there's never been a better time to learn more about the dark and terrible history of the Von Carsteins.



CORSAIR: THE FACE OF THE VOID

By James Swallow | Audio Drama | 70 minutes | 27 Jan

James Swallow returns to Black Library this month with a new audio drama, spinning a tale of void-borne mysteries.

The audio drama follows the Rogue Trader Athene Santiago and her crew hunting pirates in the backwaters of the Imperium. Things take a turn for the strange as Santiago's prey vanishes, only to reappear moments later, stricken. Stepping aboard the damaged vessel, Santiago must face something that threatens the whole of the Imperium.



FIVE QUESTIONS

ANDY HOARE

These days, Andy Hoare is busy leading the Specialist Games team, creating games like Blood Bowl and Necromunda – but he's turned his hand to writing fiction in the past, and this month sees his Rogue Trader novels collected in one book.



"I loved exploring the frontiers of the 41st Millennium, out on the edges of space."

1. Rogue Traders are a bit of an unusual part of the background – what drew you to writing about them?

I've been playing Warhammer 40,000 since it's first edition, when it was called Warhammer 40,000: Rogue Trader, where these characters were a vehicle by which players could explore the setting. In fact, I still sometimes play the first edition with my mates to this day!

2. How much freedom did you have when writing the series?

Quite a lot, actually – I agreed with my editors that we wanted to explore the fringes of Imperial space while retaining some familiar elements that placed the story in the Warhammer 40,000 universe.

3. Savage Scars, also part of the omnibus, is a bit of a gear shift – what led you to writing about White Scars?

The White Scars were an integral part of the Damocles Crusade campaign, so they were a natural fit – and having Space Marines fight alongside the Rogue Trader, as they always did in the Warhammer 40,000: Rogue Trader was great fun to write.

4. What's your favourite part of the series?

Personally, I loved exploring the frontiers of the 41st Millennium, out on the edges of space where for most people the Imperium is a distant and uncaring master who demands tribute once per generation but rarely, if ever, offers anything in return.

5. Did writing about the far ends of the Warhammer 40,000 galaxy prepare you to work at Specialist Games at all?

Games like Necromunda or Blood Bowl exist on the fringe of their settings, which is what I've always enjoyed exploring the most.

Many Black Library books and audio CDs are also available as eBooks and MP3 downloads, including the entire Horus Heresy series, which, in addition to that, is also available as audio books. For more information and to buy, visit:

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By submitting letters, articles or photographs, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

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RECREATING THE PAST

I am so happy to hear about the recreation of the Last Stand at Glazer's Creek that you're planning.

Please could you consider recreating the iconic Battle Reports from both White Dwarf 205 (my first White Dwarf) featuring Space Wolves and Tyranids and also White Dwarf 207, which pitted the Space Marines against Eldar?

*Peter Notley,
via Facebook*

Ah yes, the battle from issue 205 – a classic one, that, with the crashed spaceship in the middle of the battlefield. Issue 207 is a little less memorable, but it was the first appearance of the Imperial Firebase. Both were great-looking battlefields, which could make for some interesting terrain-building opportunities. We'd probably create new scenarios for the two armies to fight, though, rather than a straight-up pitched battle. After all, if you've got an awesome-looking crashed starship on the table, you should probably have a fight for it.



HOBBY FOR EVERYONE

Hi. I am sending in some pictures of my son Sawyer's (he's just turned eight) work. He has been painting with me (mum) for a few years. More recently he's been more

focused and driven to complete his army to defeat his dad in battle.

In the process, we have entered a bunch of Sawyer's models into the Youngblood painting competitions at Games Workshop in Oslo. Unfortunately, not many Youngbloods enter our competitions, but he usually wins, even against 12 to 15 year olds. Sawyer loves to paint, and with the new Death Guard, he is painting almost every day and getting great feedback from the awesome online community and from the great staff at GW Oslo, Norway! Nothing would be more encouraging to him than seeing his own work in print in his favourite magazine and maybe it will also inspire more kids to paint and play. In our house, it's a hobby for everyone!

Best regards,

*Ranveig Depew,
Oslo, Norway*



Hey, Ranveig. It's great to hear that you're a household of hobbyists – surely that's a dream come true! We're really impressed with Sawyer's Blight-drone, too – it looks brilliant, especially considering his age. Most of us could barely hold a brush correctly when we were eight (some of us still can't!). Make sure you send in some pictures of your models, too – we'd love to see what the whole family has been painting.

AN IDEA FOR AN ARTICLE

Hey guys,

Loving the magazine at the moment and currently reading this month's issue (another stellar effort).

I thought I might send you a message suggesting an article for the future. After reading the latest A Tale of Four Warlords, I began to wonder how I could run a 'slow-grow' gaming club league of my own to take advantage of the upswell of interest in Warhammer 40,000 and Warhammer Age of Sigmar at the moment. The article (or series, if you wanted to go down that route) could suggest ways on how to run a slow-grow campaign or league for a gaming club. It could offer tips on how to run one, like starting army size, how quickly to expand, possible league system and so on. You could tie it in to Skirmish or Path to Glory, leading up to, say, 2,000-point armies for either game system. I've collected White Dwarf since the early nineties, and I don't recall seeing an article like the one I'm thinking of. I think it could be of interest, especially if a template can be created that people could modify to suit their own gaming group.

I hope my suggestion is of use.

*John Lampe,
via Facebook*

Hello, John, thanks for writing in to us. Your suggestion for an army-building and campaign article sounds like a great idea. We're actually doing something similar in the White Dwarf bunker at the moment (click [here](#)), but perhaps you're right – an article on

how to run a slow-grow league might be pretty good fun. We'll have a look into it.

GETTING TECHNICAL

Dear White Dwarf. Blood for the Blood God is probably the most versatile paint that Games Workshop has ever released. However, not every race in Warhammer 40,000 or Warhammer Age of Sigmar will have red blood. Surely, a certain race with pointy ears would have green blood and Orks would probably have black blood. Therefore could you possibly make pots of blood in different colours?

Also, Gemstone paints are just as good, but why didn't you bring out a paint for yellow gems? The reason I ask is because I could use both the Gemstone paints and Blood for the Blood God to paint the helmet lenses of my Space Marines. Unfortunately, because there is no yellow gem paint, I can't paint my Crimson Slaughter Chaos Space Marines with yellow lenses.

If you have no intention of making the paints – either different coloured blood or yellow gem paint – could you please send me an email telling me how I could go about making it myself.

*Martin James Scarratt,
Sheffield, UK*

We wholeheartedly agree, Martin – everything from choppas to axes of Khorne looks great with a smear of Blood for the Blood God on them. As far as we know there are no plans to make pots of different-coloured blood or more gem paints, but never say never, eh? In the meantime, a good way to paint yellow lenses is to apply a wash of Casandora Yellow over Stormhost Silver, then use 'Ardcoat to make it glossy. For black blood (well, very dark red), try mixing Nuln Oil Gloss into Blood for the Blood God. For green blood, pick your favourite green Layer paint or Shade (we reckon Biel-Tan Green would look pretty good), apply it as you would Blood for the Blood, then paint a layer of 'Ardcoat over the top. That should give you a pretty good result, too. Hope that helps!

MORE BATTLES, MORE PAINTING, MORE PRIMARIS!

First of all, let me just say how great the last few issues have been. The Primaris Marines are blowing my mind and I think you have nailed the gaming/painting ratio perfectly. However, I think Paint Splatter would really benefit from more mini tips and tricks such as how to paint lenses or chipping. I love Battle Reports, too, especially when they use new models, but think that occasionally you should do more exotic reports such as last stands and protect the leader.

I also would like to ask Grombrindal a question – I am loving the new Primaris Marines and their background, but I am slightly confused. If they are fresh out of Archmagos Belisarius Cawl's forges and have only seen a small portion of action, how can they have Veteran banner bearers and ancient Dreadnoughts?

*Samuel Stewart
London, UK*

Thanks for getting in touch, Samuel – it's great to hear your thoughts on the magazine. You'll be pleased to know that we've actually changed Paint Splatter a tiny bit in this very issue, which will hopefully give us more space in the future for extra painting tips – hooray! And as for Battle Reports, we agree – more narrative scenarios with unusual objectives are right up our street. If you (or anyone reading this) have a suggestion for a scenario we could play, get in touch. Lastly, in answer to your question – Primaris Space Marines are relatively new to the galaxy, you're right, but the Gathering Storm, Great Rift and Indomitus Crusade stories all take place over several centuries, giving them plenty of time to achieve veteran status. Besides, the Redeptor Dreadnought can house any Space Marine hero, not just Primaris ones. Hope that answers your question.

BLANCHITSU

Hello, White Dwarf
Inspired by the Blanchitsu articles in recent White Dwarfs, I have started brooding over how to make a warband of my own. Could you list some kits that would help further this aim, or perhaps combine Kit Bash and Blanchitsu into an article so show what work best?

*Joseph Bailey,
Nottingham, UK*

Hey there, Joseph. When it comes to creating Inquisitorial warbands, a lot of people use the Flagellants kit as there are loads of unusual items on the sprue. Skitarii Rangers are also pretty popular. We probably won't do a Blanchitsu Kit Bash as it's a bit of a niche of our hobby, but you never know!



ASK GROMBRINDAL...

Dear Grombrindal,

There is a question that has been Bugmanning me for some time. Of the three great duardin factions in the Mortal Realms, which has the greatest drinkers? The Dwarfs of the Old World were famed for their drinking prowess, but do the Dispossessed match it? Do the Fyreslayers get raucously drunk on charcoal-filtered fyrewater? Can the Kharadron Overlords count on a regular supply of sky-rum, with a barrel of Azyrite wine for the Captain? I think we should be told.

Tristan Moriarty, Berlin, Germany

A proper question for once! Not only is it about my kin, it's also about alcohol. In fact, I think I fancy a quaff of ale now. When it comes to being great drinkers, the Fyreslayers are unusually sober for – hic, pardon me – duardin. They do tend to serve their beer warm, too, which I'm not a fan of – hic. As for the Kharadron, it's difficult to get a tankard up to your mouth – hic – when you've got a metal helmet in the way. Besides, it's irresponsible to drink and fly – hic... hic. As for my dispossessed brethren, they are surely the greatest drinkers – when they're not drowning their sorrows (they've lost so much!), they're celebrating their victories. Ale cures everything – hic... hic... hic.

Grombrindal

GETTING STARTED WITH...

ORKS

Planning your next army? Wondering what to collect next? Or maybe even thinking about your very first army. Here's our regular guide to getting started with a new army or a new game, with top tips from those who know them best. This month, it's the Orks!



The Orks are the most resourceful and belligerent race in the galaxy. Outwardly viewed by the Imperium as dim-witted and cowardly, they are in fact a deadly threat, teeming hordes of hulking brutes who live to fight, their ramshackle vehicles, weapons and equipment the product of their incredible ingenuity. This crude, innate intelligence extends to a mastery of technologies as varied as warp travel and energy field generation, allowing the Orks to spread their violent mayhem to every corner of the galaxy.

To many, the Orks are iconic for their combination of terrible menace and dark, zany fun. (Others may claim the title of Most Dread Alien Menace but you won't get many laughs out of a Tyranid.) Seldom seen as the greatest threat facing the Imperium they are rivalled only by sedition in their prevalence, making them underdogs and conquerors all at once. "Da Orks iz da best!" as the Orks and their legions of fans love to say. So, here's why you should think about starting your own Waaagh! and a few ideas on how to do it.

WHAT DA WARBOSESSES SAY...

We asked a trio of Ork players and collectors just what it is that makes da greenskins so special.

"There's a simplicity to the Orks which is balanced by not quite knowing what they, or their weapons, will do. That's the fun for me. The unpredictability of war but with an alien face."

White Dwarf's own Dan Harden has been collecting Orks since 1995. Regular readers will know his Goff horde well from the pages of White Dwarf.

"Everything the Imperium tells people about Orks is a lie. That their technology is rubbish – it's not true! They have a robust society and a grasp of technology far superior to humans."

Adrian Wood's Orks featured prominently in White Dwarf throughout the 1990s, inspiring thousands and earning Adrian the title of 'Grand Warlord'. And you can read more from Adrian on Warhammer-Community.com

"It's not about winning or coming up with great tactics – not with Orks at any rate! – but about having a laugh."

You can see Iain Gonzalez's huge Orky horde, Waaagh! Zhadsnark, and read more about his love of Orks [here](#).

READY FOR WAAAGH!

START COLLECTING! ORKS

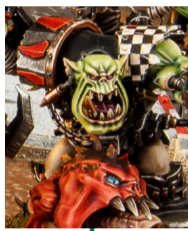
Ready to join the Great Waaagh!? Like most armies, the Orks have a Start Collecting! box. With a mob of 11 Boyz, five Nobz (the biggest and 'ardest Orks), a Painboy (the Orks' butcherous idea of a surgeon or battlefield medic) and a Deff Dread for some heavy firepower, it's the obvious place to start, but where next? The Orks may appear unsophisticated, but, in fact, they follow two distinct, highly sophisticated philosophies: brutal and cunning, or cunning and brutal. Which are you? Pick your path and check out our Orky knowwots below for some ideas.



GET SCRAPPIN' DA ROOLZ

There's no need to wait for Codex: Orks – full rules for using Orks in your games of Warhammer 40,000, including their wargear, special abilities and the Waaagh! psychic discipline, can be found in Index: Xenos 2, and you'll find Statagems as well as an Orky Warlord Trait and Relic in Chapter Approved 2017.

BRUTAL AND CUNNING?



WAAAGH! IT'S DA BOSS! ORK WARBOSS

Listen up, you 'orrible lot- no Ork warband ever became a Waaagh! wivout a Warboss. They're da biggest (which also means they're da most killy) of all da Orks and can go toe to toe wiv pretty much any enemy warlord in a fight. They also shout real loud, inspiring da ladz to get into da fight quicker. If your Boyz are gettin' shot up, invest in a Warboss to encourage them on!

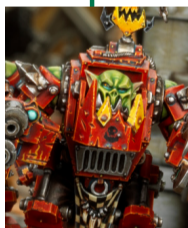
Battle-forged: A warboss is a HQ choice for an Ork army. Add him to a Start Collecting! box and you've got a Patrol Detachment.



IT'S TANK-BUSTIN' TIME! KILLA KANS

Killa Kans are like Deff Dreads, but smaller and filled wiv Grots. Well, one Grot, and he's proper squashed in. Grots are pretty erratic (and excitable) pilots and this is conveyed in the design of the models, which you can built stomping, smashing and running all over da place, ready to smash up the enemy's war machines. If you love building Citadel miniatures, you'll get a lot out of this kit.

How About Dis?: Killa Kan weapons can be swapped with those on the Deff Dread, giving you even more wargear options.

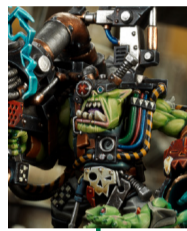


A REAL SHOW OF STRENGTH MEGANOBZ

Meganobz are da biggest and 'ardest of all da Orks in a warband and a real sign of your Warboss's status. If you're takin' Meganobz to a fight, you clearly mean business. Their killsaws and power claws make them exceptional at taking on armoured foes, be they armoured infantry or vehicles, while their high armour save and number of wounds makes them very hard to kill.

Did you know?: The Meganobz kit can also build a Big Mek. Give him a kustom force field to make your Nobz even harder to kill!

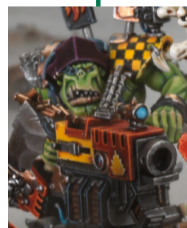
CUNNING AND BRUTAL?



SHOKK THE ENEMY BIG MEK

Orks have a surprising grasp of technology, and Mekboyz are the masters of it. Some 'tinker' with vehicles, others with weapons and some even with the unpredictable science of force field generation. Perhaps the most amazing of all Big Mek inventions is the shokk attack gun, which can somehow open portals to the warp, used to hurl snotlings at distant targets.

Battle-forged: The Big Mek is a HQ choice. Make your army battle-forged to earn command points to spend on Statagems – the embodiment of Orky cunning.



SPEND SUM TEEF FLASH GITZ

Orks use teef as currency, and the constant scrappin' guarantees there's always plenty going around. Some Orks are given to lavish displays of wealth, becoming Flash Gitz and, consequently, outcasts – albeit brilliantly attired and very heavily armed outcasts. These Flash Gitz serve as mercenaries of 'freebooterz' for any Warboss wiv enough teef to meet their asking price.

More Dakka: Flash Gitz are such gun-crazy showoffs they'll sometimes haphazardly shoot twice in a single shooting phase!



THIEVIN' GITS LOOTAS

Every Ork knows that the best way to get hold of stuff is to krump whoever owns it, but some Orks are cunning enough to get hold of it without so much krumpin'. Some might call this stealing, but every Loota knows that's okay as long as you steal it fairly.

Lootas also help 'find' stuff for Mekboyz – the set includes a 'Spanner', the unit's Mek.

How about Dese?: There's cunning, and then there's downright sneaky. If that's what you're after, think about a unit or two of Ork Kommandos.



WOT'S DA DIFFERENCE?

GORKANAUT (OR POSSIBLY MORKANAUT)

Brutal and cunning? Add a Gorkanaut for some real extra dakka, with its deffstorm mega-shoota, rokkit launcha and twin big shootas. Or if you're cunning and brutal, how about a Morkanaut with its loads of Orky knowwots, worky gubbinz and zappy bits (otherwise known as a kustom mega-blasta, kustom mega-cannon and kustom force field). Each also provides a transport capacity to get your ladz stompin' over the battlefield even quicker, and both Gorkanauts and Morkanauts are armed with a klaw of Gork (or possibly Mork) to join in the smashin' and rippin' when they get there.



See the whole range at: games-workshop.com

TEMPORAL DISTORTION

Join us on a journey through time and space, into the past of White Dwarf. This month, we're taking a short time-hop back to August 2013.



White Dwarf August 2013 – possibly the brightest, most colourful White Dwarf ever released as it featured a new wave of Lizardmen (Seraphon to you and I nowadays) miniatures that were painted using pretty much every colour available in the Citadel paint range. Beth, our digital editor at the time, also changed her hair colour from red to purple to green, which

caused no end of colourful continuity issues throughout the mag. This issue also marked one of the first in-depth Paint Splatter articles, showing how to paint markings on Lizardmen beasts, a painting guide for Sector Imperialis buildings, a Warhammer 40,000 Parade Ground and the continuing adventures of seven Armies on Parade hobbyists in War Diary. DH



ARMY OF THE MONTH

Every month, the White Dwarf team would scour the world for a large and impressive army to feature in the pages of the magazine. This month, their roving eyes wandered to a far off land called Scotland where they found this Iron Warriors army painted by regular Warhammer World event-goer Jamie Farquhar. According to Jamie, his Iron Warriors collection is now three or four times the size shown here. It might prove difficult getting it all on the train for a trip down.

ARMCHAIR GENERAL

Human grins and gladiators charges: this is why Duncan Rhodes loves his Bretonnian army. Having studied his horse, Duncan shows us his gorgeously-painted army and tells us why he's enamoured with the lady.

'We will be remembered always, our heroic deeds living beyond our years. For Bretonnia, and for the Lady, charge!'

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Duncan Farquhar, Bretonnian army collector, shows us his collection of Bretonnian units. He tells us about his collection and how he painted them. He also tells us about his collection of Bretonnian units and how he painted them.

ARMCHAIR GENERAL

In an already colourful issue, what better way to add more colour than with Bretonnians? Here, Warhammer TV's Duncan Rhodes told us all about collecting Bretonnians and how the personalities he'd created for his units – from his disaffected peasantry to his General, Sir Raison D'Etire – affected his battlefield tactics.

BATTLEGROUND

A regular feature to this day, the Battleground article format was introduced following the relaunch of White Dwarf in 2012. This issue featured the Spyril Prime Hive City board, which was built by the Warhammer World team. Several Battle Reports have been fought over this board since, including the one in the June 2017 issue.

BATTLEGROUND

SPYRAL PRIME HIVE CITY

Warhammer World is home to some of the most inspirational battlefields in the world and the Spyril Prime Hive City is no exception. Ray Dransfield and his team of battlefield architects tell us more about how they built this war-torn metropolis.

ARMY OF THE MONTH

JAMIE FARQUHAR'S IRON WARRIORS

Every month, the White Dwarf team would scour the world for a large and impressive army to feature in the pages of the magazine. This month, their roving eyes wandered to a far off land called Scotland where they found this Iron Warriors army painted by regular Warhammer World event-goer Jamie Farquhar. According to Jamie, his Iron Warriors collection is now three or four times the size shown here. It might prove difficult getting it all on the train for a trip down.



BATTLE REPORT

A CLASH OF SCALE AND BONE

The Slann Mage-Priest Ouzenaka has woken from his slumber to declare war on the Tomb Kings of the Nagarras dynasty. As the ground trembles beneath the lumbering advance of titanic monsters and legions of Sauros Warriors, the invasion of Nehekhara begins.

Adam: The Lizardmen's desire to explore the vast and glorious plan of the Old One provides the perfect excuse for a great game of Warhammer. Throughout the Slann Mage-Priest's meditation in their temple, deciphering the ancient wisdom of their almighty forebears and their history is filled with tales of Mage-Priests, cunning vast armies to war to recover lost treasures, thwart the plans of Chaos or simply because things are different to how the Old Ones left them. Of course, when such a determination is made, the armies of the Lizardmen with a cold-blooded ruthlessness. Which is how a horde of Sauros Warriors and massive jungle beasts comes to rampage through Andrev's very own corner of Nehekhara, where the evil Nagarras dynasty make their home: the remnants of Slann Mage-Priest Ouzenaka have revealed the Nagarras dynasty must be eradicated.

For this battle, I shall be championing the Lizardmen, using the studio army painter's beautiful collection of models, while Andrev will be commanding his faithful Tomb Kings army. May the best lizard win.

MORE DESIGNERS' NOTES

When we weren't chatting to the games developers, we were talking to the miniatures designers, finding out all about their latest creations. Of course, it was all lizard-flavoured this month, what with so many new kits coming out. Yet despite the new Carnosaur, Troglodon, Bastiladon, Terradons and Ripperdactyls, it was the Blot Toad that seemed to capture everyone's hearts. And the Bastiladon's "bucket o' snakes".



MAKING MONSTERS: REPTILIAN EVOLUTION

Over the course of the Lizardmen's development, we've seen the evolution of the Carnosaur, Troglodon, Bastiladon, Terradon, and Ripperdactyl. Each creature has its own unique design and backstory. In this section, we explore the creative process behind these monsters, from initial concept to final miniature.

MAKING MONSTERS

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MAKING MONSTERS: REPTILIAN EVOLUTION

The Lizardmen's design team has been working on creating a diverse range of creatures that fit the theme of reptilian evolution. This includes the Carnosaur, Troglodon, Bastiladon, Terradon, and Ripperdactyl. Each creature has its own unique design and backstory. In this section, we explore the creative process behind these monsters, from initial concept to final miniature.

THIS MONTH IN THE DESIGN STUDIO

THE WISDOM OF THE OLD ONES

Jeremy Vetock shares his insights on the design of the Old One's Great Plan, the Lizardmen's quest for knowledge, and the challenges of creating a vast, interconnected world.

With the Design Studio a herald of Lizardmen innovation, Adam and Dan brewed the sacred temples of creation to learn more. While Adam gleaned wisdom from the book's author, Jeremy Vetock, Dan sought counsel from army painters and miniature designers.

"One of the things we worked on in the book was to make sure that they played on the subject of the Old One's Great Plan. The Old One's Great Plan is a vast, interconnected world. It's a world that's full of mystery and wonder. It's a world that's full of secrets and hidden truths. It's a world that's full of challenges and dangers. It's a world that's full of hope and possibility. It's a world that's full of life and death. It's a world that's full of everything."

WISDOM OF THE OLD ONES

Since the White Dwarf relaunch in October 2012, talking to the people who make our games about their work has become a staple part of our monthly magazine. In this issue, Games Developer Jeremy Vetock enlightened us on the mysterious Lizardmen, telling us all about new units such as the Troglodon and the Bastiladon, how building a Lizardmen collection worked with the new army book and what the Slann's Great Plan for the Warhammer world was. As far as we can tell, their plan worked a treat...

KIT BASH

VETERANS OF THE LONG WAR

Kit Bash is our feature where we showcase models that have been converted and customized to your imagination for projects of your own. This month we're looking at a selection of Chaos Space Marine squats.

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ON YER SOAPBOX!

At this time in White Dwarf's history, the magazine featured a rolling series of articles by the games developers, who were let loose on their typewriters to talk about anything and everything (though still hobby related, of course – we had to reject Jervis's article on perennial flowers). In this issue, Jervis talked all about using scenery in your games (not including flowers), creating scenery to match your armies and the concept of collecting terrain pieces like you would an army. Meanwhile, Jeremy Vetock focused on how you can never please all the people all of the time, particularly when it comes to creating characterful or highly competitive armies and painting your miniatures the way you want to paint them.

MALIGN PORTENTS

SINISTER OMENS

Shadows lengthen across the Mortal Realms. In every nation, from its ramshackle hovels to its soaring keeps, dark omens abound. The elders say there is change on the wind, and not for the better. Sigmar's great endeavour, to light the fires of civilisation once more, has borne fruit – but in turn brought dangers of its own...

Pietru van Harrow squinted blearily and got to his feet, half-naked and unsettled by strange dreams. He glanced back at the bed of hay from which he had risen, and noted – with some irritation – that his wife Edra had cocooned herself in their threadbare blanket, leaving not so much as a corner for him. He sighed and scratched at his worst fleabites. Dawn, soon.

After twenty long years tilling the soil, his body knew his routine well, and he usually awoke a couple of seconds before Oldenspur's cockerel call. Odd, thought Pietru, staring at the wall as he listened intently. Nothing yet. Not even a snore from the cart horses in the stable next door.

Another day of back-breaking scythe-work ahead. No choice but to continue the harvest, load the cart, get the brunwheat to Edra for shucking and then on to that miser Fellet at the windmill before he saw so much as a single weevil-ridden loaf. These days, nine-tenths of their land's yield went to the tyrants in the hills, but the farm was allowed to keep just enough to survive; even those savages weren't stupid enough to kill off every source of food within a dozen leagues. It was an arduous and seemingly endless cycle, but it kept the van Harrows from dying out entirely – until the day the cannibalistic riders from the plains finally came calling and put it all to the torch.

There was a thud on the tin roof of the shack, then another on the thatch of the adjoining stable. An unnatural mauve glow was coming from outside. Pietru heard another two thuds, then three, then too many to count. He headed

over to the window and swept a calloused hand across its shutters, letting purple dawn-light stream in unimpeded as he looked out. Black lumps dotted the dirt garden.

Frowning, Pietru pulled on his old hessian shirt, picked up a sharpened ploughshare – just in case – and made his way outside. The sun was rising, but its light was sickly and wrong, and when he blinked, its after-image was marred by strange blots that made it appear as if it were a giant skull staring right at him. Purple, like the amethyst in a dead king's crown... Pietru shook his head. A dead king? Where had that thought come from?

The harvester put the image from his mind, moving over to one of the black lumps outside his shack and kneeling down. It was a dead crow, its eyes weeping blood. Dotted the roofs of the farm and scattered on the ground, Pietru could see the rest of its flock, each bird as lifeless and still as a cairn stone. He felt tiny hairs on his arms stand up, and his hand went to the miniature Ghal Maraz hung around his neck. Perhaps there was something to Donth the Beggar's claims of encroaching doom after all.

A chill wind blew through Pietru's hair, the crops behind him whispering in the breeze. Perturbed, he moved over to a quadrant of brunwheat he hadn't got around to harvesting. He looked for the telltale signs of black spot as he drew close, then felt a flood of relief. No discolouration, thank Sigmar. He grabbed a large ear of a mature plant anyway, and ground it open with a practiced motion, checking the produce inside.

It was not kernels of brunwheat that spilled forth, but human teeth.

Pietru staggered back with a grimace, then grabbed another plant, and another. They too yielded scatterings of yellowed molars. With mounting panic, Pietru ran to the other side of the field, only to be confronted with the same shocking discovery. His foot scuffed against a smooth white stone, then another, the uneven ground feeling strangely like cobbles beneath him. Caught up in a choking feeling of unease, he headed back to the shack to seek out Edra.

As Pietru passed the stables he glanced inside, the pungent smell of rotten hay and horse manure filling his nostrils. Both Gorm and Black Nodd lay dead, the giant cart horses as emaciated as if they had starved for a whole year in a single night.

'Edra!' called out Pietru in a strangled voice, running through his open front door to check on his wife. She was still wrapped tight on their straw bed, the threadbare blanket seeming more like a shroud than a shield against the morning cold. He dropped his makeshift weapon and shook her by the shoulders, but she did not awaken.

There was a scraping sound from outside the shack. Pietru span around, picking up his ploughshare once more with his teeth bared in a snarl. He ran over to the door and kicked it open, shouting a challenge into the unhealthy light of this dark dawn.

'Come on, then!' he roared. 'If you want our lives so badly, come and take them!'

He realised then that the unusual white stones that had nearly tripped him were not cobbles, but skulls. They were rising, dry earth tumbling away to reveal empty eye sockets. Pietru heard hollow laughter, yet somehow it had not disturbed the chilling silence around him, existing only in the back of his mind.

The harvester watched in abject terror as fleshless cadavers broke free from the earth. Clad in the remnants of long-decayed uniforms, they hauled themselves from the ground slowly, haltingly, but with terrible determination. Pietru felt helpless, paralysed by fear and indecision. If they came for him...

But they did not. One by one, the risen skeletons turned and made their way to the east, clattering away in single file as if driven

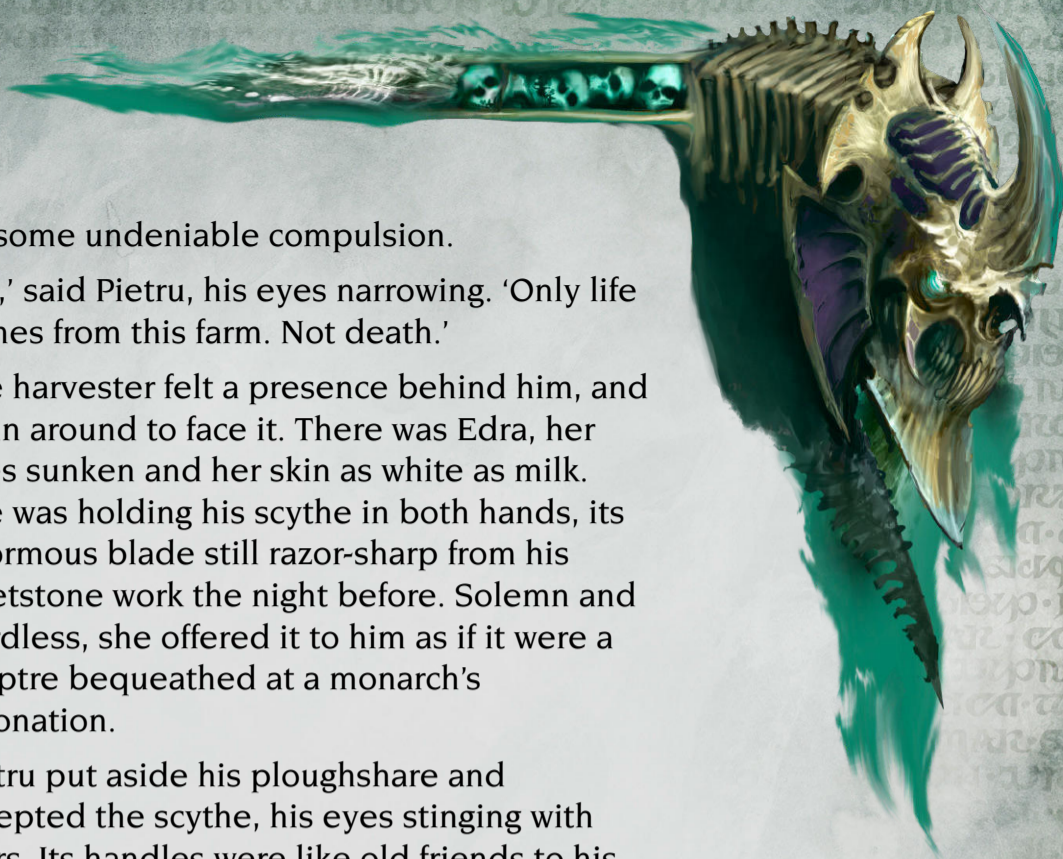
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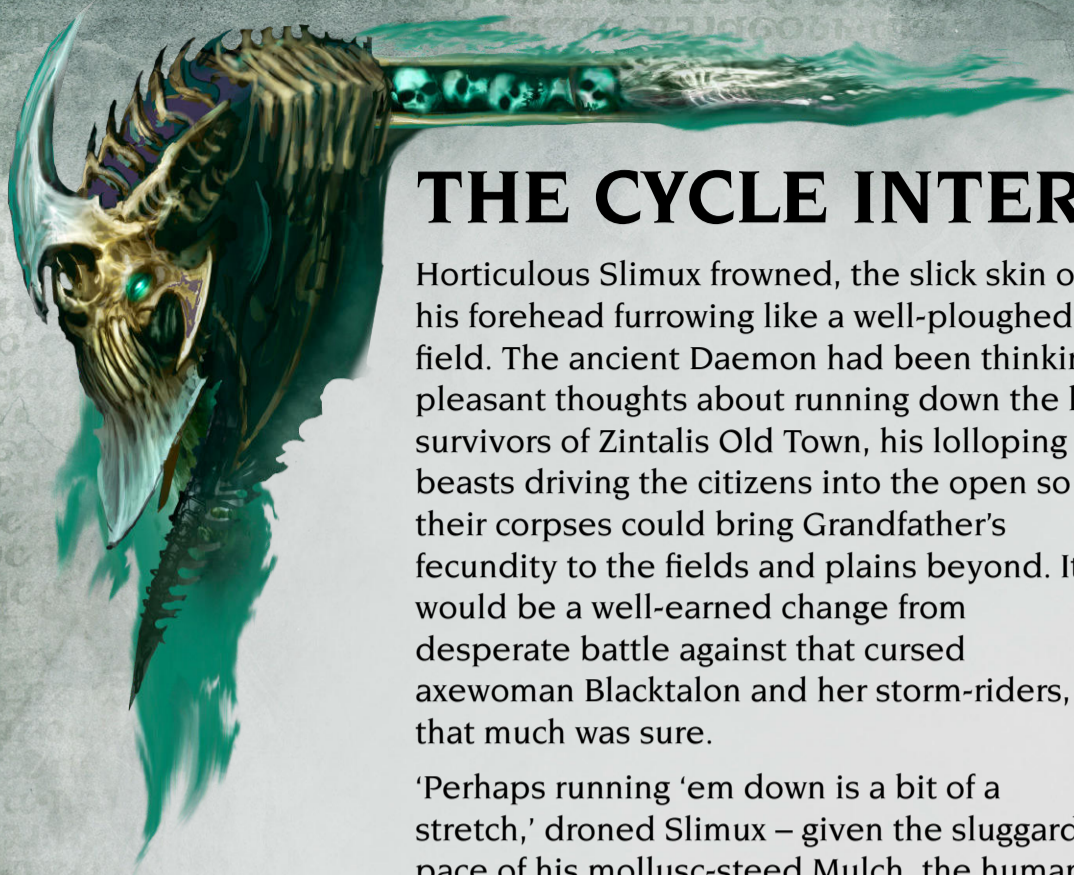
'No,' said Pietru, his eyes narrowing. 'Only life comes from this farm. Not death.'

The harvester felt a presence behind him, and spun around to face it. There was Edra, her eyes sunken and her skin as white as milk. She was holding his scythe in both hands, its enormous blade still razor-sharp from his whetstone work the night before. Solemn and wordless, she offered it to him as if it were a sceptre bequeathed at a monarch's coronation.

Pietru put aside his ploughshare and accepted the scythe, his eyes stinging with tears. Its handles were like old friends to his toughened palms, his muscle memory making the heavy oaken tool light in his grip. He turned towards the column of bone-men marching away to the east, before charging out of the shack with a roar of defiance.

There would be a new kind of harvest on the van Harrow farm this day.





THE CYCLE INTERRUPTED

Horticultural Slimux frowned, the slick skin of his forehead furrowing like a well-ploughed field. The ancient Daemon had been thinking pleasant thoughts about running down the last survivors of Zintalis Old Town, his lolloping beasts driving the citizens into the open so their corpses could bring Grandfather's fecundity to the fields and plains beyond. It would be a well-earned change from desperate battle against that cursed axewoman Blacktalon and her storm-riders, that much was sure.

'Perhaps running 'em down is a bit of a stretch,' droned Slimux – given the sluggard's pace of his mollusc-steed Mulch, the human soldiers would outpace them for days yet. But there was something to be said for doing things slowly, steadily and properly. 'Run, my little hares,' muttered Horticultural. 'The snail always wins in the end.' But there was something on the wind that made his usual certainty ring hollow.

A scent of death blew from the cracked plains to the north of Zintalis, with another smell cutting through it. Was that the cold, nostril-scouring tang of sterility?

Slimux shuddered at the very thought. Death was all fine and well by him, an integral part of Grandfather's great cycle and a necessary prelude to the birth of glorious new life. He had brought that gift to millions of souls over his long existence as a plague Daemon, and extensively travelled Shyish, the Realm of Death, in his time. But as he always told his wide-eyed Nurgling helpers in the Garden, a creature's demise was always followed by rebirth, whether of body or spirit. The cycle started with the tiniest forms of life and blossomed into vast and malodorous entities that pleased Grandfather with their foulness – until one day they, too, died and the cycle continued.

The barren scourge of undeath broke that cycle, inviting in a dreaded stasis that even the boundless energies of Nurgle found it difficult to recover from. Horticultural hated those who spread that blasphemous curse with a passion.

'Ah well,' said Horticultural, snorting at his own introspection. He could still see the town's survivors ahead, crossing the plain with his Beasts in gleeful pursuit. 'On with the great labour.' He kicked his steed in his slime-

clotted hump and waggled the Nurgling he had tied to his stick as bait. 'Get 'em, Mulch.' The molluscoid Daemon sighed heavily, rolled its eyestalks and strove onwards as fast as it could, accelerating from the pace of an asthmatic Nurgling to that of a leper at a dangerously fast walk.

By the time the plague Daemon had reached the edge of the cracked flatlands he was in a thoroughly bad mood. He could see his Beasts lurching and bounding back towards him. 'What's wrong with 'em now?' he grumbled. 'Time for the whippin' stick, mayhap.' His rotten heart softened a little when he saw that their tentacles were drooping and their expressions were like those of a kicked hound. They whined and puked as they gathered around him, seeking to hide behind Mulch's shell and then peering back out at the flat plain. Something out there had spooked them, but other than the townspeople stumbling onwards and in some places catching their breath, Horticultural could see nothing at all.

Mulch trundled up to the edge of the flatland, sniffing at it with suspicion. By the scent of it, the land was not a salt plain, thank Grandfather – those were always a problem. So why were his pets so reticent to go after their prey?

On a hunch, Horticultural got out a handful of his finest spore-seed from one of his mouldering kingleather pouches. Taking a moment to revel in its earthy and putrescent scent, he scattered the seeds across the flatlands with an expansive gesture. Soon the vile and colourful fungi of Nurgle's domain would sprout.

'Any moment now,' he said, 'and we'll bring some lovely life to this place.' He chewed on a splintered bone and peered with an expert's eye at the earth, but it remained cracked and dry. How could it be? His skill as a cultivator was such that even the most arid desert was soon rich compost for the blessings of the Garden, and his seeds were the finest in all the lands.

Up ahead, some of the scattered townspeople had noticed that Horticultural and his entourage had halted in their flight. One of the humans gave a strange laugh, his tone somewhere between relief and madness.

'Not having that,' grumbled Horticultural.

'Mulch! Lead the charge!' The Daemon molluscoid shambled forward, but as soon as his front sets of legs touched the cracked flatlands, he screeched and recoiled as if stung by a paladin-wasp. 'That ain't right,' said Horticultural. He peered down once more at the spore-seeds. Instead of bursting into glorious life as they should have, they had shrivelled away to black ruin. Nurgle's magic was not taking.

'We made it!' shouted one of the Zintalis humans. 'They're not coming after us!' Horticultural ground his crumbled molars, his choler souring with every passing moment. He took a greenclay urn from Mulch's shell, the one containing his most prized plague flies, and cracked it open with his lopping shears to release a swarm of evil insects. 'Swarm 'em, little 'uns!' he cried out, but the insects just buzzed around him, not trespassing so much as a foot onto the cracked lands.

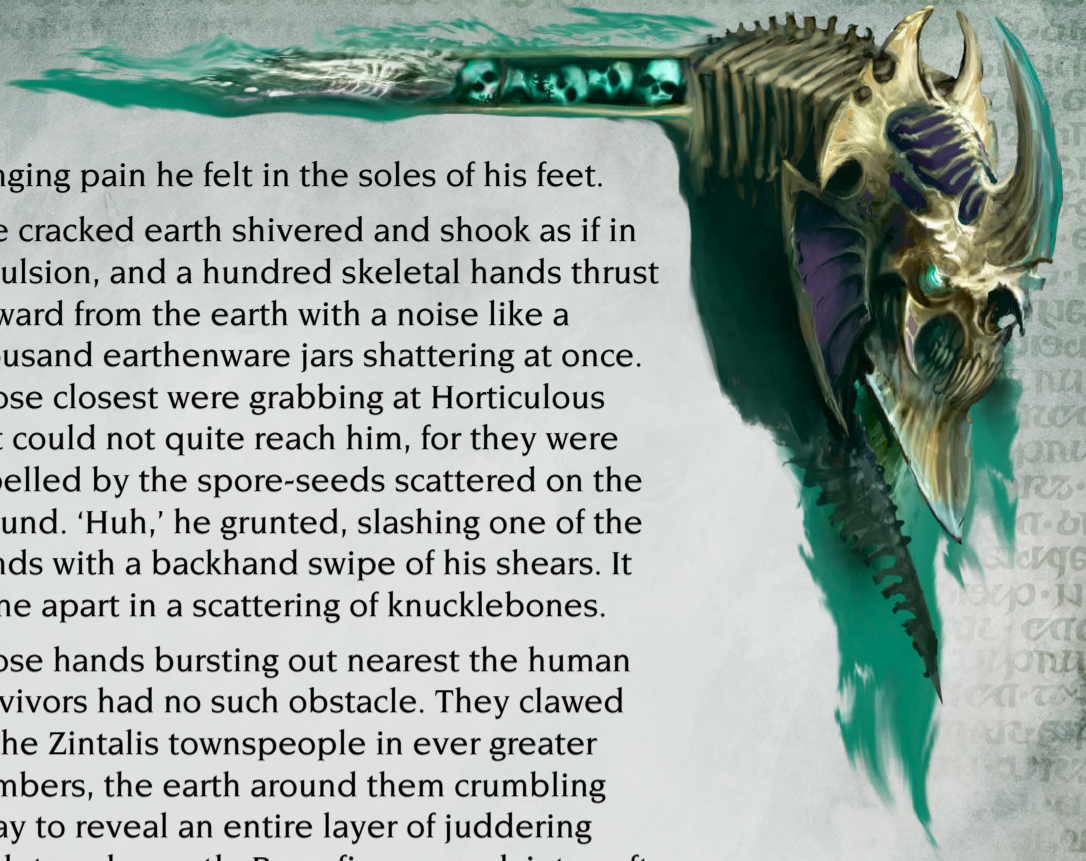
'He can't touch us,' came the call from up ahead. One of them took out a shortbow, and a moment later an arrow shot in and struck Horticultural right in the chest. It caused a momentary flicker of pain as it pierced his heart. The Daemon plucked out the shaft and snapped it, his anger rising up to consume all reason. He slid off Mulch's shell, took up his shears, and stepped out onto the cracked lands, grimacing at the

stinging pain he felt in the soles of his feet.

The cracked earth shivered and shook as if in revulsion, and a hundred skeletal hands thrust upward from the earth with a noise like a thousand earthenware jars shattering at once. Those closest were grabbing at Horticultural but could not quite reach him, for they were repelled by the spore-seeds scattered on the ground. 'Huh,' he grunted, slashing one of the hands with a backhand swipe of his shears. It came apart in a scattering of knucklebones.

Those hands bursting out nearest the human survivors had no such obstacle. They clawed at the Zintalis townspeople in ever greater numbers, the earth around them crumbling away to reveal an entire layer of juddering skeletons beneath. Bony fingers sank into soft skin and ripped away chunks of pink flesh as the townspeople were dragged screaming into their bone-filled graves.

Horticultural raised his eyebrow, drinking in the spectacle with a mixture of satisfaction and disquiet. 'Strange times indeed,' he muttered, climbing slowly back into Mulch's saddle-shell. 'But this old dog has plenty of tricks yet. Come on, my fine little lads, back to the Garden with you. We have work to do.'



These troubling signs are just the beginning. Read more of these Malign Portents online at www.malignportents.com and in next month's White Dwarf.





Author photo courtesy of James K. Barnett

FIRST AND ONLY

Dan Abnett is one of the leading lights of Black Library, having written more than 40 novels over 20 years, at the forefront of bestselling novel series like *The Beast Arises*, the *Horus Heresy*, *Gaunt's Ghosts*, *Eisenhorn* and more besides...

Dan Abnett has been bringing the Warhammer 40,000 galaxy to life with tales of adventure, carnage and intrigue since the Black Library first opened its doors. Among Dan's most popular work is the *Gaunt's Ghosts* series, which was also one of Black Library's earliest published novel series. The latest volume, *The Warmaster*, was released last month.

We managed to grab a little of Dan's time (no easy feat, given his hectic schedule) to chat about *The Warmaster*, the wider *Gaunt's Ghosts* series, what he's got planned for the future (that the Black Library's stern guardians will let us tell you), and just how he's managed to write so many amazing books over the years. It turns out that it doesn't involve a legion of clones or a dark Chaos magic...

So, how did it all start with Black Library and Games Workshop for you, Dan?

It was back in 1996. At that point, I was already established as a freelance comic book writer and was contacted by Games Workshop when Black Library was being set up. At first, they wanted to see if I wanted to write comics for them, so Black Library invited me in for an interview. I was not only interested from a professional point of view, but as a gamer of old I'd grown up with Games Workshop's output – especially from the pre-Warhammer days of roleplaying games. I was familiar with the look and atmosphere of the settings, so not only was I up for the job I was quite keen as it was an atmosphere I 'got'. I passed the audition and began to write comic strips. Soon after, they asked if I fancied writing short stories to which I said yes, then after that they asked if I fancied writing novels, to which I said yes... and the rest is 40-plus novels – a ridiculous number of novels – and millions of words later. I was lucky on reflection – Games Workshop were auditioning a lot of writers at the time who were very good writers but just didn't get the atmosphere, which was something I'd nailed down early on.

“It's a classic Gaunt's Ghosts novel, with the regiment in action against Chaos...”

Gaunt's Ghosts is your longest-running novel series – was the first novel also the first book you wrote for Black Library?

Just about! At first, I wrote several individual comic strips for *Inferno!* and *Warhammer Monthly* (*Black Library's* digest of short fiction and its monthly comic anthology, respectively – Ed), then a few short stories – I wrote the first Gaunt's Ghosts short story and the first Gilead short story to prove to Black Library I could handle the settings (Warhammer 40,000 and the Old World). Gilead never left the short story format, but Gaunt's Ghosts grew into a series of novels – with the first four or five short stories becoming the foundation of the second novel, *Ghostmaker*. While Space Marines are the face of Warhammer 40,000, I chose to write Gaunt's Ghosts as at the time I didn't feel confident enough to write Space Marines – I felt the best way of getting a handle on the universe was starting with identifiable humans, and in this case that was the Imperial Guard. I didn't have any grand plan back then. I created a character and a squad and wrote an adventure story, and if it worked out I'd write another one – it really was as simple as that. Little did I know it'd become as big as it has over the last 20 years.

So, Dan, for readers who don't know, what's the Gaunt's Ghosts series all about? And why are they called Gaunt's Ghosts?

The series follows the Tanith First and Only, a scout and reconnaissance regiment from a planet that's since been destroyed. They're nicknamed the Ghosts because they're very good at stealth, and their commanding officer Ibram Gaunt is both a colonel and a commissar, a rare rank given to Gaunt by the previous Warmaster of the Sabbat Worlds Crusade. The books follow the regiment undertaking missions across the Sabbat Worlds Crusade, often victorious, often against massive odds and usually unrecognised by history or the rest of the Imperial war effort. They're not considered to be part of the leading lights of the crusade – the Tanith First and Only are not an infamously famous front-line infantry regiment, they're just really useful at what they do. The series breaks down into broader story arcs – *The Warmaster*, the latest book, is book three of the fourth arc, the Victory. In the previous two books (*Blood Pact* and *Salvation's Reach*) the Ghosts have worked out a way of potentially defeating the Chaos forces – they were dispatched off to the space station *Salvation's Reach* in the previous book (of the same name) and at the start of *The Warmaster*, the Ghosts are in the process of bringing something back to the Imperium of Man.



Name: Dan Abnett

Born: 1965

Profession: Novelist

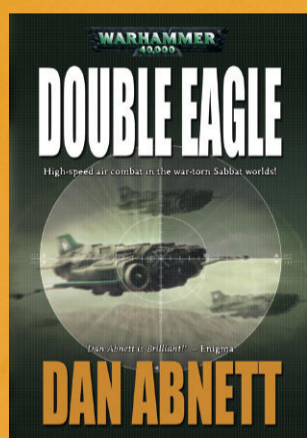
Known for: Writing novels, comics, films, video games... Dan's turned his pen to just about anything you can think of (and some stuff you'd never expect), but some of Dan's most enduring work has been for Black Library, writing about the Old World, the 41st Millennium and the Horus Heresy over 20 years.



KNOW NO FEAR – DAN AND THE ADEPTUS ASTARTES

Dan: To me, the challenge writing about Space Marines is in that they are so non-human and have much smaller differences in personality – the nuances of character can be seen to be far less well-delineated. It was *Brothers of the Snake* that sort of allowed me to explore how to write Space Marines – by having them not think that way at all. Space Marines recognise the enormous differences between each other, and are shocked when normal humans just can't tell them apart. Writing *Horus Rising* helped too, as the Legion Astartes are much more distinct and idiosyncratic, as a result of their environment, how they are recruited and created. As

a by-product, both of these loosened me up to write Space Marines in the 41st Millennium. Writing about Space Marines is great fun but it's very high powered – it takes an awful lot to damage or threaten them, unlike Imperial Guardsmen. A Space Marine walking unhindered through enemy fire is impressive, but more so when you show it from the perspective of Imperial Guardsmen ducking from the same fire. Using both together lets you show the contrast between the two, as well as the stratified nature of warfare in Warhammer 40,000 – that Space Marines function on a completely different level.



DOUBLE EAGLE

Double Eagle was the first of the Sabbat Worlds Crusade spin-off novels, which let Dan explore a different angle of the crusade. The stars of the novel are from regiments from earlier novels – such as the 8th Pardus Armoured Regiment and the Phantine Air Corps, who appeared in the Gaunt's Ghosts novels *Honour Guard* and *The Guns of Tanith*, respectively. The book features plenty of dogfighting action in the skies of Enothis as the Imperial crusade front is forced onto the back foot by the ever-inventive and insidious forces of the Blood Pact and their almost inexhaustible aeronautica forces.

Right, that's the Ghosts themselves. What can readers expect to find waiting for them in *The Warmaster* then, Dan?

The Warmaster shows what happens when the Tanith First and Only bring material back from the raid on Salvation's Reach. In doing so, the Ghosts have now gained some of the notoriety and respect they always lacked. They were never going to be a major regiment, but their track record (and the track record of Ibram Gaunt) speaks for itself, so they're now taken quite seriously. Besides all that, it's a classic Gaunt's Ghosts novel, with the regiment in action against Chaos, with the bulk of the action taking place on a cool planet called Urdesh, which has been mentioned many times over many different books but never visited. *The Warmaster* also is where the Ghosts' storyline intersects with the main story of the crusade properly for the first time – and where they, for the first time in the entire series, come face to face with the upper echelons of the Sabbat Worlds Crusade, the Lord-Generals of the Imperial war effort.

The Warmaster also sets up the final book in the arc, *Anark*. When these four books are published they'll form one super-novel – this arc is much more closely related than the books of the previous story arcs.

The series is like a long-running TV show in some respects – I've jokingly referred to the series in the past as a soap opera, but in all seriousness it's always been about the characters. I deliberately go out of my way to develop each character and give them arcs – I know that for many long-term readers each novel is about finding out what's happening to their favourites next. Those storylines continue in *The Warmaster* – some of them come to conclusion. Not always in the sense of death. Usually, people say you have to read a particular book in the series because it's 'important', and what they mean by that is because I kill someone important off. I'm not saying everyone gets off scot-free in this novel, but some of the biggest and most important revelations are extraordinarily positive rather than heroic deaths. I don't want to mess with the format too much, but sometimes it's healthy for the series to do things there is no coming back from. I think that particularly in big novel cycles, these big changes to the status quo of the story reflect the progress and careers of the characters. And it's jolly good fun.

I really hope people enjoy *The Warmaster* and find it worth the wait. Without giving too much

away, the real-world delay is acknowledged in the book – it's just a throwaway thing but it is there.

You've got something of a reputation for being a bloodthirsty author – does everyone make it out of *The Warmaster* alive?

Yeah... no. And I'm not going to tell you who it is!

You have a lot of beloved characters in the series, Dan. What's your secret for making such a memorable cast?

Early on, when there was a small number of main characters in the series, I set out to delineate them clearly so you can tell who is who easily. So, Mkoll is the cool scout guy, Corbec is the reliable and likeable commanding officer, Bragg is the big guy who isn't a great shot, Larkin is the brilliant but crazy sniper – each one fills a classic character archetype, and as I've expanded the cast I've repeated the same thing, as these are like quick freehand sketches of a character – Ban Daur as the loyal young captain who is a bit too clean cut for his own good, Tona Criid is the ex-punk ganger from the Verghast underhive who is a brilliant soldier, Gol Kolea is a dour and hard-working miner who has a flair for soldiering – the scale of the regiment means you can have any character you could want.

“When I run out of characters to tell stories with, that will be the end of the series.”

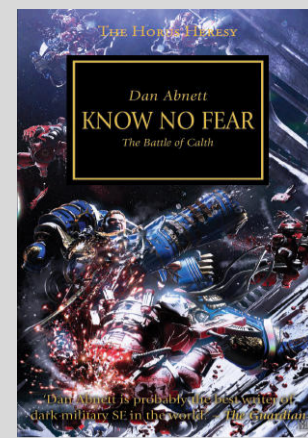
Once you've established that shorthand of a character, then you can develop it by doing more with that archetype or undermining it. I set up a character and let them go! What will be the implications of their actions? What can we do with the results? It means that some of them end up subverting your expectations as they go off in another direction. Rawne is the rock-hard second in command who has wanted to kill Gaunt since the start of the series, cunning and in it for himself, but it turns out he's not a bad guy as he's so uncompromisingly loyal to everybody. On the other hand, you've got characters like one I won't name who's been around since the first stories and has now been revealed to be the most horrific character but always hid it well. Some of the cast might seem almost like jokes at first glance, like the regimental chaplain Zweil and Commissar Blenner, who seem light-hearted but they're not (or at least, not just that) – Zweil is important to the well-being of the regiment as its chaplain and Blenner's almost clownish exterior gives way to a much more troubling and difficult story hiding beneath.

There's the big through-line of the overall story of the Sabbat Worlds Crusade and the missions the Tanith First and Only undertake, and swirling around under all of that are the sub-stories of success and failure and personal trials and tests of each character – that's what sustains me. When I run out of characters to tell stories with, that will be the end of the series.

Do you take a similar approach to writing the story, then, Dan? Does the story write the characters or do the characters write the story?

When I plot a novel, it's in terms of big structural story beats, but I don't like to pre-plot the human detail like the casualties, as that happens over the course of the writing. Sometimes I sort of go with the story and only afterwards, when I sit back for a moment, I ask myself what did I just do?

That happened with *The Warmaster*, as I knew the tension between certain characters would come to a head and something would happen and it would be bad, and I wrote this scene... afterwards, I wasn't sure if I'd broken everything. I like to let the story take control,



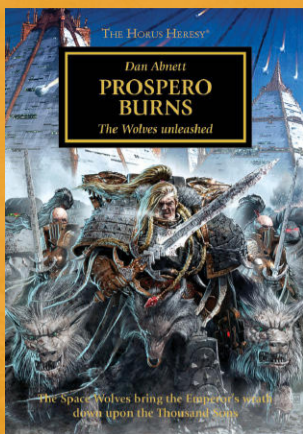
KNOW NO FEAR

While not Dan's first crack at the Horus Heresy, *Know No Fear* picked up a fresh front of the war, kicking off the Shadow Crusade as the Word Bearers rendered Calth into a nightmarish wasteland. Dan wrote this novel in the present tense, giving the novel an amazing sense of immediacy and rapid pace.



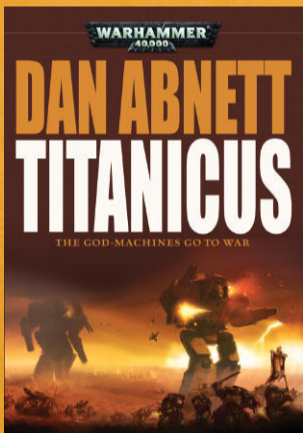
As the Ghosts' home world of Tanith is dead, new recruits in later novels have come from Verghast and Belladon – the new worlds giving Dan lots of scope to create new characters.

THE WHITE DWARF INTERVIEW



PROSPERO BURNS

Dan's third Horus Heresy novel saw him tackling the Space Wolves. Dan used the novel as a chance to explore a new face of the Space Wolves, adding as-yet-unshown depth to Lemar Russ' Legion in the Heresy – that they were not the barbaric savages many thought them to be...



TITANICUS

Another novel that ties in to the Sabbat Worlds Crusade, *Titanicus* covers the Chaos invasion of the forge world of Orestes. The novel gave Dan the chance to write about Titan warfare for the first time in a novel, exploring another magnitude of warfare in the 41st Millennium.

as I find when reading you always get a horrible feeling when you know something's been planned – you know it's happening because the author's been foreshadowing it for ages. Deaths in warfare are always unexpected, always seem unfair, always seem not at the right moment for a character, so I think a character should die long before they've finished their story – after all, the idea of a character dying because their story is 'done' doesn't make a lot of sense, as it rarely happens to people in real life. There's one scene in *The Warmaster* in particular – my editor, Nick Kyme, stopped reading the manuscript at that point and sent me an email that was something like "I can't believe you did that!" – which is exactly the sort of response I want to get from an editor.

I guess the stories are influenced, in part, by the setting's roots as a tabletop game. When action happens it's almost down to the roll of the dice – the referee (or in this case, the author) makes sense of it all so it doesn't seem completely stupid, but anybody can perish. Any gamer knows that no matter how much you love a character or unit it still could possibly die in the course of a game. It's sort of like that. In one of the most traumatic sequences in *The Warmaster* I metaphorically lined up all the playing pieces on the board and let them go to see what happened – and then it just

happened!

That being said, sometimes I've known in advance that a character will have to die when I set out on a novel, like in the *Armour of Contempt*. But I wrote the whole book knowing this particular character had to die and months later, when I got to that moment, I realised it was actually the character standing to their left who needed to die – and that was at the last minute. Letting the pace and the nature of the story take you where it's going to take you helps a story feel very real. Readers respond to that, and it's always very gratifying when they tell me it felt very real and that they believed it.

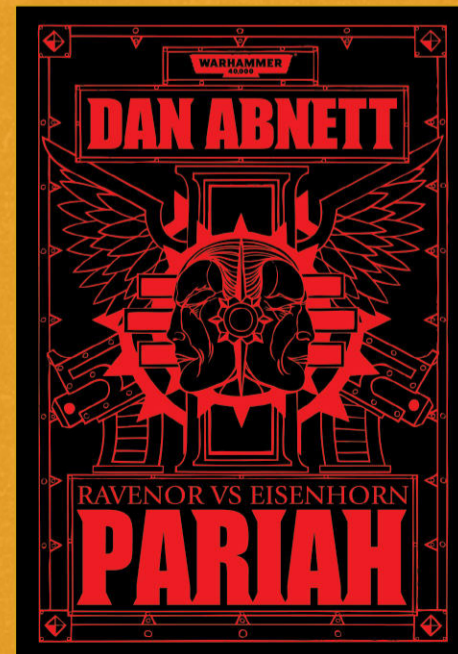
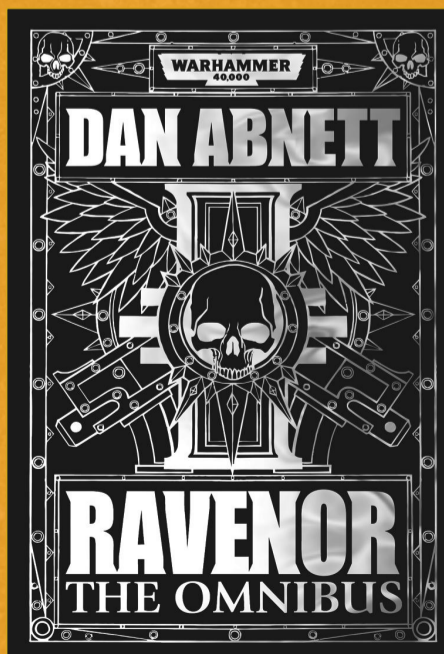
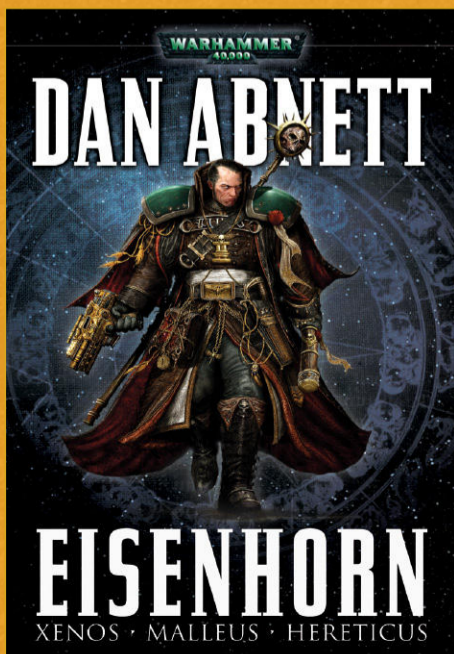
There's just so many characters in the series now – how do you keep track of them all?

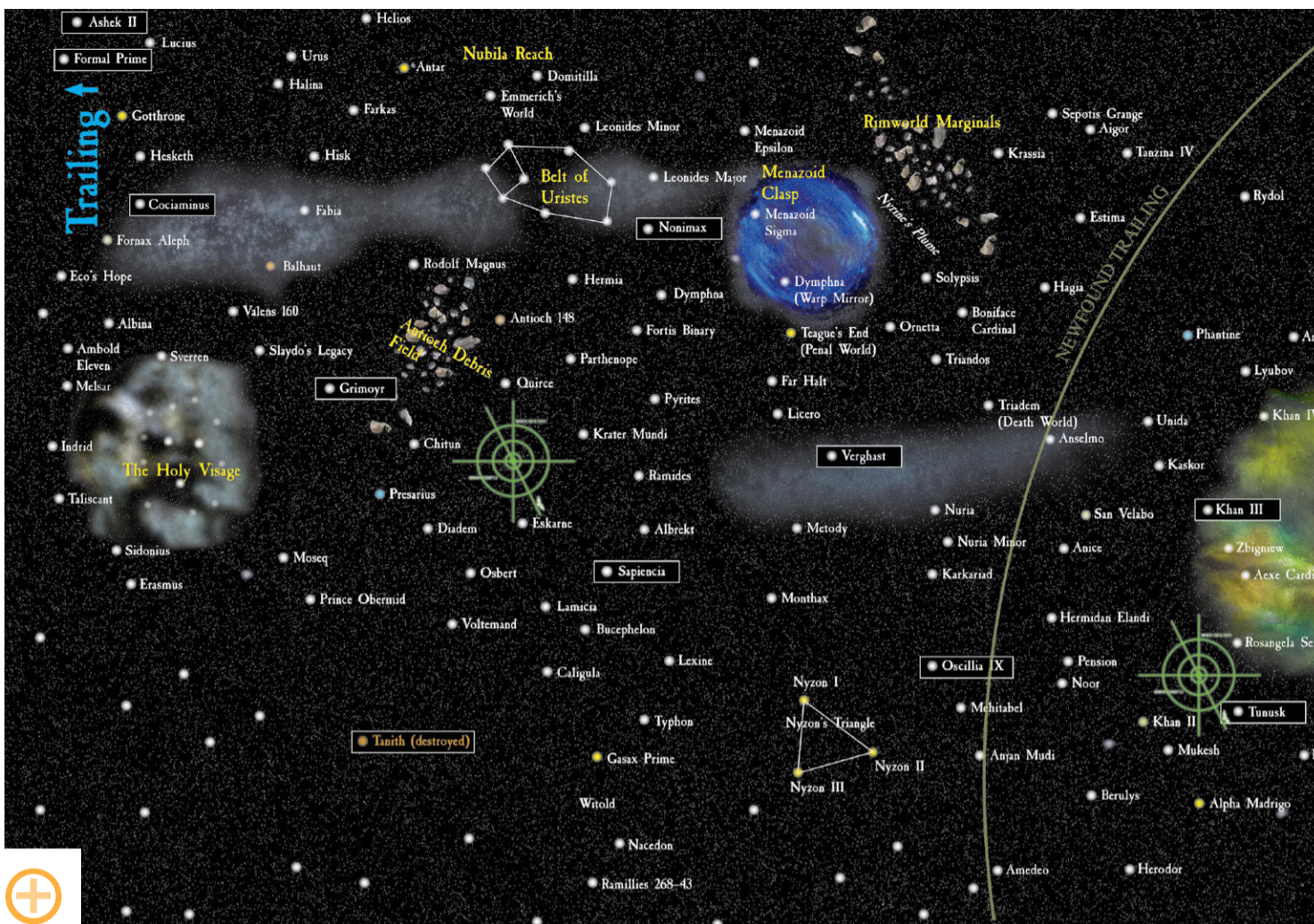
When I'm writing each book, I put together a book to keep track of it all – each one lists every character and everything I need to know about that character (names, regiments, code names...), just so I can keep track of all the information! Sometimes it's things like someone was shot in the arm in a previous story, so in the future I should mention there's a scar on that arm, or throwaway remarks to build upon down the line. There's quite a lot of new characters that were added to the cast in *Blood Pact*, like a regimental band – which is something of a joke (the Tanith First and Only are a regiment who built their reputation for

THORN, TALON AND MAMZEL BEQUIN

Dan: My Inquisitor cycle is set about 600 years before the Sabbat Worlds Crusade and gives a glimpse of the Imperium away from the battlefield. Building up to the Black Library Celebration in January, we went over the Eisenhorn material and started to notice there was a lot of Eisenhorn and Ravenor short stories

that'd work great all tied together. So I set out to write new Eisenhorn stories to top and tail an anthology. But... something weird happened and the short story I was writing got a bit out of hand. I wrote a book by accident, as 20,000 words into it I realised it was going to be a full-blown novel – *The Magos!*





stealth and reconnaissance and they now have a regimental band), but I have plans for them down the line...

Do you ever get caught up in the complex web of continuity you've made?

Now and then when you're writing a long series of novels (with a word count in the millions) you inevitably make small mistakes. Sometimes you can't do much about it, because the book the mistake is in was published years ago, but whenever I have made a mistake, like when I've killed a minor character off and then mentioned them later down the line, I've gone back and tried to rectify that. The trick is to turn that mistake to an advantage – two characters, Bonin and Mert, became quite important parts of the story just by correcting a mistake. I ended up developing them as characters, and in turn they became more important to the overall story. So it's more than just being a scrupulous writer, as fixing errors like that opens up new possibilities for stories. Gol Kolea's storyline is a good example of that, too. I had made a mistake in *Necropolis* (the third Gaunt's Ghosts novel) and didn't notice it for years afterwards. I couldn't literally correct it, it'd long since been printed and reprinted, but there was an angle to it – so I devised a long-term, crazy fix that I've been putting into the novels for a while now, expecting someone to see what I'm doing and call me out on it. It's only now that readers are beginning to catch on to it to at all. I'm just really surprised that I've apparently done all of this so deftly that someone didn't

guess it a couple of books back.

Another way outside happenstance has shaped the story has been reader reactions – the best example of this is Captain Ban Daur, who I like as a character, but I didn't see as a key part of the story until I found out he has his own fan base, so he's since come to the fore as a character.

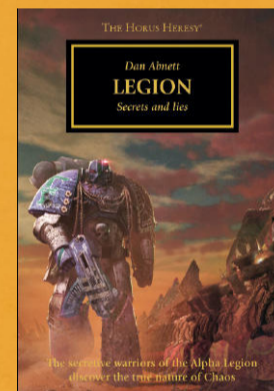
It has been a few years since the last Ghosts novel, Dan. Where have you been?

There was a time when my output was ridiculous – there was a 10-to-12-year period when I was writing two or three novels a year. I had a solid plan of what I was doing for the next few years – I knew when the next Gaunt would be, the next Eisenhorn, the next Horus Heresy... from a freelancer's point of view it was both lovely and daunting, and it was terrifying to keep up as well. I slowed down my output, took a break and cleared my head, and here we are. A few quiet years and finishing *The Warmaster* (it was easy to write it, I don't know why it took me so long) has clearly unleashed something that's been dormant in me – the need to write Warhammer 40,000 fiction again. It's a bit like coming home – if Black Library rang me up tomorrow and asked for a novel, within 10 minutes I'd know what it would be about and what I'd be doing with it – that's a great place to be, creatively. I've spent so much time there that when I get on with a project, I spend less time working out what I'm doing, and more time wondering what's the best thing I can do with this universe. **SE**



GILEAD

While Dan's earliest writing about the Old World was *Gilead's Blood* and *Gilead's Curse* (with Nik Vincent), he has penned a few other tales of the world-that-was – *Riders of the Dead*, *Hammers of Ulric* and *Fell Cargo*, as well as tales of Malus Darkblade alongside Mike Lee.



LEGION

Legion's influence has spread to the rest of the Horus Heresy and even further – from the Lucifer Blacks regiment to the Perpetuals, what it set up can be felt in many other series, like *The Beast Arises*. And while it's ostensibly a novel about the Alpha Legion, it's never from their perspective – the XX Legion is as much of a mystery to the reader as it is to outsiders. As you'd expect from a novel whose subtitle is 'Secrets and Lies', *Legion* gave Dan a chance to reveal several secrets about the Alpha Legion – in particular, an important fact about the Alpha Legion's Primarch – that there are two of them!

BRINGERS OF CORRUPTION

Deep within the Garden of Nurgle, the Plague God's favoured servants have toiled without rest to cultivate for him new servants of decay, corruption and misery. Here we chat to the miniatures designers who created the vast range of Nurgle Daemons now available.





While the Daemons of all four of the Chaos Gods are terrifying and monstrous to behold, those created by the Plague God Nurgle are undoubtedly the foulest and most disgusting, if not in mind then certainly in body. Their corporeal forms, as they march forth from the Garden of Nurgle deep within the Realm of Chaos, are bloated, corpulent and ripe with countless horrific diseases. They are harbingers of decay and rot, heralds of misery and hopelessness, and only the purest of warriors can stand before their foulness. But what does it take to bring these revolting ideas to life, to render despair and sickness in miniature form? Over the next few pages, you can read what Miniatures Designers Steve Buddle, Gaku Matsubayashi, Aly Morrison, Dave Andrews and Gavin Newton have to say about the models they've created for the Daemons of Nurgle range over the years, including all the lovely (and by that we mean disgusting) new kits.

But first, where did the story of Nurgle's minions begin in the Warhammer universes?

"Many of our Daemon miniatures look the way they do because of the illustrations that John

"Oh great Nurgle, accept this offering of blood and filth! Witness my devotion and send your might to slither through my clotted veins!"

- Hulghor Hexenrott

Blanche created way back in the 1980s," says Miniature Designer Aly Morrison, who actually sculpted the first Great Unclean One miniature back in 1988. "John's concept work established the look of the four Chaos Gods – Khorne, Nurgle, Tzeentch and Slaanesh – and from them we came up with the design vocabulary for the miniatures – by that we mean the common visual cues that you can see on many of the models. There was a very clear design philosophy with the servants of Nurgle – to make them look entirely untouchable and unwholesome. The Great Unclean Ones and Nurglings were meant to look very much like their god, all fat and bloated and horribly cheerful, revelling in disease and corruption, while the Plaguebearers – the footsoldiers of the legion – were more like emaciated men, all sickly and gangly with protruding bellies. Kev Adams's first Plaguebearer models – inspired by John's art – established the idea of the single baleful eye and the horn protruding from the middle of their head, and they're design elements that still appear on new models to this day."

DESIGNERS' NOTES

BEAUTY IN CORRUPTION

"Something I really wanted to do with this rendition of the Great Unclean One was give it beautiful weapons," says Steve. "Beneath all the corrosion and decay they were once wondrous items that were lovingly crafted, possibly even by Nurgle himself. They were then utterly befouled, making them truly beautiful in the eyes of the Plague God and his servants. The hilt of the bilesword is one of the most obvious examples of this, though my favourite is the Doomsday Bell, which features four curling handles that are now pitted and tarnished by corrosion."



"It makes him look like an angry flagellant striding forward and bellowing out the virtues of Nurgle."

THE GREAT UNCLEAN ONES

Great Unclean Ones are the Greater Daemons of Nurgle, Corruptors of Flesh, Wallowers in the Pit and Lords of Bounteous Filth. Created in Nurgle's own image, a Great Unclean One is a lumpen, bloated monstrosity. Yet beneath its disease-infested mass of putrefying flesh lies a dark intelligence and the mind of a shrewd general.

"I took a lot of inspiration from both Aly's original Great Unclean One and the more recent incarnation sculpted by Trish Carden," says Miniatures Designer Steve Buddle. "The belly-mouth in Aly's design was something I really liked and which we've seen reappear in recent years on Plaguebearers, Putrid Blightkings and Plague Marines – I had to get it onto the Great Unclean One. I was also really keen to keep the pose that Trish had established with her version – waddling forward aggressively, sword raised up as if ready to strike down upon something. But he also needed to be fat – unfeasibly, supernaturally fat – so that he is dragging himself along the ground. Tom Harrison, one of our conceptualisers, drew several illustrations to get a feel for what the Great Unclean One could look like and every

time he was told "No, fatter." In the end he pushed it to the extreme and that was exactly what we wanted! However, there's still a lot of realism to the model. There are layers of flesh, fat and muscle, plus loads of different sicknesses – lumps here, bumps there, stringy sinews, cracked skin, boils, weeping sores, maggots, pox craters and goitres. Great Unclean Ones are walking caricatures of everything that is truly revolting.

"Because the kit would be made in plastic I also had more scope when it came to options. I made two heads for the Great Unclean One (three if you include Rotigus), one that was happy and a bit monstrous, the other that was monstrous and a bit happy. The first is a homage to the original model, with cracked, slightly asymmetrical horns, while the second has more of a Plaguebearer look to it, with a single eye and a horn in the middle of its forehead. I like the combination of this head with the bell and the bileblade – it makes him look like an angry flagellant striding forward and bellowing out the virtues of Nurgle. As for the sword and flail – well, they are classic weapons for a Great Unclean One as immortalised in Wayne England's illustration from the '90s."

THE FECULENT GNARLMAW

This month's release also includes a scenery piece – the Feculent Gnarlmau. Scenery-master Dave Andrews tells all.

"Nurgle's armies are very organic looking, so I thought it would be cool to create an organic terrain piece to sit alongside them," says Dave. "The Gnarlmau is meant to look natural but in a severe state of decay, its trunk and branches twisted and deformed by Nurgle's influence. There's definitely a hint of Chaos Spawn to it, the tubes growing around the trunk linking it to Aly's new Beast of Nurgle, while the fanged maw is full of maggots like some kind of rotten fruit. The only non-organic parts are the bells and the iron bands around the pustules – I imagine they've been cultivated ready to explode and spread their vile filth."



ROTIGUS RAINFATHER

“As I started working on the Great Unclean One, we decided to create a special character version of the model at the same time, just like Skarbrand and Kairos Fateweaver for Khorne and Tzeentch respectively,” says Steve. “And so Rotigus Rainfather was born. They may not look it, but Great Unclean Ones are dangerously intelligent – they’re scientists and horticulturists and biologists at heart and they love delving into the natural order of things and finding new ways to turn things to rot and ruin. I wanted Rotigus to be more of a spellcaster – a dark magus using rituals and arcane knowledge to spread Nurgle’s vile diseases. The key areas of any model are the head and the weapons, so I created a new head and arms specifically for Rotigus. The classic wizard weapon is a staff or a wand, so I

gave him a gnarled wooden staff that’s been warped and twisted with sickness – it’s meant to parody the staffs carried by Jade Wizards. His other hand I sculpted outstretched in a gesturing pose that looks like he’s about to cast a spell. There are seven tentacles spiralling around the hand – the sacred number of Nurgle – and there’s a face embedded in the hand, too. Along with the gaping maw in his stomach and Rotigus’s own maggot-spewing face, that makes three heads in a triangle, just like the symbol of Nurgle. Rotigus’s head is covered by a mouldering cowl that’s stapled to his flesh with skull-headed nails, while his rotten horns poke through holes on either side of it. A cowl is an easy way to recognise a Warhammer hero or villain as a wizard or spellcaster.”

From below you can see the face in Rotigus’s hand (1). The skin stretched across the palm mirrors the cowl over Rotigus’s actual face, though the single eye is more rheumy and less intense than the Great Unclean One’s crazed stare.

Whether you build Rotigus or a Great Unclean One, the model’s back is covered in vile diseases (2). Open gashes with ripped and decaying flaps of skin play host to dozens of tiny maggots, while patches of dry, cracked skin sit next to open sores atop blubbery, greasy skin.



1

“Rainfather, Bringer of Plenty, we beseech you! Bathe us in your holy rain and to you our praises will be offered.”

- Kovia the Unwitting



2

DESIGNERS' NOTES

BEASTS OF NURGLE

"Beast of Nurgles are meant to be happy, playful creatures, but in the body of a monstrous slug, so I needed to combine slow and exuberant into one model," says Aly. "I also aimed to get a lot of texture onto the Beast, from the cracked back skin to the more rubbery belly, which has lots of splits and rips in it. And then there's two different headpieces – tentacles and tubes. I wanted the Beast to look really alive, like it flops and thrashes about a lot – like a bag of entrails."



ROT FLIES

Rot Flies are those Beasts of Nurgle that have been rejected too many times by their mortal playmates and become dejected and sad. Returning to the Garden of Nurgle, they surround themselves in a cocoon of misery and pupate into a hideous Rot Fly. The models for the Rot Flies were created by Mike Anderson, who was inspired by the bloated flies that were often shown hovering around Nurgle units in Adrian Smith's artwork. The glum expressions of the Rot Flies mirror those of the Plaguebearers that ride them, while the decapitated heads that gestate in their guts become virulent Death's Head grenades.



THE HERALDS OF NURGLE

Nurgle is the most benevolent and fatherly of the Chaos Gods and he rewards his chosen servants. Should a Plaguebearer prove his worth, he may be elevated to the rank of Herald, of which there are many types in the Plague God's service.

"I worked on all three of the new Heralds at the same time," says Gaku Matsubayashi, who sculpted Horticultural Slimux, the Sloppity Bilepiper and the Spoilpox Scrivener. "Along with the Poxbringer that Gavin Newton sculpted a few years ago (see right), we wanted to cover several aspects of Nurgle's personality, be it cultivation, levity, war or the cataloguing of diseases. These are all ideas that have been touched on in the past, though only very briefly – there is actually a Plaguebearer scribe and a Plaguebearer musician featured in an Adrian Smith piece of artwork in the Lost and the Damned book from 1990. They were my first point of inspiration.

HORTICULTURAL SLIMUX

"Horticultural Slimux is Nurgle's gardener, which is why he carries loads of gardening and farming equipment, from his rusty shears to the plough on the back of his snail, Mulch. There are lots of little vials and pots and pouches around the tree that sits behind him, too, like he's bringing his work with him when he has to go to war."

THE SPOILPOX SCRIVENER

"The Scrivener is an obsessive recorder who futilely tries to document everything – he's grumpy all the time, which I tried to convey in his frowning expression (he also has three eyes – all the better to see everything). Plaguebearers have to try and note down every death and disease, while the Scrivener records them doing it on a long parchment, which is being eaten by a Nurgling at his feet. It's obsession beyond sense! Maxime Pastourel proposed the long nose-mouth – we liked the idea of him shouting loudly at the Plaguebearers to make them work harder, then sneezing phlegm everywhere. It's funny but also deadly serious, just like Nurgle. His quill is a feather from a Lord of Change – Tzeentch hates Nurgle and his sense of order, so it seemed appropriate to make the instrument of recording come from a creature of randomness and flux."

THE SLOPPITY BILEPIPER

"The Sloppity Bilepiper is a play on Nurgle's fun side. It harks back to the Carnival of Chaos and the spectacle of a Nurgle legion marching to war – it's meant to be quite a cheerful event, which is why he's capering around – he's a musician and jester rolled into one. His marotter and gutpipes are the remains of his predecessor – it seemed appropriate, in a morbid way, to show the cycle of life and rebirth on this happy, manic model."

A PROCESSION OF NURGLINGS

Nurglings are the most mischievous of Papa Nurgle's children. Tiny facsimiles of their vile god, they can often be found capering around his daemonic legions, spreading filth and disease. Here are just a few of our favourites and where to find them.



Tap the pictures for more information



1

Horticultural Slimux (1) shares a similar design to many Plaguebearers. He was, after all, the first of their number. Gaku sculpted him with a bone in his mouth, like a sheaf of corn, to give him a rural look.

The Sloppity Bilepiper (2) is bedecked with bells - a common Nurgle motif. You can see them on his hat, marotter and even around his ankles. The Nurgling capering around his feet hints at the happiness and levity he brings.

Gaku sculpted the Spoilpox Scrivener (3) with scrolls wedged in his guts. "I reckon he just keeps them there for storage and ease of reach," says Gaku. "They're probably completely illegible now, though, and covered in gunk."



2

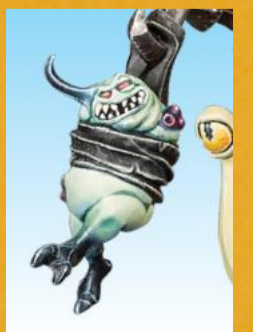


3

PLAGUEBEARERS – NURGLE'S TALLYMEN

Plaguebearers make up the foetid bulk of Nurgle's daemonic legions. Shambling inexorably into battle, they are unusually glum for followers of the Great Corruptor, for they are made of the soul-stuff of mortals who have died of Nurgle's Rot, their minds and bodies eroded by misery and malignancy until they accept their horrid fate.

"The look of the Plaguebearers has been pretty consistent over the last few decades," says miniatures designer Gavin Newton, who worked on the current incarnation of the models and the Poxbringer Herald. "They've always been emaciated and gangly-limbed, but with protruding pot bellies. Kev and Aly established that look in the early days (Aly likes to imagine there's something "swilling around inside their stomachs") and we – myself and Mike Anderson – sort of took them to the extreme, adding new textures to them and really exaggerating their diseases – the belly mouth came back and we were able to sculpt intestines spilling out of them – something that wasn't possible when the models were metal. We also updated the plagueswords, making them look more organic – like jagged stalactites rather than forged blades. The Poxbringer is the epitome of the Plaguebearers – he's even more diseased and sick-looking and his stomach has exploded completely, revealing his innards. He also shows more of the rampant growth associated with Nurgle – such as twisted horns and a leg that's bulging from elephantiasis." The single baleful eye and protruding horn have also been a staple design of the Plaguebearers, not to mention the hideous rictus grin that many of them share. "They're smiling, but it's not meant to be a pleasant smile," adds Gavin. "Plaguebearers are full of malice and misery, so it's more of a grimace than anything else."



Tap the pictures for more information

DESIGNERS' NOTES



POXWALKERS AND THE DEATH GUARD

Many of the design elements that can be seen across the Nurgle Daemons range of miniatures can also be seen on the Plague God's mortal followers. The Poxwalkers from the Dark Imperium box are a great example of this. Having succumbed to the disease known as the Walking Pox, their bodies have become the hosts of many diseases, just like the Plaguebearers. Many have sprouted horns on their

heads and others are covered in maggots, boils and pustules. The most instantly recognisable link between the Poxwalkers and what they will become, though, are their manic, lipless grins – a clear sign that one day they will turn into hideous Plaguebearers. Plague Marines also often show signs of daemonic taint – many have horns and single eyes, while others feature tentacles much like those on the Beast of Nurgle or ruptured stomachs and belly mouths like on the Great Unclean One.





NURGLE'S ROTTEN LEGIONS IN THE 41ST MILLENNIUM

The Realm of Chaos reaches through all of space and time, existing in an infinite number of realities. As such, Nurgle's servants are as likely to appear in the 41st Millennium as they are in the Mortal Realms. Yet while Nurgle's servants – Plaguebearers, Nurglings and Great Unclean Ones among them – exist in both realities, the Plague God also has daemonic entities that exist solely in the 41st Millennium – Daemon Engines.

“While we were working on the Death Guard we

**“Filth and grime, pox and slime,
beating wings and seeping grue,
bring your fluxsome energies, bring
unclean life, we beseech you.”**

- Extract from the 7th Incantagion

came up with lots of different ideas for Daemon Engines,” says Gaku, who sculpted the Myphitic Blight-hauler, which came out last month. “The initial idea was to create a more mechanical, futuristic-looking version of the Rot Flies, which developed into the Foetid Bloat-drone.” The idea of combining flesh, machinery and Daemon has been around for a few years now, beginning

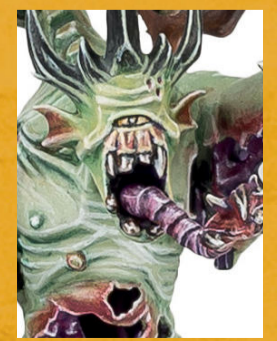
with the Defiler, but only really becoming evident with the release of the Helbrute. The culmination of all these design elements came to rancid fruition on Mortarion and, of course, the Bloat-drone and Blight-hauler, all of which exhibit signs of Nurgle-like mutation combined with corroded wargear, fleshy protuberances and battle damage.

“The Blight-hauler is the ground version of the Bloat-drone,” continues Gaku. “The body is actually very similar, with engines, fuel tanks, vents and exhausts emerging from raw flesh. It's horribly organic for something that's been forged. It's meant to be quite an aggressive tank, pushing its way into enemy trenches and chewing through the people hiding inside. There's a creepy-crawly feel to it, which is why I sculpted the tracks like chitinous insect plates. I reckon the Blight-hauler is a bit more intense and active than the Bloat-drone – the Blight-hauler's staring eye, plus all the teeth and claws, give it a more frantic look, like it's always hungry and eager for battle.”

“What you'll find is that every one of Nurgle's daemonic servants, be they Daemon Engines or spellcasters, share that common design vocabulary that we mentioned earlier,” says Aly. “That's one of the things we aim for with all of our ranges. You can tell at a glance that these models are all related – all part of the same army.” DH

THE CYCLOPEAN EYE

So why do Plaguebearers have one eye? It's something we've been wondering about for a while now. So we asked John Blanche, the man who drew some of the first pictures of them. “We wanted a look for each of our Daemons that was wonderfully Chaotic and not of this realm,” says John. “The idea of a single cyclopean eye was meant to give them a lot of gravitas, not like the cruel, hungry eyes of Bloodletters or the crazed eyes of Horrors. They are meant to be quite cold and humourless and a single, large, baleful eye makes them look quite intense – like they're immersed in the task at hand.”



THE YEAR THAT WAS

2017 – what a great year to be into our fantastic hobby. It was a year of new models, books and novels, of new boxed games and rules systems, and it even saw the return of a few classics. Here we take a quick look back at the majesty that was 2017.



MINIATURE OF THE YEAR 2017

2017 saw the release of 69 new plastic kits, plus seven boxed games, giving us access to 101 new units and hundreds of new miniatures, many with additional weapon configurations and modelling options. On top of that, 2017 also saw the return of Necromunda, the release of a wave of new plastic scenery sets, countless Forge World kits, models for *The Middle-earth*™ Strategy Battle Game, Slambo, Sly Marbo, Grombrindal (twice!) and a box of skulls. But which is your favourite miniature of 2017? Find out how to vote [here](#).

Welcome, one and all, to the White Dwarf Review of the Year 2017. And what an incredible 12 months it was for us lucky hobbyists. In the Warhammer 40,000 universe worlds burned, the Aeldari fractured and not one, but two more Primarchs were realised in miniature form. Add to that a new – and arguably the best ever – edition of Warhammer 40,000, Primaris Space Marines, Death Guard, the Avatar of an Aeldari god, a 10,000-year-old Tech-priest, Gangs of Commorragh and Sly Marbo and you've got a pretty impressive year for Warhammer 40,000.

But what was going on in the Mortal Realms? Oh, only a few little things... two new armies in the shape of the Kharadron Overlords and the Tzeentch Arcanites, Blightwar, the Season of War: Firestorm campaign pack, the second General's Handbook, Slambo and new models

for the Stormcast Eternals. Also in the Mortal Realms, we saw the release of *Shadows Over Hammerhal* for Warhammer Quest and a whole new game – Warhammer Underworlds: *Shadespire*.

And don't forget the books. Last year there was a wave of codexes released to support the new edition of Warhammer 40,000, while the talented authors of Black Library brought us new tales of intrigue, action and derring-do that add to the sagas of the Mortal Realms and the Dark Imperium. Then there's everything that Forge World have been making this year, from Legio Custodes Dreadnoughts and Battle-automata to Magnus the Red and the Astraeus Super-heavy Assault Tank for the Primaris Space Marines.

So power up your trans-dimensional jump pack, don your warp-boots and join us as we travel back in time to the year that was 2017.

THE DARK IMPERIUM

The Fall of Cadia, the Fracture of Biel-Tan, the Resurrection of Roboute Guilliman... surely all of these are contenders for the biggest Warhammer 40,000 news in 2017? Well, they would have been had it not been for the new edition of Warhammer 40,000 that came out in June. Not only did the game mechanics have a major overhaul (arguably the biggest change to the game since 1997), but the background of the 41st Millennium also progressed considerably. The forces of Chaos overwhelmed the galaxy, Roboute Guilliman was resurrected and the Imperium was just about saved by the deployment of the Primaris Space Marines. To celebrate, a brand-new boxed set was released featuring new models for both the noble Primaris Space Marines and the pestilent Death Guard. Both forces saw full releases later in the year.

NEW CODEXES

A new edition of the game meant new codexes were in order. Like their predecessors, they featured all the rules you needed for your army, plus a wealth of background and plenty of painting inspiration. The biggest change was the addition of stratagems, which can you can play mid-battle for a handy in-game benefit.



THE PRIMARCHS

Last year saw a 200% increase in the number of Primarch models out and about in the galaxy, taking the total number from one to three.

Magnus the Red (who came out in 2016) thought he had the galaxy to himself, when suddenly he was confronted by his resurrected brother, Roboute Guilliman, who returned from the dead to save the Imperium (curse his noble heart). Fortunately for Magnus, he was soon joined by his pestilent brother Mortarion – Primarch of the Death Guard – in September, who brought with him a legion of new Death Guard warriors to lay waste to the Imperium of Man.



THE YEAR IN WHITE DWARF

12 weighty issues, 1776(ish) pages, 18,000 man-hours of work. This is what we got up to in 2017.



JANUARY – THE FALL OF CADIA!

The year began with a bang as Cadia was finally conquered by Abaddon the Despoiler in the new supplement Fall of Cadia. To celebrate, we played a huge game of Warhammer 40,000 in which Erik's Imperial army fought off Dan's Chaos assault. We also took a closer look at the Disciples of Tzeentch in the Ultimate Guide. This issue featured three new articles, too – First Blood, Mustering for War and Realm of Battle, which focus on gaming, painting and scenery building.



FEBRUARY – THE FRACTURE OF BIEL-TAN!

Things went from bad to worse in February when the Eldar realised that the only way to save the galaxy was to awaken Ynnead – the God of the Dead. But the forces of Chaos weren't having any of it and, to counter the Eldar, Tzeentch managed to sneak the Lord of Change into February's edition of the mag, too. This issue also saw our four Warhammer Age of Sigmar warlords come to blows in their final battle and we featured an 'Eavy Metal Masterclass for painting crystal blades.



Continued ►

REVIEW OF THE YEAR 2017

THE YEAR IN WHITE DWARF



MARCH – RISE OF THE PRIMARCH

Roboute Guilliman – Primarch of the Ultramarines – returned to the land of the living in March, resurrected by Imperial technology and Eldar witchcraft. Guilliman

was, of course, the major theme for the issue, but we also introduced *Shadows Over Hammerhal* – a new adventure for *Warhammer Quest*. March's issue also included *Designers' Notes* for both Guilliman and *Shadows*, along with a narrative *Battle Report* that pitched the people of *Hallowguild* against Nurgle's vile hordes. A *Tale of Four Warlords* began again, too, this time for *Warhammer 40,000*.



APRIL – THE RULERS ABOVE THE CLOUDS

April saw the release of the *Kharadron Overlords* – a force of skyfaring, aethergold-plundering duardin. Arguably the most

unusual army to grace the battlefields of the *Mortal Realms*, we took a closer look at their background, showed you how to paint them, then pitched them in a *Battle Report* against the *Flesh-eater Courts* (which they lost!). This issue also featured the tallest *Battle Report* we've ever fought – a four-player *Shadow War* game on a board almost five feet high – plus rules for the *Skitarii* and *Genestealer Cults* in *Shadow War: Armageddon*.

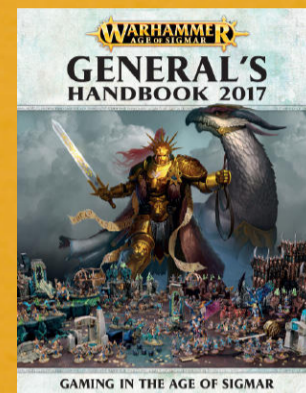


WARHAMMER AGE OF SIGMAR

2017 was a massive year for *Warhammer 40,000*, but it was also a huge year for *Warhammer Age of Sigmar*. January saw the release of the *Disciples of Tzeentch*, which were followed in March by the *Stormcast Eternals of the Vanguard Auxiliary Chambers* and in April by the *Kharadron Overlords* (see below), all of which came with new *battletomes* and a host of new miniatures. The story of the *Mortal Realms* also progressed in September with the release of a new boxed game, *Blightwar*, which saw *Grandfather Nurgle* unleash his foul gardener *Horticultural Slimux* upon the realms. This began a new tale in the *Age of Sigmar* saga, taking place several hundred years after the events of the *All-gates war*. The game progressed, too, with the release of the second incarnation of the *General's Handbook* – a compilation of new rules and ways of playing.

THE GENERAL'S HANDBOOK 2017

The latest edition of the *General's Handbook* included loads of new gaming options for *Warhammer Age of Sigmar*, including multiplayer games, *Times of War*, sieges, *battleplans*, faction allegiance abilities and new options for purchasing units in matched play games.



KHARADRON OVERLORDS

Where the *Fyreslayers* are the sons of *Grimnir*, the *Kharadron* are the sons of *Grungni* – a technologically advanced race of business-minded sky-duardin who fly into battle in heavily armed and armoured sky-ships. Wearing pressurised suits and gas masks and carrying an array of weird and wonderful ballistic weapons, they brought a whole new look to *Warhammer Age of Sigmar*, highlighting just how weird and wonderful the denizens of the realms can be. On top of that, they also added a new dynamic to the game – transport vehicles (and they're flying ones, too!).



SHADESPIRE

October saw the release of *Warhammer Underworlds: Shadespire*, which pitted small warbands against each other in the depths of the *Mirrored City of Shadespire*, a cursed place doomed to a twilight existence by *Nagash*. Cards play a huge part in the game and deck building is one of the game's key features, enabling you to upgrade your warriors and play crafty ploys on your opponents in a bid to secure victory.



NECROMUNDA

Last seen in the early 2000s, Necromunda finally made its long-awaited return in 2017. The brand-new Necromunda: Underhive game introduced updated rules, House Escher and House Goliath gangs now in plastic and a set of floorplans, underhive perils and bulkheads to fight your games across. The Gang War supplement brought campaigns and extra rules for the high-rise fighting for which Necromunda is famed – an even more appealing proposition since the arrival of the Sector Mechanicus scenery range (also in 2017). Like that of Blood Bowl the year before, Necromunda's return was keenly awaited, while a new generation of players have also now been able to discover the fun of staking out your own hard-won territory in the Underhive. Rest assured, there's more to come, with gangs representing the other Clan Houses and more on the horizon.

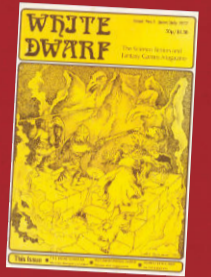


BLOOD BOWL

It was in late 2016 that Blood Bowl returned, and in 2017 we entered a whole new season with a second Death Zone supplement (collected, along with the first and a host of additional rules from White Dwarf, in the Inaugural Blood Bowl Almanac at the end of year) as well as an absolute slew of new miniatures. There were Dwarf, Goblin and Elf teams, big guys in the shape of an Ogre and a Troll (all in plastic for the first time), and a veritable Hall of Fame's worth of Star Players from Forge World. Even Grombrindal, the legendary White Dwarf himself, made his first ever appearance on a Blood Bowl field. Notably, each of these teams was accompanied by its own pitch and, more recently, Team Card packs, adding to the slightly chaotic variety that's always been a huge part of the fun of Blood Bowl. Let's see what the 2018 season holds for our teams and their coaches...



MAY – 40 YEARS OF WHITE DWARF!
Happy birthday to us! 2017 was the year that White Dwarf magazine turned 40. We celebrated with a look back at the last four decades, including a picture of every White Dwarf cover ever made up to that point – all 550 of them! We also featured a new Grombrindal miniature in his special birthday suit, a three-part duardin Battle Report, an article about taking on the role of a gamemaster and an interview with our most venerated Illuminator John Blanche.



JUNE – DARK IMPERIUM

This issue was mostly about the new edition of Warhammer 40,000. We took an in-depth look at the miniatures in the Dark Imperium boxed set, played a massive game, explained how detachments work, provided painting guides and even managed to sneak in an interview with the Studio artists. Phew!



JULY – A HOBBY EXTRAVAGANZA

July's issue featured six new Warhammer 40,000 armies painted by Studio members, a scenery painting article, a game report for Warhammer Skirmish and a Battle Report for Warhammer 40,000, plus new Primaris Space Marine models and an interview with seven of the Studio's miniatures designers.



Continued ►

REVIEW OF THE YEAR 2017

THE YEAR IN WHITE DWARF



AUGUST – SAVIOURS OF THE IMPERIUM

Following on from Dark Imperium, August saw the release of a whole wave of new Primaris Space Marine kits. We featured an extensive Designers' Notes on the new miniatures and brought back a classic article – Index Astartes – to look at how a Space Marine is created. Also in the issue: an Ultimate Guide to the Traitor Legions (the dirty rotters), A Tale of Four Warlords continued apace, we talked colour theory with the Studio painters and the rules writers unleashed their Warhammer Age of Sigmar armies in a highly competitive Battle Report.



SEPTEMBER – THERE IS ONLY WAR

2017 was a big year for birthdays as Warhammer 40,000 turned 30. Again, celebrations were in order! We delved into the history of the game and the universe's rich background, played two back-to-back Battle Reports (pitching the Crimson Fists against the Orks), created an Ultimate Guide to the Rhino APC, chucked in two awesome posters and showed off the finished collections for A Tale of Four Warlords. Oh yes, Mortarion, Primarch of the Death Guard also came out in September alongside Blightwar for Warhammer Age of Sigmar. Nurgle rejoiced!



A YEAR IN THE BLACK LIBRARY

Novels, novellas, anthologies and audio dramas – it was a busy year for the Black Library team and their many talented authors. We take a look at a few of the highlights of the last year.

THE HORUS HERESY: GARRO

Nathaniel Garro, once a warrior of the Death Guard Legion, now a Knight Errant in the service of Malcador the Sigillite, is one of the most beloved characters in the Horus Heresy series. This is the novelisation of the six audio dramas that make up his tale so far, plus the novella *Garro: Vow of Faith*.

Read it because...

Garro hasn't reached the end of his journey quite yet – the Siege of Terra awaits him – but for the very first time, you can read his entire saga so far in a single volume, from his first mission as an agent of the Sigillite to his decision to break away and seek his own destiny.

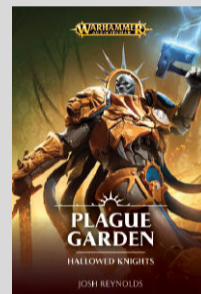


HALLOWED KNIGHTS: PLAGUE GARDEN

The Hallowed Knights are on a quest to save their Lord-Castellant Lorrus Grymn from the Garden of Nurgle. But the good guys find themselves on the back foot when they end up in a battle to the death against a foe that just won't die. It's a tale of intense action with no small amount of disgusting descriptions. Trust us, you'll never want to take a trip to the Garden of Nurgle after reading this novel.

Read it because...

It's a return to the Mortal Realms... sort of. It's something new for the Age of Sigmar as the Stormcast Eternals take on Chaos not just in the usual places, but right in the very heart of the Dark Gods' own domain.

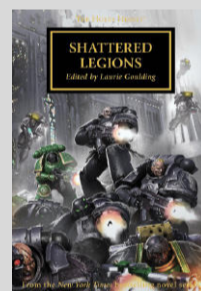


THE HORUS HERESY: SHATTERED LEGIONS

The Shattered Legions are those who fought on the losing side on Isstvan V – the Raven Guard, Salamanders and Iron Hands. This anthology gathers together 10 short stories about the remnants of these Legions as they conduct their guerilla wars against the Warmaster's forces.

Read it because...

It's the contents of the anthology Meduson collected together with Graham McNeill's *The Seventh Serpent* to form the definitive collection of Shattered Legions fiction. See how Shadrak Meduson's feud with Horus plays out and the lengths to which these hardy survivors will go to score victories over the traitors.

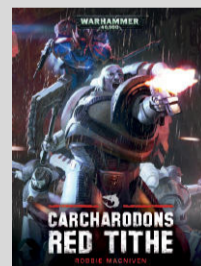


CARCHARODONS: RED TITHE

The prison world of Zartak has fallen into darkness. Yet the sinister Night Lords Legion of Chaos Space Marines are not the only predators stalking the darkened halls of the prison complex, for the Carcharodons Chapter of Space Marines are also on the loose. Quite who is the predator and who is the prey in this nail-biting, gore-soaked novel is a mystery – the only thing that's obvious is that blood will be spilt. Lots and lots of blood.

Read it because...

A darkened prison, a pack of Night Lords and the Imperium's most predatory Space Marines – what more could you want from a story?

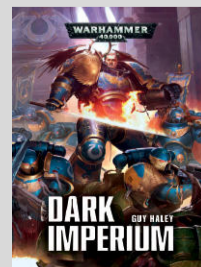


DARK IMPERIUM

A loyalist Primarch in the 41st Millennium? Yes please! Guy Haley gets to grips with a resurrected Roboute Guilliman as he returns to the Ultramar system to deal with a Nurgle invasion. There's plenty of action in the novel, but also plenty of introspection as Guilliman realises he will have to save the Imperium.

Read it because...

It's a new beginning for the Warhammer 40,000 universe! Guy Haley crafts a tale of the returned Primarch Roboute Guilliman as he races to save his realm from the servants of Nurgle – it's the perfect accompaniment to the story presented in the new Warhammer 40,000 game!



FORGE WORLD IN 2017

Forge World's year kicked off with the release of the Sokar pattern Stormbird, an aircraft so large it actually dwarfed the already-massive Thunderhawk Gunship (the kit for which was revamped later in the year). The Stormbird was followed by new units for both the Legio Custodes and the Mechanicum (including both tracked and flying tanks), plus the mysterious Kharon pattern Acquisitor – a stealthy hover tank for the Sisters of Silence. The Forge World designers also made a brief foray into the Mortal Realms with Mazarall the Butcher – a Daemon Prince of Khorne. The big news in 2017, though, was the release of the 13th Legion Primarch in the Horus Heresy Character Series – Magnus the Red. The following months of the year saw further releases for the Thousand Sons including Magistus Amon and the Osiron Dreadnought. **DH**



MIDDLE-EARTH

There was much activity in *Middle-earth* this year, what with the release of the *There and Back Again* rulebook, which featured updated game rules, a host of new scenarios and profiles for a wealth of new characters and units. Many of those units then came out over the course of the year, including the Iron Hills Dwarves (some riding goats and chariots), Gundabad Berzerkers, Ogres and Trolls, *Gwaihir*™ the *Wind Lord*, Alfrid Lickspittle in a dress, Bard's family and, who could forget, the incredible Lake-town house kit.



ALAN BLYGH

There was some sad news last year, with the death of long-time Horus Heresy Lead Writer Alan Blygh, who sadly passed away in May. Alan worked at Games Workshop for 14 years and was a key member of the Forge World Studio for over a decade. Most of all, Alan was a great human being, who is fondly remembered and greatly missed.



TOP FIVE VIDEO GAMES

So many video games came out last year that we had to corral them into a list of our top five.

1. Total War: Warhammer II
2. Dawn of War III
3. Blood Bowl 2: Legendary Edition
4. Space Hulk: Deathwing
5. Warhammer Quest II: The End Times

A special mention: Doomwheel, for all its entertaining rat-based shenanigans. We think it's wheely good!



OCTOBER – THE MIRRORED CITY

The talk of the town was divided in October between the new Death Guard miniatures and Shadespire – a brand-new type of game set in the Warhammer Underworlds. We featured a play-through of the game in this issue, plus an interview with the chaps behind Total War: Warhammer II.



NOVEMBER – INTO THE UNDERHIVE

After many years away, Necromunda returned in November with a new boxed game and new miniatures. Of course, we got to play a few games of it and showed you how to paint the new Escher and Goliath models. Also in this issue, we looked at playing campaigns in the Age of Sigmar.



DECEMBER – THE GAMING SPECIAL

December's issue was filled to bursting with gaming content. Inside were four Battle Reports, gaming advice for Shadespire and Blood Bowl, a new mission for Space Hulk and the first of a new series of adventures for Shadows Over Hammerhal. We also revisited our guide on how to photograph your models.





MINIATURE OF THE YEAR 2017

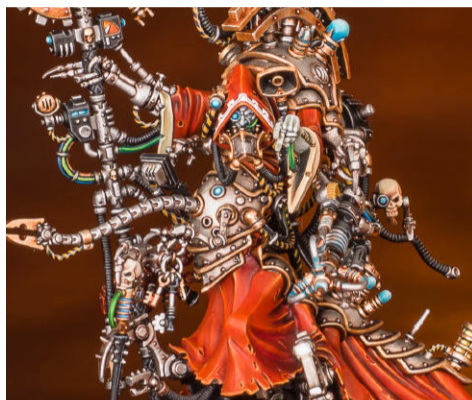
What do you think is the greatest Citadel miniature of 2017? We've taken a whistle-stop tour of last year's releases over the last few pages, but there were over 100 new units released last year to choose from. Here's how to let us know your favourites.

YOUR MODEL OF THE YEAR

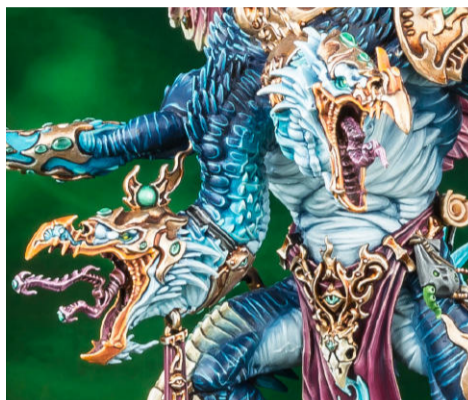
Something we love to do here in the White Dwarf bunker is talk about our favourite Citadel miniatures, and 2017 was certainly a great year for new models. We've all got our favourites – Matt K and Martyn reckoned the Primaris Apothecary was the best model of the year, while Michael put his metaphorical seal of approval next to the Primaris Chaplain. Matt H said "Mortarion, of course," while Dan and Jonathan both picked Kharadron, voting for the Admiral and the Endrinmaster, respectively. Stu said Inquisitor Greyfax, Ben put his mark next to the Redeptor Dreadnought and Shaun voted for Plague Marines. Mel said Grombrindal, but we reckon she was just sucking up to our bearded overlord.

But how do we pick the favourite model of 2017? Well, that's where you lot come in. All you need to do is choose your five favourite Citadel miniatures from 2017 and email your list to: team@whitedwarf.co.uk

Feel free to tell us why you picked the models you did, too – we might even include your thoughts when we publish the results later in the year. We've included a few examples of what ranges of models came out when to the right, but you can pick any five Citadel miniatures from 2017, not just the ones shown here. We'll close the voting on Sunday 28 January, so don't take too long making your mind up!



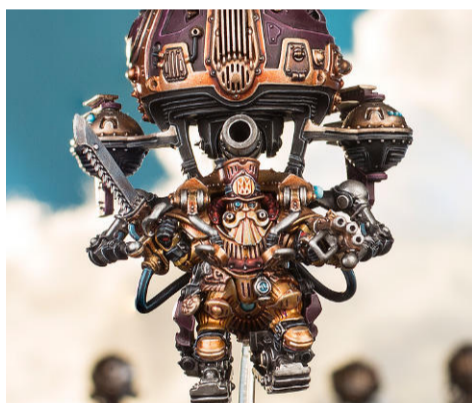
JANUARY: FALL OF CADIA



FEBRUARY: DISCIPLES OF TZEENTCH



MARCH: RISE OF THE PRIMARCH



APRIL: KHARADRON OVERLORDS



MAY: GROMBRINDAL!



JUNE: DARK IMPERIUM



JULY: PRIMARIS SPACE MARINES



AUGUST: PRIMARIS SPACE MARINES



SEPTEMBER: BLIGHTWAR



OCTOBER: SHADESPIRE



NOVEMBER: NECROMUNDA



DECEMBER: SLY MARBO

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- WEAR PROTECTIVE EQUIPMENT -
- BURN THE HERETIC -

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Failure to comply with hygiene regulations may result in infection, death, insanity, buboes, incessant chanting, irritatingly cheerful disposition, bad breath, possession, free thinking, limb loss, limb growth, and/or disrespectful attitude to one's betters. Regulations are advisory and should not be seen as guarantees of prevention of infection. Failure to inform your superiors of symptoms and report for incendiary decontamination is punishable by flogging, followed by incendiary decontamination.

++Thought for the day: "There is nothing to fear but failure."++



THE GOLDEN CONTRACT

Deep in the Nightlands of Shyish, the Battlemage Augus Goldenhand plots to unleash a spell of silver to purify the region of Nurgle's taint. Defended by companies of Fyreslayers, can the Battlemage enact the spell before the Maggotkin of Nurgle drown the land in rot?

The Maggotkin of Nurgle assail the Mortal Realms once again this month, with new miniatures and, for the first time, their very own battletome. So, we decided to see how they do in this month's Battle Report! Martyn and Michael are our generals this month, and they decided on a narrative game, using armies of broadly similar size. To help tell the tale, writer Stu came up with a battleplan and a suitable story, pitting a band of mercenary Fyreslayers against the Maggotkin.

For this battle, Fyreslayers of the Greyfyrd and Vostarg lodges have been hired by the Battlemage Augus Goldenhand to protect him while he researches a spell to purify the nearby lands. The Maggotkin, however, seek to slay the meddling Battlemage and thus leave themselves free to bestow Grandfather Nurgle's gifts on the Nightlands of Shyish.

The game will last for five battle rounds (or until one side is wiped out), with the deciding objective being whether the Battlemage is still alive at the end of the fifth battle round or not. If he can survive until then, the Fyreslayers will claim victory (and payment). If the Battlemage dies, the Maggotkin win.

On top of that, both sides will be keeping a tally of the models they slay. For the Fyreslayers, this represents the cost of their services – the more they slay, the greater the payment they will command after the battle. For the Maggotkin, this tally represents the number of souls infected with Nurgle's rancid blessings. The tallies will be compared at the end of the game to determine whether the victor scores a minor or a major victory. So, it's over to our generals to choose their armies, ready to determine the fate of Augus Goldenhand and his spell of purification...



MARTYN & MICHAEL

Photographer Martyn and Production Editor Michael are our generals for this Battle Report, leading the forces of Nurgle and the Fyreslayers, respectively.



It was late in the day, as Fyreslayers judge such things, when Kordish the Grim, Runesmith of his lodge, entered the inner chambers of Runefather Barish-Grimnir bearing a strange bird.

"Runefather," said Kordish, "we have a message from a manling sorcerer – he has an offer for us."

"Then let us hear it," replied Barish-Grimnir.

"Honoured sir," spoke the machine-bird in the voice of a man, "I am Augus Goldenhand, of the Collegiate Arcane of Hammerhal. I am engaging in magical experiments of a most serious nature in the Nightlands of Shyish, but the region is threatened by the scioAns of the Dark Gods – in particular, the children of the Plaguefather. I would seek your aid in protecting me while I prepare a spell of purification to cleanse the region of this filth. As such, please find the pennyweight of ur-gold in this bird's beak as a mark of my seriousness – I am led to believe the sons of Grimnir prize such material. If my offer piques your interest, please visit my dwellings where we can discuss the full cost of the services of your lodge."

"What is your decision, Runefather?" asked Kordish.

"His money's good," replied Barish-Grimnir. "We march to war!"

BY THE HONOUR OF MY LODGE AND THE FORGE
FIRES OF GRIMNIR, I BIND MY FYRD, AND THOSE
OATH-BOUND TO ME BY THE GREYFYRD LODGE,
TO YOUR SERVICE FOR THE DURATION OF OUR
CONTRACT, UPON YOUR SIGNING – THIS I SWEAR.

UPON THE CONTRACT'S END WE WILL REQUIRE
PAYMENT IN GOLD FOR EACH HEAD, NO LATER
THAN THE NEXT FULL MOON. SHOULD YOU FAIL
TO PAY IN FULL, MASTER MAGE, YOUR
HONOUR IN THE EYES OF THE SONS OF GRIMNIR
WILL BE FORFEITED, AND NO PLACE IN ANY REALM
WILL BE SAFE FOR YOU. THIS, TOO, I SWEAR.

READY YOUR HEARTH AND YOUR COFFERS, THE
AXES OF GRIMNIR MARCH.

BATTLE REPORT



THE MAGGOTKIN OF NURGLE

DAEMONS OF NURGLE

- 1 – Rotigus Rainfather**
Great Unclean One
- 2 – Blotulous the Bell-ringer**
Great Unclean One – bile blade, doomsday bell, plague wind
- 3 – Horticultural Slimux**
Gardener of Nurgle
- 4 – Smellfungus Rottenjaw**
Spoilpox Scrivener, Herald of Nurgle
- 5 – Rotbag Squeezebox**
Sloppity Bilepiper, Herald of Nurgle
- 6 – The Mumbling Logisiticans**
20 Plaguebearers – Plagueridden, icon bearer, piper
- 7 – The Many-Blighted Brethren**
20 Plaguebearers – Plagueridden, icon bearer, piper
- 8 – Soft-splat, Tumblemess and Ripperpus**
3 Beasts of Nurgle

- 9 – The Chortling Children**
9 Nurgling swarms
- 10 – The Death’s Heads**
3 Plague Drones – Plagueridden, icon bearer, bell toller, prehensile proboscis

ROTBRINGERS

- 11 – Scabbrot Infectius**
Lord of Blights – bubotic hammer
- 12 – The Rotten-Hearted Lords**
10 Putrid Blightkings – Blightlord, icon bearer, sonorous tocsin
- 13 – The Festering Headsmen**
10 Putrid Blightkings – Blightlord, icon bearer, sonorous tocsin
- 14 – The Vectors of Ruination**
4 Pusgoyle Blightlords
- 15 – Old Rottenmaw**
Feculent Gnarlmau



Martyn: I couldn't decide whether to take a 'normal' Great Unclean One or Rotigus, so I just took both! I'm interested to see how they, the new heralds and the Lord of Blights work with the units – there should be some new synergies to try out. I'm hoping the Pusgoyle Blightlords' movement, flight and high wounds will let them deal with the Battlemage.



THE FYRESLAYERS

VOSTARG LODGE

1 – Barish-Grimnir

Auric Runefather on Magmadroth – ash-plume sigil

2 – Kordish the Grim

Auric Runesmiter on Magmadroth – runic iron

3 – Barruk the Unflinching

Grimwrath Berzerker

4 – Urgi the Bronzed

Auric Runemaster

5 – Urgish Rockbreaker
Battlesmith

6 – The Sons of the Flame

20 Vulkite Berzerkers – paired fyresteel handaxes, Karl, horn of Grimnir

7 – The Brothers of Gold

10 Auric Hearthguard – Karl

8 – The Unbroken Seal

10 Hearthguard Berzerkers – berzerker broadaxes, Karl

THE CLIENT

9 – Augus Goldenhand

Collegiate Arcane Gold Battlemage

GREYFYRD LODGE

10 – Urrik Urrikson

Auric Runeson on Magmadroth

11 – Ennik the Black

Auric Runesmiter on Magmadroth

12 – Knorri Shatterfist

Grimwrath Berzerker

13 – Durrigi the Grim

Auric Runemaster

14 – Gurggi Serpentbane

Battlesmith

15 – The Smouldering Brand

20 Vulkite Berzerkers – fyresteel handaxes and bladed slingshields, Karl, horn of Grimnir

16 – The Dour Sons

10 Vulkite Berzerkers – paired fyresteel handaxes, Karl, horn of Grimnir

17 – The Flame-scarred Huntsmen

10 Hearthguard Berzerkers – flamestrike poleaxes, Karl



BATTLE REPORT

DEPLOYMENT

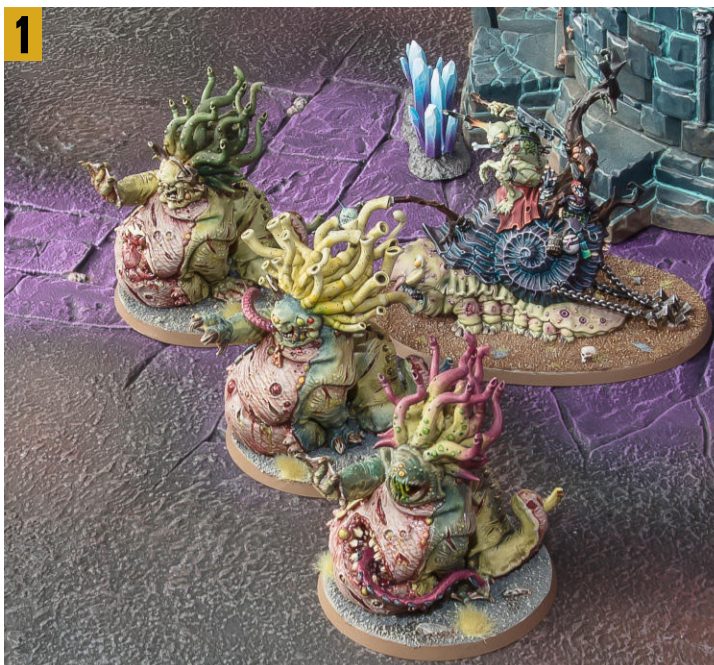
For this game, we decided that the entire Fyreslayers army and the Battlemage would set up first. We set Battlemage Augus Goldenhand up in his tower at the centre of the table. The Fyreslayers were then set up within 9" of the tower. This would allow them to stay close to the Battlemage while he worked away at his magical research. Once the Fyreslayer units had all been set up, the Maggotkin set up anywhere at least 21" away from the tower – 12" away from the Fyreslayers.

Deploying first, Michael did not know where the Nurgle forces would appear, so decided to guard the tower from all sides. He set his army up in two halves, reflecting the two Fyreslayer contingents, the Greyfyrd to the west of the tower and the Vostarg to the east. Michael placed a Magmadroth-mounted hero at four more or less evenly spaced points around the tower, so each unit of the Fyreslayers would be close to a character and benefit from their abilities. He spread his heroes on foot evenly among his duardin as well.

Martyn split his forces broadly into Rotbringer and Daemon contingents, deploying the mortal Rotbringers at the western edge of the board and the Daemons on the eastern flank, with Horticultural Slimux and his Beasts of Nurgle supporting the mortal flank. Martyn, like Michael, was careful to place heroes where nearby units would benefit, for example using the Great Unclean One's doomsday bell to speed up some of his otherwise slow units or placing the Lord of Blights close to the two units Putrid Blightkings, where he could supply them with death's heads.

THE CIRCLE OF CORRUPTION

One of the Maggotkin battle traits (first seen in Warhammer Age of Sigmar: Blightwar) is the Circle of Corruption, which gives you a new army-wide special rule every battle round – you roll to see which one you get first at the start of the game (in the case of this Battle Report, Martyn rolled a 4 – Plague of Misery), and at the start of each of your hero phases, it moves on a step clockwise. There's also a spell that Nurgle sorcerers can take that can move the Cycle of Corruption to any point you desire – especially if you want to dial the clock of rot back between Rampant Disease and Corrupted Regrowth.



Martyn keeps the Beasts of Nurgle close to Horticultural Slimux (1). This will let the trio of dim-witted Daemons reroll to-hit rolls of 1 and failed charges.

Runefathers (2) are traditionally the leaders of a lodge, but as the army consists of forces from two lodges – the Vostarg and the Greyfyrd – Michael felt only one part should have senior leadership, so he fields a Vostarg Runefather to take overall command in this battle.





The Battlemage starts the game in his tower (3), where he's safe from shooting – although he can still be targeted by magic. While he can't leave the tower because he's working on his purifying spell, the tower grants him a +1 to casting and +1 to dispel rolls, so he will support the Fyreslayers with Mystic Shields and fend off the Chaos forces with Final Transmutations. If Martyn can move a unit into base contact with the tower, he can then move as many models as he can fit directly into base contact with the Battlemage to fight him.



CONTAGION POINTS

Contagion points are a resource available to Maggotkin armies as one of their battle traits.

They are generated each turn by having units in your deployment zone, having units in your enemy's deployment zone and having Feculent Gnarlmaaws on the battlefield with no enemies near them.

These points can be spent on summoning Nurgle Daemons and Feculent Gnarlmaaws – the more powerful the Daemon the more contagion points you need.

BATTLE REPORT

BATTLE ROUND ONE: THE EARTH SHAKES

As the battle began, Michael had Durrigi the Grim use Volcano's Call on the crater near the Many-Blighted Brethren, on the southern edge of the battlefield. Four Plaguebearers were hit by the plume of lava. Three proved to be Disgustingly Resilient and ignored the wounds caused by the eruption, but one was destroyed by the inferno.

Beside the tower, the Runesmith Kordish the Grim's Magmadroth unleashed a stream of fire on the nearby Putrid Blightkings, killing one of them. Close by, Barish-Grimnir fired a stream of fire from his Magmadroth at the Mumbling Logisticians, banishing two of their number.

Elsewhere, the Dour Sons moved forward to engage the Festering Headsmen, but their charge was not a wise one, as all 10 Vulkite Berzerkers fell to the Festering Headsmen's rusted blades.

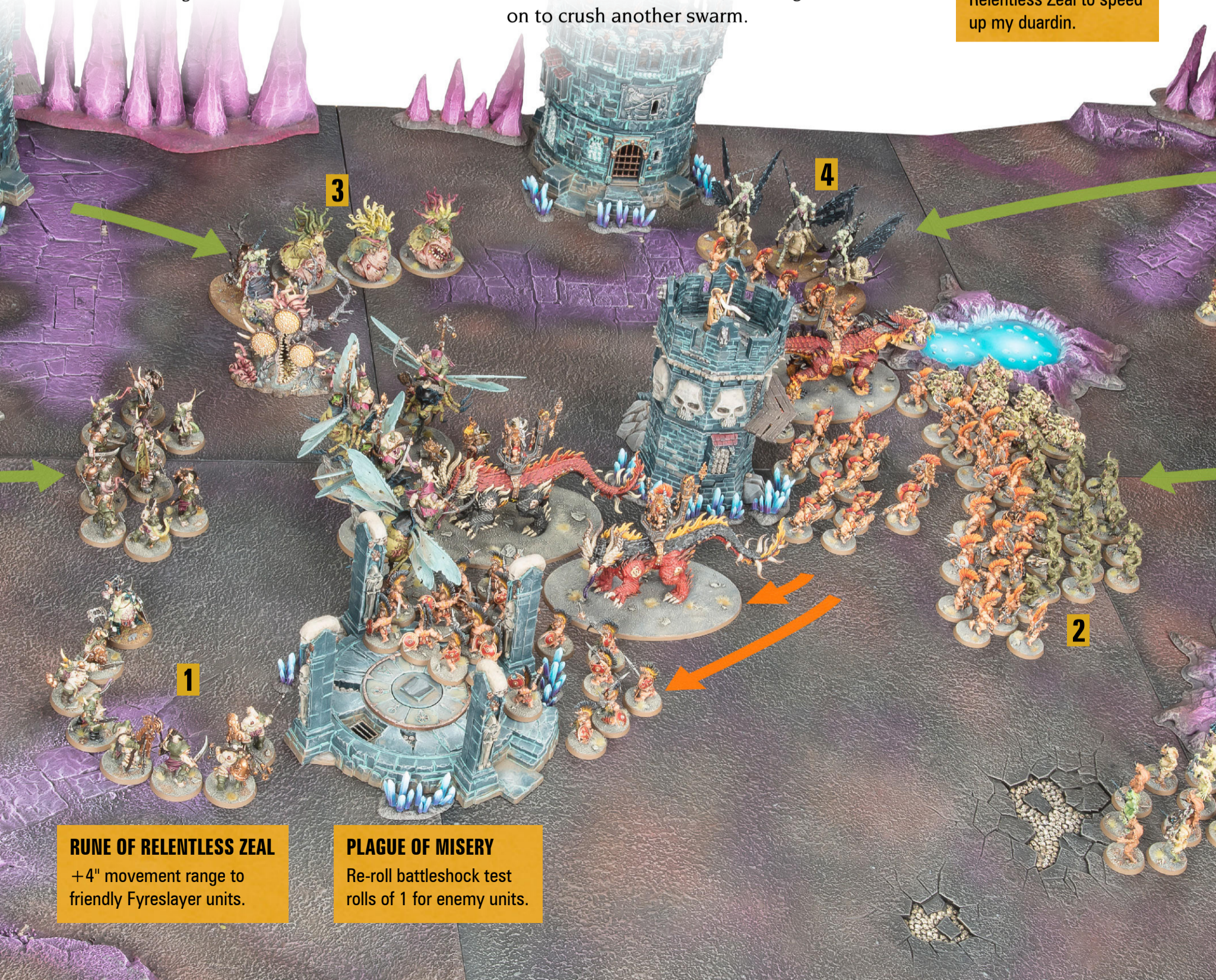
As the Maggotkin began their assault, Martyn's Pusgoyle Blightlords, the Vectors of Ruination, charged Ennik the Black, Gurggi Serpentbane and Knorri Shatterfist, inflicting a wound on Serpentbane but leaving the other Greyfyrd heroes unharmed. In retaliation, Serpentbane, Ennik the Black and the Vulkite Berzerkers of the Smouldering Brand dragged down one of the Pusgoyle Blightlords, slaying him.

The Mumbling Logisticians matched blades with the Sons of the Flame, but Mystic Shields – from Blotulous the Bell-ringer and Augus Goldenhand, respectively – protected both sides from any serious damage. Finally, the Nurglings of the Chortling Children charged the Sons of the Flame as well, only for one of their daemonic swarms to be smashed apart, the Nurglings failing to harm either the Sons of the Flame or Barish-Grimnir, who urged his steed on to crush another swarm.

THE VOICES OF COMMAND

Martyn: Michael's Fyreslayers were tough, and the trick I was trying to pull was separating the units so I could actually fit models in to pile in. I also wanted to keep his units to the east of the tower tied up, so they couldn't charge my Greater Daemons.

Michael: I needed to blunt Martyn's charge, so I wanted to close the distance before he got to me. My Battle Trait came in handy here: each hero phase I get to strike an ur-gold rune to use its special effects, so I struck the Rune of Relentless Zeal to speed up my duardin.



RUNE OF RELENTLESS ZEAL

+4" movement range to friendly Fyreslayer units.

PLAGUE OF MISERY

Re-roll battleshock test rolls of 1 for enemy units.



THE TALLY

FYRESLAYERS: 23
MAGGOTKIN: 38

Urrik Urrikson moves in to fight the Rotten-hearted Lords (1), slaying two before being dragged beneath a tide of rot-riddled bodies. Almost mercifully, rider and mount's deaths are instantaneous.

The Sons of the Flame stand firm against the tide of Daemons (2).

The Beasts of Nurgle and Horticultural Slimux charge the Flame-scarred Huntsmen (3). The expert monster-killers barely scratch the Beasts of Nurgle before they are crushed.

The Death's Heads charge the Unbroken Seal (4), starting a fight that will last most of the match (spoiler).



BATTLE REPORT

BATTLE ROUND TWO: FIRE AND PLAGUE

With battle raging, Rotigus cast Deluge of Nurgle on Urgish Rockbreaker, Urgi the Bronzed, Barish-Grimnir and Barruk the Unflinching, inflicting a wound on each. More concerned with the welfare of his underlings, Blotulous the Bell-ringer cast Mystic Shield on the Mumbling Logisticians.

The Death's Heads hurled their namesake weapons at the Unbroken Seal, killing one, before closing in to kill another with their plague swords. The Hearthguard Berzerkers proved tougher prey than expected, however, and took down one of the Plague Drones in response.

The Lord of Blights, Scabbrot Infectius, gifted his Munificent Bounty to the Rotten-Hearted Lords, allowing them to launch death's heads at Durrigi the Grim, which inflicted three wounds on the Auric Runemaster before the

Lord of Blights landed the killing blow with a thrice-ripened death's head of his own.

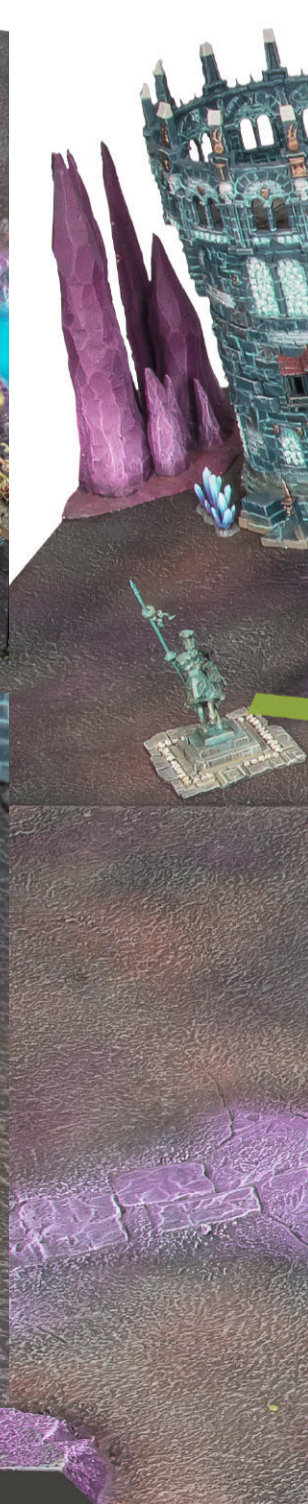
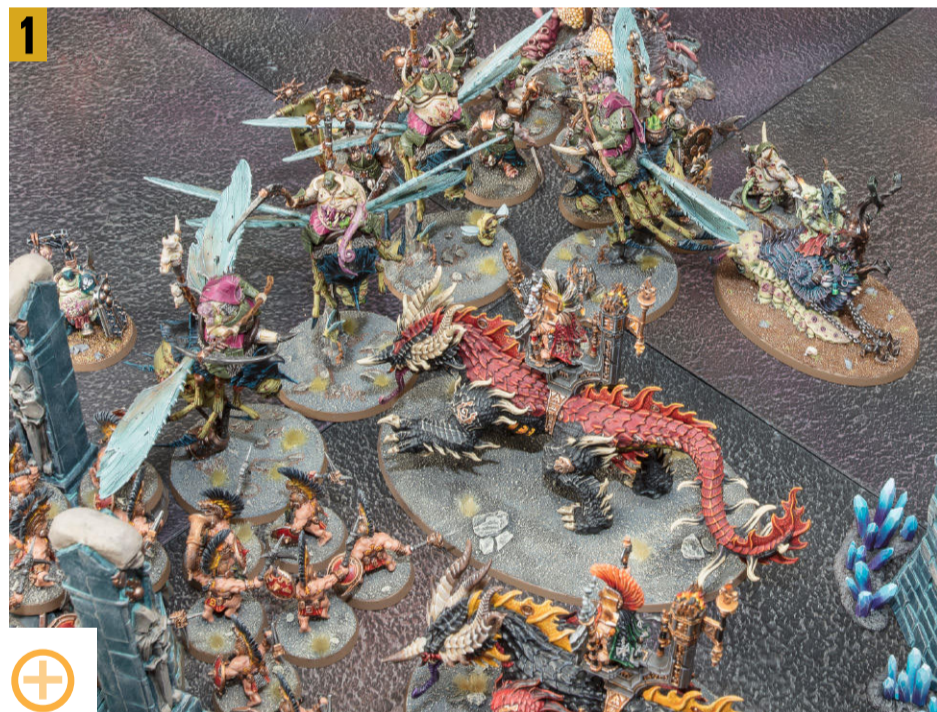
The Brothers of Gold fired their molten rockbolts at the Beasts of Nurgle, inflicting two wounds and softening them up for Barish-Grimnir to kill Ripperpus and Soft-splat in combat.

At the opposite side of the tower, Horticultural Slimux charged Knorri Shatterfist, inflicting a single wound. Shatterfist, however, focused all of his attacks on the Vectors of Ruination, dealing three wounds – the Pusgoyle Blightlords, in turn, split their attacks between Ennik the Black and Gurggi Serpentbane, inflicting eight wounds on the Runesmith and four on the Battlesmith. In response, Ennik and Gurggi jointly slew one of the Pusgoyle Blightlords.

THE VOICES OF COMMAND

Martyn: I needed to start pressing Michael and kill his characters, or they'd hold me up all game. I could charge Rotigus or Blotulous in, but while they're tough, they're not Bloodthirsters – I needed to commit them at the right time to avoid losing them.

Michael: While I'd been using the abilities of many of my characters so far, now was the perfect time to fire off Runic Empowerment – it simply made my army fight all the harder, which is what I needed this round.



4



RUNE OF FURY

Re-roll hit rolls of 1 in the combat phase for friendly Fyreslayer units.

NAUSEOUS REVULSION

The Fyreslayers have to reroll rolls of 6 or more in combat..

THE TALLY

FYRESLAYERS: 60
MAGGOTKIN: 53



BATTLE REPORT

BATTLE ROUND THREE: DISEASE SPREADS LIKE WILDFIRE

The third battle round began with a sudden outbreak Rampant Disease as the Cycle of Corruption ground on, killing Gurggi Serpentbane, inflicting a wound on Barruk the Unflinching and Knorri Shatterfist, and three on Kordish the Grim.

Next, Blotulous the Bell-ringer cast Arcane Bolt on Urgish Rockbreaker, inflicting two wounds. Rotigus attempted to cast Deluge of Nurgle but found himself thwarted by Barish-Grimnir's ash-plume sigil, which automatically unbound the spell before crumbling to ash. Rotigus then attempted to cast Mystic Shield, but this attempt was unbound by Augus Goldenhand. In his frustration, the Rainfather charged the Sons of the Flame, killing five and taking only two wounds in return. The attendant Plaguebearers killed two more, as well as inflicting a wound on Kordish the Grim. South

of the tower, Smellfungus Rottenjaw, the Spoilpox Scrivener, rushed in and traded wounds with the Auric Runesmiter Kordish the Grim. Kordish's Magmadroth accounted for two more Plaguebearers with his tail, and Barruk the Unflinching banished a further four of the Daemons back to the Garden of Nurgle.

Elsewhere, the Festering Headsmen killed three of the Smouldering Brand with their Virulent Discharge, before closing in to kill another six. In response, the Vulkite Berserkers managed to inflict four wounds on the Putrid Blightkings.

Rotbag Squeezebox, the Maggotkin's avuncular Sloppity Bilepiper, charged Barish-Grimnir but was slain by the stern-faced Auric Runefather before the giggling Daemon could finish a single verse of his nonsensical rhyme.

THE VOICES OF COMMAND

Martyn: The trick here was letting Michael kill enough Plaguebearers to let Rotigus slot in – with such a big base, he needs a lot of room. But once he gets going, there's almost no stopping him.

Michael: Well, the Greyfyrd flank on the west has collapsed – I tried to move some Vostarg lodge units in to support what's left, but I'm having to hold out against a lot of very tough units. All I can do is fight and try to hold out long enough for Augus to cast his spell...



2



The stoic line of the Sons of the Flame buckles beneath the tide of Nurgle Daemons but it does not break (1). The Many-Blighted Brethren part before their liege lord, and the Fyreslayers prepare to face the challenge of their lives as Rotigus Rainfather looms over them.

Horticultural Slimux heals a single wound on one of the Vectors of Ruination, before Knorri Shatterfist gravely wounds another of the mighty Nurgle champions with a swipe of his fyrestorm greataxe (2). Unperturbed by the fyresteel of the Grimwrath Berserker, the Pusgoyle Blightlords kill Runesmith Ennik the Black and his Magmadroth, before Slimux's own mount Mulch finishes off Shatterfist in a few messy bites of its festering mouthparts.

RUNE OF FIERY DETERMINATION

Fyreslayers do not take battleshock tests for this battle round.

RAMPANT DISEASE

Three Greyfyrd heroes take mortal wounds, the Battlesmith dies!

THE TALLY

FYRESLAYERS: 85
MAGGOTKIN: 100



2

1

BATTLE REPORT

BATTLE ROUND FOUR & FIVE: THE BELL TOLLS FOR THEE...

With the battle nearing its end, the Cycle of Corruption moved onto Corrupted Regrowth, restoring D3 wounds to each Nurgle unit. The ur-gold Rune of Searing Heat empowered the Fyreslayers' attacks.

Closing in on the tower, Rotigus cast Deluge of Nurgle on Barruk the Unflinching, Kordish the Grim and Urgish Rockbreaker, the tainted rain slaying Urgish. Blotulous the Bell-ringer cast Foul Regeneration, moving the Cycle of Corruption to a phase of Martyn's choosing – in this case, Nauseous Revulsion, weakening Michael's attacks – before Rotigus hurled himself into the remnants of the Sons of the Flame, killing eight. Barruk the Unflinching, meanwhile, killed two more of the Plaguebearers and the Spoilpox Scrivener, Smellfungus Rottenjaw, before being slain by a lone Arcane Bolt cast by Rotigus.

The Vectors of Ruination charged Kordish the Grim, holding his attention long enough for Rotigus to move in and slay the Runesmith and his mount. Nearby, the remnants of the Mumbling Logisticians charged the Unbroken Seal. Pincered between the Plaguebearers and the Vectors of Ruination, the Auric Hearthguard were slaughtered to a duardin. The sole survivor of the Unbroken Seal fled the battlefield in shame as he realised he was one of the few Fyreslayers left alive on the battlefield.

As victory approached for the Maggotkin, the Cycle of Corruption moved to Rampant Disease, killing Urgi the Bronzed. With the Fyreslayers of the Vostarg and Greyfyrd Lodges wiped out, the Battlemage Augus Goldenhand was at the mercy of the Maggotkin, his spell yet uncast. The battle was over... victory to the Plague God Nurgle!

THE VOICES OF COMMAND

Martyn: At the beginning of round five, victory was all but in my grasp – I just needed to mop up the last Fyreslayer units and kill that Battlemage.

Michael: The focus really shifted from any prospect of a major victory onto simply surviving – if I could hold out until the end of round five, well, I could at least still claim my reward. If Augus lived long enough...

THE TALLY

FYRESLAYERS:	105
MAGGOTKIN:	169





Augus Goldenhand easily dodged between the leaden swings of the Putrid Blightkings. Shunting one back with a prod of his staff, he was given a moment to view the battle. It was lost – the Fyreslayers were either dead or had fled. Drawing on the last reserves of his power, he translocated away from the battlefield, leaving his spell unfinished and months of work in ruins. Yet he was alive, if beaten. His spirit all but broken, Augus Goldenhand returned to his colleagues in Hammerhal-Aqshy.

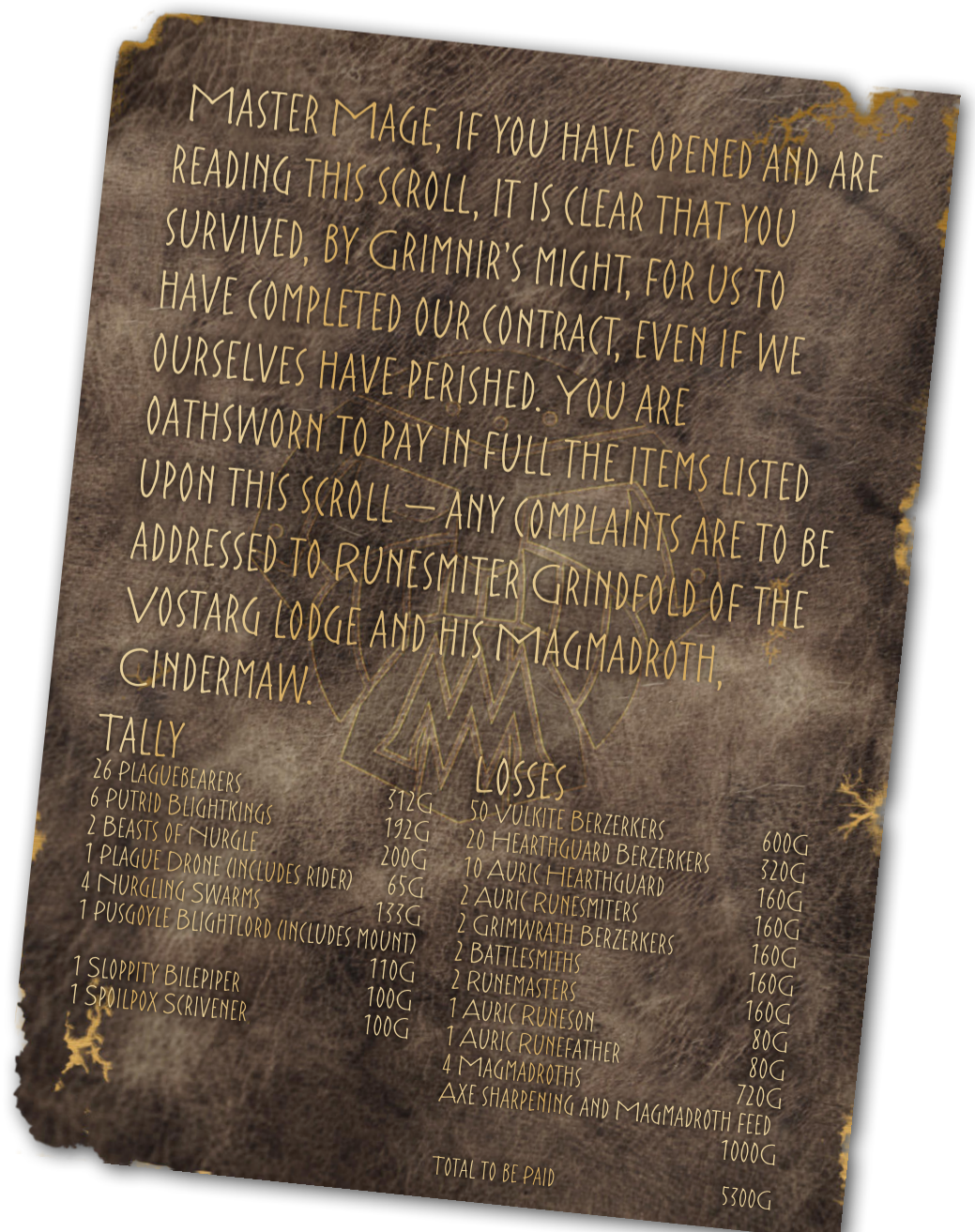
Some time later, as Augus entered the hallowed halls of Hammerhal's Collegiate Arcane, a porter handed him a scroll. According to the servant, it would open for no one bar Goldenhand. Augus pulled the scroll open, read the brief message and uttered a curse of such intensity it would have made even the most hardened of Cinderfall dockhands blanch...

CONTRACT DENIED – MAGGOTKIN OF NURGLE VICTORY

As the dust settles on the Nightlands of Shyish and Rotigus's Maggotkin stand triumphant, how do victor and vanquished feel the game went?

Michael: I think it was lots of fun! While by the later turns of the game it was clear which way it was going to go, for the longest time it was really balanced on a knife-edge. At least, that's what it felt like playing it. While both sides were more than capable of killing, they also both had almost ridiculous staying power – things just would not die, either because they had enormous numbers of wounds (like most of the Nurgle units) or were able to shrug off most wounds (my Fyreslayers). While the Fyreslayers lost (and were all but wiped out), they are still getting paid – at least, if Augus knows what's good for him...

Martyn: This game, for me, showed the importance of your attacking order in Warhammer Age of Sigmar – choosing when to have a given unit fight in the Combat phase. Like in the early stages of the game – when Michael's first unit of Vulkite Berzerkers was wiped out, it was because I got the first attack. I want to give the Maggotkin another go in the future and maybe focus more heavily on Putrid Blightkings and Pusgoyle Blightlords – they're great miniatures. One thing that really match the game work was that Stu created a scenario that we had to follow, so we could just get on with playing a fun game. **SE**



THE ULTIMATE GUIDE TO...

DEATH

Want to know more about a particular army, faction or battle? Then the Ultimate Guide is your invaluable introduction. This month, we journey into the underworlds of Shyish – the Realm of Death – to take a closer look at the dread legions of Nagash, Lord of the Undead.





From their graves they rise, the restless dead. From cairns and crypts, tombs and sepulchres the legions of death are summoned, ready to do battle with the living. For the dead do not rest easy in the Mortal Realms as once they did in ancient times. Where life was followed by death in the natural order of things, now death in turn is followed by undeath, a nightmare half-life where the souls and mortal remains of the departed are nought but the playthings of darker powers. They do not draw breath, and no hearts beat within their chests, for all traces of life have long since fled their rotten corpses. Yet still they walk – these damned souls – driven on by dark necromancy, animated to do their master's bidding.

To gaze upon the endless legions of death is to glimpse a terrifying future, for all who pass from this world may join their ranks one day. Mouldering skeletons advance in perfect time, the osseous clack of their bones and the scrape of rusty blades accompanying their tireless march. Half-rotten Zombies shamble among

“Sustained by an unquenchable hatred for the living, these malevolent spirits can tear the soul from a living being, sending it hurtling down into the underworlds.”

them, imitating life but brain-dead, their decaying bodies little more than puppets, their souls screaming in anguish as they are sent lurching into battle. Ghouls lurk in the shadows hungry for the taste of flesh, a charnel stench lingering in the air that surrounds them. Though not truly dead, their minds have been so utterly broken by their degenerate masters that death would be a relief from their torment. Most terrifying of all, though, are the unquiet spirits that swarm above the legions of death. Sustained by an unquenchable hatred for the living, these malevolent spectres can tear the soul from a living being, sending it hurtling down into the underworlds.

Yet what of the dark masters that command these undead legions? Mighty are these creatures, for they have cheated death and some even hold sway over it. Some are Necromancers – dabblers in dark magic. Other are Wights and Ghoulish Kings – the chosen champions of their race. Many are Vampires, their souls haunted by a blood curse that is older even than the Mortal Realms. Yet every Lord of Death owes their fealty to just one being, the dark God of Death – Nagash.

THE ULTIMATE GUIDE TO...

NAGASH, SUPREME LORD OF THE UNDEAD

Of all the beings in the Mortal Realms, Nagash is one of the oldest and most terrifying. Born countless lifetimes ago in the world-that-was, his fear of what lay beyond his mortal lifespan drove him to commit the most heinous blasphemies in order to cheat death. Finally, through dark sorcery and the use of warpstone – the raw stuff of Chaos – he succeeded, becoming an immortal being, though one neither truly alive nor wholly dead. Nagash had mastered Shyish, the Wind of Death, and the dead became his to command.

Nagash grew, both in power and stature, his body and soul tainted by dark magic and the raw power of Chaos. Eschewing his mortal frame, he created a form more pleasing to himself, becoming an avatar of death, a colossus of bone and warpstone-laced armour. He forged arcane artefacts with which to ensnare the winds of magic and enhance his sorcerous abilities, among them the nine Books of Nagash and the Crown of Sorcery, which sits on his skeletal brow to this day. In his arrogance, fuelled by madness and hatred, Nagash usurped the gods of the underworlds and claimed the souls of the dead as his own. Driven by this sheer endless hubris, the Supreme Lord of the Undead now desires only one thing – to eradicate all life and rule over a kingdom of the dead for all eternity.

Though Nagash has been ‘killed’ many times, his titanic will ensures that he always returns to dominate the dead and wreak havoc on the living. Yet when the world-that-was was shattered by the machinations of the Chaos Gods, even Nagash did not escape unscathed. Aeons later, as the Mortal Realms coalesced in the maelstrom of the sundered world, it was the Realm of Shyish – a land born of death magic – that Nagash returned to once more, awoken by his once-hated foe Sigmar. Nagash immediately asserted his will over the dead, imposing his own twisted sense of order on them. For a while, at least...

The eternal war with the Chaos Gods ultimately led, once more, to Nagash’s defeat and the defilement of Shyish by the forces of Chaos. Yet once again the lord of undeath survived, his malevolent spirit coalescing in the deepest, most forgotten depths of the underworlds where even the forces of the Dark Gods could not find him. There he brooded on his defeat and conceived a new plan to rule all existence.

Now, in the Age of Sigmar, Nagash’s grand scheme is finally taking shape, coalescing like a vengeful spirit into a terrifying reality. None can truly know what new horror Nagash plans to unleash upon the Mortal Realms, yet already the ripples of his dark sorcery can be felt in the lands of the living.

THE BROKEN WORLD

Nagash remembers a time before the Empire of Man, before even Sigmar walked the Broken World as a barbarian chief. Though Nagash was slain by Alcadizaar of Khemri, then again a thousand years later by Sigmar, his hateful spirit never truly died. His faithful servant, Arkhan the Black, worked tirelessly to resurrect Nagash once more and finally succeeded almost two-and-a-half millennia after Nagash’s defeat at the hands of Sigmar. Nagash’s rebirth was the catalyst that began the End Times, the destruction of the world-that-was.

THE MORTARCHS, DEATHLORDS OF NAGASH





“Eschewing his mortal frame, he created a form more pleasing to himself, becoming an avatar of death, a colossus of bone and warpstone-laced armour.”

SHYISH: THE REALM OF DEATH

Shyish, also known as the Amethyst Realm, was once the resting place for the souls of the departed in the Mortal Realms. Upon death, a soul would journey across the void to Shyish, where it would become a shade or spectre in one of countless underworlds, each one the physical embodiment of the beliefs of a different race or culture. Should a Ghyran society, for example, believe in a glorious, verdant afterlife, with rich fields and trickling streams, then that is the underworld their dead would travel to, whereas the soul of a brutal orruk would more likely find itself in a tundra wasteland with countless other orruk souls, all of them looking for a good scrap to last an eternity. The more fatalistic may even have found their souls consigned to a hellfire realm of their own creation, a punishment for the transgressions they believed they committed in their lifetime. The Realm of Shyish itself is neither good nor evil, it is simply the end of all things, where all souls will – or should – find their due.

That all changed with the coming of Nagash. His mere presence upset the natural order of the realm and spirits were snatched from their underworlds to join his vast legions of undeath. No longer could a soul exist peacefully in Shyish. Nor, indeed, could their bodies rest easily in their graves elsewhere in the Mortal Realms. Zombies, skeletons, spirits and ghouls flocked to Shyish, where the magic of death waxed strong. The underworlds became Nagash's playthings and he reshaped many of them to be grim monuments to death and mortality. Obsidian necropolises and skull-faced fortresses rose to meet thunderclouds in ever-dark skies that swarmed with unquiet spirits. Yet Nagash's hold on Shyish did not last and it was wrested from his grasp during the Age of Chaos. Corrupted by the servants of the Dark Gods, the underworlds of Shyish became a living hell that none could escape from. The return of Nagash during the Age of Sigmar was, to many broken spirits, the lesser of two evils.



THE MORGHASTS

The Morghasts were created by Nagash's own hand and none save the Great Necromancer can command them. Towering constructs of reshaped bone and necromantic magic, they are a terrifying example of his bone-craft and of the hold he has over spirit-energy. The Morghast Archai act as bodyguards when Nagash takes to the field, flying about their undying lord on tattered wings, surrounding him with a wall of bone and ebon-wrought armour, while the Morghast Harbingers sally forth to bring ruination to Nagash's most hated foes. Their mere presence is enough to instil terror in the hearts of all who see them, while those who bravely stand their ground against them will inevitably be hacked down by spectral blades that can cleave through a soul as easily as the thickest suit of armour.

THE SOULBLIGHTED

The greatest warriors of Nagash's legions are the Soulblight Vampires. Immortal, inhumanly strong and cursed with an insatiable thirst for blood, the most powerful of their kind can often be found leading undead legions at Nagash's behest, while other Vampires ride in

the vanguard of his armies on monstrous steeds and skeletal dragons. All vampires can trace their lineage back to Neferata, the first Vampire, who, in her quest for immortality, drank of Nagash's tainted blood and gained not only a portion of his power, but was also cursed to obey him for all time – traits that she passed on to the Vampires she sired.

Many Vampires attempt to emulate the noble courts of ancient times, deluding themselves that they are aristocrats and not blood-hungry monsters. Some are more successful than others. The Vampires of Nulahmia – those closest to Neferata – maintain some semblance of civility, while those sired by more twisted Vampires such as Manfred tend towards the macabre, treating their mortal subjects as little more than cattle. Others, the Abhorrant Ghoul Kings among them, have devolved into bestial insanity, driven mad by their blood lust until they were little more than raving beasts. The fear in every Vampire is that they are starved of blood, for they may devolve into a Vargheist – a mindless beast for which there is no cure save total destruction.

THE SOUL THIEVES

As god of the dead, Nagash believes, whether rightly or otherwise, that the soul of every dead creature is his to do with as he will. He holds a special hatred for Slaanesh, who has glutted himself on countless aelf souls, and also for the aelf gods, who then stole those souls away to rebuild their shattered race. Most hated of all, though, is Sigmar. When he created the Stormcast Eternals, he ensured that their souls were saved at every reforging, ensuring that they never found their rightful way to the Great Necromancer.

THE SOULBLIGHT VAMPIRES



Though clad in grandiose armour bedecked with heraldry, the Vampire Lords are nothing but a hideous parody of nobility. They are cruel and selfish, depraved murderers all, for they feast on the blood of the living to sustain their ancient forms. They are capable commanders and accomplished warriors, for they have perfected their skills in battle over thousands of years.

Vampires rarely fight with strength of arms alone, using unnatural guile and fell sorcery to manipulate and confuse their foes. It is said that a Vampire's gaze can pierce a man's soul and that a single thought is all they need to turn aside a blade or bring an enemy crashing to their knees.



A Vampire, either through cruelty or some semblance of benevolence, can pass on the Soulblight Curse, creating thralls to do his bidding. The curse rots the soul and stills the heart, rendering the poor unfortunate like their master – dead, yet still walking. Most Vampire Thralls take on the traits of their master, becoming superlative swordsmen, manipulative seductresses or vile necromancers, able to raise the dead from their graves.

Blood Knights are the most martial of all the Vampires. Clad in heavy armour and riding harked steeds, they can often be found in the vanguard of an undead legion, smashing through the enemy with lance and blade. Through constant battle they seek to tame the Soulblight Curse that haunts them.



THE MYRIAD WARRIORS OF DEATH – THE UNDYING LEGIONS

Rotten flesh and clattering bones, shackled spirits and shattered minds, the servants of the Great Necromancer are many and foul. Few now remember what they once were, though a lingering hatred for the living burns inside them. They exist now only to serve their Vampire and Necromancer overlords and, through them, the God of the Undead.



The skeletal ranks of the Deathrattle legions are an unsettling sight for even the most fearless warrior, for they represent the very grimmest aspect of death. Regiments of grinning skeleton warriors form the core of many an undead legion and Black Knights its hard-hitting cavalry, for they are easy to raise from their graves and will serve without faltering until they are utterly destroyed. These clattering bone legions are often led into battle by Night Kings – ancient and powerful warriors whose hatred for the living gives them a terrifying clarity of purpose, their iron-hard bones saturated with dark, necromantic energy.

The most readily reanimated corpses are those of the freshly deceased, and even the lowliest Necromancer can raise a pile of corpses from the carnage of battle to do their bidding. These mindless Deadwalkers shamble into battle on broken limbs, their ruptured organs and ravaged flesh falling behind them in gory trails as they slowly and inexorably close on their prey. Though pitiful fighters, a horde of Zombies can drag even the greatest warrior to the ground given enough time. More fearsome are the Dire Wolves – vicious reanimated beasts given unnatural stamina through the power of necromancy.



The ghouls of the Flesh-eater Courts are depraved and unnatural cannibals that feast on mortal flesh. Uniquely among Nagash's mighty legions, ghouls still draw breath and their hearts beat quickly in their chests for they are not yet undead servants but rather worshippers of the God of Undeath. Craven, wretched and clad in filthy rags, there is little left of a ghoul's humanity. Abhorrant Ghoul Kings are their masters – bestial vampires that allow only the worthiest ghouls to dine at their corpse feasts and drink of their own blood. Those that do become grotesque horrors that plague the crypts and graveyards of the Mortal Realms.

The disembodied spirits of the Mortal Realms do not rest easy since Nagash's return. Though some are benign and peaceful souls, others are vengeful and malicious, and it is these Nighthaunt spirits that find their way into Nagash's service. Wraiths are cruel and wrathful creatures – in life they were murderers and executioners or brutal, sadistic warriors. In death they fight as they did in life and take great joy in separating a soul from its mortal body. Spirit Hosts and Banshees float above and around them, ghostly revenants that hate all life – for it reminds them of what they once had.



Most Vampires have a degree of autonomy from Nagash and, for the most part, are left to their own devices in the Mortal Realms. Many can even reanimate corpses and summon spirits of their own, crating vast armies with which to haunt the lands of the living. But all Vampires know that should Nagash call upon them, they would have no choice but to obey.

NECROMANCERS

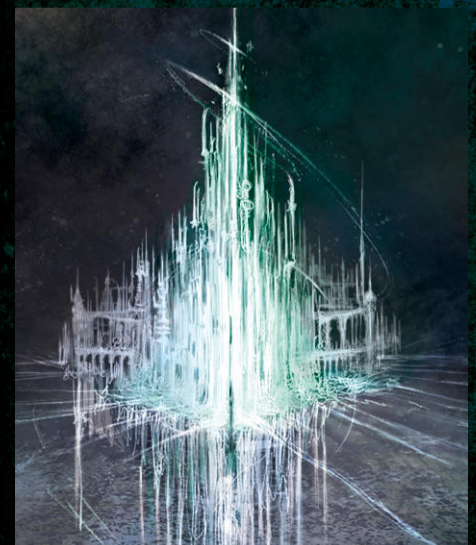
Necromancers are the twisted sorcerers of the Legions of Death. At their command, entire regiments of undead warriors can rise from their graves to do battle once more. They can knit together the bones of fallen skeletons, summon ghouls and Dire Wolves to do their bidding and wither the flesh from a foe's body with an arcane gesture. Most are mortal, in a fashion, though old beyond reckoning, while some have passed beyond death to become something neither truly alive nor dead. Those Vampires who have little talent for raising the dead often recruit Necromancers to their cause, for without them their armies would crumble to dust.

THE DEAD RISE ONCE MORE

The forces of undeath are an ever-present threat in the Mortal Realms. Ghouls and spirits linger on the fringes of civilization, gnawing at the bodies and souls of those who stray too far from the hearth, while Vampires and Necromancers use their dark powers to raise huge armies to conquer the living. Only total destruction can defeat them, and the most powerful among them can cheat death time and again, returning decades – even centuries – later to wreak havoc once more at the head of an undead legion. While these deathly invasions can be thwarted, no one – not even Sigmar – knows how grave a danger Nagash poses to the stability of the realms. While his vast undying armies march to war, deep within the Realm of Death the Great Necromancer has begun his latest great work. He has conquered underworlds and devoured gods, he has harvested souls and constructed vast pyramids of Shyishan realmstone that hang, inverted, above Nagashizzar, his rebuilt fortress. What Nagash plans for the Mortal Realms is not known, but neither the living nor the dead rest easily. **DH**

SHADESPIRE

Nagash's hatred knows no bounds and he will stop at nothing to exact vengeance, particularly when a soul is denied to him. Such was the fate of the people of Shadespire. For years, the city's mages, scholars and scientists laboured to create shadeglass, a magical substance that could preserve the souls of the dead, thereby denying them to the God of Death. Nagash's retribution was equally inventive – he flung Shadespire into a twisted sub-realm between the Realms of Shadow and Light, condemning all who dwelt there to an eternity of undying misery.



NECROMUNDA[®]

UNDERHIVE

SCENARIO: CLAIM THE SPIRE

White Dwarf presents an exclusive Necromunda scenario! Two gangs seek to seize the spires of the Underhive. Soon both gangs become embroiled in a fight across towers and gangways, all in order to claim victory and proclaim their house as Lord of the Spires.

BATTLEFIELD

This scenario requires the battlefield to be laid out in a slightly different way. Instead of using the standard battlefield as described on page 21 of Gang War, the terrain should be laid out so that it creates a series of large spires and tall structures close to the centre of the board. Each spire should have plenty of levels for gangers to fight upon as well as a series of walkways linking them to each other. Scatter terrain is still placed as described on page 21 of Gang War.

CREW

This scenario uses the standard rules for choosing a crew, as described on page 22 of Gang War. Both players use the Custom Selection method.

TACTIC CARDS

Start the game with the Frag Trap, Blood Debt and Last Gasp tactics cards instead of drawing as normal.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described on page 22 of Gang War.

OBJECTIVES

Each gang is trying to claim the highest ground they can, whilst also inflicting heavy losses upon their rival gang. At the end of each turn, the gang with the highest-placed model scores 1 point (if both gangs are tied then they each score 1 point). Additionally, each gang scores 1 point for each enemy ganger that goes Out of Action.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately. Additionally, if a gang Bottles Out, roll a D6 at the end of the following round. On a 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time this roll is made, the battle will end on a 3 or more, and so on.

VICTORY (SKIRMISH ONLY)

If only one gang has fighters remaining at the end of the battle, they are victorious. Otherwise, at the end of the battle, whichever gang has scored the most points is declared the winner.

**WHITE
DWARF
EXCLUSIVE**

REWARDS (CAMPAIGN ONLY) CREDITS

The gang that was victorious receives D3x10 credits. In the case of a draw, neither gang receives any credits.

EXPERIENCE

Each fighter that took part in the battle gains 1 XP.

The Leader of the gang that was victorious gains 1 XP.

In the case of a draw, neither Leader receives this XP.

TURF

If one gang was victorious, its Turf Size increases by 1.

REPUTATION

The victorious gang gains 3 Reputation.

Each gang gains 1 Reputation if it was their first battle against this opponent.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang bottled out, they lose 1 Reputation.



NEW RULES

RETURN TO HAMMERHAL

Mastered the dungeons beneath the Twin-tailed City? I think not, adventurer. Read on and you'll find fresh challenges both above and below Hammerhal in this, the second instalment of our exclusive new material for Warhammer Quest.

WHITE
DWARF
EXCLUSIVE

WARHAMMER QUEST



Welcome, adventurer! You return once more of the Twin-tailed City of Hammerhal. You've proven yourself brave. Or perhaps unwise...

Last month, we brought you new rules for Mercenaries and some other new challenges (*no spoilers – those are for the gamemaster's eyes only.* – Ed). We've got more for you this month with yet more, shall we say, perils awaiting in the Twin-tailed City. Once again, you'll find these new rules inside the fold-out section but – caution, adventurer – they're not for your eyes. For the gamemasters among you, go ahead, fold out these pages and see what awaits your brave adventurers this month...

IT'S STILL ALL ON THE CARDS

Just in case you missed it, December's White Dwarf featured a set of 12 cards that can be used in conjunction with the material in this month's issue. If you're lucky you might still be able to pick up a copy from your local stockist or from the Games Workshop website.



The Hammerhal Herald



PRICE: 4 BRONZE PIECES

PUBLISHED ON THE SIXTEENTH DAY OF EVRYE MONTH, CHAOS INVASIONS PERMITTING

FREEGUILD GENERAL RALLIES FOR ASSAULT ON CHITTERSQUIRM REALMGATE!



Brave men and women of Hammerhal! As you know, the Chittersquirm Realmgate currently lies within the rotting hands of the servants of Nurgle. Master of the City Guard, General August Hel-densen, is rallying the Freeguild for a frontal assault against the forces of the Plague God. Every brave citizen should do their duty and take part, unless they are involved with other essential work, such as reinforcing the city walls or fearlessly keeping the fine folk of Hammerhal informed with bold, affordable journalistic endeavours.

If you're have most of your limbs, are over 15 years of age and can point the sharp end of a spear at the enemy, this is a fine opportunity to defend your fair city! You'll be given a weapon, and, as a special incentive to the first hundred who enlist, a sturdy pair of boots (shoes will not be provided for late arrivals). General Hel-densen claims that despite previous unsuccessful attempts to close the Realmgate, his plan this time is "a pinnacle of the tactician's art" and "of such strategic brilliance it cannot possibly fail". (cont. pages 4, 5, and 6)

AETHER TRAVEL PRICES SOAR

Citing "market forces", Admiral Ghrad announced today that the cost of travel to the Realm of Metal has risen to 8 gold pieces. After criticism from the Council of Sigmar, Ghrad went on to state "It's very simple - Artycle 8, Footnote 36 states to never unduly burden one's allies - and we intend to unburden you of any excess wealth." (cont. page 3)



MARVELLOUS TONIC!

FOR THE RESTORING OF VIM AND VIGOUR

Gain a glowing, green complexion! • Become immune to physical harm!
Regrow lost limbs, or even acquire some new ones!
Restore good humour and cheer! • Befriend strange beasts!



GAMESMASTER'S EYES ONLY!
(TAP HERE!)

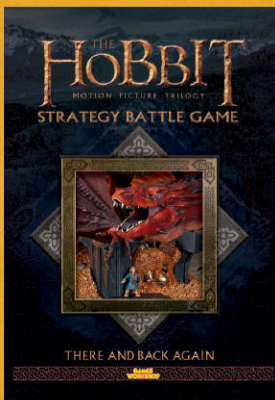
NEW RULES



THE SEARCH FOR THE STONE

ADVENTURES IN MIDDLE-EARTH

If you're new to games of *The Hobbit: An Unexpected Journey*™, then you'll want to pick up a copy of *There and Back Again*, your guide to playing games in Middle-earth. Inside, you'll find all the rules for the game, plus rules for all the heroes and warriors. If you wish to use a warband from *The Lord of the Rings*™, pick up the Sourcebook for your faction, too – available from the Games Workshop website.



Across Middle-earth™, warbands of evil warriors search for fell artefacts and dark relics at the behest of their banished lord Sauron. Here we present two new scenarios – the first of five in a narrative campaign for *The Middle-earth Strategy Battle Game: Battle Companies*.

One of the most exciting parts of the new *Battle Companies* book is the narrative campaign that lies within. This lets you take your newly recruited *Battle Company* on the *Quest to Fornost* in search of the ancient relics that lie hidden in its crumbling walls – a campaign written very much with the Good side in mind. This month, Jay Clare presents a brand-new narrative campaign for the Evil factions in Middle-earth.

Jay Clare: When I wrote the *Quest to Fornost* for *Battle Companies*, it soon became apparent that the story favoured the Good factions of Middle-earth – the Scenarios have you fighting against Orcs, Spiders and Evil spirits after all. One thing that I wanted to do, but wasn't quite able to squeeze into an already packed book, was a campaign focusing on the Evil forces under the command of Sauron.

So, here we introduce the *Search for the Stone*; a second narrative campaign for your *Battle Companies*, this time focusing on the Evil factions found within Middle-earth. This follows

the same structure as the *Quest to Fornost* laid out on page 59 of the *Battle Companies* book; all you need to do is play the Scenarios listed in this article instead of those listed in the main book. Even though this campaign is designed to be for Evil *Battle Companies*, you can still use Good ones if you wish. There is even a 'What if I'm Good?' section at the end of each Scenario to help you.

If you are playing a *Battle Companies* narrative campaign with a group of friends it works well – and makes more narrative sense – if the Good factions play the *Quest to Fornost* and the Evil factions play the *Search for the Stone*, fighting the relevant Scenarios when the time comes. This doesn't change the rest of the campaign, just the narrative Scenarios that are played. Like the *Quest to Fornost* found in the *Battle Companies* book, the *Search for the Stone* works best if you start with a brand-new *Battle Company* – perfect for trying out those Evil armies you have always wanted to use on the battlefield. We'll have the rest of the scenarios for you next issue!

THE SEARCH FOR THE STONE

Defeated and banished from his stronghold of Dol Guldur, Sauron has been biding his time, recuperating and regaining his strength. Within the depths of Mordor the Dark Lord plots against the Free Peoples of Middle-earth, seeking ancient items of great power to aid him in his domination of the free lands; yet in his weakened state he cannot retrieve them alone.

It is to this end that bands of warriors from all those under the influence of Sauron are summoned to the realm of Angmar. There they receive commands to venture across Middle-earth in search of items of great power the Dark Lord desires. Yet Sauron cannot risk the Free Peoples of Middle-earth from discovering his plans, for they will surely seek to prevent them. To this end, Sauron must entrust these missions to small groups of loyal followers to ensure his plans are not uncovered.

Upon being called to Angmar, your Battle Company is summoned before the dread throne of the Witch-king himself, where he informs them of the Dark Lord's command. Their mission is to venture to the ruined city of Osgiliath on the eastern edge of the realm of Gondor, for it is said that there was once a relic of great power, a stone of some sort, lost within the city. Yet when Osgiliath fell the stone was said to be lost, swept away by the waters of the Anduin and into legend.

Spurred on by the thought of earning the favour of Sauron, and not wanting to feel the wrath the Dark Lord would unleash upon them if they failed, your Battle Company sets out from Angmar and heads to Mount Gundabad to supply themselves with the weapons and equipment they will need, before beginning the long road to Gondor in search of this ancient stone.



NARRATIVE SCENARIO 1

THE RUINS OF DOL GULDUR

As your company heads south, they pass near to the old fortress in southern Mirkwood. Knowing that this was, some years ago, the domain of their lord when he took up the guise of the Necromancer, your company makes a short detour hoping to find the remains of an armoury, relics of Mordor, or anything else that would be valuable to the Dark Lord.

Yet as they begin to scour the ruined walls of Dol Guldur, they happen upon a band of Elven rangers who have been sent to rid the old fortress of any foul creatures that still lurk within its walls. Creeping forward from the shadows, your company pounces upon the unsuspecting Elves in an attempt to exact revenge upon them for the banishing of the Dark Lord some years previous.

LAYOUT

This scenario is played on a 4'x4' board. The board represents the ruins of Dol Guldur and should be covered in piles of rubble, broken walls and some small bushes or trees.

STARTING POSITIONS

The Elves are placed within 3" of the centre of the board. Your Battle Company then deploys anywhere within 12" of any board edge.

OBJECTIVES

Your Battle Company sees the Elves as an easy target, one they can sneak up on and slay without too much trouble.

The game lasts until one side is wiped out.

Victory Your Battle Company has slain all of the Elves and has remained unbroken.

Defeat Your Battle Company has been wiped out.

Draw Any other result.





SPECIAL RULES

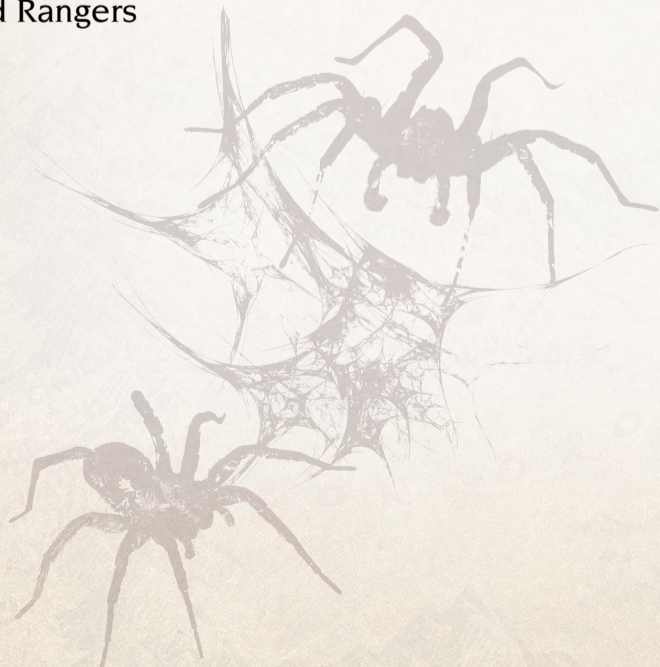
Ambush. It is almost pitch black and the Elves are unaware of your company's presence at the start of the game. The Elves cannot move or shoot at any member of your Battle Company until one of the following criteria has been met:

- Any model in your Battle Company hits an Elf with a shooting attack.
- Any model in your Battle Company charges an Elf.

At the end of each turn, roll a D6. If any model in your battle company is within D6" of an Elf, then they have been seen and the Elves can move normally.

PARTICIPANTS

Your Battle Company
5 Mirkwood Rangers



REWARDS

If you were victorious in the scenario, roll a D6 on the chart below to see what reward your Battle Company receives.

D6 Result

1. Following the skirmish, your company discovers the rotten remains of some unfortunate creature. Yet the broken warpick nearby would fetch a good price amongst the Orcs. Your Battle Company gains an additional 1 Influence Point.
2. Your Battle Company revels in their victory over the Elven warband – defeating any number of Elves is no mere feat. Each member of your Battle Company gains an additional 1 Experience Point.
3. Drawn to the sound of battle, a child of Ungoliant that nests nearby creeps towards the company. After a short confrontation, your company's leader is able to dominate the beast, placing it under their command. Permanently add a single Mirkwood Spider to your Battle Company; this Mirkwood Spider cannot gain Experience or be promoted and will roll on the Warrior Injury Chart.
4. Having slain the Elves, your company finds several Elvish items of use; most notably one of their bows has remained intact from the fight. One model in your Battle Company may exchange a single piece of wargear for an Elf bow.
5. Pulling their blade from an Elven body, your company's leader removes the strange cloak wrapped around their fallen foe. Your Battle Company's leader gains the Concealing Cloak equipment without having to spend Influence Points.
6. As your Battle Company searches the ruins, they stumble upon a secret hoard of riches, no doubt collected by a band of Orcs that previously resided within. Your Battle Company immediately gains an additional D6 Influence Points.

WHAT IF I'M GOOD?

If you are playing as a Good Battle Company, then if you roll a 3 on the Rewards chart you do not gain a Mirkwood Spider to your company. Instead a single Mirkwood Ranger joins your company; this ranger will gain experience and be promoted in the same way as a Mirkwood Ranger from the Thranduil's Halls Battle Company. Also, if you are Good, then it is probably better to imagine that your company has been gifted either the Concealing Cloak or Elf bow by the Elves rather than taking them from their bodies if you roll either a 4 or 5.

NARRATIVE SCENARIO 2

A CHANCE ENCOUNTER

Following their confrontation with the Elves in Dol Guldur, your company continues the long journey south. Along their path they must traverse the dense rocky terrain of Eryn Mui, scaling the sheer cliffs and drops that it possesses. It is within the labyrinth of rock and stone that your company is faced with a travelling warband of Dwarves who have gained word of your company's mission; their aim is to bar your path and, if they can, slay your company, preventing the Dark Lord's plan.

It is among the razor-sharp rocks of Eryn Mui where your company must attempt to bypass their Dwarven enemies, continuing on their mission towards Osgiliath. The Dwarves are relentless in their pursuit of your company, for if they should slay them the Dark Lord's plan will crumble to nothing.

LAYOUT

This scenario is played on a 4'x4' board. The board represents Eryn Mui and a large variety of different sized rocks and rocky terrain should cover the board.

STARTING POSITIONS

Your Battle Company is deployed anywhere within 6" of the centre of the northern board edge. The Dwarves are then deployed anywhere within 24" of the southern board edge.

OBJECTIVES

Your Battle Company must try and survive against the sudden ambush from the Dwarves and escape with their lives if the Dark Lord's mission is to remain intact.

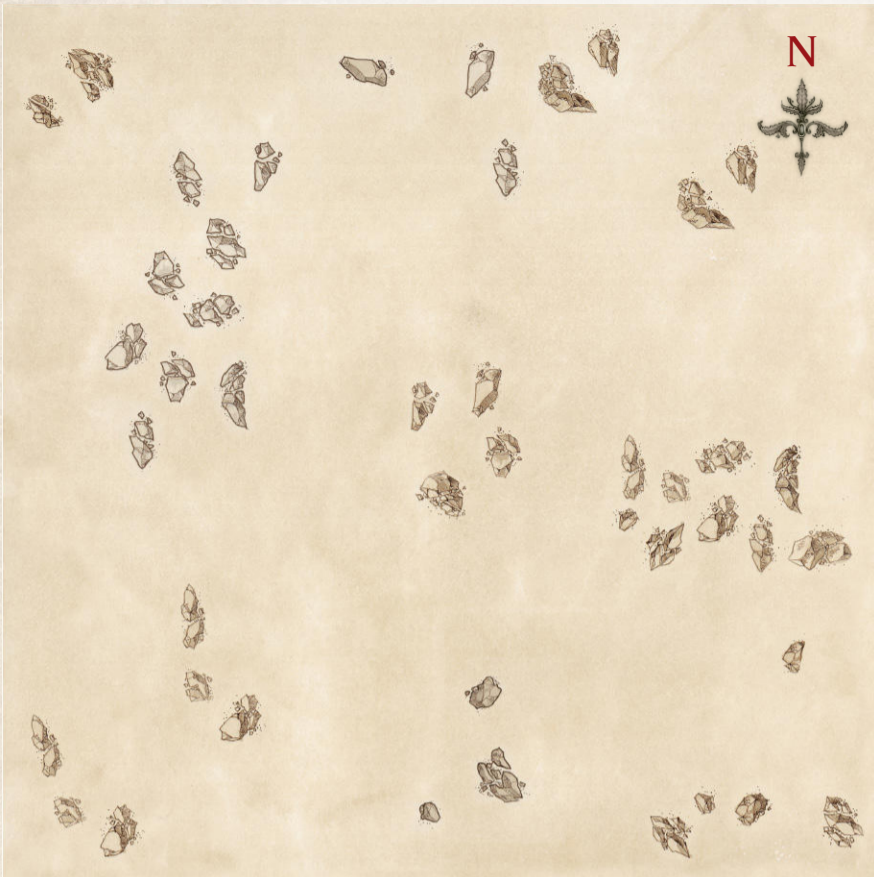
The game lasts until there are no more models from your Battle Company left on the board.

Victory At least 33% of your Battle Company has escaped the board via the southern board edge.

Defeat Less than 33% of your Battle Company has escaped the board via the southern board edge.

Draw Any other result.





SPECIAL RULES

A Desperate Escape. It is vital to your company's mission that they are not slowed down by the Dwarves. Each model from your Battle Company that escapes the board gains an additional 1 Experience Point.

PARTICIPANTS

Your Battle Company

9 Dwarf Rangers; 3 with Dwarf longbow, 3 with two-handed weapon, 3 with throwing axes.



REWARDS

If you were victorious in the scenario, roll a D6 on the chart below to see what reward your Battle Company receives.

D6 Result

1. The Dwarven company had in its possession a small amount of gold, worth a fair price in Middle-earth. Your Battle Company gains an additional 1 Influence Point.
2. Amongst the plunder are barrels that were carried by the Dwarves contain a strange but rather pleasant beverage, one that lifts the spirits of the company when consumed in large quantities. One Hero in your Battle Company gains the Dwarven Brew equipment without having to spend Influence Points.
3. Following their encounter with the Dwarves, your company takes a hard-earned rest at the edge of Eryn Muil before continuing onwards with their journey. Do not make any injury rolls for your Battle Company; instead every model counts as having rolled the 'Full Recovery' result instead.
4. Your company loots the bodies of their fallen foes, discovering a purse containing a substantial amount of gold. Your Battle Company gains an additional D6 Influence Points.
5. Once your company has left the paths of Eryn Muil, they are approached by a hunched figure – an Orc swathed in black cloth and claiming to be an emissary of the Dark Lord tasked with accompanying your Battle Company on their quest. Permanently add a single Morgul Stalker to your Battle Company; this Morgul Stalker cannot gain Experience or be promoted and will roll on the Warrior Injury Chart.
6. One of the fallen Dwarves had been carrying a weapon of exquisite make, a finely balanced axe that can be wielded just as effectively with two hands as with one. One model in your Battle Company may take this Master-forged axe; this is a two-handed axe that does not suffer the -1 penalty to win a Duel roll.

WHAT IF I'M GOOD?

If you are playing as a Good Battle Company, then if you roll a 5 on the Rewards chart you do not gain a Morgul Stalker to your company. Instead your Battle Company will gain a Dwarf Ranger with your choice of weapon; this ranger will gain experience and be promoted in the same way as a Dwarf Ranger from the Durin's Folk Battle Company.

CLASSIC 2017

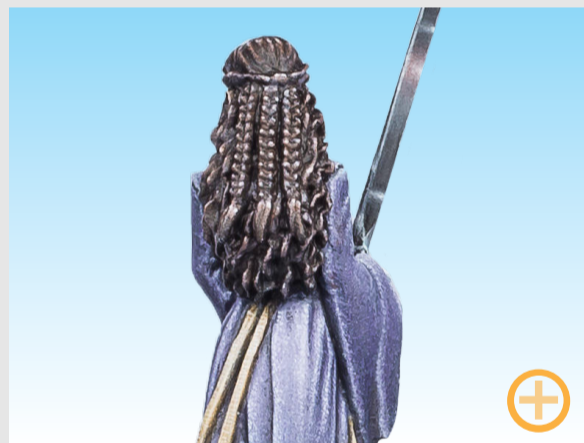
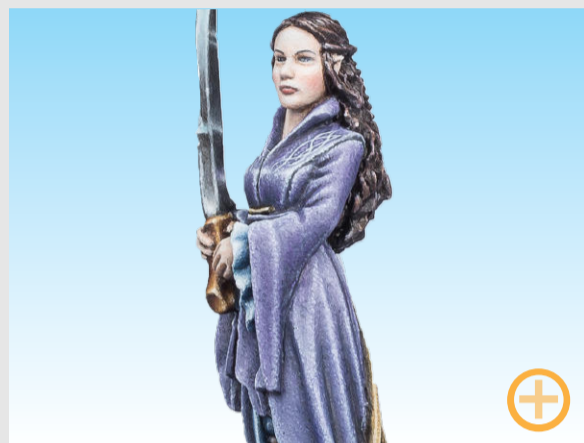
Throughout the year, Games Workshop hosts Golden Demon painting competitions, where hobbyists from all over the world showcase their finest works. This month, we feature winners from two of the categories in Golden Demon: Classic 2017.

GRACE OF THE EVENSTAR

**GOLD, CLASSIC 2017,
MIDDLE-EARTH STRATEGY BATTLE GAME™
ARWEN™ BY GARETH NICHOLAS**

WHAT THE JUDGES SAID

"It's just beautiful, isn't it?" says 'Eavy Metal painter Anja Wettergren. "The *Arwen* model is tiny, so it's amazing how well Gareth has painted her face, from the slightly flushed cheeks and darker lips to her flawless skin and eyebrows. The warm tone on the face helps it stand out against the cool colour scheme of the rest of the model. And the rest of the model is just as well painted – look at the texture on the clothing and the tiny embroidery on the shoulders. Not only does this help bring the miniature to life, to put all the elements and materials of it into context, it also shows off Gareth's incredible brush control."



This is Gareth's second gold-winning entry from Golden Demon: Classic 2017 after his Blood Angels Librarian. Here's what he had to say about painting

Arwen.

"*Arwen* had been on my 'want to paint' list for a very long while!" says Gareth. "I only had a week to paint a third entry before the event so I needed a relatively simple miniature and *Arwen* was the solution. Although it's a simple model, there are good opportunities to show off some painting skills on the large areas of cloth and even some non-metallic metal on her sword. The sculpted face is also an amazing likeness of Liv Tyler and I wanted to see if I could preserve that likeness during the painting.

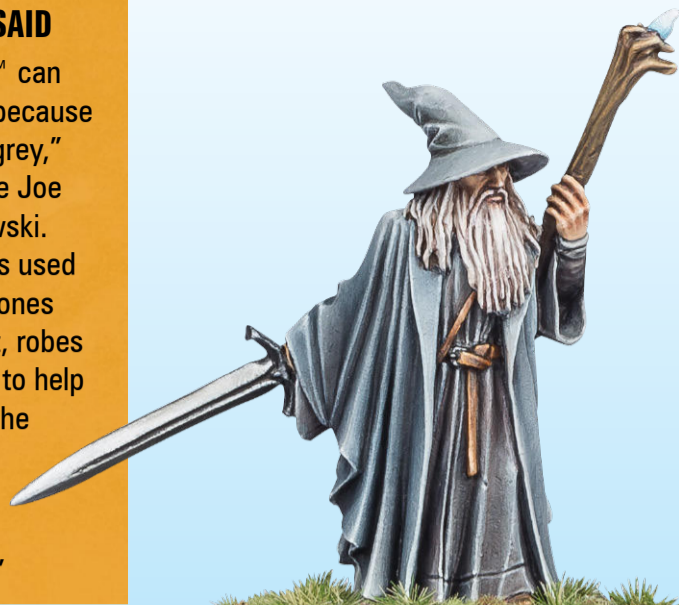
"I used a stippling technique to paint the texture on *Arwen's* coat, the colour of which was inspired by one of the costumes she wears in the films. After basecoating and applying rough

highlights and shades in the normal way, I switched to using a brush with a very fine point and gradually built up the texture with lots of tiny dots. It's important not to thin the paint too much when you do this, otherwise the dots will lose definition. Next I applied some thin glazes to restore the colour and smooth things out and then I re-stippled the highlights. Although it's quite time consuming to paint cloth this way, it can be easier to get a good transition between light and dark since you're not looking for perfect smoothness.

"In the films *Arwen* has a lustrous quality to her skin and I wanted to try and capture this. I started with an almost white basecoat and then built up the colours and shades gradually with thin paint. Because acrylic paint is partially transparent, the idea was that the bright basecoat would continue to shine through and affect the end result."

WHAT THE JUDGES SAID

"Gandalf™ can be tricky because of all the grey," says judge Joe Tomaszewski. "Patric has used different tones on the hat, robes and cloak to help break up the model but still keep it looking coherent."



SILVER, CLASSIC 2017, MIDDLE-EARTH STRATEGY BATTLE GAME™
GANDALF™ THE GREY BY PATRIC SAND

THE LIGHT IN THE DARKNESS

"My inspiration for this model came from *The Lord of the Rings™* movies and the old 'Eavy Metal Masterclass tutorial that Anja did for him in one of the old rulebooks," says Patric. "The most important thing for me was to get all the fabric on the model the right colour and to make all the textures subtly different to help differentiate the layers from each other. My preferred painting style is glazing, just adding lots of extremely thin coats of paint to get a nice colour transition. This worked especially well on Gandalf's robes. I also like to push light and dark contrasts a lot, which is why his robes go from black right up to white."

SO IS IT GREY... OR GREY?



WHAT THE JUDGES SAID

"There's an earthy tone to David's model that conveys the feel of a poor fisherman," says judge Darren Latham. "The base helps set the scene in Lake-town and captures the look of the movies perfectly."

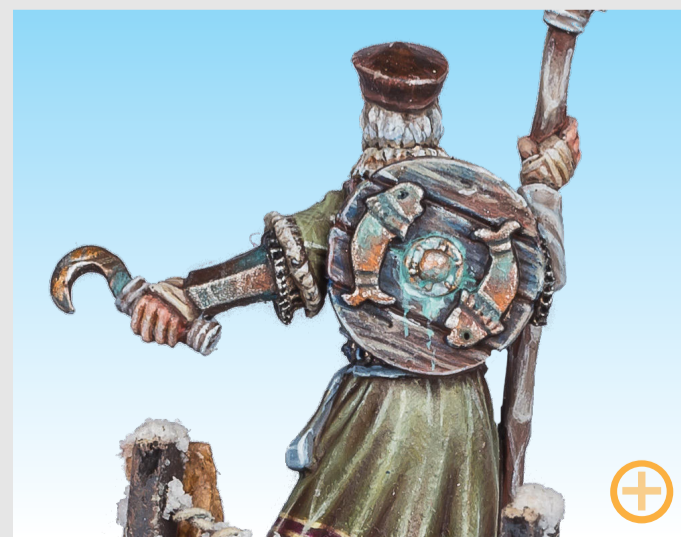


BRONZE, CLASSIC 2017, MIDDLE-EARTH STRATEGY BATTLE GAME™
**LAKE-TOWN MILITIA CAPTAIN
BY DAVID MCGOWAN**

NOBLE DEFENDER OF LAKE-TOWN

"I chose this model based on its character and the balance it provides between detail and open, flat areas – it gave me a chance to work up different textures on the figure," says David. "The whole model has the feel of a reluctant hero and I wanted to try and emphasise that aspect of the figure's character. The leather chest piece I painted to be cracked and pitted, well worn – I imagined it was a family heirloom – while the metal gauntlets I painted to look old and rusted, with chipping around the edges to show where it had taken blows or cuts. I found the movies to be an extremely useful source of inspiration."

FAMILY HEIRLOOMS



GOLDEN DEMON

GOLD, CLASSIC 2017, WARHAMMER 40,000 LARGE MODEL

MAGNUS THE RED BY MARC MASCLANS



WHAT THE JUDGES SAID

"First off, the colour palette that Marc picked is excellent," says Darren. "It really helps convey the feel of Tzeentch, and the cool blue hue that runs across the entire piece harmonises the model by pulling all the various elements – skin, feathers, armour – together. The contrast of hot and cold on the skin makes the model visually exciting to look at and the piece is finished off with an excellent base that really sets the scene. The subtle conversion – the floating symbols – is also well picked and perfectly in character for Magnus."

IT'S ALL IN THE BLENDING

Marc Masclans is the man behind this stunning rendition of Magnus the Red, which won him gold in the Warhammer 40,000 large model category.

"I decided to paint Magnus in a different style to the 'Eavy Metal version," says Marc. "I was inspired to do so by some of the illustrations in the Wrath of Magnus book – they are really impressive pieces with some great colour scheme references. From there, it was a case of combining those illustrations with my personal style and interpretation of the model. I did some conversion work to Magnus, too, adding the symbols floating in his hand, which were inspired by the cover of Graham McNeill's novel *Magnus the Red*. I used fine wire and putty to sculpt them – the tricky bit was making them strong enough and finding a way to attach them to his hand!"

"When it came to painting Magnus I used a lot of blending. Sometimes I will start out with an airbrush to establish the base colours and get smooth colour transitions, but most of my blending is done by hand. The key to blending for me is not just the translucency and dilution of the paint, but the stroke of the brush. While you can blend with paint that is heavily diluted to create a smooth colour transition, what I find really matters is the direction and neatness of your brush strokes – the way you move the paint across the model. I tend to use long flowing traces of the brush and combine that with dotted textures, using glazes to unify the colours. I use similar techniques when painting non-metallic metals. You can create areas of brightness and reflection similar to those in illustrations or classical paintings with very careful and deliberate strokes of your brush."

TOP TIPS FROM THE JUDGES

"Pick a colour scheme appropriate for the model," says Darren. "Here, Marc has painted Magnus – a follower of Tzeentch – in colours associated with that god. Magnus would look weird painted green, for example, as that's a colour more normally associated with Nurgle. It's not just Chaos models that have specific colours either. Dark Angels wear green armour, but it's dark green, not bright. It's important to keep these background facts in mind when painting your entry."

THE MANY COLOURS OF TZEENTCH



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The symbols floating above Magnus's hand give off an impressive glow (1), an effect known as object source lighting that can be seen on his arm, the side of his face and the feathers of his outstretched wing (2). "First I painted all the skin," says Marc. "Then, using an airbrush, I lightly and carefully sprayed the symbols and the areas around them a pale blue. I then used a brush to glaze some colour over them to give them a more turquoise tone. I actually used a green fluorescent acrylic paint to make the symbols really glow."

"The metal areas on Magnus are all painted as non-metallics (3). The most important thing when painting a non-metallic effect is establishing a contrast between the light and dark parts and creating points of light reflection. I find it is always useful to have some real-life metallic objects to hand so you can use them as reference while you're painting."

"My intention with the base was to represent the fall of Fenris following Magnus's invasion. I planned where all the bodies of the Space Wolves would lie in the snow before painting them separately. The rocky base was built using modelling putty (4)."

GOLDEN DEMON

FROM THE DARK SHADOWS OF COMMORRAGH

"The idea of an Avatar in these colours comes from me wondering what a Drukhari version would look like," says Timothé. "I painted it in similar colours to a Mandrake, with really cold tones and evil flames. I started with a blue basecoat of Enchanted Blue (*Caledor Sky's the modern equivalent.* – Ed) and Sotek Green. I added in black to the mixture for the shading and highlighted with white and grey. The

flames also started with Sotek Green, which I highlighted with yellows and whites and glazed with green washes to unify the colours. The loincloth I painted to look like flayed flesh – I even painted freehand lines to show where the flesh has been stitched together. The metal parts underwent multiple washes of brown and black artists's inks, as well as purple ink for the bronze areas."

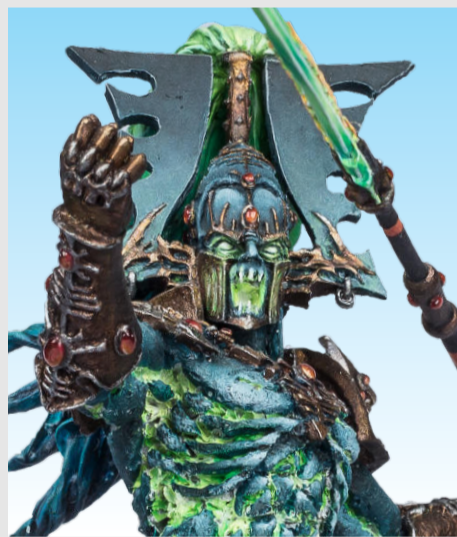
WHAT THE JUDGES SAID

"Timothé's made good use of a few well-chosen green and blue hues to give this Avatar a dark, magical feel," says Darren. "The object source lighting around the cracked skin is well applied and adds a degree of activity to the piece – like something is happening as you're looking at the model. The warm tones on the loincloth and the spear contrast well with the green and blue, while the brass metalwork adds an extra level of contrast in terms of texture."



SILVER, CLASSIC 2017, WARHAMMER 40,000 LARGE MODEL
AVATAR OF KHAINE
BY TIMOTHÉ BOSSARD

AN AVATAR CORRUPTED



Here you can see the fire burning inside the Avatar's body (1). "I watered down Sotek Green – my basecoat for the model – and used it to shade a lot of the colours on the Avatar, including the flames," says Timothé. "This helped tie all the colours together more neatly." You can also see here the red spiritstones that Timothé painted on the model. They act as a nice spot colour (along with the bands on the Wailing Doom – the Avatar's spear) and contrast well with the model's cool colour scheme.



The Avatar's topknot (2) was the perfect place for Timothé to apply his ghostly colour scheme, giving the once-noble Avatar a darker, more sinister appearance. "It's already a horrifying monster," says Timothé, "but can you imagine how the Craftworlders would feel if they saw it?" We imagine they'd probably not be very happy, Timothé!

THROUGH CORRUPTION AND CONTAGION, GREAT POWER AND STRENGTH



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"I didn't think the flamer was corrupt enough so I invented the Cyst-Pus Flamer!" says Steve.

"The cysts sit inside a harness on the backpack (1) that I made to look like flayed flesh."

"I elongated the lower jaw of a Daemon Prince's head and cut off the top of it so I could sculpt an exposed brain (2). I used a hot glue gun to create the large cysts (3). I also stippled on glue to create the bubbly texture before painting the model."

A WORTHY FOLLOWER OF THE PLAGUE GOD

"The idea for this model came when I purchased a Nemesis Dreadknight and a Daemon Prince in 2011 with the plan to create a duel," says Steve. "Then I wondered what would have happened if the Dreadknight had lost the fight, prompting this conversion. It's fair to say a lot of resculpting took place! I mainly used wet blending and yellow glazes in thin layers over the green to create contrast and brighten up the piece. The sores were all painted Runefang Steel and then Blood for the Blood God along with the exposed brain. I painted the metal areas Abaddon Black with a drybrush of Leadbelcher, followed by a wash of Agrax Earthshade. I then highlighted them with Leadbelcher and Runefang Steel. I used rust pigments to finish off the metal." **DH**



WHAT THE JUDGES SAID

"There's a great display of creativity going on with Steve's entry," says Anja. "It takes a lot of work to convert a model into something entirely different, but Steve has really put a lot of thought into how a tainted Dreadknight would look. The piece is nicely balanced, both in terms of its physical pose and the placement of colours, while the base adds to the character of the model – you really get the impression that some horrible disease is spreading out from it."

BRONZE, CLASSIC 2017, WARHAMMER 40,000 LARGE MODEL

NURGLE DREADKNIGHT BY STEVE PERRY



SHADES OF DECAY

The 'Eavy Metal team are rated amongst the greatest miniatures painters in the world – there is very little they do not know about painting Citadel miniatures. Here, members of the team – both past and present – share their wisdom on painting the children of Nurgle.

Of all the armies to grace our tabletops and cabinets, the disciples of Nurgle are easily the most rotten and disgusting looking. Much of that is down to the appearance of the models but a lot has to be said for how they are painted, too. We asked members of the 'Eavy Metal team to tell us what's so special (and weirdly endearing) about the way we paint Nurgle's servants. First up is Max Faleij. "The Nurgle range of miniatures has had a pretty consistent colour scheme since its inception back in the Realm of Chaos days," says Max. "Muted greens and sickly yellows are at the core of the colour scheme, with complementary tones that look great next to

these colours – such as red and purple – used for sores and wounds. There's a horrible reality to the colour scheme we use on Nurgle models – this is what diseased flesh and raw wounds look like, which is arguably why Nurgle chooses his followers to look that way – to instil fear and despair in his foes. Those colours work really well together, providing strong contrasts of light and dark, pale and vivid that create a visually impressive and eye-catching colour scheme that is instantly recognisable. There's still plenty of room to play around within this colour palette, as you'll see in this article but – for the most part – when someone says Nurgle, you tend to think of rotten greens and yellows."

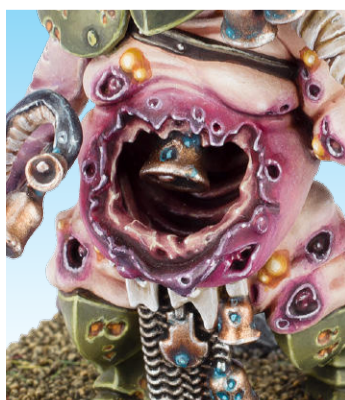
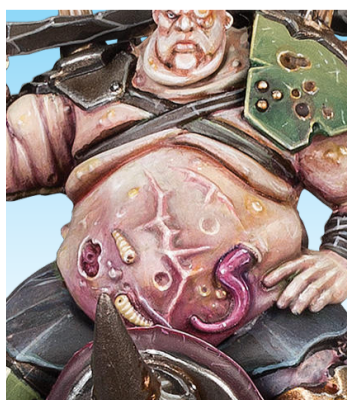
THE PAINTERS

The team members sharing their wisdom this month are Chris Innes, who painted the Great Unclean One (which you can see over the page), Neil Green, who painted the Lord of Affliction, and former 'Eavy Metal team member turned miniatures designer Joe Tomaszewski, who painted Festus and the Glotkin. Max Faleij, who painted Mortarion, shares his wisdom first.

A GALLERY OF GROSSNESS

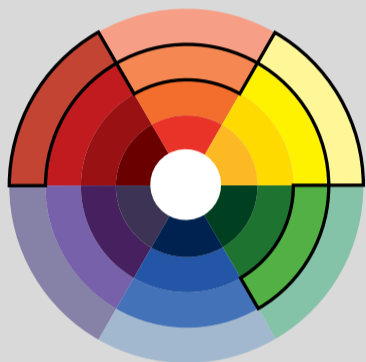
To the right you can see just a few of the defining features and colour schemes of the miniatures in the Nurgle range. Many of the models exhibit open sores and split skin, festering wounds and exposed musculature (sometimes even exposed bones), not to mention horrific mutations and growths. All of these details are sculpted onto the models, creating many great and varied textures over which you can apply your colours of contagion.

As you can see, many of the colours on Nurgle models tend towards yellows and greens that are both desaturated and warm, giving the models a sickly, jaundiced look. This sits in high contrast with the open wounds and injuries, which are most commonly painted purple and red. As Max explains early in this article, you don't have to paint Nurgle models in these colours, but they work really well with the design of the miniatures.



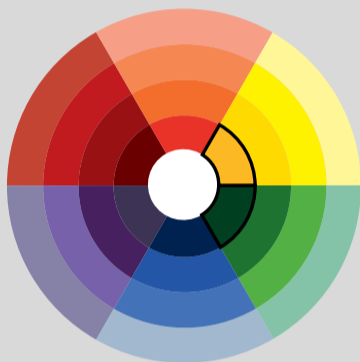
THE COLOURS OF THE PLAGUE GOD

The majority of Nurgle's minions are often painted a pallid, unhealthy green, though there is still plenty of scope for experimenting with different colour schemes as Max explains here.



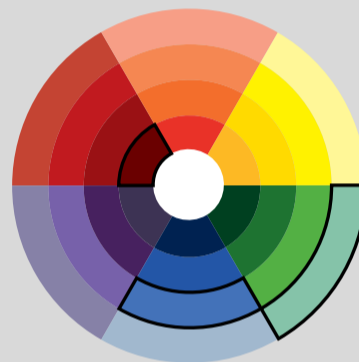
THE VILE HUES OF CORRUPTION

This complementary colour scheme, where the two main colours – red and green – sit opposite each other on the colour wheel, is the colour scheme used by 'Eavy Metal on most Nurgle models. There's a yellow tone to both the red and the green, which gives the model not only a warm overall feel (as opposed to a cool one) but also makes the model look like it's in a state of decay. The warm yellow also helps the skin look dry rather than wet and sweaty.



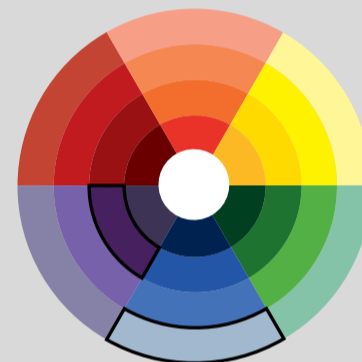
THE EARTHY TONES OF FILTH

The green skin of this Plaguebearer is much darker than the one to the left, with the tone of the model being pushed more towards black rather than white. The result is a more earthy feel, which suggests rank festering diseases rather than fresh virile ones and makes the skin look harder and more gnarly. The dark green frames the model, while the belly – which has a neutral yellow tone to it – dominates the centre, making it the focal point.



THE VIBRANCY OF DISEASE

This complementary colour scheme is similar to that of the first Plaguebearer, but this time both the red and the green have a blue hue, making this model appear much colder and wetter. Because the colours are tonally further apart on the colour wheel than on the first model, they contrast more strongly – the gory red wounds look more inflamed and raw next to the pale green skin, while the eyes are painted blue to complement the overall tone of the model.

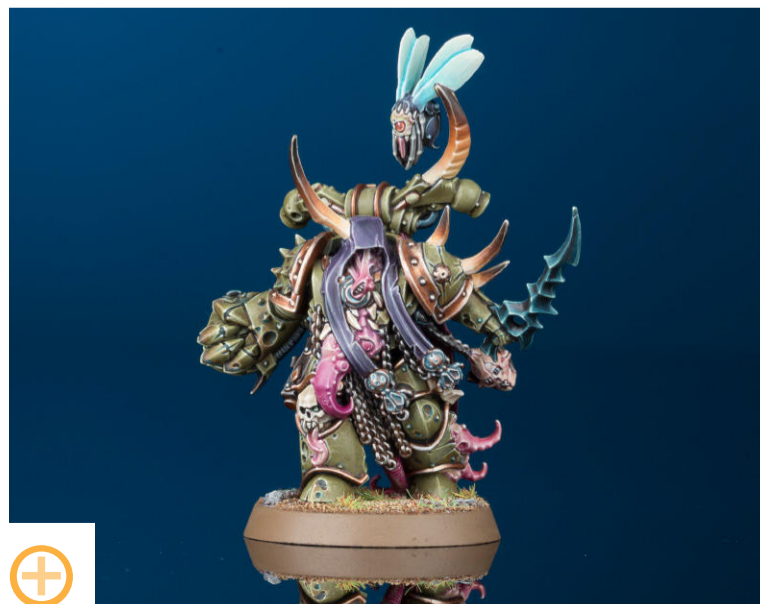


THE SICKLY PALLOR OF DECAY

This analogous scheme (which means the main colours sit next to each other on a colour wheel) is derived from a spot colour commonly used on Nurgle models – purple, the colour of bruised flesh. The Plaguebearer is colder than the other examples, with only the barest hint of a warm tone on the knees and pustules. The rich purple contrasts with the pale blue skin, drawing your eye to the focal part of the model – the belly mouth, which is picked out with turquoise.

THE DAEMONS OF NURGLE

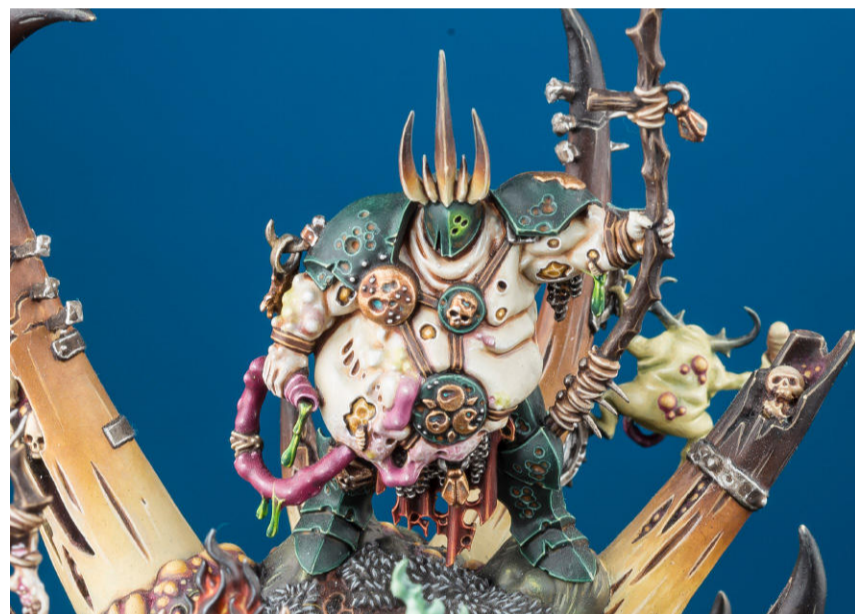
"The pictures to the left highlight a few of the ways that we use colour on Nurgle models," continues Max. "On Daemons, the main colours – the yellows and greens – are usually featured on flesh and we tend to use a lot of blending (layering thin layers of paint over each other to create a smooth colour gradient) to help simulate the texture of bulbous, flabby flesh. When it comes to the details, such as the sores, poxes and ruptured skin – all the wonderful sculpted textures on the models – we use complementary glazes and shades to draw attention to them and make them the focal parts of the model, while simultaneously blending them into the surrounding flesh. Often people will push their Nurgle colour scheme towards brown, to make their models look dirty and dingy, but remember, these aren't grave-fresh Zombies – their ailments are meant to be pretty livid."



'EAVY METAL

GRANDFATHER NURGLE'S MORTAL FOLLOWERS

So the Daemons of Nurgle have a pretty clear-cut set of colours and painting styles, but what about the Plague God's mortal followers? "Overall, they're pretty similar," says Max, "you're just applying colours in different areas and to different textures. We tend to paint most mortal followers – such as the Putrid Blightkings – with a more traditional skin tone rather than a green one to highlight the fact that they are mostly human and to differentiate them from Plaguebearers. Instead, the yellow-green tones appear on their armour and clothes, which ties them to the rest of the Maggotkin army. The main difference is that you're now painting armour, not skin – with skin you want smooth colour transitions, while on armour you want sharper, more defined highlights between the yellows and greens to show that the surface is harder and more reflective." **DH**



Joe Tomaszewski: On the Glottkin, I painted Otto with pale skin and dark armour. Ghurk is bright green and Otto would've been lost if I painted him the same colour. Otto's neutral colours help him stand out without detracting from the overall piece.

Neil Green: I played around with lots of different green hues on this model. The bloat fly has pale, yellowish green skin with a bluish hint to its wings, while the rider has a darker blue tint to his armour. The contrast in this model is between the warm and cold greens, with spot colours of pinkish flesh and neutral brown tones.



Joe: Festus is such a detailed model, so I chose to desaturate his colours so that he didn't become overwhelming. I used pastel blue on the Nurgling, tentacle and staff to frame him.



Joe: Every texture on this model is a different colour, though they still complement each other. The armour is green, the skin is pink, the wounds are purple and the verdigris is turquoise.



Joe: This Putrid Blightking has toxic green skin, while his armour has been painted with a colder, bluer hue to it. The red wounds have a cool tone and contrast with both greens.

PAINTING THE GREAT UNCLEAN ONE

'Eavy Metal painter Chris Innes was the lucky chap that got to paint the new Great Unclean One model. Here he explains some of his colour choices and the techniques he used to apply them.



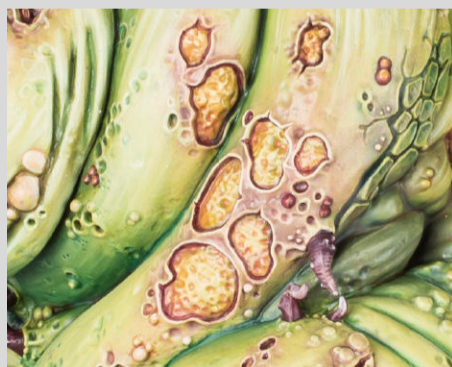
Chris: The Great Unclean One is the centrepiece model for the Nurgle army, so he really needs to stand out from the crowd. While the majority of the model is a pastel green-yellow, there are lots of other colours on it and they're all pretty vibrant. Disease to Nurgle is a joyous thing – he is a benevolent god and afflictions are his gift, which is why I painted them all in quite bright, cheerful colours such as warm yellows and oranges, with powerful pinks for his tongue and tentacles. Many of the colours were inspired by Wayne England's artwork, which was also one of the main sources of inspiration for Steve Buddle who sculpted the model (*you can read more from Steve [here](#). – Ed*).

While I painted the skin to look quite rubbery – using blending to smooth the colours together – I painted the subcutaneous fat layers (1) to look more greasy, an effect I achieved with plenty of glazes and shades to add depth to them. I then used purple and red glazes around the edges of the wounds (2) to make them appear raw and vivid. I painted the ragged skin ends (3) paler than the rest of the Daemon's skin to make them look dry and dead.

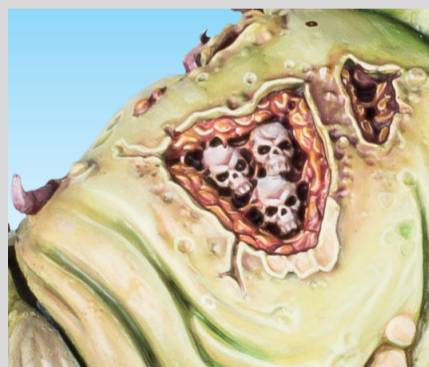
Something I tried to do with the spot colours – the purples and pinks in this case – was to place them in triangles around the model. So you can see purple on the model's intestines, gums and on the skull pommel of his bell, while pink appears on both of his arms and on his tongue and lips. I also added in some bluer greens around the areas of cracked skin and on the tentacles sprouting from his face (4). They help define those areas a little more and mark them out as different diseases or mutations while still sticking within the colour palette. A few other little touches are his filthy black toenails (5) and his loincloth (6), which is a reddish brown – a colour that contrasts well with the green skin.



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A TALE OF FOUR WARLORDS

Across the Mortal Realms, malign portents herald a time of great turmoil. Warriors gather and armies muster as those who would write their own legends sense that this is the time foretold for them to set out upon their own path to glory. This is A Tale of Four Warlords...



A TALE OF FOUR WARLORDS

First appearing in 1997, A Tale of Four Warlords is one of the most iconic series to ever feature in White Dwarf. In it, four eager hobbyists are given six months to build up a mighty army, with challenges to meet each month along the way. Many hobbyists like to use the Tale of Four Warlords format to inspire their own collecting efforts, by following along, collecting their own force with the same monthly challenges, or by getting together with others to set their own stage goals. If you're doing this, be sure to write in and let us know!

A new year is a great time to start a new army, so with that in mind we thought what better time to kick off a brand-new series of A Tale of Four Warlords and show four eager hobbyists doing exactly that! The (malign) portents tell us this is going to be a big year for Warhammer Age of Sigmar, so our warlords will be venturing into the Mortal Realms. Over the next six months they will muster armies of Order, Chaos, Death and Destruction, respectively. Each month, we'll bring you the warlords' latest efforts, set them a new challenge and watch as their armies meet in battle.

Armies on Parade: Malign Portents is kicking off right now (see over the page for more info) and the first three months of challenges for our warlords will run parallel to this, so if you're taking part in Armies on Parade you can follow along with A Tale of Four Warlords, too!

That's not all, though. We have many nefarious plots with which to test our warlords – painting, gaming, campaigns, perhaps a tournament of sorts – over the coming months, and you'll be able to join in with all of that, too, so now's the time to take heed of the malign portents, get painting, and muster your army ready for a season of war.

This month, our warlords begin their efforts. There are all manner of ways to start a new army these days, and we gave our warlords the choice of 'a suitable starting point' (you can think of that as a Start Collecting! box or equivalent.) For two of our warlords that did mean Start Collecting! boxes, for another it was a recently released boxed collection and for one a boxed game. Now they have four weeks to paint it. (If you're joining in, consider this the starting whistle.) And so, with that, it's time to introduce our four warlords...

DAUGHTERS OF KHAINE

A veteran of Armies on Parade (Andy has entered almost every year since the event began), we challenged Andy Keddie to go one further this year and join us as one of the four warlords.

After a good five minutes of careful thought, Andy – first of our warlords to accept the challenge – opted for Order and the Daughters of Khaine.

“This is following on, really, from a Lothorn Sea Guard army I did for Armies on Parade a couple of years ago,” says Andy. “I really loved painting that colour scheme, because it’s colours I love to paint (*Andy is known as the Turquoise King for his attachment to certain colours.* – Ed). The first army I ever did was Dark Elves. I always loved the idea of aelves with these sinister monsters like Medusas and Hydras, so since the Bloodwrack Medusa and Shrine came out a few years ago I’ve been thinking about doing another aelf army.”

PAINT WHAT YOU KNOW

“I’m going to paint the army in a similar colour scheme to my Lothorn Sea Guard, so eventually I can have an army of Order with aelves of a few different persuasions.

“To start with, though, I like the idea of loads of Witch Aelves screaming across the board with Bloodwrack Medusae behind them,” says Andy. Accordingly, Andy’s chosen starting point is the recently released Daughters of Khaine Blood Coven, containing a Bloodwrack Shrine and 10 Witch Aelves. For now, Andy says he’s unsure of how much of the army will be Daughters of Khaine and what allies he might choose for them, so we’ll have to wait and see...



ANDY'S WITCH AELVES

True to his reputation as a lover of all things turquoise (he assures us he likes other colours, too), Andy set to work on coming up with a colour scheme for his Witch Aelves, settling on this teal and purple combo. “I had a play around with the skin tone. I wanted the model to look quite sinister and I settled on a pale purple. I used different hues of turquoise on the clothes, leather and blades, to make them all look like different materials.”



ANDY KEDDIE

Andy is Warhammer World’s Events Manager. (Rumours that this means hanging out in Bugman’s all weekend are, apparently, scurrilous.) Will his blend of painting and gaming skill see him leading the charge?

MAGGOTKIN OF NURGLE

No stranger to either White Dwarf or green paint, we’ve summoned back former Editor Jes Bickham to be one of our warlords this time around. And the invitation proved very timely indeed...



JES'S NURGLE DAEMONS

Jes started out by painting one of the Plaguebearers from Blightwar as a colour test piece. “I’ll be using Death Guard Green spray to make things as easy as possible. There’ll be a lot of washing and drybrushing involved and then I’ll spend a bit more time and care on the heroes.” There’s nine more Plaguebearers, three swarms of Nurglings, three Plague Drones and his first hero, Horticultural Slimux, left to paint this month.

Gifted visions of the future or secretly always in thrall to the Plague God Nurgle, Jes has set upon the path to damnation and thrown his lot in with Chaos for A Tale of Four Warlords, opting for this month’s new army, the Maggotkin of Nurgle.

“When I was in White Dwarf, I started a little Nurgle army – mostly Putrid Blightkings back then and a few Plaguebearers. It’s part of a larger Chaos army I have with contingents from a number of the gods,” he says. “I’ve always wanted the excuse to do a full-blown Daemons of Nurgle army – and combine that with some Rotbringers as well – and this will give me the structure and deadlines I need for a project like this!”

GNARL-MORE

“Coming out this month is the Feculent Gnarlmore, which is a big deal, I think,” says Jes. “In the new Maggotkin of Nurgle book, there’s a new system for summoning. It’s all about corrupting reality and sowing the seeds of the Garden of Nurgle to allow Daemons to come through. The Feculent Gnarlmores are a big part of that, so I’ve got one already, which will be part of my army. In fact, that’s going to be the theme of my army – the Garden of Nurgle, growing out into reality.”

Jes chose the Nurgle half of the Blightwar boxed set as his starting point. What will he do with the rest, you ask? We see some swaps on the horizon...



JES BICKHAM

Jes is the Design Studio’s creative writing manager. (Rumours that this means yelling “More Grots!” all day are, apparently, scurrilous.) He’s been witness to a few malign portents lately, but will these visions terrify or inspire him?

MALIGNANTS

There are more than a few omens of death to be seen across the Mortal Realms of late. When we asked Anthony Saliba if he'd like to be one of our warlords, he interpreted them as a reason to do just that.



ANTHONY SALIBA

Anthony is one of the photographers here at GWHQ. (Rumours that this means looking at photos of his own models all day are, apparently, scurrilous.) He's started strongly. How will six long months test his mettle?

"I'm going back to my roots with a Death army," says Anthony. "The first army I ever collected, 17 or 18 years ago, was an Undead army. The idea for my force is inspired by one of the old Vampire houses, the Von Draks (*dynastic rivals of the Von Carsteins and stars of the classic Drakenhof novel* – Ed).

"The Von Draks reappear in the Age of Sigmar The Realmgate Wars audio dramas from Black Library, where there are hints that, once at least, they were perhaps even more powerful than the Von Carsteins – so that inspired me to revisit them and build an army representing descendants of one of the house's branches 'alive' today in the Mortal Realms."

LEGIONS OF DEATH

Anthony chose the Start Collecting! Malignants box as his starting point and actually painted it over a single weekend, even before we could write this article! And he's certainly not stopping there.

"I plan to do quite a broad army of Death," says Anthony.

"They'll be led by Soulblight Vampires, starting with the Coven Throne, and there'll be a very sizeable Spirit element but I also want to include hordes of Skeletons, Zombies and Grave Guard. I always think of undead armies as horde armies so I plan to capture that feel." Having already met his initial goals, we wait to see what else Anthony can muster in month one...



ANTHONY'S MALIGNANTS

"I've gone for traditional deathly colours. The ghostly, ethereal effect will be predominant throughout the army." Anthony has also made use of dark greys and subdued metals, with heavy use of Nihilakh Oxide on armour. On the more Vampire-influenced parts of the army, like the Coven Throne, Ant has made heavy use of a vivid blood red, using smaller amounts of the same colour on the other units to tie them together.

WARHAMMER AGE OF SIGMAR

MALIGN PORTENTIS

PAINTING COMPETITION



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BEASTCLAW RAIDERS

Devouring all before them as they rampage through the Mortal Realms, the Beastclaw Raiders were a natural choice for the Community team's Nick Bayton. He plans to bring the Everwinter to new lands...



NICK'S OGORS

Nick's approach is very much led by the painting, setting himself the challenge of coming up with a cool, Realm of Life jungle-themed colour scheme that still fits with the Beastclaw Raiders' own background. "I'm making use of all the basing kits – the Creeping Vines, the Barbed Bracken and, of course, the skulls. Probably some Deathworld Forest bits, too, and I'm certainly going to be doing a board for the Armies on Parade part of it."

"I'm doing a Beastclaw Raiders force, with a Realm of Life jungle theme," says Nick, eliciting a curious "Ooh!" from his fellow warlords. "That means big, frosty beasts crashing through the jungle."

BRIAR AND ICE

"The Beastclaw Raiders are constantly searching out new hunting grounds, trying to stay ahead of the killing cold of the Everwinter. The irony is, of course, that the verdant, tropical jungle they're pillaging will soon be turned into a barren, icy wasteland in their wake, of course, but they don't really care about that and I think having them plunder through the Realm of Life will look cool." We agree.

Nick has chosen the Start

Collecting! Beastclaw Raiders box as his starting point, giving him four Mournfangs and the choice of either a Stonehorn or Thundertusk to paint in the first month. But which will it be?

"I love the big, monstrous models," he says. "You don't have paint too many of them so you can really spend the time going to town on each one. I'm not sure whether to start with the Stonehorn or Thundertusk yet but there will be a lot of big monsters in the army in the end, so I'm sure I'll do both!" And on top of painting the first month's units, Nick's already planning out his board for the Armies on Parade part of the coming challenge. **MK**



NICK BAYTON

Nick is a member of the Warhammer Community team. (Rumours that this means hanging out on Facebook all day are, apparently, scurrilous.) A former Dwarf, this is Nick's second time as a warlord. Will we see him older and wiser?

MONTH 1: PAINT A START COLLECTING! SET

Bring your painted force to your local Games Workshop or Warhammer stores, or participating independent stockist on January 13th for a chance to win a great prize.



CATCH UP
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REALMS OF BATTLE

Realms of Battle is our regular feature on planning, building and painting your own terrain collection and getting the most out of it in your games. In this issue, we take a look at some of the T'au scenery that our very own writer Dan Harden has been working on.

BUILDING MATERIALS

DIY and hobby shops are a great place to find extra modelling materials. All the pipes that I used in this issue came from a DIY shop and most were off-cuts from actual DIY projects in my house. Hobby shops are a great place to find sheets of plastic that you can cut to the right size and shape for your project. You can even find plastic sheets that feature patterns, which you can see over the page. An important note: you'll need to use Super Glue rather than Plastic Glue to stick this plastic to your Citadel components.

The majority of the scenery kits for Warhammer 40,000 are Imperial ones, though a growing number are appearing for other races, such as the Tidewall Shieldline for the T'au and the Eldritch Ruins, which feature fallen Aeldari runes. But Dan wanted more T'au buildings for his Armies on Parade board, which we featured in last month's issue. Here's how he went about making them.

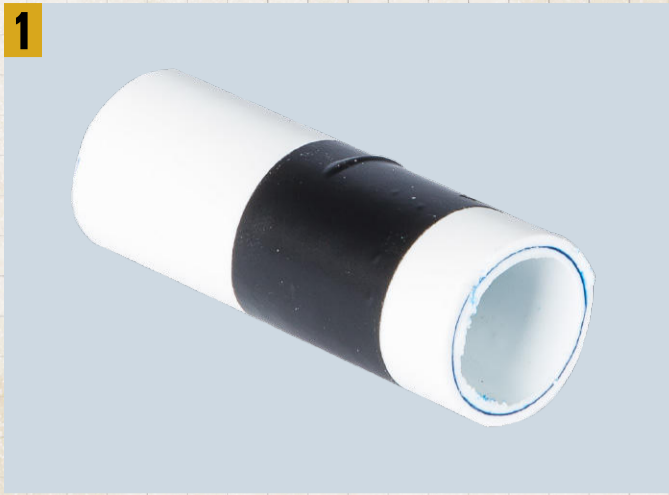
Dan: I had two points of inspiration when I started this project. The first was the Munitorum Armoured Containers set, which I think is one of the most versatile and characterful scenery kits available. It adds a lot to a battlefield, both in terms of look and narrative feel, and it can be easily used as scatter terrain, by which I mean you can put it anywhere on any board – it doesn't have to be modelled into the battlefield. I wanted something like that for the T'au.

My second point of inspiration was the Imperial Bastion. I've seen them converted into Ork bastions and Chaos bastions, and I've even seen people entirely scratch-build (as in they built a scenery piece from all manner of kits plus glue, imagination and a fair amount of time) their own bastions for other races. Simply put, I wanted to make a T'au bastion – some kind of tower that looked like it had been dropped from low orbit and then planted itself in the ground – a base of operations for my T'au force.

The first thing I needed to do was figure out what the aesthetic for my T'au scenery would be. The Tidewall and T'au artwork were a great starting point for this – everything is rounded, smooth and highly functional, so it made sense that my tower and my ammo crates would be round, too. I just needed to find something for the body of each piece. The solution? Plumbing pipes.

MAKING AMMUNITION CRATES

The starting point for my ammo crates was a Drone – without aerials or guns it looks kind of like a lid for a box. All I needed was a piece of pipe that would fit underneath it – a 22mm feed shower pipe, which you can find in most DIY shops – was a perfect fit. I marked the pipe 10mm down on both sides with a pen, then used some electrical tape to mark a ring around it, showing me where to cut (1). After fitting the pipe into a vice, I used the Citadel Saw fitted with the largest blade to carefully cut through the pipe (2). I then smoothed off the edges on a sanding board (3). The final touch was gluing a Drone and a missile pod exhaust with Super Glue (4).

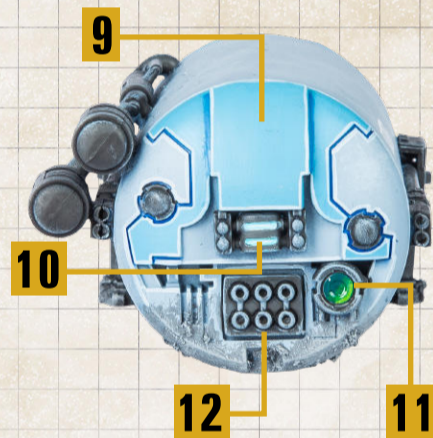


THE WATER SILOS

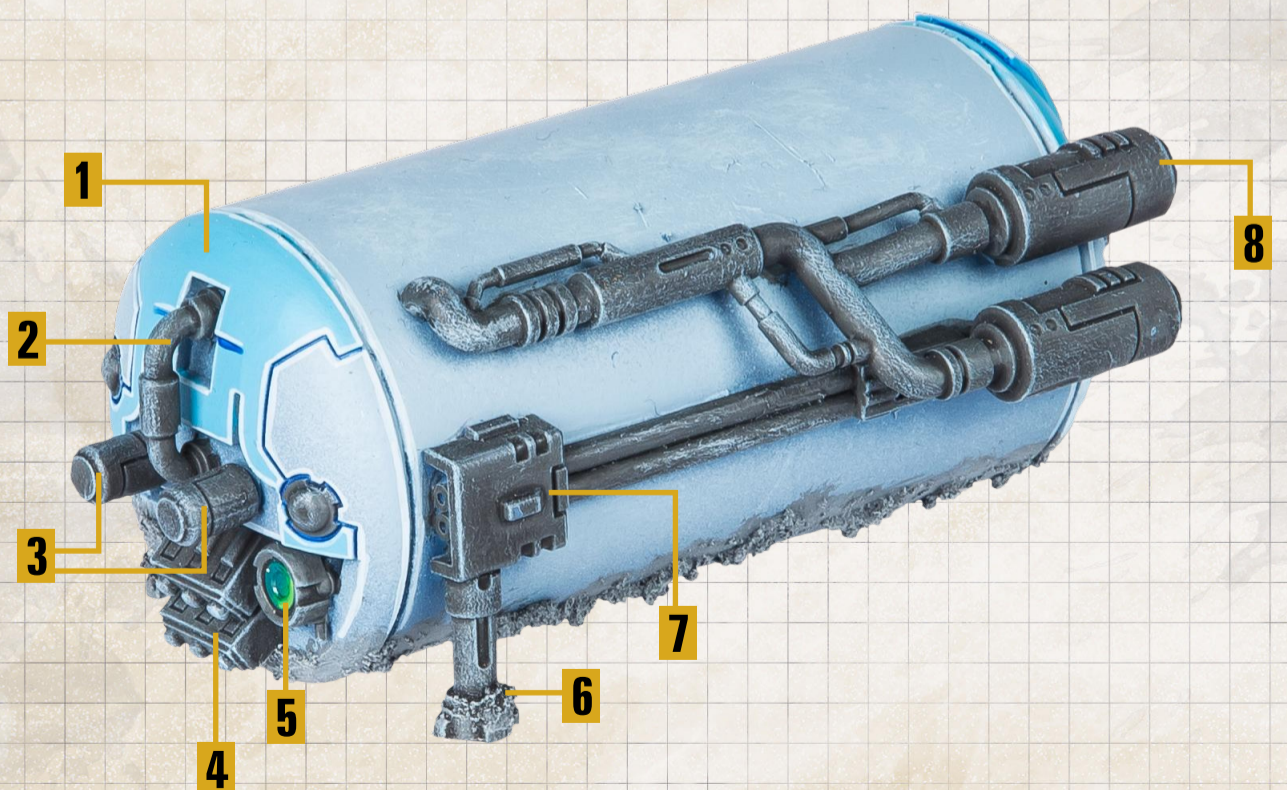
While hunting for suitable pipes for my ammo crates, I came across a length of 40mm waste pipe. Once again (and almost suspiciously conveniently) it fits perfectly with another T'au component – the Sky Ray turret. When you build a Hammerhead you get the Sky Ray turret spare (and vice versa), making it perfect for conversions. Add a handful of other spares from my bits box and I had a T'au water silo.

The front end of the silo is made from a Sky Ray turret glued directly onto the end of the 40mm pipe (1). The pipe at the top (2) is a spare from the Riptide kit, while the two canisters below it (3) are fuel cells from the Stormsurge's pulse driver cannon (which you'll have in your bits box if you built your Stormsurge with a pulse blastcannon). The two dispenser units beneath the canisters (4) are fuel cells from a Ghostkeel's cyclic ion raker, while the green data screen (5) is a support system taken from the Broadside kit.

The feet along the side of the silo (6) are spares from the Stormsurge mounted beneath missile pods from the Riptide (7), while the filtration units are from the Stormsurge's pulse driver cannon (8).



The rear of the silo features a second Sky Ray turret (9) with the addition of two support systems taken from the XV88 Broadside kit (10 and 11) and the rear of a missile pod taken from the Riptide kit (12). Again, these are all potential spare parts depending on how you build your miniatures.



MODELLING

THE SHIELD GENERATOR

Another scenery piece that I wanted to build for my Armies on Parade board, but ran out of space for, was a T'au shield generator. When building a Tidewall Rampart, you end up with quite a few segments of the platform wall spare and, while playing around with them, I found that I could build a vertical arch. Another piece of pipe later (this time a 100mm extractor fan vent pipe cut in half lengthways) and I had the starting point for a T'au shield generator. You can see it finished, below.

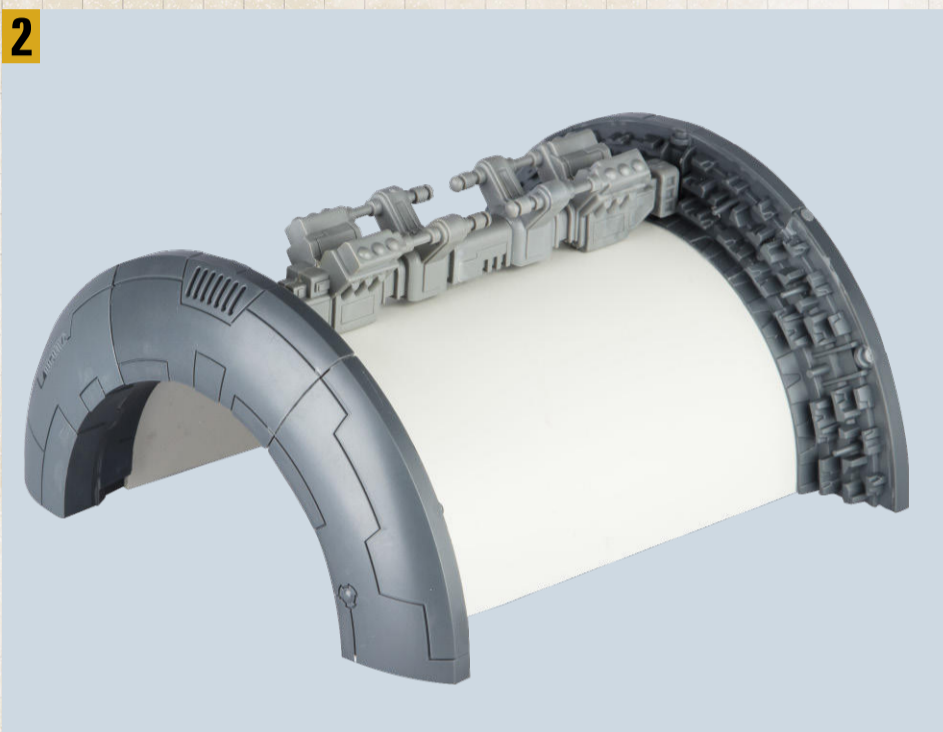


CAREFUL CHOPPING

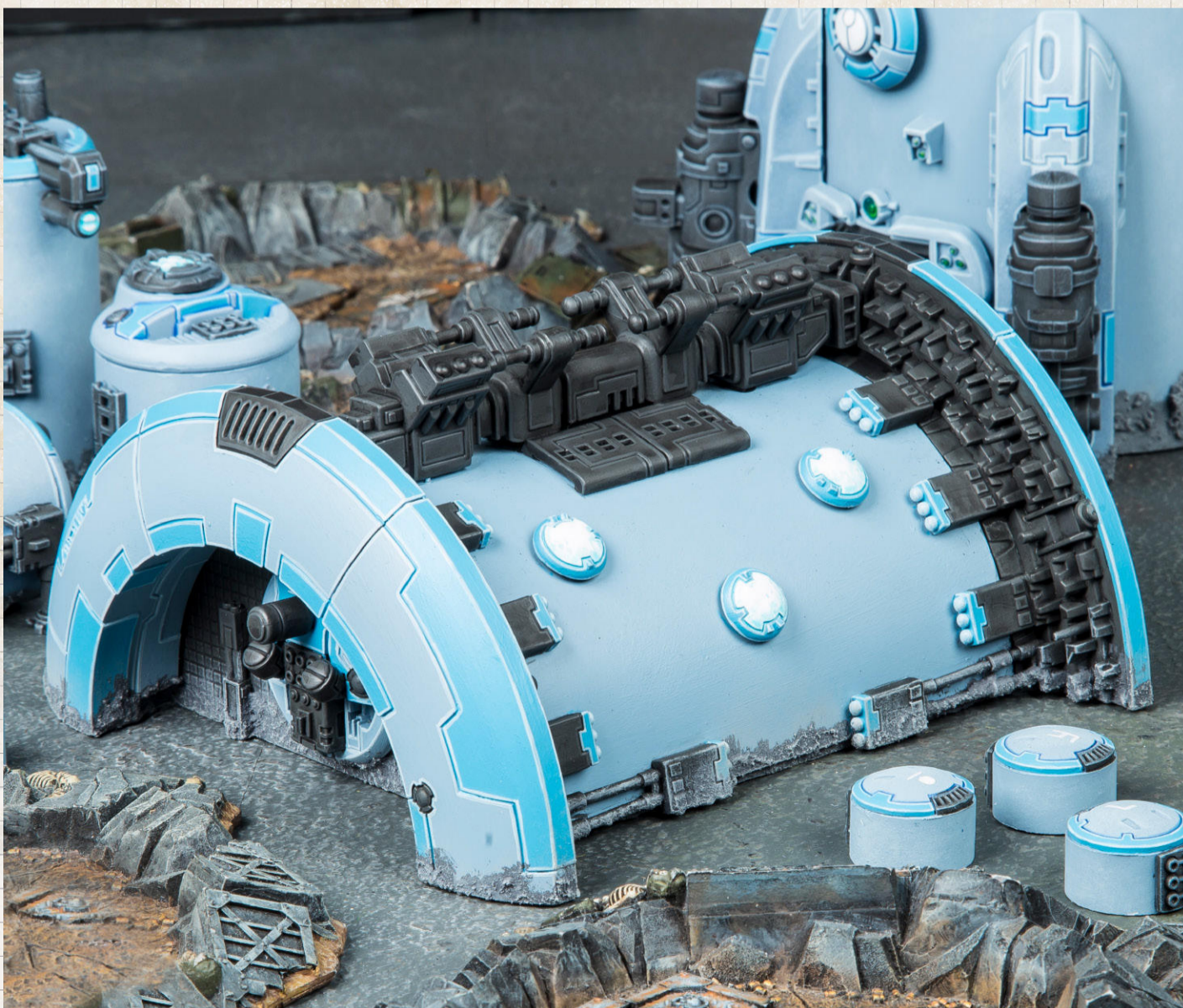
When making custom scenery, you'll often want to cut pieces to fit. If the part you're cutting is quite large (or will be visible on your scenery piece) then we recommend using the Citadel Saw. The blades will cut easily through the plastic and leave you with a nice neat finish.

With the concept of the terrain piece in my head, I rummaged through my bits box for suitable parts to fit onto the shield generator. Support systems, spare guns, turrets, missile pods (I never use them on my T'au battlesuits, so I have loads spare) and anything else that I thought looked interesting went into the project pile (1).

The basic frame of the shield generator is two arches (made from three spare Tidewall pieces each) and a piece of bisected pipe (2). The generator nodes on top are made from two ion cannons.



Once the main body of the shield generator was constructed, I added bits to make it look like a functional building, rather than just a piece of pipe with a nice arch at either end! The first step was to cover up the ends, which I did with two semicircles of plastic sheeting (available from most hobby shops and online). You'll notice that the plastic sheet has a square pattern to it that matches the flooring of the Tidewall. To this I stuck another Sky Ray turret, once again bedecked with support systems and canisters taken from the Stormsurge, Riptide and Broadside kits. The other end of the generator features half of a pulse blastcannon, which could be some kind of power unit for the generator. The pipe itself I covered in other spare parts – burst cannon barrels, missile pods and more support systems to help break up the large flat area and make it interesting to paint.



THE COMMAND TOWER

The goal with my T'au command tower was to create a piece of terrain that would look great on my Armies on Parade board but could also be used as a practical gaming piece. The main body of it is another length of 100mm extractor fan vent pipe with the Tidewall Gunrig platform and turret sitting on top. The rest of the parts (detailed to the right) were, again, all from my bits box.



I wanted the tower to look like a command post. In my mind, that means a big communications aerial. The Tidewall Gunrig turret (1) fit the bill perfectly, I just covered up the gun mount with the pulse accelerator chamber (2) from the Stormsurge's pulse driver cannon. The mount I cut off with a pair of Fine Detail Cutters, while the acceleration chamber only needed a little trim with a hobby knife to fit in the gap.

The Gunrig platform I built straight from the box (3), though without any of the stair pieces.

100mm plastic pipe from a hardware shop (4), cut to 200mm in length using a hacksaw. The pipe was held firmly in a vice while doing this, with a block of wood placed inside it to stop the vice from crushing the pipe out of shape.

One of the (perhaps unfair) advantages of working at Games Workshop HQ is that my bits box includes a lot of spare parts that most other hobbyists might not have in theirs – in this case, the chassis (but not the wings or engines) of no less than four Piranhas. Why I had them, I have no idea, but I never throw components away because you never know when they might come in handy. Like now! The vents (5) are the undersides of the Piranhas...

...while the housings for the tower's legs (6) are their main bodies. The legs were actually inspired by the supporting pistons on the Stormsurge's legs. The tower's feet themselves are Riptide heavy burst cannons (7), which fit really neatly inside the cockpit of the Piranha – I didn't need to cut the parts at all to get them to fit.

A Hammerhead railgun (8) adds detail to the side of the tower. The entrance to the tower is the rear door of a Hammerhead (9) – another oddity in my bits box – while the steps leading up to it (10) are from the Gunrig. The Fire caste icon (11) is the Gunrig's turret shield.

COLLECTING

WAAAGH! ZHADSNAK

Orks! Loads ov luvverly Orks! And all wearin' red so they go really fast! There's gonna be some krumpin' before the day is out and no mistake. Read on to find out what fanatical Warboss Iain Gonzalez has to say about his massive greenskin horde.



Ork hordes are, by their nature, huge, and that was a thought that was clearly at the forefront of Iain's mind when he started work on this massive army several years ago. But where did his hobby journey begin – was it with the Orks or another army entirely?

“It all began about 10 years ago,” says Iain. “My brother was stuck in hospital having had his appendix taken out and he wanted something to entertain him. He'd mentioned Warhammer and I got him a box of T'au to paint. That was my first real encounter with the hobby until I moved to Staines. I went into the Games Workshop there and the manager at the time, Mark, gave me a painting lesson and taught me how to drybrush. I have him to thank for getting

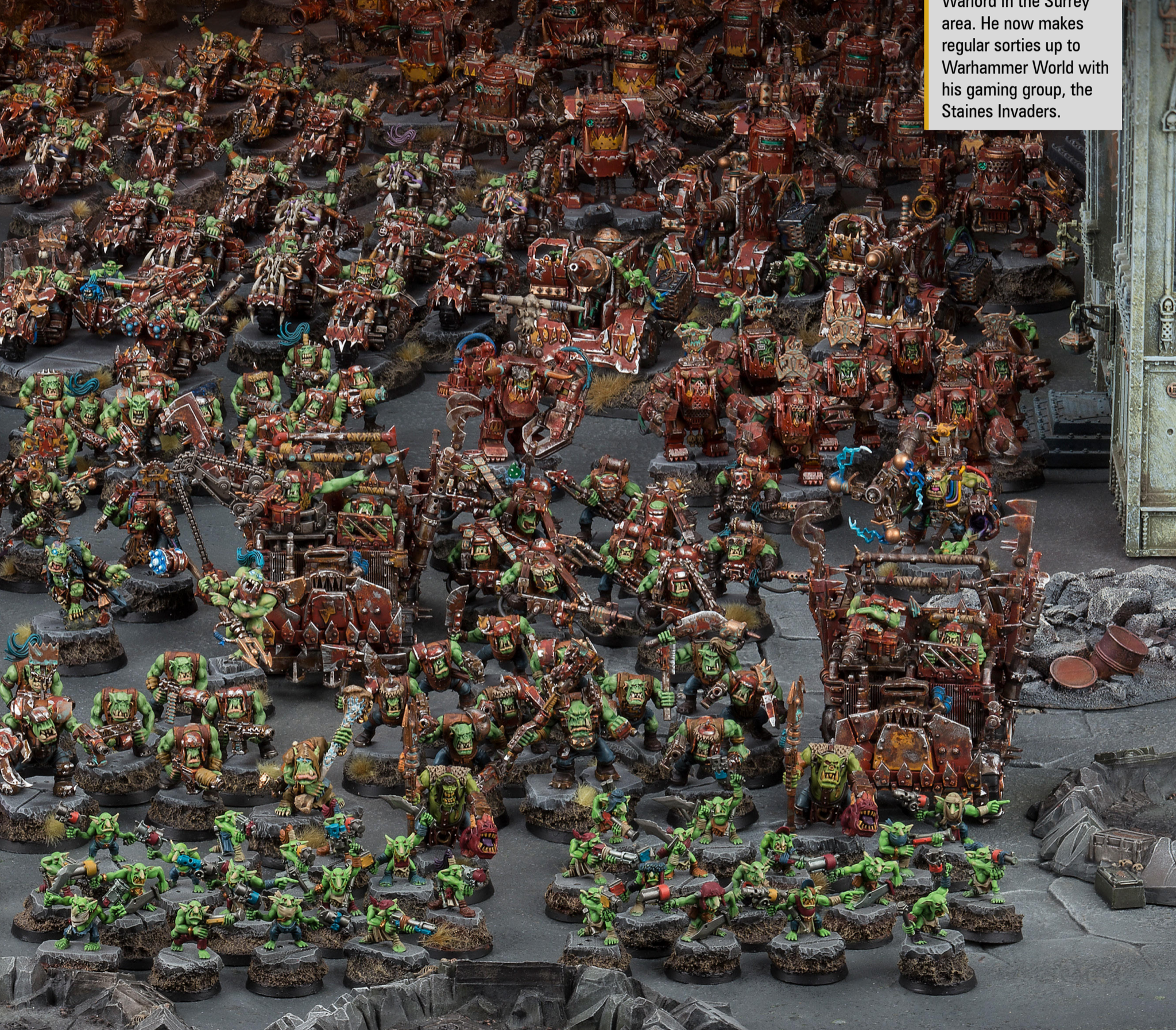
me into the hobby – I was hooked immediately. I actually started with Ultramarines and I equipped them with loads of heavy bolters and assault cannons – there's something about really big guns firing lots of bullets that really appeals to me! I then started an Ogre Kingdoms army for Warhammer as it was then, followed by Tyranids – I reckon I had around 24,000 points of them by the time I was done. Painting 120 Gaunts almost finished me!

“I love playing games and I regularly attend events, campaign weekends and tournaments both in the UK and abroad. But I've made it my mission to take a new army to events as often as possible, all the models freshly painted specifically for it. And because of that, a few years ago, I decided to start an Ork army.” ▶



IAIN GONZALEZ

Having conducted a Waaagh! upon the town of Staines at a young age, Iain has become a notorious Ork Warlord in the Surrey area. He now makes regular sorties up to Warhammer World with his gaming group, the Staines Invaders.



COLLECTING



► So where did Iain begin? With a Warboss and some Boyz? “Nope, a Big Mek and a load of Deff Dreads,” says Iain. “At the time, if you had a Big Mek in your army you could take Deff Dreads as Troops choices, so I did! I took four, plus 15 Killa Kans. And that was what triggered the idea for an all-Grot army (*they seem to be quite popular at the moment.* – Ed). I bought eight of the Forge World Grot Tanks and a Grot Mega Tank to add to the force, plus a load of expendable cannon fodder in the shape of 60-odd Gretchin. The Big Mek and the Runtherds were my only real concession to my self-imposed rule of not having Ork infantry models in the force, but then Grots really do need someone bigger to lead them into battle – they have a habit of running away otherwise.

“The next part was working out what colour to

paint them. I asked my wife, Lisa – who loves art and painting, too – and she suggested red, so red it was. Besides, as we all know, red wunz go fasta! I consider myself an incredibly privileged hobbyist having such an understanding partner who actually listens to my ramblings about Orks and Grots and Trukks!

“Painting for me is great fun, but I tend towards a fast, realistically messy style rather than spending my time painting a single miniature really neatly. Considering how many games I play and how many armies I paint, I think that’s the only way to approach painting for me! For my Grot vehicles – and my Orks when I started painting them – I started with an airbrushed basecoat of Mephiston Red over a Chaos Black undercoat. Then I painted all the metal areas with Leadbelcher and all the dags, flames and ►





► occasional armour panels with Averland Sunset. Next came the fun bit – an all-over wash of Agrax Earthshade mixed with a little Lahmian Medium to help it run into the recesses. This gave my Orks a grimy, oily feel. Then I applied loads of chips and scuffs to the armoured panels by stippling on irregular patches of Fire Dragon Bright with a sponge, followed by chips of Rhinox Hide to give the impression of many layers of rust. I then went back over these areas, stippling them with Leadbelcher and Runefang Steel to show where the rust had been scraped off and the bare metal revealed beneath. I used a small drybrush for this layer, though, so as not to overwhelm the rusty bits. A second wash of Agrax Earthshade helped to dull the metalwork down. As for the green skin, I wanted my Orks to be nice and bright to contrast with their dark red

armour. I started with a basecoat of Skarsnik Green, followed by a wash of Biel-Tan Green (again mixed with Lahmian Medium). I then applied Bugman's Glow to the elbows, knuckles, lips and ears to give the skin a more natural tone.

“If the army I’m using at an event makes it into the Best Painted cabinet, I have to paint a new force for the next event.”

“Painting that Grot part of my horde was a real labour of love, and when I took it to the campaign weekend I was painting it for, I won five out of five games – all the effort had paid off.



COLLECTING



“After the Grot army I decided to build an all-bike army using the Forge World Boss on Warbike, Zhadsnark da Rippa, as my Warlord.”



I then won all three of my games in the next campaign weekend I took them to as well, plus awards for Best Painted Army, Winning Faction and Most Sporting Opponent. I was so happy! But now I needed to paint a new army for the next event I was planning to go to – if the army I'm using at an event makes it into the Best Painted cabinet, I have to paint a new force for the next event I go to. It feels a bit cheeky to me to keep using the same army every time."

Of course, we wanted to know if Iain continued painting Orks "Yeah," says Iain, "of course I did – I was hooked on them! After the Grot army I decided to build an all-bike army using the Forge World Boss on Warbike, Zhadsnark da Ripa, as my Warlord." This part of Iain's army also includes a few conversions, such as his Painboy on a trike, who goes by the name of Buzzchoppa – you can see him in the bottom right corner of the picture to the left. "I don't tend to name most of my characters – that's not really something I enjoy," says Iain. "I much prefer just to shout 'Oi, you, hit dat!' or 'You, shoot dis!'. The bike army performed really well overall in the events I used it at, but I really struggled against Grey Knights. I don't think there was any particular reason why I couldn't beat them, they just always seemed to

out-score me on points or kill my units a bit too easily." Perhaps Iain needed some Orky psykers to counter them...

"What a good idea!" says Iain, laughing. "My next Ork army was centred around five Weirdboyz, which I took to the Boralis Schism event at Warhammer World last year. I didn't paint them specifically to take on Grey Knights, but rather to fight against Magnus the Red. I thought loads of people would be taking him (and a few certainly did), so I decided to take an army that would allow me to out-dice him in the psychic phase, just for a bit of fun. I never killed Magnus, but my Weirdboyz gave him a run for his money in the game where I did end up fighting him. I won the battle, too, much to my surprise! The rest of my army was just loads of Ork infantry in Trukks – 60 Boyz, six Trukks, 10 Burnas, 10 Lootas and, of course, the five Weirdboyz. And all painted in just four weeks before the event."

This was the same event that White Dwarf Writer Dan played in, also using Orks. In fact, Dan and Iain ended up playing on adjacent tables, playing lengthways down the table towards each other and both fighting against the Adeptus Mechanicus (who were deployed between their two Ork armies). They vowed to ►

Below: As is only fitting for the Gretchin part of his horde, Iain has plenty of Mek Gunz to support the advance of his troops. He's built one of each gun that comes in the kit, plus an additional smasha gun and a second bubblechukka (which are hilariously unpredictable in the game, much to Iain's liking). Like the rest of his models, Iain has given his Mek Gunz scenic bases, using Texture paints to build up the earth around the smashed rubble.

"My next Ork army was centred around five Weirdboyz, which I took to the Boralis Schism event at Warhammer World."



COLLECTING



“It’s not about winning or coming up with great tactics (not with Orks at any rate), but about having a laugh.”





► crush da humies between them, which they almost succeeded in doing had it not been for Belisarius Cawl being in both the armies they were facing! “That was a fun couple of games,” says Iain. “We had a mini race going on to see which of us could get our Orks to the other’s table edge first. I think Dan beat me to it (I did indeed. – Dan) but I think my army did better overall (also true. – Dan). That’s what I love most about playing Warhammer 40,000 – having fun. It’s not about winning or coming up with great tactics (not with Orks at any rate), but about having a laugh. I know that if 10 Orks die in a single salvo it doesn’t matter because I’ve got another 50 still alive. In reality there would be thousands more Orks behind my army ready to smash the enemy, too.”

Clearly gaming is a big part of Iain’s hobby. We asked him what his motivation was for taking part in so many events, tournaments and campaign weekends. “Simple, really – the Staines Invaders,” says Iain, trying to suppress a ‘Waaagh!’ as he mentions them. “It’s my local gaming group – normally around 10 to 20 of us go to an event, whether it’s at Warhammer World or further afield. It’s always a great social event – we have a laugh together and get to play against lots of different people with different armies before we head to the bar and chat about how our games went. We’ve had a

big hobby surge over the last few years – we find that playing games leads to painting more models, which leads to more games, then more painting – it’s a never-ending hobby cycle. I’m going to be playing in No Retreat V, which is taking place in Gibraltar later in the year (*it took place in September last year, but due to magazine lead times and the vagaries of warp travel, this article was written last August before Iain went to the event. We hope he did well!* – Ed). I really can’t wait – I’ve already painted some more greenskins.”

Painting all those Orks must have got pretty

“It’s a great social event - we have a laugh together and get to play against lots of different people with different armies.”

tiring for poor Iain. Surely he couldn’t have found time to paint anything else... Wrong. “I’ve been painting Ironjawz for Warhammer Age of Sigmar, too,” says Iain, proudly. “I even won the store Armies on Parade competition with them last year. I’ve got plans for this year’s Armies on Parade, too – an ogor army, perhaps with a real waterfall on the display base.” No, we have no idea how Iain does it, either... **DH**

Above: Grots, so many Grots! Well, 60, plus a few Runtherds to keep them in order. You’ll notice that Iain’s Grots are a lot more colourful than his Orks, featuring red, yellow and blue casings to their guns and trousers, shoes and loincloths in all the primary colours, too. You can also see here how effective the thinned-down Biel-Tan Green wash is over the Skarsnik Green basecoat – Iain managed to do all the shading on the Grots’ skin in one quick pass.

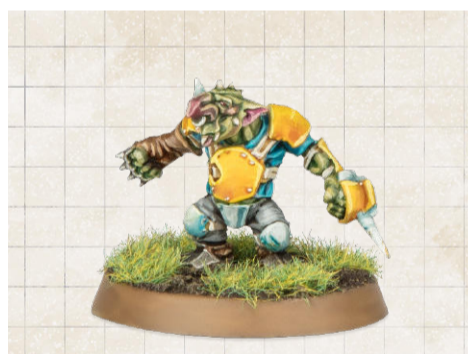
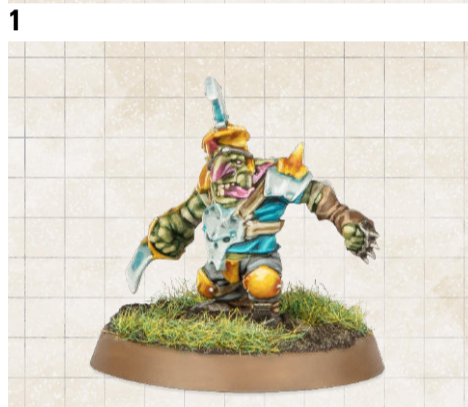
LET'S PLAY BALL!

Good morning, sports fans, and welcome to the Blood Bowl parade ground, where a host of teams are out on the pitch to display their kit for the new season. We've asked them not to fight and spoil their gear before the first match, but they're not promising anything.

THE FUNGITS, GOBLIN TEAM BY LOUISE SUGDEN

Louise: Goblins are my favourite team in Blood Bowl. In fact, this is actually my second team of them, made using the new plastic set. My plan with this team – the name Fungits being a play on fungi – was to make them look like lurid, glowing mushrooms – really bright and in your face. I picked yellow and white and my team colours – neither are colours I use particularly often, but I thought a small group of models (who are also small) would be a good opportunity to practice with them. I started with a Zandri Dust basecoat on all the models, which is perfect for the yellow armour, the skin and the white. Death Guard Green wasn't out when I started painting them, but I'm tempted to try it to see what it's like.

As for my team's performance, well, they didn't do too well in the Forge World league – they scored only a single touchdown. Although they failed miserably to actually play the game of Blood Bowl (often mistaking their own teammates' bloated and bloodied heads for official game balls), the team won the 'Gallanté's Choice' award for the best-looking team in the league! Rumour has it this may have been a ploy to keep the downtrodden Goblins happy and prevent the game's officials from waking up to severed Griffon heads on their pillows.



For the bright yellow armour on her Goblins (1 to 3), Louise used Averland Sunset as a basecoat, followed by a wash of Fuegan Orange. She then highlighted it with Yriel Yellow, Flash Gitz Yellow (blending each colour as she went) and finally with White Scar as the edge highlight.



THE RUSTBEARD RAIDERS, DWARF TEAM BY CHRIS DREW

Chris: My Dwarf team were the most violent team in the Forge World league, causing 24 casualties in total. I reckon this was down to the fact that I covered them in Blood for the Blood God before the league began and that made them a bit bloodthirsty. Actually, the background behind my team is that their red beards are part of their uniform – they're contractually obliged to dye them – but there's something dangerous in the dye that makes them a bit

psychotic. It's weird how having that background before the league somehow became reality in it – maybe it was fate (or plain good luck). I painted my team using Mechanicus Standard Grey as a basecoat, which I applied using an airbrush. I then sprayed them again from above with Administratum Grey to get a highlight on the tops of the models. The rest was all brushwork – a highlight of Administratum Grey, followed by a wash of Nuln Oil to shade them and bring all the colours together.



THE NORDLAND POLESTARS, HUMAN TEAM BY MICHAEL WIESKE

Michael: When I saw the Bright Crusaders from Forge World I knew I wanted to paint a Human team. I really liked their rugged faces and heroic chins and I thought they would look great painted as a team from one of the Empire's northern provinces. And so the Nordland Polestars were born, inspired, in part, by the star icons on their armour. I decided to paint lots of stripes on their kit, which is in keeping with a lot of Empire clothing. I picked blue and

white as my team colours (yes, I know Nordland heraldry is blue and yellow but I liked white better) using it on both their armour and their clothing. The blue cloth was painted using Caledor Sky, followed by two washes of Drakenhof Nightshade and then a highlight of Caledor Sky. The white of the uniforms is a basecoat of Rakarth Flesh, then a wash of Agrax Earthshade in the recesses followed by White Scar highlights. I also gave them all slightly red noses – I reckon they play most of their matches drunk.



PAINTING AND COLLECTING

THE NEWTOWN HEATHENS, HUMAN TEAM BY DOMINIC MURRAY

Dominic: I've always had a Human team for Blood Bowl, so it wasn't hard to choose what team I'd paint when the new game came out. My painting philosophy is to use three core colours, then the occasional spot colour for details. I'll apply all the basecoats first, then all the washes, then a single highlight. My colours for the Newtown Heathens are yellow, green and black, with a red sports stripe – a must for any sports team in my opinion – as the detail colour. I

Painted their boots in different colours, too – I imagine each player has a different sponsor and they're showing them off on their fancy shoes.

While he's not a regular player on my team, I have also painted the Mighty Zug. He's my favourite Blood Bowl model of all time and I decided to paint him with a sweaty shirt, a bruised eye and bloody knuckles to show that he's a real scrapper and always up for a fight. I mean, match...



THE SEWERPIPE SCOUNDRELS, SKAVEN TEAM BY JAY CLARE

Jay: I started playing Blood Bowl over 15 years ago and my first team was a Skaven one – the Sewerpipe Scoundrels. So when the new models came out I had to paint a set, for nostalgia if nothing else. I didn't paint them in my original colour scheme, though – I gave them a kit upgrade to have bright orange armour, a colour that I think looks great on Blood Bowl teams as it's really eye-catching. I started with a black undercoat on all the models, followed by Jokaero

Orange (on the armour), a wash of Fuegan Orange, a layer of Troll Slayer Orange and then finally a highlight of Fire Dragon Bright. I complemented the orange with a dingy grey, which is much more in keeping with the Skaven's usual colour scheme. For the grey I used Mechanicus Standard Grey followed by a wash of Agrax Earthshade, then a highlight of Dawnstone. One of my main goals for my team is to try and recreate the super-fast Gutter Runner I had when I was younger – his name was Skweek.



THE UNDERWORLD CREEPERS, UNDERWORLD DENIZENS TEAM BY ANT SALIBA

Ant: I painted this team for the Forge World website when the models came out. The Underworld Creepers are actually a classic team from the original Death Zone supplement for Blood Bowl and so their colour scheme and imagery was already well established for me, namely red armour with tiger stripes. I painted one model to completion first to establish where I wanted to place each

colour and how long each model would take to paint. I then painted the rest of the team all in one go. I started with the armour, which I basecoated Khorne Red, followed by a wash of Agrax Earthshade. I then layered it with Mephiston Red, which I blended carefully into Evil Sunz Scarlet. For the tiger stripes I used Abaddon Black mixed 50/50 with Lahmian Medium to make it easier to apply. The metal armour I painted Leadbelcher, then washed it with Agrax Earthshade and layered it with Runelord Brass. I used Nihilakh Oxide to make the armour look weathered.



DA BADLAND ALL BLACKS, ORC TEAM BY ROBIN CRUDDACE

Robin: I painted my Orc team for Blitzmania, a global event that took place last year. Da Badland All Blacks are from, well, the Badlands, and they're always up for a good fight. They even try to score a touchdown now and again if they feel up for it. The team name helped my pick my colour scheme – black – and I decided to try out chipped armour for the first time on them, and even a few freehand checks. The chipped armour is a really simple effect as it's just

Ironbreaker applied to the edges of the armour panels, but it took a bit longer than I expected. I'm dead chuffed with the end result, though. With the paint dry, bases finished and a few transfers applied (taken from an Ork transfer sheet), I was ready for kick-off. Despite lots of advice from head coach Jervis Johnson, I don't often win my matches, though Zog Ironjaw, one of my Black Orcs, does have a reputation for maiming (or killing) opposing players. I can't wait to see who he'll smash next. **DH**



BATTLEFORCE CHALLENGE

Since the launch of the new Warhammer 40,000 back in June, the Design Studio has been filled with the sound of industrious hobbyists putting together new armies as part of a Studio army challenge. Here we present three of our favourites.



BEN JOHNSON

Ben might be seen by many as Mr. Age of Sigmar, but he's now getting his teeth into Warhammer 40,000. He's got an eye for gold, too...

THE TALONS OF THE EMPEROR BY BEN JOHNSON

"I'd not done a Warhammer 40,000 army before," says Ben Johnson, "but the Studio army challenge seemed to be a good place to start. Each stage required you to paint a new box of miniatures, so you could take it at your own pace. I wanted a small, powerful force – but I didn't want to just paint Space Marines. Instead, I took the plunge with the Adeptus Custodes.

"They proved to be a very quick army to paint – which was very important to me, as I wanted to get them onto the gaming table as quickly as possible and start playing games. The only

downside is the Custodes have a limited number of units – and no HQ choices – so I added Inquisitors Greyfax and Coteaz. On top of that, I added some Imperial Assassins, to give the force some long-ranged precision firepower.

"I used the Warhammer World-exclusive Space Marine command tanks instead of the 'normal' Rhino and Land Raider – they just look so much more Custodes to me with all the aquilas and details on them. They require a bit of conversion work – giving them Custodes crews and making sure they had the correct weapons for Custodes tanks – but I'm happy with the final result."





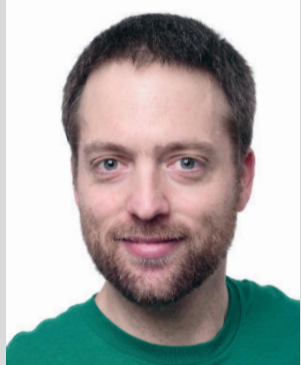
Left: The leader of Ben's army (when Roboute Guilliman isn't around) is his scratch-built Inquisitor Coteaz – a classic Ordo Malleus character.

"I knew I wanted an Inquisitor to lead the army," says Ben. "I had my heart set on making one of my own. I initially tried using Custodes bodies and limbs, but they seemed a bit too big for a human. Instead, I used the Deathwatch Watchmaster as a starting point – I replaced his guardian spear with a thunder hammer from the Grey Knights Terminator kit. To complete the Coteaz look, I used a spare hand (with bird) from the Stormcast Eternals Vanguard-Raptors, and have him a Custodes head with the Mohawk shaved off. To make sure his profile wasn't like that of a Space Marine I used a Stormcast backpack."



**NEW
YEAR, NEW
ARMY!**

PAINTING AND COLLECTING



ULRICH RYSSEL

Ulrich is no stranger to the pages of *White Dwarf* – his Novamarines graced the pages of the very last edition of the weekly *White Dwarf*. These days, however, his tastes seem to run to the perfidious xenos of the growing T'au Empire.

KE'LSHAN HUNTER CADRE BY ULRICH RYSSEL

Ulrich's choice of army for the challenge was the T'au Empire, which, while not a brand-new venture for him, gave him a chance to paint up a lot of new models and units.

"I already knew I liked T'au," says Ulrich. "I had played T'au quite a bit in the past and I liked the new models, especially the new Battlesuits. So that meant with this challenge I was able to both revisit an army that I already had some models for and something fresh at the same time. I wanted XV8 Crisis Battlesuits and some Fire Warriors, so I started with a *Start Collecting!* set. I was a little bit stumped as to where to go next, so I just went and added more Battlesuits for stage two – you can't go wrong with more Crisis Battlesuits. I painted the Ghostkeel for stage three of the challenge – I wanted to avoid too many models at this stage so I wouldn't run out of time and energy during the last stages. When everything had turned out well, I went for a second *Start Collecting!* box as the last stage, to finish the project off."

"It was fun, and it was a challenge to get all of it done in the time we had, so I think it did exactly what I wanted it to do," says Ulrich. "I'm not a very quick painter, but I don't mind painting 20 hours or more in a week for a challenge from time to time, so challenges like this (and also events) are great for me to get things done. We also made sure to swap work-in-progress images within the team at work to keep the enthusiasm going, which worked really well for me."

"My favourite unit might be the Gun Drones for their humble nature and great firepower. I also really like the idea that the T'au Empire actually seem to value their own lives (unlike the Imperium, it would appear) and wear Battlesuits or send Drones to do battle for them. Aesthetically, though, I especially love the Ghostkeel Battlesuit and the Stealth Drones. Before I painted the Stealth Drones I had painted smaller unit markings on the other Drones in the army, but I liked the larger unit markings on the Stealth Drones so much that I went back and gave all the army's Drones the larger ones."

**NEW
YEAR, NEW
ARMY!**



Left: Ulrich's XV8 Crisis Battlesuits, supported by an XV95 Ghostkeel.

"I liked the images of Ke'lishan Fire Warriors in shipboard uniform in Codex: Tau Empire," says Ulrich. "I've not decided whether I want vehicles in my army, but the colour scheme seemed like a good idea to me if I wanted to stick with Fire Warriors and Battlesuits only."

"The most difficult thing for me was painting the yellow parts," says Ulrich. "When I started working on the second stage of the challenge, I decided to change how I was painting the yellow areas, so I went and also repainted all of the yellow parts on the models I'd already finished. I used a basecoat of Ceramite White, layered on Flash Gitz Yellow, shaded with Seraphim Sepia and finally added an edge highlight of White Scar."

PAINTING AND COLLECTING



SIMON GRANT

Simon Grant of the Design Studio has formed as a collector of the sons of Fenris – his last Space Wolf army was featured in White Dwarf as our Army of the Month all the way back in October 2016. We wonder if he's a little obsessed...

SPACE WOLVES AND THE TALONS OF THE EMPEROR BY SIMON GRANT

Simon is ever one to turn his hand to more Space Wolves, so it hardly came as a surprise to see him expand his collection as part of the Studio army challenge. However, Simon was doing something new – Simon's army includes the Talons of the Emperor, providing a marked contrast to the Space Wolves in aesthetic and play style.

On top of that, Simon designed his army with use in both Warhammer 40,000 and the Horus Heresy in mind. "It's best shown off by the Legion Veteran Squad," says Simon. "They're built of Mk. IV Tactical Marines with plenty of Space Wolf bits, but they're not equipped with anything a Grey Hunter squad couldn't take in Warhammer 40,000, so I can use them in both time periods. It's something I carried on with the Terminators – I equipped them mostly with melee weapons, so they can be used as Wolf Guard or Varagyr. There's also a visual consideration, as it just so happens I think the weapons that bridge the gap between the two periods look the coolest, too.

"I wanted to kickstart the challenge with a bang and tried to go above and beyond the challenge at each stage – the first stage was just a squad, so I painted a squad and Geigor Fell-hand. At the next stage I painted the Terminators, the Terminator leader and the Contemptor Dreadnought. For the last stage I reeled it back in a little, as painting the Talons of the Emperor in the time limit was plenty for me to do."

"With the Custodes and Sisters of Silence, I wanted a direct visual contrast to the Space Wolves," says Simon. "When painting Space Wolves, as I imagine the minerals of Fenris aren't of the best quality, I tend to paint the gold trim quite dark and brassy. The Talons of the Emperor, however, are covered in bright, eye-catching gold – marking them apart as the Emperor's own household troops. I used a few Custodes shields and banner tops left over from the set to make the Land Raider distinctively a Custodes one, and the Sisters of Silence Rhinos are visually tied to each squad – the colour of the top knots matches the front banding on each tank." **SE**





Left: Simon's Space Wolf hero, who can serve as either a Praetor, Centurion or Wolf Lord, depending on the era. The badge of Lemman Russ, the Wolf that Stalks the Stars, has been in use by the Space Wolves since their foundation and is traditionally the icon of each Great Wolf leading the Chapter, which is why Simon used it on the Terminators' kneepads – it'd be there whether they served Russ in the Horus Heresy or Logan Grimnar in the 41st Millennium.

"The army's had a little bit of kitbashing done to it," says Simon. "To make things a little more 'Fenrisian', I used plenty of spare heads from the Grey Hunters on my models. And while frost blades can take many forms, I chose to give my hero one based on a chainsword – like Ragnar Blackmane's"



**NEW
YEAR, NEW
ARMY!**

PAINT SPLATTER

Paint Splatter is our regular feature on painting Citadel miniatures. Each month we present stage-by-stage guides to painting your miniatures, and all the information you need to make use of them. This month: Plaguebearers and Beasts of Nurgle!

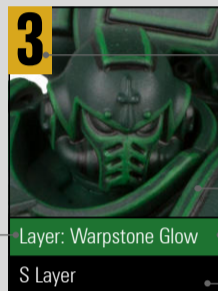
READ THIS FIRST: HOW TO USE THIS GUIDE

Over the following pages you'll find stage-by-stage painting guides for Plaguebearers and Beasts of Nurgle. These painting guides, combined with the information on these pages, tells you everything you need to know to paint your

models just like the ones you can see in the example photos. Each guide begins with an example photo, showing all the parts of the model. You'll then find stage-by-stage guides to painting each of these areas, as shown to the right.



DARK GREEN ARMOUR



Stage Name: The part of the model you'll be painting in this step, as shown in the example photo.

Stage Number: Each part is painted in a number of stages. Simply follow them in order.

Stage Photo: This shows exactly what has been done at this stage – use the picture to see where to apply the colours and what they should look like. Use the example photo to identify similar areas of the model and paint these at the same time.

Technique:

There's more than one way to put paint on a model. Here's our advice on which technique to use for each stage – in this case, a layer. You can read about all of these techniques on the opposite page.

Paint Name:

The Citadel paint used for this stage. We also tell you what kind of paint it is – in this case, it's Warpstone Glow, which is a Layer paint. You can read more about the Citadel range of paints below.

Brush:

The Citadel brush used for this stage – the name here is exactly what you'll find on the brush – in this case, an S Layer brush – making it easy to identify the right one. You can read more about brushes below.

CITADEL PAINTS



Base paints are formulated with a high concentration of pigment. These strong colours are the ideal foundation for painting. Some Base paints are available as sprays.



Shades are much thinner than other paints, formulated to flow into recesses, providing natural, effective shading and help to define details on your miniatures.



Layer paints are used to create highlights on a miniature. Formulated to be slightly translucent, they can be applied over Base paints and each other with great results.



Dry paints are designed to make drybrushing as straightforward as possible. They are formulated to a much thicker consistency than other paints.



Edge paints help to give your miniatures a final sharp, bright highlight. The paints possess the same formulation as the Layer paints, but with a much lighter tone.



Texture paints provide a textured finish – either a granular, sandy effect or a hard, dry, cracked earth one – perfect for painting the bases of your miniatures.



Technical paints are designed to help you achieve a range of effects, from rust and corrosion to foetid slurry and bloody gore, adding an extra level of realism.

CITADEL BRUSHES

There are seventeen brushes in the Citadel paint brush range and all of them have specific uses when painting miniatures.



BASE BRUSHES

The Base brushes (in sizes – S, M, L and XL) have hard-wearing bristles designed to hold plenty of paint. With a flat shape and a top edge, you can use them side-on for greater coverage, or use the edge for more control.



SHADE BRUSHES

Shade brushes (M and L) are designed to soak up a large amount of paint in their bristles so you can apply lots of a Shade in one go. These are perfect for applying washes over the whole of a miniature quickly and easily.



LAYER BRUSHES

Layer brushes are ideal for building up layers and highlights. Choose the right size of brush for the job (M or S). Artificer Layer brushes (XS, S and M) are extra high-quality brushes ideal for the most careful painting of the smallest details.



DRY BRUSHES

There are three Dry brushes in the range – S, M and L. They are made of ox hair and synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.



GLAZE BRUSHES

Glaze brushes are similar to Shade brushes but with a smaller head. It's ideal for applying glazes – washes of colour to add vibrancy – to particular areas of a model. You can also use a Glaze brush to apply Shades to small areas.

CITADEL SPRAYS

Two Citadel sprays – Corax White and Chaos Black – are available, designed specially for undercoating your models. Some Base paints are also available as sprays, allowing you to basecoat whole models quickly and easily. Be careful when spraying your models and always read the instructions. Be sure to shake the can for a couple of minutes before use and always spray in short bursts from a distance of 20 to 30cm for the best results.



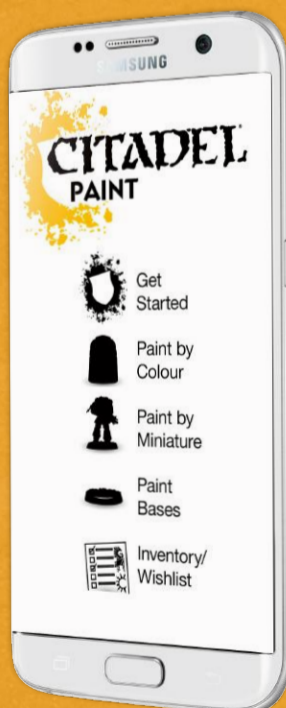
UNDERCOAT

Applying an undercoat before your basecoat will improve the coverage and effectiveness of later layers, especially if basecoating with a brush rather than a spray. Most people use a Chaos Black or Corax White undercoat spray.



THE CITADEL PAINT APP

Before you start painting, we recommend you download the Citadel Paint App. You can find it on the Google Play Store and the Apple App Store. The Citadel Paint App includes guides to producing more than 100 different possible colour schemes, which you can browse by colour or by miniature, and you can use the Inventory and Wishlist features to keep track of the paints you need for your latest project. Throughout Paint Splatter, you'll find 'On the App' boxes, where we point you to alternative colour schemes you can use on the miniatures featured in this month's issue for even more options when painting your models.



WARHAMMER TV

Every day Warhammer TV offers new videos featuring top tips and painting guides, including videos for all the techniques you'll see used in Paint Splatter. You can find Warhammer TV online at:

youtube.com/WarhammerTV



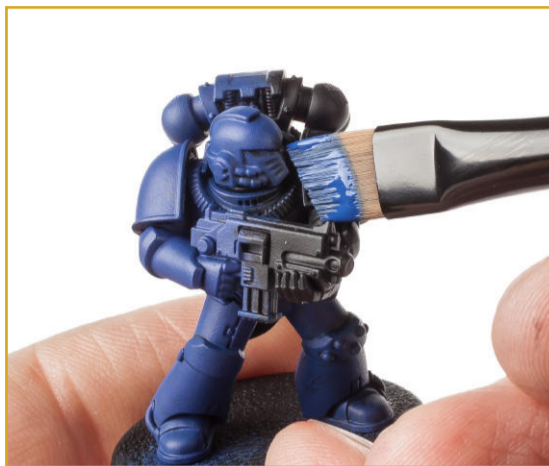
MODELLING AND PAINTING

THE CITADEL PAINTING SYSTEM: TECHNIQUES

With the Citadel Painting System, you can choose the colours you want to paint your models, select the appropriate technique for each stage, and apply them quickly and easily. Here's how to do it.

BASECOAT

A well-applied basecoat makes for a strong foundation for later stages. Citadel Base paints are specially formulated for the job. If basecoating with a brush, thin the paint with a little water and apply several thin coats for even coverage.



SPRAY

If your miniatures are predominantly one colour, it's much quicker to use a spray to basecoat them. Mount your models on a stick with some double-sided tape before spraying. For the best results, spray in short, controlled bursts. Always read the instructions.



LAYER

Layering helps bring out the detail on a model. By applying progressively lighter layers of colour, you can create realistic highlights on a model. Apply layers in thin coats – you can always apply a second thin coat if you need to.



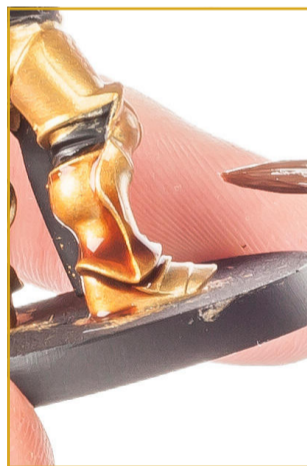
EDGE HIGHLIGHT

A final bright highlight brings out the very finest details on a model and really helps it stand out on the tabletop. For these edge highlights, apply the layer only to the most raised areas. It's often easier to use the edge of the brush for this job, rather than the tip.



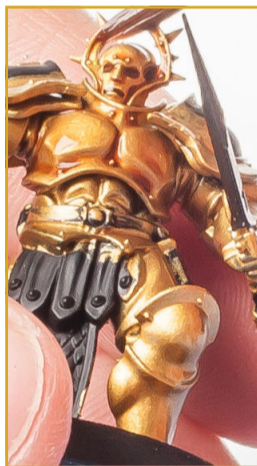
WASH

Applying a wash is an easy way to bring out subtle details and textures on a model. Citadel Shades are specially formulated for this, as they will run into the recesses on a model and create effective shading with minimal effort.



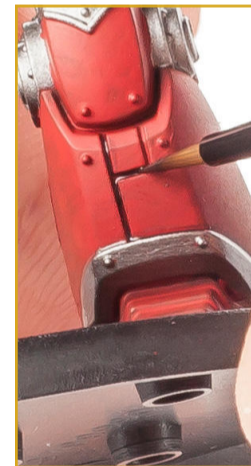
ALL-OVER WASH

When you apply a wash over a whole area or model, most will run into the recesses but some will dry over the whole area, providing all over shading. Apply these all-over washes early, over the basecoat or first layer, to avoid too much tidying-up later on.



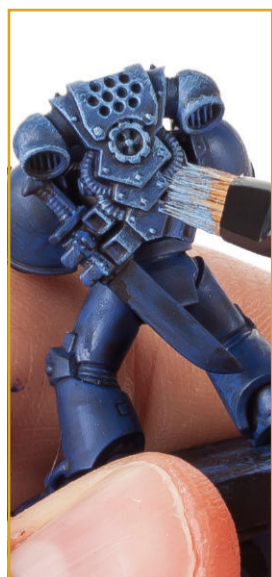
RECESS WASH

Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these recess washes, use a smaller brush (an M Glaze is ideal) and carefully apply the wash directly into the recesses. Once dry, you can tidy up around it if needed.



DRYBRUSH

Drybrushing is a way to capture raised details and create natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.



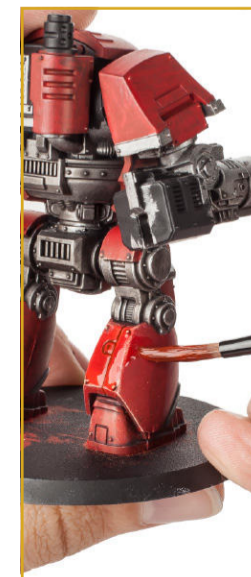
OVERBRUSH

Overbrushing is used to apply paint quickly to large areas of a model, while avoiding the recesses. This allows you to apply layers of colour quickly with the recesses providing shading. The technique is the same as drybrushing but with more paint on the brush.



GLAZES

Glazing is an advanced technique that some painters use to intensify an area of colour or unify layers of highlights where they are a bit too stark. A glaze is usually the final stage in painting a particular area and works by adding a translucent layer of colour.



PLAGUEBEARER OF NURGLE

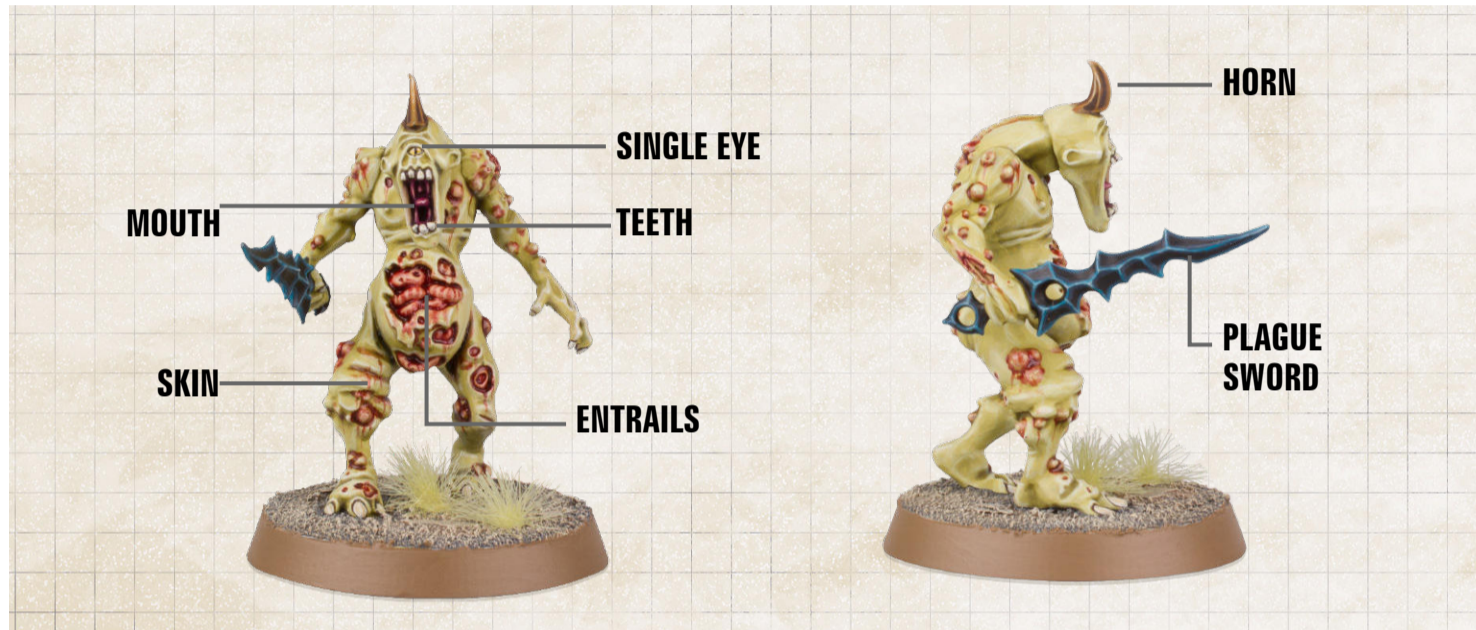
The Plaguebearers in the Studio army were painted with sickly, pale green skin, while a few simple techniques using Technical paints will bring out all the gruesome details on the models.

ROTTEN FLESH

Drybrushing is a great technique for models like Plaguebearers. A heavy drybrush or overbrush (see right) was used for stage 4 of the skin. You can also use progressively lighter drybrushes for stages 5 and 6, instead of layering, if you prefer.

BLOOD FOR THE PLAGUE GOD?

The Technical paint Blood for the Blood God allows you to add blood and gore effects to your models, and you could easily paint the entrails with a simple layer of it. If you want the entrails to look a bit more 'fleshy', as in this example, apply a 50/50 mix of Blood for the Blood God and Carroburg Crimson over a layer of Cadian Flestone. This way, you get the gory shine of Blood for the Blood God but it flows more like a wash. The later highlights are entirely optional.



SKIN	ENTRAILS	SINGLE EYE
<p>1</p> <p>Basecoat: Corax White Spray</p>	<p>1</p> <p>Layer: Cadian Flestone M Layer</p>	<p>1</p> <p>Basecoat: Yriel Yellow M Layer</p>
<p>2</p> <p>Layer: Ogryn Flesh M Base</p>	<p>2</p> <p>Wash: Blood for the Blood God/Carroburg Crimson M Shade</p>	<p>2</p> <p>Layer: Pallid Wych Flesh S Layer</p>
<p>3</p> <p>Wash: Athonian Camoshade M Shade</p>	<p>3</p> <p>Layer: Cadian Flestone S Layer</p>	<p>3</p> <p>Layer: Abaddon Black S Layer</p>
<p>4</p> <p>Drybrush: Ogryn Camo L Dry</p>	<p>4</p> <p>Layer: Kislev Flesh S Layer</p>	<p>4</p>
<p>5</p> <p>Layer: Krieg Khaki S Layer</p>	<p>5</p> <p>Layer: Pallid Wych Flesh S Layer</p>	<p>5</p> <p>Layer: Abaddon Black S Layer</p>
<p>6</p> <p>Layer: Pallid Wych Flesh S Layer</p>	<p>6</p> <p>Layer: Pallid Wych Flesh S Layer</p>	<p>6</p> <p>Layer: Abaddon Black S Layer</p>

DESIGN STUDIO ARMY PAINTERS

The Studio's Army Painters are the team who paint many of the armies you see in the pages of rulebooks, battletomes, codexes and White Dwarf. As well as painting these inspirational collections of miniatures, the Army Painters are also the folks responsible for producing the stage-by-stage painting guides that we feature in Paint Splatter each month. The members of the team are: Steve Bowerman, Jay Goldfinch, Tom Moore, Paul Norton, Chris Peach and Natalie-Ann Slinn.

OVERBRUSHING

Overbrushing is similar to drybrushing, but with more paint on your brush. It works well as a way of tidying a stage after applying a wash, establishing a layer of colour while retaining the shading in the recesses. Here, Paul Norton (who produced this stage-by-stage guide) is applying an overbrush of Ogryn Camo, as suggested for stage 4 of the skin.

MIXING PAINTS

The Citadel Paint Range is designed so that there's no need to mix paints. Just occasionally, you may want a specific colour or effect that's best achieved by doing so. Take the required amount from each pot with your brush and apply it to a palette pad, then mix the colours until they're properly combined. (Wash your brush in between taking paint from each pot so you don't permanently mix the colours.) In this case, Paul wanted to thin the Blood for the Blood God a little, without losing the strength of the colour, so mixed it with Carroburg Crimson.



MODELLING AND PAINTING

PLAGUE SWORDS

The Plaguebearer's sword was painted to contrast with the rest of the model – it's a hard, sharp surface in contrast with the soft, leathery flesh and bloody wounds of the rest of the model. Both the choice of colour and the choice of technique help here. By using blue-green highlights on the sword, the black is made to look hard, glossy and reflective.

By using edge highlights, rather than all-over layers, the sharp edges are emphasised. You could use drybrushing instead of edge highlights to paint the sword. To get the same effect as the edge highlights, make sure these drybrushes are progressively lighter, with almost no paint left on the brush. Apply these carefully and target only the most prominent edges.

TECHNICAL – BLOOD FOR THE BLOOD GOD

Blood for the Blood God is a Technical paint, and is designed for adding a gore effect to your models. To make it look like blood, Blood for the Blood God is translucent (which means the colour beneath shows through slightly) and has a shiny finish.

Blood for the Blood God is simple to use. Finish painting the area you want to use it on, and when all the paint on the area is dry, simply apply a thin layer of Blood for the Blood God over the top of it. On a model like this Plaguebearer, it's ideal for adding some disgusting extra colour to those gaping wounds and sores.



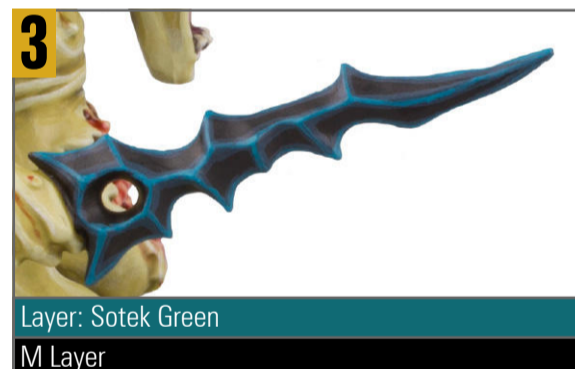
MOUTH



TEETH



PLAGUE SWORD



HORN



DAEMONS OF NURGLE

The colours shown in this stage-by-stage guide can be used on the rest of the Daemons of Nurgle range – for example, Nurgling swarms or Heralds of Nurgle and even the mighty Great Unclean Ones.



ON THE APP

SKIN

You don't have to paint Plaguebearers green! The Citadel Paint App has loads of options to choose from – just swap the skin stages for your chosen colour. Here's a few suggestions.



Rotting Bone



Blight Green



Rotting Flesh



Drab Brown



Putrid Flesh

BASING – SAND

Texture paints are the quickest and easiest way to base your models, but sand is another option if you prefer. Squeeze a little PVA glue out onto a palette or some card and thin it with a little water. Paint it straight onto the model's base then dip the base into a container of sand. You can add a few small pebbles, too, if you like. Then simply paint over the sand.

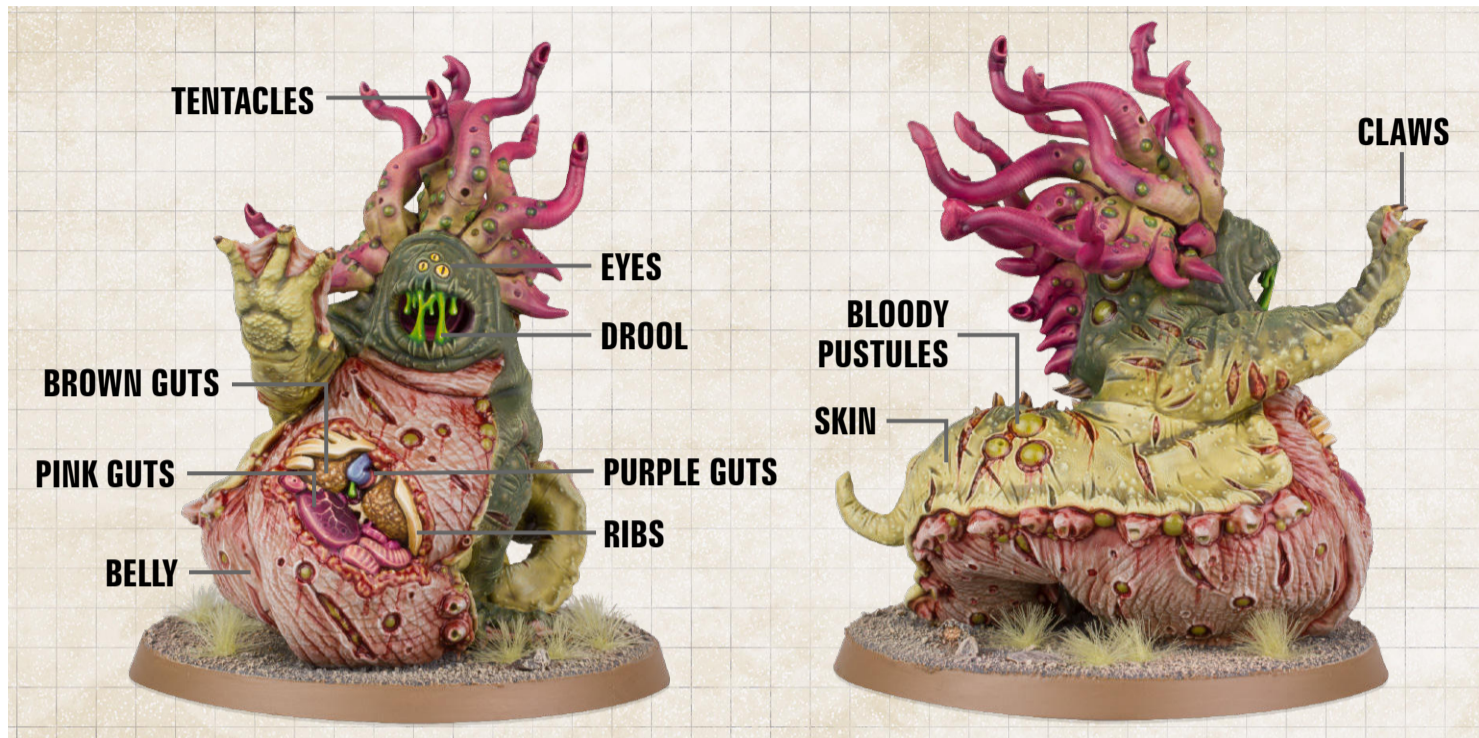


BEAST OF NURGLE

Beasts of Nurgle are truly monstrous things, covered in a disgusting mass of different textures, from slimy skin to writhing tentacles, seeping wounds, exposed organs and thick, heavy drool. A few simple techniques will allow you to paint all of these, and this variety gives you the opportunity to go further if you want to.

SIMPLE TECHNIQUES, GREAT RESULT

The skin on the painted example below changes colour, moving from a pale green on the lower parts to a darker green on the beast's back, an effect commonly seen in nature. This is deceptively easy to do – just study the pictures and the model in front of you to see which areas you want to apply the darker

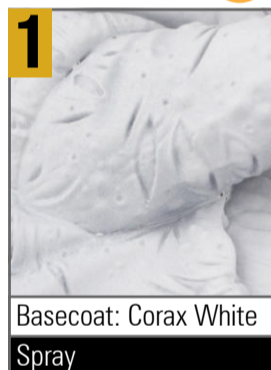


COUNTER-SHADING

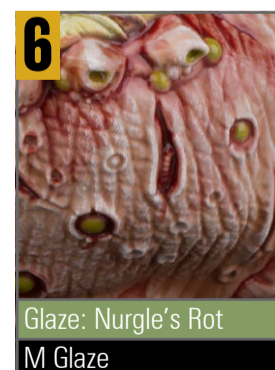
When painting more naturalistic skin-tones on beasts, you can emulate that by starting with the lower, lighter colour then roughly applying the basecoat of the darker, higher colour on the upper reaches of the skin. To tie the two together, use sympathetic paint colours to shade and drybrush the entirety of the skin area.

For the Beast of Nurgle, Paul tied the Ogryn Camo and Castellan Green with a wash of Athonian Camoshade and finished with a drybrush of Deathworld Forest.

SKIN



BELLY



ON THE APP

BASING

The Citadel Paint App is loaded with different basing ideas, from Wet Mud to Blighted Tundra. Open up the Citadel Paint App and choose 'Paint Bases' to pick from the list.

- Wet Mud**
- Martian Soil**
- Desert**
- Urban Debris**
- Mud**

MODELLING AND PAINTING



ON THE APP

If you want to paint your Beast of Nurgle's skin a jaundiced yellow or frigid blue, the Citadel Paint App has loads of choices. Here are some of our recommended pairs of colours for the darker and lighter areas.

-  Pale Flesh
-  Dark Flesh
or
-  Putrid Flesh
-  Drab Green

► Castellan Green basecoat to (stage 3 of the skin). Apply it roughly – you don't want neat, straight lines. The following wash of Athonian Camoshade will help to blend the edges together. Apply the drybrushing in stages 6 and 7 all over the skin, but for stages 8 and 9 focus more on the light areas to emphasise the changing skin tone.

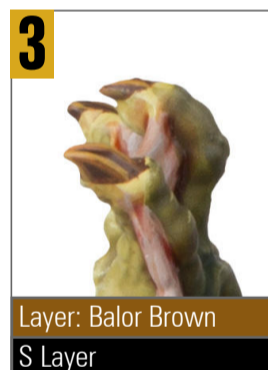
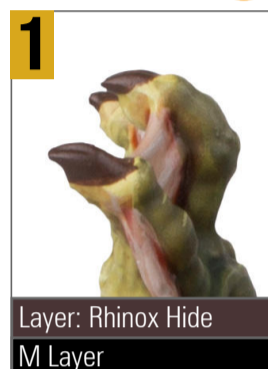
READY FOR BATTLE

This Beast of Nurgle was painted using a variety of techniques, to show what's possible if you want to try, but of course you don't have to paint the model this way. You'll also get great results from using a single colour for the skin, and similarly painting the tentacles pink all over, rather than employing a gradient.

TENTACLES



CLAWS



EYES



DROOL



TECHNICAL—LAHMIAN MEDIUM

Lahmian Medium is one of the Technical paints. It is a paint without any pigment, so can be mixed with other colours to reduce their opacity without thinning the paint like water would. This allows you to build up translucent layers of colour, as Paul has done here to create the gradient on the tentacles.

DOT HIGHLIGHTS

Dot highlights are very small points of very light colour, creating the impression of a strongly reflected point of light, such as from a very wet or shiny surface.

In this case, Paul used a few dot highlights to make the drool in the Beast of Nurgle's mouth look particularly wet and slimy. The final highlight of White Scar (in stage 5 of the drool) was applied as a dot highlight, using the tip of an S Layer brush to very carefully apply just a few individual dots of the paint to a few points on the most raised parts of the drool.

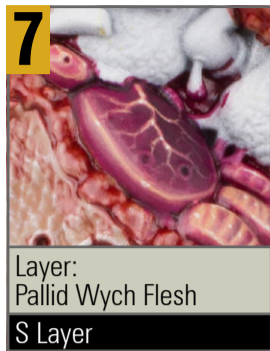
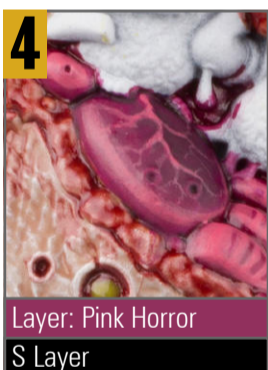
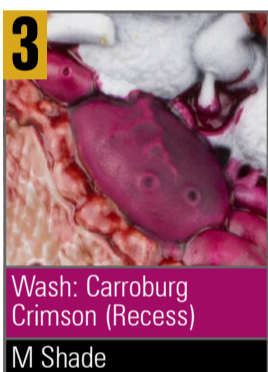
PAINTING GRADIENTS

A gradient is where one colour shifts into another – sometimes quite radically. To achieve this, start

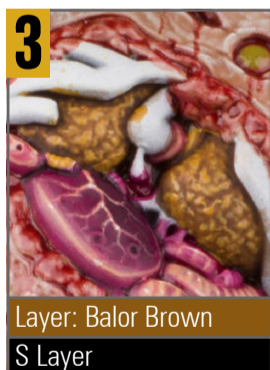
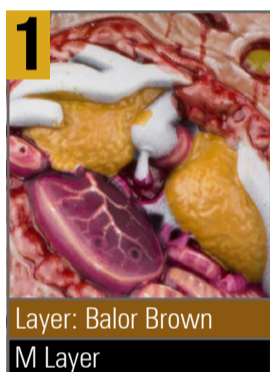
with the base colour, then mix the colour you wish to shift to with Lahmian Medium. You then apply this at the far point, leaving enough of the base colour showing. You can then build this up with further colours mixed with Lahmian Medium, before finally tying them all together with unifying wash and drybrush.

Paul used a quite radical shift of colour on the Beast of Nurgle, going from the Ogryn Camo of the body into Screamer Pink, and tied together with Pink Horror and Biel-Tan Green.

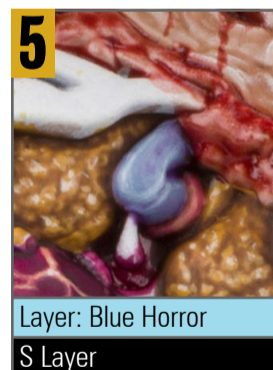
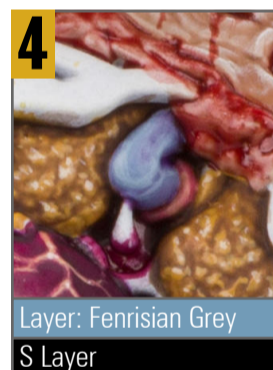
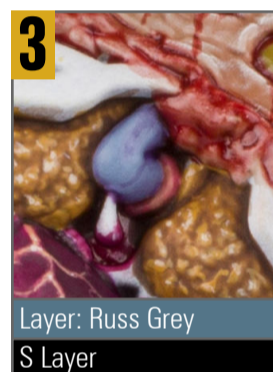
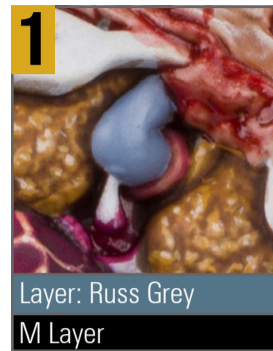
PINK GUTS



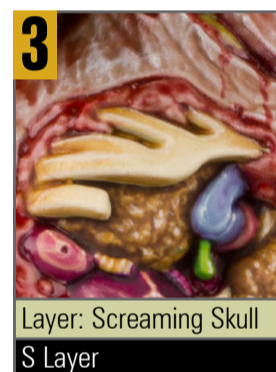
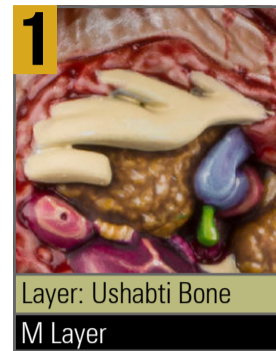
BROWN GUTS



PURPLE GUTS



RIBS



BLOODY PUSTULES



TECHNICAL— NURGLE'S ROT

Nurgle's Rot is a Technical paint, and is used to represent decidedly disgusting things like pus, snot, vomit or toxic slime. It's opaque and glossy, and slightly thicker than most Layer or Base paints.

For most models, an M Glaze brush is the best choice. As Nurgle's Rot is a little thicker or more viscous than other paints, use the tip of the brush to work it into the recesses where this kind of horrible slime would naturally build up.

Top Tip: The thicker you paint Nurgle's Rot on, the more opaque it becomes, so build it up in layers to get the desired effect for each particular model.

READY FOR BATTLE

Paul really went to town on this Beast of Nurgle, showing just how far you can go in capturing all the incredible detail and variety of textures on a model like this. Of course, you really don't have to do this to get your models looking great on the tabletop. Other techniques might be more efficient if you've got a lot of models to paint. The Beast of Nurgle below, for instance, was painted with uniformly pink guts, with Blood for the Blood God and Nurgle's Rot added for effect.



THE WHITE DWARF GUIDE

New to our games and worlds or just wondering what to explore next? With a huge range of games, miniatures, books and more, there's a lot to choose from. Here's how and where to find out more...

GAMES WORKSHOP

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WARHAMMER AGE OF SIGMAR

Warhammer Age of Sigmar is the game of mighty battles in an age of unending war. In an age of darkness, where the Gods of Chaos reign supreme, hope flares anew. Explore the world of fantasy miniatures with Warhammer Age of Sigmar. Collect vast armies, engage in massed battles and read epic tales of great heroes through an exciting range of miniatures, books and games.

And, this month, darker omens still begin to amass across the Mortal Realms as Malign Portents begins – a sign of dark and terrible things to come in the Age of Sigmar. Now is a great time to explore the Mortal Realms and get into Warhammer Age of Sigmar. Find out more on page 26 of this issue and online.

www.malignportents.com



FACEBOOK

The Warhammer Community team look after a range of Facebook pages dedicated to our worlds and games. These are pages for everyone, where you can catch up on the latest news, ask questions, show off your own work and chat with other painters, collectors, modellers, gamers and fans. Visit Facebook to find pages for:

-  [Warhammer 40,000](#)
-  [Warhammer Age of Sigmar](#)
-  [White Dwarf](#)
-  [Black Library](#)
-  [Forge World](#)
-  [Blood Bowl](#)
-  [The Regimental Standard](#)

WARHAMMER 40,000

Warhammer 40,000 is a tabletop game for two or more players, where you control and army of Citadel Miniatures representing the Imperium of Man or one of its many enemies. Mighty armies clash across war-torn worlds, and the bloodthirsty forces of Chaos strive to overthrow the Imperium of Mankind.

www.warhammer40000.com



MIDDLE-EARTH STRATEGY BATTLE GAME

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www.games-workshop.com





Warhammer Underworlds: Shadespire is a fast-paced game of tactical arena combat for two players, fought out using tailored decks of cards, dice and easy-to-assemble Citadel Miniatures. Build your warband, construct your deck and defeat your rivals.

www.warhammerunderworlds.com



Blood Bowl is the game of fantasy football. Two players act as coaches, selecting their teams from rosters of Humans, Orcs and the other races of the Old World, taking to the playing field to earn fame, fortune and the adulation of fans along the way!

www.bloodbowl.com



Necromunda is the game of brutal gang warfare in the 41st Millennium. Deep in the underhive of Hive Primus on the polluted nightmare industrial world of Necromunda, rival gangs fight for personal power and the honour of their houses.

www.necromunda.com



Warhammer Quest is a miniatures game for two to five players. Up to four players take on the role of adventurers, working together to overcome the fiendish obstacles set for them by the master of the Silver Tower or, in the Shadows Over Hammerhal version of the game, the wicked gamesmaster – that is, the fifth player!

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It is an age of war. Brother fights brother in a hate-fuelled battle to the death as the Imperium itself is torn apart by civil war, 10,000 years before the age of Warhammer 40,000. Explore the Horus Heresy with Forge World's range of miniatures and books.

www.forgeworld.co.uk

Forge World

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www.forgeworld.co.uk

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Black Library produce novels, audio books, compilations and short stories set in the universes of Warhammer Age of Sigmar, Warhammer 40,000 and the Horus Heresy. You can find Black Library titles in bookstores, our own stores and online.

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The home of Warhammer on the web, the Warhammer Community website brings you the latest news on Warhammer 40,000, Warhammer Age of Sigmar, the Horus Heresy, Forge World, Black Library and more!

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READERS' MODELS

Readers' Models is the place where we share pictures of some of our favourite miniatures painted by you, our readers. Enjoy!



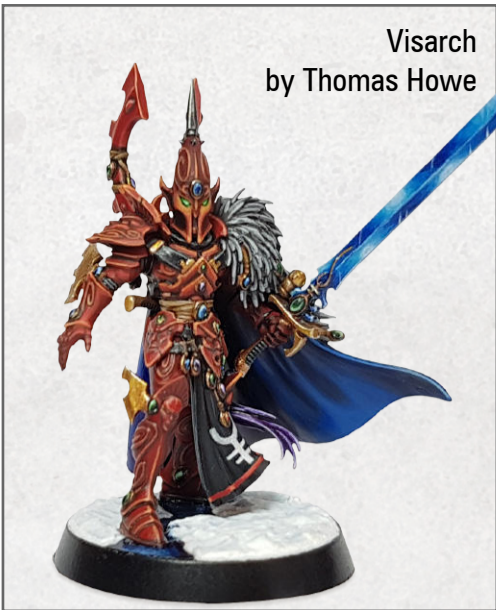
Send your photos to:
TEAM@WHITEDWARF.CO.UK

By submitting photographs of your miniatures, you give Games Workshop permission to feature them in White Dwarf at any time in the future.

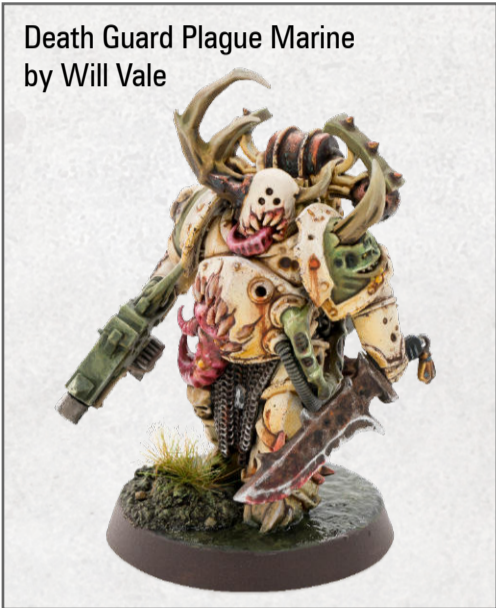
Alarielle the Everqueen
by Danilo Milella



Visarch
by Thomas Howe



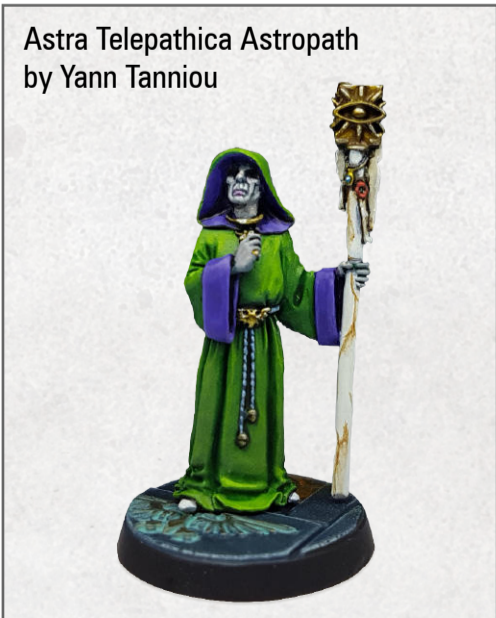
Death Guard Plague Marine
by Will Vale



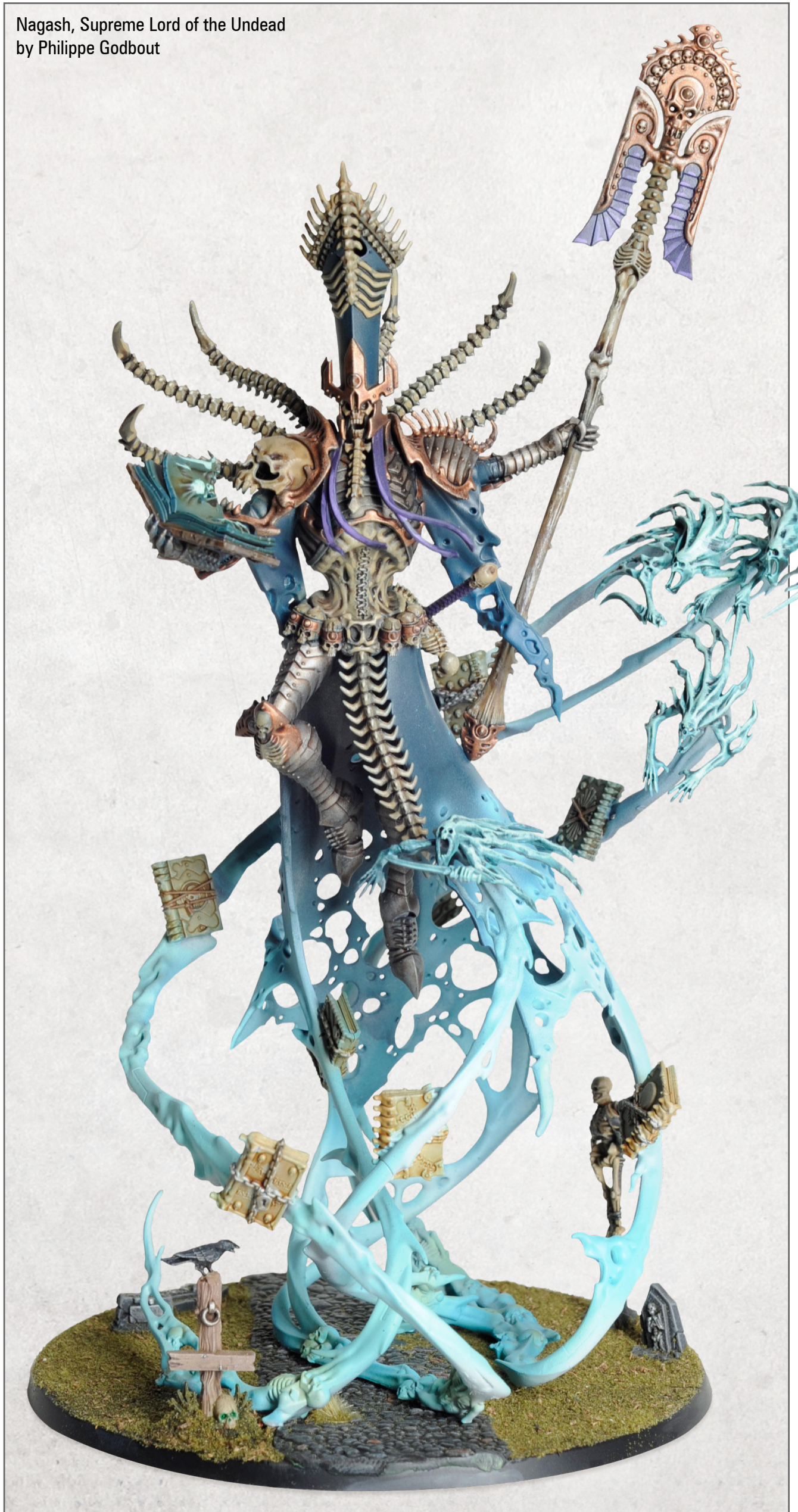
Kharadron Overlords
Arkanaut Admiral
by Richard Willis



Astra Telepathica Astropath
by Yann Tanniou



Nagash, Supreme Lord of the Undead
by Philippe Godbout



READERS' MODELS

Salamanders Redemptor Dreadnought
by James Sowden



Astorath the Grim
by Carl Tinsley



Bonesplitterz Wurrzog Prophet
by Jesse Comte



Cor'bax Utterblight
by Yann Taniou



Nighthaunt Cairn Wraith
by Yann Taniou



OUR TOP TIPS FOR TAKING PICTURES OF MINIATURES

In Readers' Models, we want to show off the very best miniatures painted by you, our readers. Of course, great miniatures also need great pictures, so here are our top tips for taking pictures of your favourite models.

Firstly, always use a white background – a large piece of plain white paper is perfect. Not only does this make the pictures easier for us to edit, it also helps reflect light back at your camera (unlike a black background, which absorbs it), making your shots brighter and cleaner.

Next, make sure you've got good lighting. A traditional ceiling light normally gives off a yellowish glow, so we recommend using halogen light bulbs to eliminate the yellow tint. A couple of desk lamps aimed at the front of the model should provide plenty of light and eliminate any unsightly shadows behind the model.

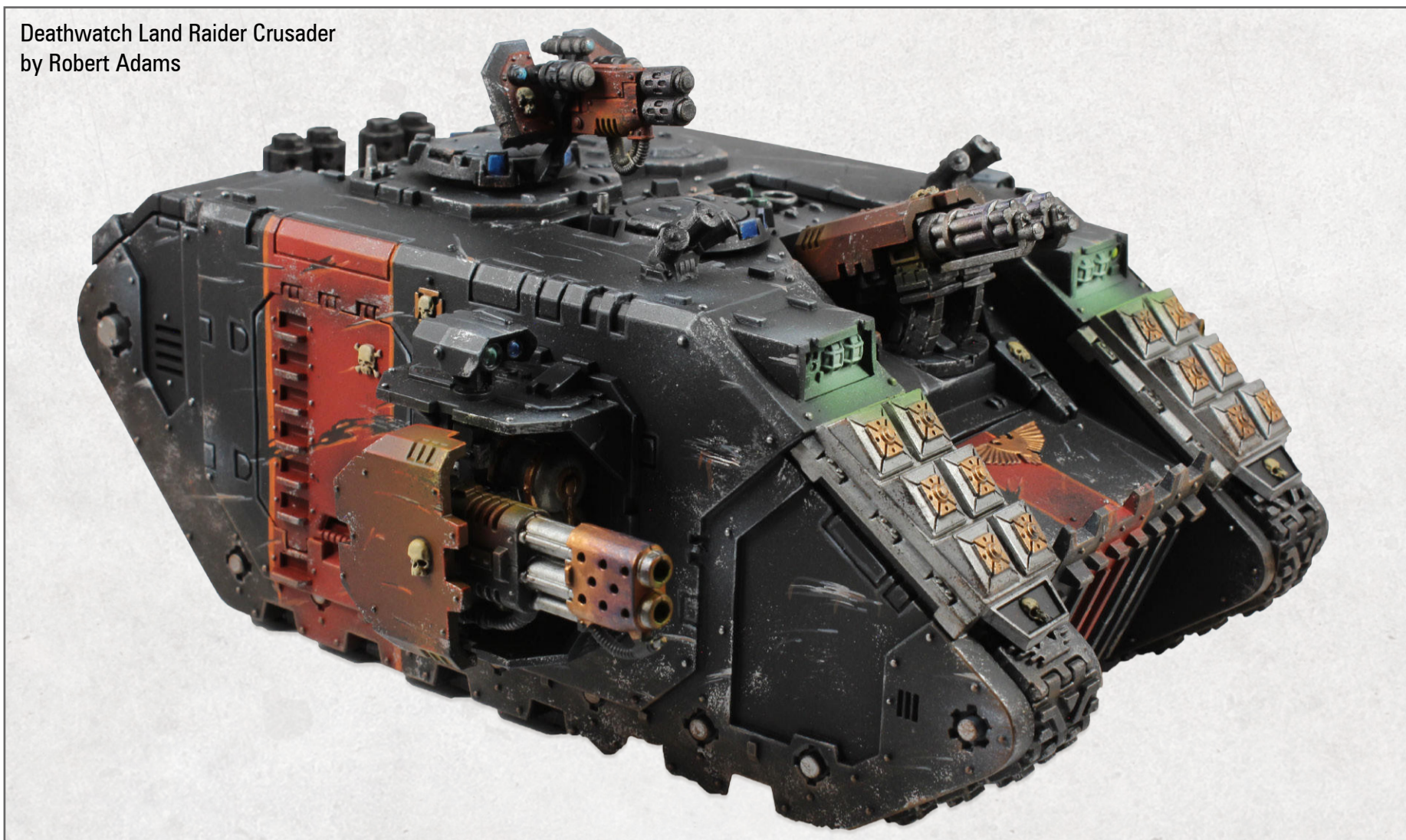
Find the model's golden angle – the angle that shows most of the miniature's details. If you're ever in doubt, take a look at the model on the Games Workshop website and you should get a good idea of what angle to take the picture from. Make sure you position the camera in front of the model, too, rather than looking down on it from an angle – we want to see its face, not its base!

Make sure the picture is in focus! If parts of your model look blurry, try moving your camera back a few inches and try another shot. If it's still out of focus, move it back again and use the camera's zoom function to zoom in on the model so it fills the viewscreen. For even more detailed tips, we've got a free downloadable guide:

www.warhammer-community.com/the-model-photo



Deathwatch Land Raider Crusader
by Robert Adams



READER'S MODEL OF THE MONTH

Our Reader's Model this month is this Primaris Repulsor tank painted by Michał Szymeczko. "I mostly painted it with an airbrush," says Michał. "I used techniques like pre-shading (using black and white undercoats to create a colour gradient before applying the blue), glazing and edge highlights. The pre-shading helps create a smooth colour transition while the Guilliman Blue glaze helps make the colour more vibrant. The last step was a white edge highlight on the armour."





IN THE BUNKER

Welcome to the last few pages of the magazine, where we take a regular look at what's been going on inside the White Dwarf bunker over the past month...

Warhammer Age of Sigmar has been at the forefront of our minds in the White Dwarf bunker this month. Having heard the news about Armies on Parade: Malign Portents, several members of the team have started work on new armies (or continued adding to existing ones) for Warhammer Age of Sigmar. Martyn is championing the team challenge and has set to work on a Beastclaw Raiders force, while Matt H has opted to start a Daughters of Khaine army. Mel has begun working on Ironjawz, Michael on Sylvaneth and Dan on Kharadron Overlords. Matt K has also promised to paint some of the Tzeentch Arcanites sitting on his desk – only time will tell how successful he is.

Meanwhile, Mel, Jonathan, Dan and Stu are still embroiled in a campaign with their existing Age of Sigmar armies to see who will conquer the Flamescar Plateau. Turn the page to see how they got on in a big four-player game.

And last but not least, Matt H has continued painting his Space Marines army. You can see his Imperial Fists on the back page.



**NEW
YEAR, NEW
ARMY!**

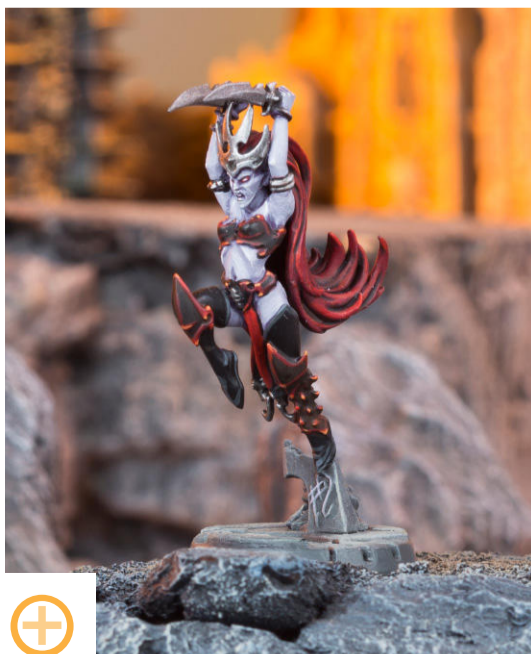
1

Martyn picked up the Start Collecting! Beastclaw Raiders set and painted his first model for them this month – a Mournfang Skalg (1). "I've painted a few Moonclan Grots in the past with blue robes and I thought it would be cool to keep the same colour scheme for my ogors," says Martyn. "Especially as they have a wintery look to them. The rest of the model has quite a neutral colour scheme, so it makes the blue spot colour stand out."

Dan also used blue as the spot colour on his Kharadron Overlords (2), which are otherwise pretty dark and sinister-looking fellows from the sky port of Barak-Glöm. "I painted two types of black on them," says Dan. "A hard-edged blue-black on the armour and a softer khaki-black on the body suits. I picked blue as a cold spot colour for their eyes, gems and weapon power nodes."



2



VOX CHATTER

This month in Vox Chatter, Martyn and Dan talk about painting new armies for *Armies on Parade: Malign Portents*.



Martyn: Warhammer Age of Sigmar is really well established now and there are a lot of miniatures ranges to collect. With *Malign Portents* on the horizon, it seemed like a great opportunity to explore these races a bit more and make it into a fun challenge that everyone could get involved in. Most of us already have armies to varying degrees, but doing it this way we're all starting from scratch (well, apart from Jonathan) and all to a shared deadline.

Dan: There's definitely a community aspect to it – we're all working to the same goal at the same time. I picked the Kharadron Overlords because I wanted an army that was new to Warhammer Age of Sigmar. My other armies – Undead and Skaven – existed in the previous version of the game, whereas these sky-dardin are something completely new for me. Painting a unit or two at a time also means we can play games as we finish them, slowly getting used to how all our units work.

Martyn: The main reason I picked Beastclaw Raiders was because I used them in the Battle Report last month and I thought they were brilliant fun. The miniatures are great, too, with the added advantage that I don't have to paint many to create a sizeable force.

Dan: There's quite a variety of armies between us, too, which just goes to show how much the game, and the factions in it, has grown over the last two-and-a-bit years. Weirdly, though, four out of the six of us are using blue as a spot colour – a bit of a strange coincidence, that!



THE FIRESTORM CAMPAIGN CONTINUES

This month in our Warhammer Age of Sigmar campaign, Jonathan, Mel, Stu and Dan continued their quest to dominate the Flamescar Plateau. While they played several smaller games against each other, the highlight of the month was a sizeable four-player mega-game. Here's how they got on.



THE GRAND BATTLE FOR THE CHAINS

Having played a couple of smaller games this month, the four generals decided to play a big four-player game. They rolled off to see whose territory the battle would be fought in and it ended up being one of Dan's fortified Skaven territories – the Chains. They decided to play a battle where victory points would be won every turn for holding objectives – in this game, buildings – with the fortress in the centre of the table (Dan's "mouse house" as he put it) being worth the most victory points.

The battle kicked off with the forces of Chaos – the Arcanites and the Skaven – going first (not that they wanted to, but the forces of Order finished setting up first). Sadly for Dan and Stu, most of their ranged weapons and spells could not reach the enemy



and Stu declined a quick advance with his Skyfires for fear of getting too close to the Ironclad. Jonathan had no such worries and powered the huge sky-vessel forward, blasting the Tzaangor Shaman to oblivion with torpedoes, while its guns crippled the Doomwheel.

Mel, meanwhile, sent her whole army towards the Skaven. With the luck of a double turn between the first and second battle rounds, she manoeuvred the Bastiladon with the arc of Sotek right into the middle of Dan's force and unleashed the snakes once more. Combined with the power of the solar engine on her other Bastiladon and the Engine of the Gods on the Stegadon, she virtually wiped out Dan's Stormfiends and nearly killed both of his heroes. Across the battlefield, Jonathan flew his Endrinriggers into combat with the Lord of Change and sliced it apart over the course of two turns. The Endrinriggers were, in turn, blasted from the sky by an overcharged ratling gun.

Now in a dire situation, Dan and Stu had to go on the offensive to take back some lost objectives. The Skyfires shredded half of the Grundstok Thunderers, the Aether-Khemist and the Endrinmaster, but were then targeted by the Ironclad and virtually wiped out. The survivors concentrated on killing the Skinks holding the main tower. The Skaven fared less well. Though the Bastiladon with the arc of Sotek was killed by the Warp Lightning Cannon, the rest of the Skaven were slowly mopped up by the Seraphon units. The Ratling Gun weapon team was the last unit to die when it killed itself in an explosion of hot warp-lead. Mel and Jonathan had won, scoring 27 victory points to Dan and Stu's 21.



THE CAMPAIGN SO FAR...

Having scored a victory in this four-player battle, Mel and Jonathan set about conquering the Flamescar Plateau. Because the battle was fought in one of Dan's fortified territories, Jonathan was able to play his Overrun secret objective card, scoring him two extra glory points. Mel, having won three games by this point, also revealed her secret objective, which was to win two games. Dan and Stu looked on glumly. At the end of the month, Mel and Jonathan had six glory points each, Dan had three and Stu had just one lonely point.

IN THE BUNKER

Last month, Matt said he was just about to start work on a unit of Hellblasters for his Imperial Fists collection. Well, he finished them! He painted them in the mustard yellow colour scheme that he favours for his Imperial Fists, with a black shoulder trim to indicate that they're from the 5th Battle Company. The power coils were painted using Nihilakh Oxide over a layer of White Scar, followed by a highlight of Blue Horror to make them look like they're glowing.

But Matt didn't stop there – he also painted one of the new Easy to Build Redeptor Dreadnoughts. "It took me five evenings," says Matt. "I just put aside some time each night and worked on it colour by colour." Below is Matt's force so far, led by Captain Traevorius of the 5th Company. Matt's only got the Inceptors, a Lieutenant and the Ancient from the Dark Imperium set left to paint now. ☠



NEXT MONTH


WHITE DWARF FEBRUARY 2018 ON SALE FRIDAY 02 FEBRUARY

MALIGN PORTENTS / PAINT SPLATTER / A NEW ADVENTURE
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The background is a close-up of a stone wall. The stones are dark and textured, with a warm, orange glow emanating from the bottom, suggesting a fire or light source. The text is centered in the upper half of the image.

**GAMESMASTER'S
EYES ONLY!**



VISITING CINDERFALL

As first presented in last month's issue, Raven Bridge Bastille is a new location heroes can go to when visiting Cinderfall. Each hero still only chooses one activity to carry out in each visit.

RAVEN BRIDGE BASTILLE

This daunting edifice stands on the edge of Cinderfall, guarding the approach from the Raven Bridge. It has recently opened its doors to soldiers of fortune looking to earn additional coin in exchange for tackling some of the stickier problems currently plaguing Cinderfall.

If any heroes choose to go to the Raven Bridge Bastille, they learn of the following bounties: (if you only have rules for one or two of these dungeons, only reveal those bounties – reveal any new bounties whenever a hero returns to the Bastille).

Raze the Temple of Slaughter: We have reason to believe that we have located a minor temple devoted to one or another of the Chaos Gods here in Cinderfall. With Sigmar's finest fighting the greater hordes of Chaos, your city calls you to vanquish this den of heretics in the God-King's name. (See December issue for this dungeon. – Ed)

Scour the Verminlair: Reports of localised looting and a plague of vermin in the Ashen Tangleways bears investigation. We need adventurers willing to find and exterminate any nests of scavengers and/or monstrous ratmen in the area.

Empty the Darkhold Garrison: We are concerned to report that, following the quake that devastated Black Iron Way, a fortified structure has been constructed amidst the ruins. The occupants have not responded to our repeated enquiries, so a bounty will be paid to any who investigate and, if necessary, bring to justice those within.

The party can now choose to descend to any of these dungeons instead of returning to the dungeon in the Adventure Book (the whole party can do this – it is not restricted to the hero or heroes that visited the Bastille). If they do so, their progress in the dungeon in the Adventure Book is unaffected and they can return to that adventure after any visit to Cinderfall. Similarly, the heroes' progress in each of these dungeons is unaffected if they choose to interrupt their exploration of one of them to investigate another or continue adventuring in the dungeon in the Adventure Book.

When any hero returns to the Raven Bridge Bastille having met any of the following conditions, they can claim the bounty. If they have met more than one of the following conditions, they can claim all relevant bounties. Do not tell the adventurers the conditions for claiming the bounty.

Scour the Lair: The heroes have explored 2-F and 3-B of the Verminlair.

Raze the Temple: The heroes have explored 2-B and 3-C of the Temple of Slaughter.

Empty the Darkhold: The heroes have explored 1-E and 2-A of the Darkhold Garrison.

In each case, the bounty is 3 renown for each hero in the party.

When the third bounty is collected, tell the adventurers that there are no more bounties at present – they can no longer choose to visit the Raven Bridge Bastille.



THE VERMINLAIR

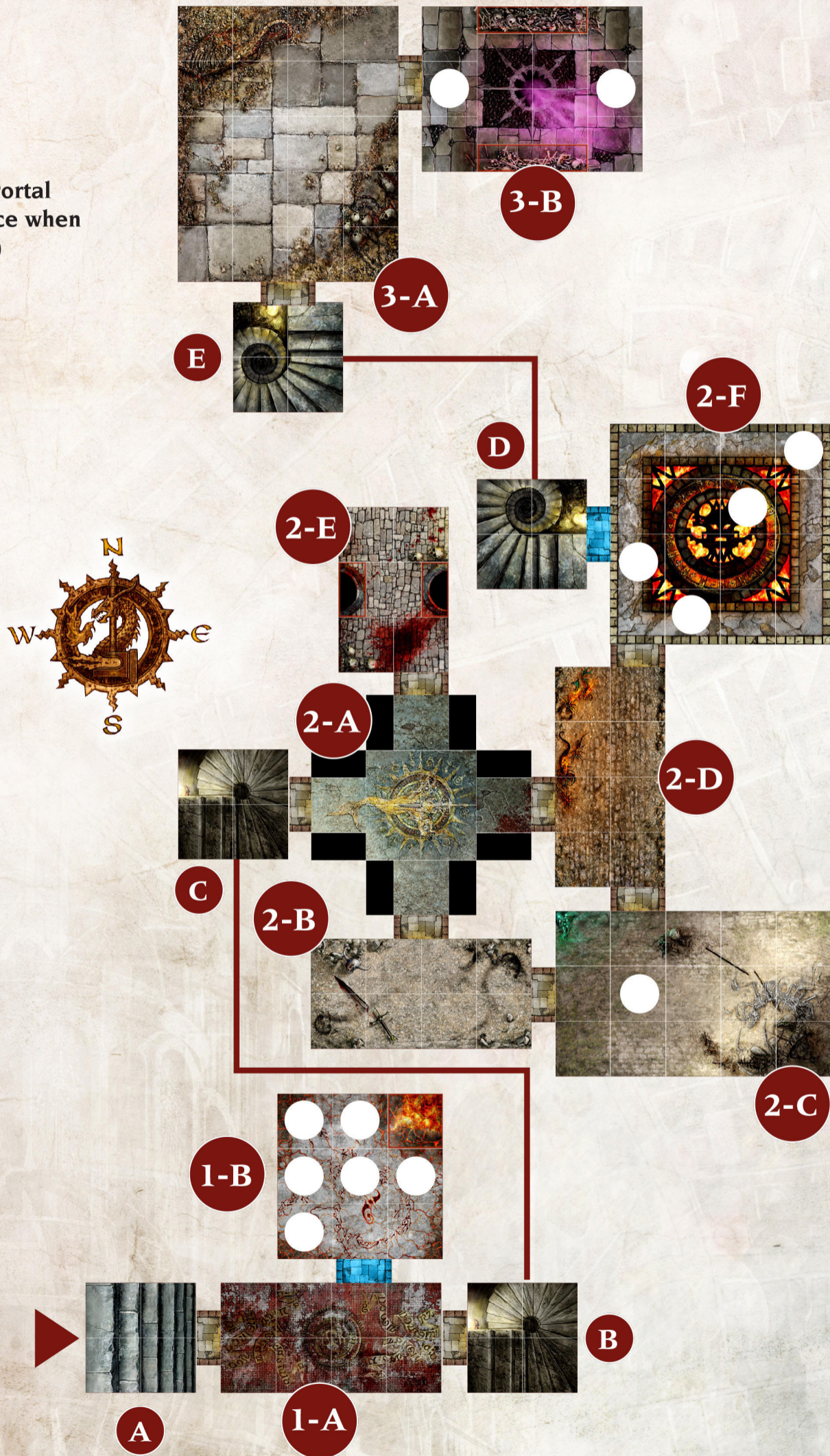
The air is dank and it reeks of unnamable foulness. As you descend into the dark, vermin scurry away at the sound of your footsteps. Over their terrified squeaks, you can just about hear the clicking of claws on stone, though there are no enemies in sight.



Portal



Hidden Portal
(only place when revealed)



UNEXPECTED EVENT TABLE

- | D6 | Event |
|-----|--|
| 1 | Kill the Stragglers, Yes-yes: <i>A metal star whistles from a hiding place, striking one of the heroes.</i> Choose one: either the hero with the most wounds tokens suffers a wound, or a hero who is the only hero in a chamber suffers a wound. If you could pick more than one hero, you can choose which one suffers a wound. |
| 2 | Structural Collapse: <i>Without warning, a section of the ceiling collapses!</i> Each adventurer rolls a dice. If any of them roll a 1, their hero suffers a wound. |
| 3 | Treasure Amongst Trash: <i>Amongst all the debris, you spy a valuable apparently discarded as worthless by the denizens of this lair.</i> The torchbearer gains one piece of gold. |
| 4-6 | Ambush: The heroes have been ambushed! Roll on the ambush table. |

AMBUSH TABLE

- | D6 | Ambush |
|----|--|
| 1 | 6 Giant Rats (or 3 Kairic Acolytes) |
| 2 | 5 Clanrats (or 5 Kairic Acolytes) |
| 3 | 5 Plague Monks (or 2 Putrid Blightkings) |
| 4 | 5 Stormvermin (or 2 Putrid Blightkings) |
| 5 | 2 Rat Ogres (or 2 Putrid Blightkings) |
| 6 | 10 Night Runners (or 10 Kairic Acolytes) |

STAIRWELLS

A – Entrance.

Ascend: Tell the adventures that they can either end the expedition and return to Cinderfall, or stay on this stairwell and start a new round.

Descend: Not allowed.

B – Deeper Still.

You have discovered a stairwell that leads even further down into the lair.

Ascend: Not allowed.

Descend: The stairs spiral down, taking you further and further from the relative safety of the surface. The skittering noises are all around you now, and your eyes strain to pierce the gloom to find some trace of your elusive foes. Set up the heroes in Stairwell C.

C – The Winding Stair.

Ascend: Set up the heroes in Stairwell B

Descend: Not allowed.

D – Into the Darkness.

You have discovered a narrow stair that plunges down into the darkness.

Ascend: Tell the adventurers that they can either end the expedition and return to Cinderfall, or stay on this stairwell and start a new round.

Descend: The temperature drops rapidly as you descend, and hoarfrost coats the stones of the stairwell. You feel your flesh crawl as you reach the bottom step, as if your body wishes to be elsewhere. Set up the heroes in Stairwell E.

E – The Lowest Level.

Ascend: Set up the heroes in Stairwell D.

Descend: Not allowed.

THE VERMINLAIR

Chamber	Discovered	Searched
A. Entrance	Auto	n/a
B. Deeper Still		n/a
C. The Winding Stair		n/a
D. Into the Darkness		n/a
E. The Lowest Level		n/a
1-A. Corridor		
1-B. Guardhouse		
2-A. Crossroads		
2-B. Darkened Room		
2-C. The Scavenge Heap		
2-D. Stuck in the Middle		
2-E. Cellar		
2-F. Audience Chamber		
3-A. Workshop		
3-B. Seer's Hermitage		

1-A. Corridor

The corridor ahead of you is filthy, its once finely worked stone covered in a layer of slippery filth.

Adversaries: None.

Special Rules: None.

Secret: You hear frantic whispers from behind the eastern wall. After a thorough search of the sconces, you find that one is actually a lever for a hidden door. Set up the hidden portal.

1-B. Guardhouse

This room serves as a guardhouse for the lair, but the 'guards' are cowering together and apparently holding their breath!

Adversaries: 6 Clanrats (or 6 Kairic Acolytes). Place each model on one of the spaces marked with a circle.

Special Rules: None.

Secret: The searcher finds one additional piece of gold.

2-A. Crossroads

You have entered a corridor that branches to either side. A once gleaming sigil in the floor is now just as filthy as the rest of this lair.

Adversaries: None.

Special Rules: None.

Secret: Nothing is found.

2-B. Darkened Room

If the heroes opened the eastern portal: The shadows in this room seem unnaturally dark, but it is empty of enemies. You can just glimpse a door in the southern wall through the gloom.

If the heroes opened the southern portal: The shadows in this room seem unnaturally dark, but it is empty of enemies. You can just glimpse a door in the eastern wall through the gloom.

Adversaries: None (though see below).

Special Rules: Halt the hero phase immediately if a hero moves into a space in this chamber that is adjacent to an unopened portal. Read this to the adventurers: Just as you reach the door, enemies drop screeching from the shadowed ceiling. Place up to 7 Night Runners (or Kairic Acolytes) in the chamber, one in each empty space. Any that can't be placed are lost. This adversary group can immediately be activated (and cannot be activated later in this round). The adventurers can then carry on with the hero phase.

Secret: Nothing is found.

2-C. The Scavenge Heap

Assorted junk is piled in this large chamber – cheap-looking weapons, geegaws and trinkets are stacked to the ceiling. However, what draws your attention first and foremost is the brute standing guard over these dubious treasures.

Adversaries: Rat Ogre (or Blightlord). Place it on the space marked with a circle.

Special Rules: None.

Secret: After an exhausting search, you actually manage to find something of value amidst all the detritus. The searcher draws a treasure card.

2-D. Stuck in the Middle

This corridor stinks even worse than the rest of this forsaken lair. Puddles of foul-smelling liquid are clearly visible along the length of the corridor.

Adversaries: None.

Special Rules: If any adversaries enter this chamber, the portal to 2-F opens after that adversary's group has been activated, and the adversaries from 2-F are placed following the rules for reinforcements. They can be activated in that phase unless their adversary group has already been activated.

Secret: *If neither the eastern or western portals have been opened: There are markedly more of the foul-smelling puddles near the western portal. If the western portal has been opened but the eastern portal is closed: You hear what seems to be a high-pitched monologue from the other side of the eastern door. If both the eastern and western portals have been opened: Nothing is found.*

2-E. Cellar

This cramped room contains vats of a pungent fermented liquid. Any thoughts you might have had about sampling it vanish when you see a number of rats bobbing belly-up in the brew.

Adversaries: None.

Special Rules: None.

Secret: *When you listen carefully at the southern wall, it seems as though you can hear the wind whistling.*

2-F. Audience Chamber

As the portal swings open you see a figure in relatively ornate armour haranguing their underlings. When they realise that you have intruded, they screech for their warriors to attack.

Adversaries: Skaven Warlord and 3 Stormvermin (or 4 Blightkings). Place them on any of the circles.

Special Rules: Read this to the adventurer who kills the last of the enemies from this chamber: With a disgusting gurgle the last of your enemies falls to the ground, and you are left surveying the carnage. With time to catch your breath, you spot something gleaming from behind the leader's makeshift throne. That adventurer draws a treasure card.

Secret: *Hidden even further behind the throne is a switch. When you press it, a section of the northern wall slides soundlessly aside. Set up the hidden portal.*

3-A. Workshop

This large room is filled with all manner of sorcerous detritus – sparking and glowing knickknacks, grisly leftovers and shattered artefacts are strewn across the floor.

Adversaries: None.

Special Rules: Keep count of the number of times the adventurers make a Search action in this chamber. End the hero phase immediately when this count reaches three (after revealing the secret, if the Search action is successful). Read this to the adventurers: You hear an enraged screech as a sorcerer catches you rifling through his workshop! Open the portal to 3-B and place a Grey Seer (or a Chaos Sorcerer Lord) on either of the

circles. They can act in the adversary phase this round.

Secret: *Nothing is found.*

3-B. Seer's Hermitage

If the heroes opened the portal: As you open the portal to the chamber, purple light spills out and you catch sight of a sorcerer performing a dark ritual.

If the portal was opened following the rules in 3-A: The chamber is unoccupied, and signs of an interrupted ritual lie discarded on the floor.

Adversaries: Grey Seer (or a Chaos Sorcerer Lord). Place them on the western circle. Do not do this if the portal was already opened following the rules in 3-A.

Special Rules: None.

Secret: *On inspecting a small worktable in one corner, you find a strange artefact. Give the searcher the Hezerek's Wand treasure card.*

Read if the heroes fail in their quest:

The awful chittering of your assailants fills your ears, and as the shadows gather you see them licking their teeth in anticipation of the coming feast.



